

MYTHIC MONSTERS ELEMENTALS

MYTHIC MONSTERS ELEMENTALS

CREDITS.....

AUTHORS: Jason Nelson and Steven T. Helt

AUTHORS: Alex Riggs, Jason Nelson, and Victoria Jaczko

ARTIST: Bob Greyvenstein, Tom Kilian, Tim Kings-Lynne, Jethro Lentle, Annika Maar, and Steve Wood

DESIGN AND LAYOUT: Richard Kunz

LEGENDARY GAMES TEAM MEMBERS: Alex Augunas, Jesse Benner, Clinton J. Boomer, Robert Brookes, Benjamin Bruck, Paris Crenshaw, Matthew Goodall, Jim Groves, Amanda Hamon Kunz, Steven T. Helt, Thurston Hillman, Tim Hitchcock, Victoria Jaczko, Jenny Jarzabski, N. Jolly, Jonathan H. Keith, Jeff Lee, Michael Kortes, Nicolas Logue, Will McCardell, Julian Neale, Jason Nelson, Jen Page, Richard Pett, Tom Phillips, Alistair Rigg, David N. Ross, 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: Rachel Ventura

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

Mythic Monsters: Elementals © 2016, Legendary Games; Authors Alex Riggs, Jason V Nelson, and Victoria Jaczko ISBN-13: 978-1541176997 ISBN-10: 1541176995 First printing December 2016. Printed in USA.



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

LEGAL

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

Pathfinder is a registered trademark of Paizo Inc., and the Pathfinder Roleplaying Game and the Pathfinder Roleplaying Game Compatibility Logo are trademarks of Paizo Inc., and are used under the Pathfinder Roleplaying Game Compatibility License. See http:// paizo.com/pathfinderRPG/compatibility for more information on the compatibility license. **Open Content:** Subject to designation as Product Identity (see below), the only portion of this Legendary Games product designated as Open Game Content is the rules content (creature stat blocks and names of skills, etc., taken from the Pathfinder Reference Document) as defined in the Open Game License version 1.0a Section 1(d). The front and back cover, back matter, introduction and Credits page, as well all other parts of this product including all text not specifically designated as Open Game Content is not Open Game Content. No portion of this work other than the material designated as Open Game Content may be reproduced in any form without written permission.

Product Identity: The following items are hereby identified as Product Identity, as defined in the Open

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

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

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

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

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

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

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

S Representation of Authority to Contribute: If You are contributing original material as Open Game Content, You represent that Your Contributions are Your original creation and/or You have sufficient rights to grant the rights conveyed by this License.6. Notice of License Copyright You must update the COPYRIGHT NOTICE portion of this License to include the exact text of the COPYRIGHT NOTICE of any Open Game Content You are copyrigh, date, and the copyright holder's name to the COPYRIGHT NOTICE of any original Open Game Content You The COPYRIGHT NOTICE of any original Open Game Content, and the copyright date.

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

OPEN GAME LICENSE Version 1.0a. The following text is the property of Wizards of the Coast, Inc. and is Copyright 2000 Wizards of the Coast, Inc ("Wizards"). All Rights Reserved. Definitions: (a) "Contributors" means the copyright and/or trademark and to that Product Identity. Sutter, Owen Stephens, and Russ Taylor.

8. Identification: If you distribute Open Game Content You must clearly Indicate which portions of the work that you are distributing are Open Game Content. 9. Updating the License: Wizards or its designated Agents may publish

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

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

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

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

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

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

necessary to make it enforceable.

15. COPYRIGHT NOTICE Open Game License v 1.0a © 2000, Wizards of the Coast, Inc.

Mythic Monsters: Elementals © 2016, Legendary Games; Authors Alex Riggs, Jason Nelson, and Victoria Jaczko

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

The Hypertext d20 SRD. © 2004, Jans W Carton. The Book of Experimental Might. Copyright 2008, Monte J. Cook. All rights reserved.

Tome of Horrors. Copyright 2002, Necromancer Games, Inc.; Authors: Scott Greene, with Clark Peterson, Erica Balsley, Kevin Baase, Casey Christofferson, Lance Hawvermale, Travis Hawvermale, Patrick Lawinger, and Bill Webb; Based on original content from TSR. Advanced Bestiary. © 2014, Green Ronin Publishing, LLC. Author:

Jeffrey Hersh. Developer: Owen KC Stephens. Mythic Hero's Handbook © 2015, Legendary Games, Dreamscarred

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

Mythic Module Monsters: Rune Lords 4 © 2015, Legendary Games; Authors: Jason Nelson, Jim Groves, Tom Phillips, Alistair J. Rigg, and Steven T. Helt

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

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

Pathfinder Adventure Path: Rise of the Runelords Anniversary Edition © 2012, Paizo Publishing, LLC; Authors: Wolfgang Baur, Stephen S. Greer, James Jacobs, Nicolas Logue, Richard Pett, and Greg A. Vaughan. Pathfinder Roleplaying Game Advanced Class Guide © 2014, Paizo Inc; Authors: Dennis Baker, Ross Byers, Jesse Benner, Savannah Broadway, Jason Bulmahn, Jim Groves, Tim Hitchcock, Tracy, Hurley, Jonathan H. Keith, Will McCardell, Dale C. McCoy, Jr., Tom Phillips, Stephen Radney-MacFarland, Thomas M. Reid, Sean K Reynolds, Tork Shaw, Owen K.C. Stephens, and Russ Taylor.

Pathfinder Roleplaying Game Advanced Player's Guide. © 2010, Paizo Publishing, LLC, Author: Jason Bulmahn, James Jacobs, Steve Kenson, Hal Maclean, Rob McCreary, Erik Mona, Jason Nelson, Stephen Radney-MacFarland, Sean K Reynolds, F. Wesley Schneider, James L. Sutter, Owen Stepnens, and Kuss Taylor. Pathfinder Roleplaying Game Bestiary. © 2009, Paizo Publishing LLC; Author: Jason Bulmahn, Brian Cortijo, Adam Daigle, Mike Ferguson, Joshua J. Frost, James Jacobs, Rob McCreary, Erik-Mona, Sean K-Reynolds, F. Wesley Schneider, Lisa Stevens, James L. Sutter, and Greg

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

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

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

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

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

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

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

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

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

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

Aertal, Servant from the Tome of Horrors Complete © 2014, Necromancer Games, Inc., published and distributed by Frog God Games, Authors: Clark Greene and Clark Peterson, based on original material by Gary Gygax.

TABLE OF CONTENTS

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

MF = Mythic feat

1V

^{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



WELCOME TO MYTHIC PLUG-INS: MYTHIC MONSTERS!

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

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

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

SPECIAL ELECTRONIC FEATURES

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

About Legendary Games

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

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

WHAT YOU WILL FIND INSIDE MYTHIC MONSTERS: ELEMENTALS

Mythic Monsters: Elementals brings you an awesome array of elemental enemies from every part of the planes of fundamental matter and energy. These amorphous adversaries range from CR 3 to CR 22, and include true elementals ranging from crackling lightning elementals to suffocating mud elementals and raging-hot magma elementals to deathly frozen ice elementals. There are elemental creates of silent and subtle lethality like the aerial servant and simple wanton pyromaniacal glee like the magmin. Skittering crysmals are as deadly sharp as they are beautiful, and beauty is only the beginning for the nymph-like veela of that inhabit the planes of earth, fire, and water. Like the veela, the manifold mephits are not true elementals but embody the essence of the elemental planes in a way almost familiar to the humanoids who summon them, though the denizens of the elemental planes can be wholly alien like the bizarre aquatic tojanida. Finally, the fierce scanderig forgefiend represents the taming of the power of the elements by craft and artifice, while the majestic anemos represents the power of wild wind and weather from the farthest corners of the world. As if that were not enough, we bring you new spells and feats to push the boundaries of elemental summoning, plus introduce the fission elemental template that shifts from a towering colossus to a seething swarm of raw elemental fury!

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

- Jason Nelson



THE ELEMENTS UNLEASHED

Elementals are an iconic monster from the earliest days of RPGs, though in the early editions they were dangerous beings, difficult to control at the best of times and prone to turning on those who have summoned them from the wild protean expanse of their home planes and forced them into a tangible form bound within the murky matter of the material plane. For those casters willing to take greater risks, the following feats and spells let them delve a bit more deeply into the realm of elemental summoning.

ELEMENTAL EXPERT

The creatures of the elemental plane are yours to study and command.

Prerequisites: Spell Focus (conjuration), Knowledge (planes) 3 ranks.

Benefit: You gain a +2 bonus on Knowledge checks related to the elemental planes and creatures with the elemental subtype. In addition, whenever you call a creature with the elemental subtype using *planar ally*, *planar binding*, or similar effects, you increase the maximum Hit Dice of elemental you can call by 2, and you treat the creature's Hit Dice and Charisma score as if they were 2 lower for the purpose of bargaining for its services.

Mythic: Your bonus on Knowledge checks increases to +4, and you can expend one use of your mythic power to *detect elementals* as a spell-like ability. If you are casting *summon monster* or *summon nature's ally* to summon an elemental, you treat the spell as if it were one level higher for the purpose of summoning a creature with the elemental subtype.

VENGEFUL SUMMONS

As a primal and powerful creature of the planes, you rebel against the foolish mortals that compel you to do their bidding.

Prerequisites: You must be an outsider.

Benefit: When you are called or summoned, you create a mental link between yourself and the caster who called or summoned you. Once the duration of your calling or summoning ends, you are not sent back to your home plane but may remain on the plane where you have been summoned for a number of hours equal to your Hit Dice to seek out and destroy your caller or summoner. You can determine that caster's direction, distance, and general condition as if you had cast a *status* spell. If you or the caster leaves the plane, the link is suppressed until your or the caster return. This link can be broken only by your death, the caster's death, or a *remove curse* spell (treating your Hit Dice as your caster level to determine the DC of the *remove curse*).

If you are given a specific mission as part of your summons or calling, rather than being actively controlled by the caster, J and that mission fails, you may attempt a new saving throw with a +4 bonus to break the control provided by the spell that called or summoned you and return to seek vengeance. If you stop actively pursuing your summoner, you return to your home plane within 1 minute.

This is a supernatural effect.

Special: At the GM's option, greater and elder true elementals or other creatures deemed hostile to being summoned may gain this as a bonus feat.

Mythic: You treat your summoner as if he were your quarry, as the ranger class feature, and you gain a +2 bonus on saving throws against any effect created by your summoner.

CONJURE ELEMENTAL I

School conjuration (calling; see below); **Level** sorcerer/wizard 3, summoner 2

Casting Time 1 round

Components V, S, M (a lit stick of incense)

Range close (25 ft. + 5 ft./2 levels)

Effect one called elemental

Duration concentration, up to 1 minute/level

Saving Throw none (see text); Spell Resistance no

This spell calls a single Medium elemental to serve you. It appears where you designate and acts immediately, on your turn. The elemental is hostile and resists your control; you must concentrate to control it. You are mentally linked to the elemental and can command it as if you had cast *dominate monster*. If your concentration is broken, the elemental becomes free-willed for 1 round/level and seeks to return to you and attack you. It can always determine the general direction and distance to you, as if it had cast *status*. If you force the elemental to act against its nature, it gains a Will save to break free of your control. After this time, the elemental returns to its home plane.

When you use this spell to call a creature with an elemental subtype, it is a spell of that type. You may choose to summon 1d4+1 Small elementals in place of a single Medium elemental. If you do this, each elemental is entitled to its own saving throw to break your control if you command it to perform an action against its nature; a successful save frees that elemental from your control but not the other elementals called by the spell. If your concentration is broken, however, all elementals called by the spell are freed from your control.

CONJURE ELEMENTAL II

School conjuration (calling; see below); Level sorcerer/wizard 4, summoner 3

This spell functions like *conjure elemental I*, but you may summon a single Large elemental or 1d3 Medium elementals of the same type.

CONJURE ELEMENTAL III

School conjuration (calling; see below); **Level** sorcerer/wizard 5, summoner 4

This spell functions like *conjure elemental I*, but you may summon a single Huge elemental, 1d3 Large elementals of the same type, or 1d4+1 Medium elementals of the same type.

CONJURE ELEMENTAL IV

School conjuration (calling; see below); **Level** sorcerer/wizard 6, summoner 5

This spell functions like *conjure elemental I*, but you may summon a single greater elemental, 1d3 Huge elementals of the same type, or 1d4+1 Large elementals of the same type.

CONJURE ELEMENTAL V

School conjuration (calling; see below); **Level** sorcerer/wizard 7, summoner 6

This spell functions like *conjure elemental I*, but you may summon a single elder elemental, 1d3 greater elementals of the same type, or 1d4+1 Huge elementals of the same type.

DETECT ELEMENTALS

School divination; **Level** cleric 1, druid 1, shaman 1, sorcerer/ wizard 1, summoner 1, witch 1

Casting Time 1 standard action

Components V, S, DF

Range 60 ft.

Area cone-shaped emanation

Duration concentration, up to 1 minute/level (D)

Saving Throw none (see text); Spell Resistance no You can detect the aura that surrounds elemental creatures. The amount of information revealed depends on how long you study a particular area.

1st Round: Presence or absence of elemental auras.

2nd Round: Number of elemental auras in the area and the strength of the strongest elemental aura present. If there is a *gate* or similar portal to an elemental plane within the area, you learn to which plane it leads but are then stunned for 1 round and the spell ends.

3rd Round: The strength and location of each elemental aura, as well as which elemental plane is associated with it. If an aura is outside your line of sight, then you discern its direction but not its exact location.

Aura Strength: The strength of an elemental aura is determined by the HD of the elemental creature, or the caster level of the elemental effect, as given on the table below.

Lingering Aura: An elemental aura lingers after its original source is destroyed. If *detect elementals* is cast and directed at such a location, the spell indicates an aura strength of dim (even weaker than a faint aura). How long the aura lingers at this dim level depends on its original power, as given on the table below

HD	Strength	LINGERING AURA DURATION
ı or lower	Faint	1d6 rounds
2-4	Moderate	1d6 minutes
5-10	Strong	1d6 x 10 minutes
11 or higher	Overwhelming	1d6 days

Each round, you can turn to *detect elementals* in a new area. The spell can penetrate barriers, but 1 foot of stone, 1 inch of common metal, a thin sheet of lead, or 3 feet of wood or dirt blocks it.

MYTHIC SPELLS

CONJURE ELEMENTAL (ALL)

The elementals you call are considered mythic creatures and gain one use of mythic power each. If attacked by an effect that would bypass any resistance or immunity they possess, including but not limited to energy resistance and damage reduction, they can spend this use of mythic power as an immediate action to retain their usual immunity or resistance for 1 minute. Your summoned elementals gain no other mythic abilities.

Augmented (6th): If you expend two uses of mythic power, you can add the agile, invincible, or savage mythic simple template to elementals you call with this spell. These templates are described in the Mythic Monster Advancement section of Chapter 6 in Pathfinder Roleplaying Game Mythic Adventures.

DETECT ELEMENTALS

You gain a bonus equal to your mythic tier on Perception checks to notice elementals, on Knowledge (planes) checks to identify elemental creatures, and on Spellcraft checks to identify spell effects that specifically affect elementals or the elemental planes, including effects that create *gates* or other portals.

NEW TEMPLATE

Elementals are amorphous creatures, formed of the matter and energy of their native plane but without conventional bodies or biology. This is reflected in their immunity to critical hits and flanking, but to take the idea step further why could elementals not simply pull themselves apart and put themselves back together? Whether the elemental is in one cohesive mass or spread across the battlefield, it can still control the constituent material of its being and unleash its power on those that dare to stand against it. The following template posits elementals as truly amorphous creatures, able to shift from a solid-bodied mass in their typical form to a seething swarm of elemental power and back again.

CREATING A FISSION ELEMENTAL

"Fission elemental" is an inherited template that can be added to any true elemental, such as fire, water, lightning, and aether elementals (not including other creatures with the elemental subtype, such as mephits or tojanidas), allowing it to discorporate itself into the form of a swarm^{B1} of tiny elementals or to reform itself into a single fused entity. A fission elemental retains the statistics of its base elemental form except as noted below.

CR: A fission elemental's CR is equal to the CR of the base elemental +1.

Armor Class: A fission elemental's natural armor bonus to AC is halved when it is in swarm form. However, since its component elements are Tiny elementals, it gains a +2 size bonus to AC; this replaces its normal size modifier to AC, CMB, and CMD.

Speed: A fission elemental in swarm-form gains a climb speed equal to one-half its land speed; if it does not have a land speed, it does not gain a climb speed.

Space/Reach: In swarm form, a fission elemental has a reach of o feet. Unlike a normal swarm, a fission elemental in swarm form occupies a number of squares based on its size in elemental form

1	the second second second second second				
	Size	Number of Squares			
	Small	1			
1	Medium	2			
-	Large	4			
	Huge	9			
	Gargantuan	16			
	Colossal	36			

Like any swarm, the space a fission elemental is shapeable, though all portions of its space must be contiguous.

Defensive Abilities: A fission elemental retains its normal defensive abilities. In addition, it gains the following defensive ability in its fused form:

Discorporating Collapse (Ex): When struck by an attack or effect in its fused form, a fission elemental can tear itself apart into its swarm form as an immediate action. This sudden disruption deals 1 point of damage per Hit Dice of the elemental; however, its swarm traits and immunities apply to the effect that prompted it to discorporate, halving damage from a piercing or slashing weapon and negating any effect that affects only a single target.

Attacks: A fission elemental retains its normal slam attack(s) in its fused form. In swarm form, a fission elemental deals damage based on its size to creatures sharing its space at the end of its turn. Bonuses to damage from an elemental's air mastery, earth mastery, water mastery, burn, or similar abilities also apply to creatures damaged by its swarm attack.

1	1 1 1 1 1 1
HIT DICE	Swarm Damage
1-5	1d6
6-10	2d6
11-15	3d6
16-20	4d6
21+	5d6
	a for the second second

Special Attacks: A fission elemental gains any extraodinary or supernatural special attacks possessed by the base elemental.

In swarm^{B1} form, a fission elemental gains a swarm attack that deals damage as above, including the distraction^{B1} special attack.

In its fused form, a fission elemental gains the engulf¹⁸³ special attack, dealing damage equal to one-half the damage from its slam attack, plus any additional damage from air mastery, earth mastery, water mastery, burn, or similar abilities.

Special Qualities: A fission elemental gains any exceptional or supernatural special qualities possessed by the base elemental.

Fission elementals gain the following special quality:

Fission/Fusion(Ex): As a full-round action, a fission elemental can switch between its fused form, in which it functions as a single creature with its normal statistics, and the form of a swarm^{B1} of Tiny elementals of its type, occupying a number of squares as noted above under Space/Reach. When it assumes swarm form, it can enter spaces occupied by other creatures without provoking attacks of opportunity.

In swarm form, a fission elemental can reform into its fused form as a full-round action. At least 50% of the squares it occupies in swarm form must be within the space it will occupy when it reforms. Any movement required for other portions of itself to rejoin the mass does not provoke attacks of opportunity. It can fuse itself together even if creatures are occupying a portion of its space, as long as they are occupying less than 50% of the space its fused form must occupy. Creatures in this space at the end of the elemental's turn are treated as if it had targeted them with its engulf^{B3} special attack, though they gain a +4 bonus to their saving throw if they choose to avoid being engulfed. If it is not able to get at least 50% of its swarm squares into that space, it cannot reform and must remain in swarm form until it is able to aggregate enough of its body mass close together to regain its fused form. When its body fuses together at the end of its turn, it heals 1 hit point per Hit Die.

Ability Scores: In swarm form, adjust from the base creature's ability scores as follows: Str -12 (minimum 1), Dex +2.

MYTHIC FISSION ELEMENTAL (MR 1, CR +1)

Mythic fission elementals follow the same rules as nonmythic fission elementals, but they collapse into a mass of Diminutive creatures in swarm form, rather than Tiny creatures, making them even harder to fight.

Rebuild Rules: AC in swarm form, increase size bonus to AC to +4; hp mythic bonus hit points (see sidebar about the mythic subtype under Mythic Monster Advancement in Chapter 6 of *Pathfinder Roleplaying Game Mythic Adventures*); Ability Scores +2 Con; in swarm form Str -16 (minimum 1), Dex +4; Special

Attacks explosive eruption; Special Qualities elemental infusion, elemental leaching.

Elemental Infusion (Su): A mythic fission elemental can expend part of its elemental essence to magnify noninstantaneous effects based on its element by expending one use of its mythic power as a standard action. This allows it to increase the damage the effect deals by 50% or to increase the diameter, length, width, or height (choose one) of the area it affects by 50% for 1d4 rounds. The elemental can use this ability to enhance magical effects but also can enhance the damage or area of a non-magical effect, such as a forest fire, avalanche, cave-in, or flood. It can also use this ability to heal 1d6 points of damage per 2 Hit Dice it possesses to another creature with the same elemental subtype. It cannot use this ability to heal itself.

Elemental Leaching (Su): A-mythic fission elemental gains fast healing equal to one-half its Hit Dice when in contact with a large mass of its element. If it touches a noninstantaneous effect whose elemental subtype matches its own, it can expend one use of its mythic power to dispel that effect (as if it had cast *dispel magic*) or to destroy up to a 10-foot cube of its elemental matter as a *disintegrate* spell or to suppress elemental energy (cold, electricity, or fire energy) or damage elemental creatures as a *quench* spell affects fire or creatures with the fire subtype. The caster level for either effect is equal to the elemental's Hit Dice.

Explosive Eruption (Su): When a mythic fission elemental changes form, it can expend one use of its mythic power as a swift action to unleash an eruption of elemental power dealing 1d6 points of bludgeoning damage (aether, air, earth, gravity, mud, time, or water elementals), cold damage (iceelementals), electricity damage (lightning elementals), fire damage (fire or magma elementals), or positive or negative energy (for positive or negative energy elementals) per Hit Die of the elemental. This blast affects a 5-foot-radius burst for a Small fission elemental, and the radius increases by 5 feet for every size category of the elemental above Small. Creatures in the area can attempt a Reflex save (DC 10 + 1/2the elemental's Hit Dice + its Constitution modifier) for half damage. If it spends an additional use of its mythic power when activating this ability, creatures failing their saving throw are pushed back 10 feet and knocked prone. The elemental can center this blast at any point within its own space. A fission elemental never takes damage from its own eruption. Once this ability is used, a fission elemental must wait id4 rounds before using it again.

AERIAL SERVANT

A faint ripple in the air suggests a hazy and vaguely humanoid vapor moving with terrible swiftness.

MYTHIC AERIAL SERVANT

Pathfinder Roleplaying Game Bestiary 5 N Medium outsider (air, elemental, extraplanar, mythic)

Init +10/-10, dual initiative^{MA}; Senses blindsight 60 ft.^{MA},

darkvision 60 ft.; Perception +16

DEFENSE

XP 25,600

AC 23, touch 16, flat-footed 17 (+6 Dex, +7 natural)

hp 199 (13d10+128)

Fort +10, Ref +14, Will +10

Defensive Abilities aerial evasion^{MA}, natural invisibility; DR 10/ epic and magic; Immune elemental traits

OFFENSE

Speed fly 60 ft. (perfect)

Melee 2 slams +21 (2d8+8 plus grab)

Special Attacks carry off^{MA}, constrict (2d8+8), death attack^{MMA}, <u>mythic power</u> (5/day, surge +1d8), smother, sneak attack +2d6, wind blast

STATISTICS

Str 27, Dex 22, Con 23, Int 4, Wis 10, Cha 11

Base Atk +13; CMB +21 (+25 grapple); CMD 37

Feats Combat Reflexes, Following Step, Improved Initiative, Iron Will, Power Attack^{MF}, Step Up^{MF}, Step Up and Strike^{APG, MF}

Skills Fly +20, Knowledge (planes) +5, Perception +16, Stealth +20, Survival +14 (+24 to track); Racial Modifiers +4 Survival

Languages Auran, Common

sQ improved tracking

ECOLOGY

Environment any (Plane of Air) Organization solitary

Treasure none

SPECIAL ABILITIES

Aerial Evasion (Ex) As long as a mythic aerial servant is more than 5 feet from the ground or any wall or similar vertical structure, it gains evasion. If it is at least 20 feet from the ground or a wall or similar structure, it gains improved evasion.

Carry Off (Ex) When a mythic aerial servant makes a successful grapple check to move with a creature, it can move at its full speed, and when it flies into the air with a grappled creature it does not grant that creature a free attempt to escape the grapple, as normally allowed for dragging a creature into a hazardous location, unless the target's mythic tier equals or exceeds the aerial servant's.

Death Attack (Ex) If a mythic aerial servant studies its victim for 3 rounds (requiring a standard action each round) and then hits its target and deals sneak attack damage to it within the next 3 rounds, the target must succeed at a DC 23 Fortitude save or be paralyzed for 1d6+6 rounds or killed, as chosen by the aerial servant. If the attack misses or the target is immune to critical hits or precision-based damage, the effect is wasted. The aerial servant cannot use this ability against a target that is able to see it or perceive its exact location, including creatures with blindsense, blindsight, or scent. The save DC is Constitution-based.

Improved Tracking (Ex) An aerial servant takes no penalty on Survival checks when moving its full speed and gains a +10 bonus on Survival checks to track.

Natural Invisibility (Su) This ability is constantly in effect, even when the aerial servant is attacking, and is not subject to *invisibility purge*. Against foes that are unable to see invisible creatures, it gains an additional +20 bonus on Stealth checks when moving, or +40 when stationary. On the Astral Plane or the Ethereal Plane, an aerial servant gains concealment (20% miss chance) rather than invisibility.

Wind Blast (Su) Once every 1d4 rounds, as a standard action, an aerial servant can release a blast of wind in an 8o-foot line, dealing 8d8 points of bludgeoning damage (Reflex DC 22 half). Medium or smaller creatures that fail their saving throws are knocked prone and pushed 1d4 × 5 feet away. The save DC is Constitution-based.

The mythic Step Up and Step Up and Strike feats were first published in the *Mythic Hero's Handbook* and are reprinted here for ease of reference.

STEP UP (COMBAT, MYTHIC)

No one can escape you.

Prerequisites: Step Up^{CRB}.

Benefit: Whenever an adjacent foe attempts to move away from you, you may move up to your movement rate as an immediate action so long as you end up adjacent to the foe that triggered this ability. If you move more than 1/2 your movement rate, you may only take a move or standard action on your next turn.

If you expend a use of mythic power, you may move up to twice your movement rate to follow an adjacent foe, and still take a full action on your next turn.

STEP UP AND STRIKE (COMBAT, MYTHIC)

It is nearly impossible to move away from you.

Prerequisites: Step Up and Strike^{APG}.

Benefit: When using the Step Up or Following Step feats to follow an adjacent foe, you may also make a two melee attacks against that foe. If you use a single weapon, the first attack is at your highest base attack bonus and the second takes a -5 penalty. If you use two different weapons, the second attack takes only a -2 penalty.

ANEMOS

Strong winds whip around this majestic being, and lightning crackles from her eyes and flickers along her skin.

MYTHIC ANEMOS

CR 22/ MR 9

XP 614,400 Pathfinder Roleplaying Game Bestiary 5 N Medium outsider (air, elemental, extraplanar) Init +25/+5; <u>dual initiative^{MA}; **Senses** blindsight 120 ft.,</u> darkvision 60 ft.; Perception +34

DEFENSE

AC 46, touch 33, flat-footed 34 (+11 deflection, +12 Dex, +13 natural)

hp 431 (22d10+310); regeneration 15 (earth; see earthbane) Fort +23, Ref +25, Will +18; second save^{MA}

Defensive Abilities wind aura^{MA}, windblessed; DR 15/—; Immune daze, electricity, elemental traits; Resist cold 30, fire 30; SR 38

Weaknesses earthbane

OFFENSE

Speed 30 ft., fly 480 ft. (perfect)

- Melee +5 shock thundering spear +31/+26/+21/+16 (1d8+11/19-20/ x3 plus 1d6 electricity)
- **Ranged** thunderstorm blast +34 (20d6+30/19–20 bludgeoning) or electric blast +34 touch (10d6+5/19–20 half bludgeoning and half electricity)
- **Special Attacks** aerokinesis, dispelling wind^{MA}, infusions (chain, cloud, cyclone, extreme range, gusting infusion, pushing infusion, thundering infusion), lord of the Austral wind^{MA}, lord of the Boreal wind^{MA}, lord of the Eural wind^{MA}, lord of the Zephyr wind^{MA}, manifest thunderbolt, <u>mythic power</u> (9/ day, surge +1d10), wind orchestra
- Spell-Like Abilities (CL 20th; concentration +31) Constant—fickle winds^{UM}, freedom of movement At will—control weather, control winds
 - 1/day—storm of vengeance (DC 30), summon monster IX (1d3 elder air elementals only)

STATISTICS

Str 18, Dex 35, Con 30, Int 23, Wis 28, Cha 33 Base Atk +22; CMB +26; CMD 60

- Feats Combat Reflexes^{MF}, Deadly Aim^{MF}, Flyby Attack, Improved Critical (kinetic blast), Improved Critical (spear), Improved Initiative^{MF}, Improved Iron Will, Improved Precise Shot, Iron Will^{MF}, Point-Blank Shot^{MF}, Precise Shot
- Skills Acrobatics +37, Fly +45, Knowledge (geography) +31, Knowledge (nature) +31, Knowledge (planes) +31, Perception +34, Perform (wind instruments) + 38, Sense Motive +34, Spellcraft +28, Stealth +37, Survival +31, Use Magic Device +36
- Languages Aquan, Auran, Common, Ignan, Sylvan, Terran SQ manifest thunderbolt, utility wild talents (air's reach, greater windsight, ride the blast, windsight), whispers of the winds^{MA}, wind form

ECOLOGY

Environment any sky (Plane of Air or Material Plane) **Organization** solitary or council (4) **Treasure** triple

SPECIAL ABILITIES

- Aerokinesis (Sp, Su) A mythic anemos has access to a variety of air wild talents as if it were a 20th-level kineticist. As a being of pure wind, it can perform the air and electric simple blasts and the thunderstorm composite blast at no burn cost. The mythic anemos gains infusions and utility talents listed under its other special abilities, but doesn't gain any other abilities of a 20th-level kineticist.
- **Dispelling Wind (Sp)** As a standard action, a mythic anemos can expend one use of mythic power to unleash a gale of powerful winds that strip away the magic from creatures and objects. This takes the form of a 60-foot cone, affecting each creature, unattended object, and ongoing area or effect spell in the area as though by the targeted dispel version of *greater dispel magic*. The mythic anemos makes a single dispel check and applies the result to each creature, unattended object, and spell separately. The mythic anemos's caster level for this effect is 20.
- **Earthbane** A mythic anemos's windblessed ability and regeneration are suppressed whenever any part of the creature is submerged at least 1 inch into earth (including dirt, mud, or clay). While a mythic anemos is airborne, only pure elemental earth attacks (like an earth simple blast or an earth elemental's slam attack) can suppress the mythic anemos's regeneration.
- **Infusions (Su)** A mythic anemos has access to the kineticist form and substance infusions listed in its Special Attacks entry, which it can apply to any of the blasts granted by its aerokinesis ability without needing to accept burn. This applies to only the base burn cost; a mythic anemos can't accept additional burn to gain a greater effect with infusions such as pushing infusion.
- Lord of the Austral Wind (Su): As a swift action, a mythic anemos can expend 1 use of mythic power to invoke the southern winds, unleashing a super-heated dust storm in a 60-foot line that deals 20d6 points of fire damage to each creature in the area, and blinds them for 1d4 rounds. A DC 32 Reflex save halves the damage and negates the blinded condition. The saving throw DC is Charisma-based.
- Lord of the Boreal Wind (Su) As a swift action, a mythic anemos can expend 1 use of mythic power to invoke the northern winds, unleashing a frigid arctic gale in a 60-foot line that deals 20d6 points of cold damage to each creature in the area and renders them fatigued. A DC 32 Fortitude save halves the damage and negates the fatigue. The saving throw DC is Charisma-based.

Lord of the Eural Wind (Su) As a swift action, a mythic anemos can expend 1 use of mythic power to invoke the eastern winds, creating a soothing breeze that heals 20d6 points of damage to each creature in the area, and causes them to gain a +4 enhancement bonus to each of their physical ability scores for 1 minute.

- Lord of the Zephyr Wind (Su) As a swift action, a mythic anemos can expend 1 use of mythic power to invoke the western winds, causing a sweet-scented draft to waft in a 6o-foot line that deals 20d6 points of non-lethal damage to each creature in the area and causes them to be charmed by the mythic anemos as though by the spell *charm monster*. A DC 32 Will save halves the damage and negates the charmed effect. The saving throw DC is Charisma-based.
- Manifest Thunderbolt (Su) A mythic anemos's spear is an actual thunderbolt, which it can form at will as a free action.Utility Wild Talents (Sp, Su) A mythic anemos gains access to the kineticist utility wild talents listed in its SQ entry.
- Whispers of the Winds (Sp) As a full-round action, a mythic anemos can direct the winds to carry certain words directly to its ears. The mythic anemos can direct the winds to carry words from a specific person or place, this creates an invisible scrying sensor, like that created by the clairaudience version of clairaudience/clairvoyance, in the vicinity of the person or place. Mythic characters are entitled to a DC 32 Will save to resist this effect if the mythic anemos directs the winds to the character specifically, rather than a location she happens to be in. Alternatively, the mythic anemos can direct the winds to carry any and all words pertaining to a particular topic towards the mythic anemos. This grants the mythic anemos a 70% chance of overhearing any particular conversation involving that topic within 1,000 miles, and by listening in this fashion for 1 hour, it can replicate the effects of a DC 30 Diplomacy check to gather information. Either version of the ability lasts until the mythic anemos ends the effect with another full-round action. A mythic anemos can only have the winds carry words from one person or place or about one topic at any given time.
- Wind Aura (Su) As a move action, a mythic anemos can cause powerful winds to radiate outward from it in every direction, to a range of 30 feet. Creatures of Medium size that attempt to move towards the mythic anemos within this range must succeed on a DC 15 Strength check (or a DC 30 Fly check, if airborne) or be unable to do so, while creatures of Small size or smaller that enter the area or begin their turnwithin it must succeed on a DC 20 Strength check or be knocked prone and rolled 1d4 x 10 feet, suffering 1d4 points of nonlethal damage per 10 feet (or succeed on a DC 35 Fly check or be blown back 2d6 x 10 feet and suffer 2d6 points of nonlethal damage, if flying). The mythic anemos can suppress or resume this ability with a move action.

Wind Blessing (Su) As a full-round action, a mythic anemos can touch a creature and expend 1 use of mythic power in order to grant that creature the blessing of the winds. A creature blessed in this way treats the wind speed as being up to two steps lower than it actually is for the purposes of determining whether she is checked or blown away, the penalty on her ranged attacks and the penalty on her Fly checks. Additionally, when piloting wind-propelled ships, the blessed creature can choose to treat the wind as though it were blowing in any direction she likes, regardless of the direction the wind is actually blowing. The mythic anemos can revoke this blessing at any time as a full-round action. Until it does so, it does not regain the spent use of mythic power when it rests each day.

Wind Form (Ex) A mythic anemos can cause its body to become more diffuse than normal, losing its humanshaped coherence and instead becoming a formless and invisible wind. When a mythic anemos enters wind form, it automatically escapes from any grapples or bindings that managed to hold it despite its *freedom of movement*, and gains the natural invisibility ability, but can't use aerokinesis or its spear attack.

- Wind Orchestra (Su) A mythic anemos can use the winds themselves as wind instruments, which count as masterwork instruments for the purpose of its Perform (wind instruments) skill. It can use its winds to duplicate the effects of the countersong or dirge of doom bardic performances as if it were a bard with a number of rounds of bardic performance per day equal to its Charisma bonus. Beginning this performance is a swift action.
- Windblessed (Su) A mythic anemos is like a god unto the wind, and the wind zealously protects it. It gains a deflection bonus to its AC equal to its Charisma bonus. A mythic anemos is never affected by winds or weather effects unless it chooses to be.

CRYSMAL

An animated cluster of translucent crystals shaped disturbingly like a gemstone scorpion scuttles into an aggressive stance.

MYTHIC CRYSMAL

CR 4/MR 1

Pathfinder Roleplaying Game Bestiary 2

N Small outsider (earth, elemental, mythic)

Init +2; Senses darkvision 60 ft., crystal sense; Perception +11

DEFENSE

XP 1.200

AC 18, touch 13, flat-footed 16 (+2 Dex, +5 natural, +1 size) hp 36 (4d10+14)

Fort +7, Ref +8, Will +2

DR 5/bludgeoning; Immune cold, fire, elemental traits; Resist electricity 10

OFFENSE

Speed 30 ft., burrow 20 ft.

Melee sting +7 (2d6+3)

Special Attacks mythic power (3/day, surge +1d6), shard spike +7 (3d6, range increment 60 ft.)

Spell-Like Abilities (CL 4th; concentration +6)

At will--detect magic, ghost sound (DC 12), mage hand, silent image (DC 13)

3/day--dimension door, sanctuary (DC 13), touch of idiocy (DC 14) STATISTICS

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

Base Atk +4; CMB +5; CMD 17 (29 vs. trip)

Feats Extra Mythic Power^{MF}, Great Fortitude^B, Lightning Reflexes, Skill Focus (Perception)

Skills Acrobatics +9, Climb +9, Perception +11, Stealth +13 (+15 in rocky areas); Racial Modifiers +2 Stealth in rocky areas

Languages Terran SQ crystolic healing^{MA}

ECOLOGY

Environment any underground (Plane of Earth) Organization solitary or cluster (2–5) Treasure standard (gems and magic gemstones only)

SPECIAL ABILITIES

Crystal Sense (Sp) Crysmals can sense the presence of any crystals or gems within 30 feet as if using the scent ability. **Crystolic Healing (Su)** As a standard action, a mythic-

grootslang can devour nearby gems and crystals. Ordinary crystals worth less than 10 gp heal it 1 point of damage, while ornamental and semiprecious stones heal it 1d4 hit points (10-49 gp) or 1d8 hit points (50-99 gp). Gemstones worth 100 gp or more heal a mythic crysmal 2d6 hit points and allow it to expend 1 point of mythic power to immediately regrow its tail spike (see shard spike below) or to gain the benefit of any one of the following effects: lesser restoration, remove blindness/deafness, remove curse, remove disease.

Shard Spike (Ex) Once per day, a crysmal can launch its tail spike as a ranged attack that shatters when it hits, dealing 3d6 points of piercing damage to the target and 1d4 points of piercing damage to all creatures in adjacent squares. The spike regrows in 24 hours, but until it does, its impaired sting does only 1d6+3 damage.

Spiked Defense (Ex) A creature that strikes a mythic crysmal with a natural weapon, unarmed strike, or melee touch attack, or attempts a bull rush, drag, grapple, or trip combat maneuver against it (regardless of whether that maneuver succeeds) takes 1d6+2 points of slashing and piercing damage from the razorsharp spikes and pointed shards that encrust its form. If a weapon is used to deliver such an attack or combat maneuver, the weapon takes that damage instead. This damage is applied before the attack or maneuver is resolved; if the weapon is broken, apply the penalties for the broken condition before resolving the attack or maneuver. This may result in the attack missing or the maneuver failing. If the weapon is destroyed, the attack deals no damage or the maneuver automatically fails. A mythic crysmal can expend one use of its mythic power to enhance its spiked defense for one minute, dealing this damage to any creature striking it in melee (unless using a reach weapon) or attempting any combat maneuver against it.

ELEMENTAL, ICE

From the waist up, this icy creature's features are humanoid, but below it's body is a snake-like, slithering tail.

MYTHIC ELDER ICE ELEMENTAL

CR 13/MR 5

XP 25,600

Pathfinder Roleplaying Game Bestiary 2 N Huge outsider (air, cold, elemental, extraplanar, water) Init +9; Senses darkvision 60 ft. snow vision; Perception +19

DEFENSE

AC 30, touch 15, flat-footed 23 (+5 Dex, +2 dodge, +15 natural, -2 size) hp 218 (16d10+130)

Fort +15, Ref +17, Will +5; second save^{MA} DR 10/—; Immune cold, elemental traits

Weaknesses vulnerable to fire

OFFENSE

Speed 20 ft., burrow (ice and snow only) 20 ft., swim 60 ft. Melee 2 slams +25 (2d10+11/19-20 x3 plus 2d8 cold) Ranged 4 ice shards^{MA} +19 (1d10+11 plus 2d8 cold) Space 15 ft.; Reach 15 ft. Special Attacks blizzard^{MA}, mythic power (5/da7, surge +1d8), numbing cold^{MA} (DC 23)

STATISTICS

Str 32, Dex 20, Con 21, Int 10, Wis 11, Cha 11
 Base Atk +16; CMB +29; CMD 45 (can't be tripped)
 Feats Cleave, Combat Reflexes, Dodge^{MF}, Improved Critical (slam)^{MF}, Improved Initiative, Lightning Reflexes, Power Attack^{MF}, Vital Strike

Skills Escape Artist +24, Intimidate +19, Knowledge (planes) + 19, Perception +19, Stealth +16, Swim +38

Languages Aquan

SQ ice glide, ice healing^{MA}, ice shape^{MA}, icewalking

ECOLOGY

Environment any land or water (Plane of Water) Organization solitary, pair, or gang (1 mythic elder ice elemental plus 3–8 non-mythic greater ice elementals) Treasure none

SPECIAL ABILITIES

Blizzard (Su) As a move action, a mythic elder ice elemental can expend one use of mythic power to surround itself with a whirling gale of snow and frost, which both impairs vision and hampers movement. This supernatural blizzard extends in a 20-foot-radius from the mythic elder ice elemental, and moves with it. In this area, snow and icy fog obscures all sight beyond 5 feet, and creatures 5 feet away have concealment. Further, the area is filled with severe winds, imposing a –4 penalty on ranged attacks and causing Small or smaller creatures to be checked. The supernatural blizzard remains for 1 minute. **Ice Glide (Su)** A burrowing mythic elder ice elemental canpass through nonmagical ice and snow as easily as a fish swims through water. Its burrowing leaves behind no tunnel or hole, nor does it create any ripple or other sign of its presence. A *control water* spell cast on an area containing a burrowing mythic elder ice elemental flings the elemental back 30 feet, stunning the creature for 1 round unless it succeeds on a DC 15 Fortitude save.

Ice Healing (Su) A mythic elder ice elemental can use frigid water to repair damage to its icy body. As a move action, while the mythic elder ice elemental is in contact with water of 40° F or colder, it can freeze up to 100 gallons of that water, with the frozen water covering cracks and gaps in the mythic elder ice elemental's body. For every 5 gallons of water the mythic elder ice elemental freezes in this way, it heals 1 hit point. Ice Shape (Sp) A mythic elder ice elemental can sculpt ice and snow as easily as clay. This functions as the spell stone shape, except that it functions only on ice, snow, and similar substances, and the ice elemental can also increase or decrease the hardness of the affected material by up to 2. The mythic elder ice elemental can use this ability at will.

- Ice Shards (Ex) As a full-round action, a mythic elder ice elemental can create and fire a volley of 1d4 icy spikes at its foes. Each spike is a ranged attack with a range increment of 30 feet and a maximum range of 150 feet. Because the ice for these shards is drawn from the mythic elder ice elemental's own body, for each ice shard the mythic elder ice elemental fires in this way, it suffers 5 points of damage.
- cewalking (Ex) This ability works like the spider climb spell, but the surfaces the mythic elder ice elemental climbs must be icy. The mythic elder ice elemental can move across icy surfaces without penalty and does not need to make Acrobatics checks to run or charge on ice.
- Numbing Cold (Su) When a mythic elder ice elemental deals cold damage to a creature, that creature must succeed on a Fortitude save or be staggered for 1 round. The save DC is listed in the mythic elder ice elemental's stat block and is Constitution-based. If the mythic elder ice elemental expends a use of mythic power when it deals cold damage to a creature, the creature is instead encased in ice if it fails its Fortitude save, causing it to be petrified for 1 minute.
- Snow Vision (Ex) A mythic elder ice elemental can see perfectly well in snowy conditions and does not take any penalties on Perception checks while in snow.

ELEMENTAL, LIGHTNING

This creature looks like a dark storm cloud, with sparks suggesting eyes and long sweeping arms charged with bolts of lightning.

MYTHIC ELDER LIGHTNING ELEMENTAL CR 13/MR 5

XP 25,600					
Pathfinder Roleplaying Game Bestiary 2					
N Huge outsider (air, elemental, extraplanar, mythic)					
Init +21; Senses darkvision 60 ft.; Perception +19					
EFENSE					
AC 32, touch 21, flat-footed 19 (+12 Dex, +1 dodge, +11 natural, -2 size)					
hp 186 (16d10+98)					
Fort +13, Ref +22, Will +7; second save ^{MA}					
DR 10/-; Immune electricity, elemental traits					
FFENCE					

OFFENS

DEF

Speed fly 100 ft. (perfect) Melee 2 slams +26 (2d8+12 plus 2d8 electricity)

Ranged electric arc^{MA} +26 touch (4d8 electricity)

Space 15 ft.; Reach 15 ft.

Special Attacks lightning dash^{MA}, magnetic burst^{MA}, metal mastery, mythic power (5/day, surge +1d8), retributive shock^{MA}, spark leap

STATISTICS

Str 26, Dex 35, Con 16, Int 10, Wis 11, Cha 11 Base Atk +16; CMB +26; CMD 49

- Feats Blind-Fight, Combat Reflexes, Dodge, Flyby Attack, Improved Initiative^{MF}, Iron Will, Mobility, Power Attack^{MF}, Weapon Finesse^{MF}
- Skills Acrobatics +31, Escape Artist +31, Fly +16, Intimidate +19, Knowledge (planes) +19, Perception +19, Stealth +23 Languages Auran
- SQ move through metal^{MA}

ECOLOGY

Environment any (Plane of Air)

Organization solitary, pair, or gang (1 mythic elder lightning elemental plus 3-8 non-mythic greater lightning elementals)

Treasure none

SPECIAL ABILITIES

- Electric Arc (Su) As a standard action, a mythic elder lightning elemental can cause an arc of electrical energy to lash out at a single creature or object within 60 feet. This is a ranged touch attack. If the attack hits, it deals 4d8 points of electricity damage.
- Lightning Dash (Su) As a full-round action, a mythic elder lightning elemental can transform into a bolt of living lightning, travelling up to 200 feet in a straight line, While moving in this way, it can move through opponent's spaces without provoking attacks of opportunity, and deals 4d8 points of electricity damage to each creature whose space it passes through.



Magnetic Burst (Su) As a standard action, a mythic elder lightning elemental can expend 1 use of mythic power to create a powerful magnetic burst, causing all metal within 60 feet to gain a strong magnetic charge. Creatures in the area wearing metal armor must succeed on a DC-21 Reflex save or be slowed, as the spell *slow*, until they remove the armor or it ceases to be magnetized. Metal weapons magnetized in this way impose a -4 penalty on attack rolls, although metal shields grant an additional +2 circumstance bonus to AC against attacks made with metal weapons. Metal objects magnetized in this way retain their magnetic charge for one minute.

- Metal Mastery (Ex) A mythic elder lightning elemental gains a +3 bonus on attack rolls if its opponent is wearing metal armor, is wielding a metal weapon, or is made of metal (such as an iron golem).
- Move Through Metal (Su) A mythic elder lightning elemental can transform itself into pure electrical energy, allowing it to travel through metal objects. This functions similarly to the earth glide ability of an earth elemental, except that the mythic elder lightning elemental can only move through metal objects in this way. Additionally, by expending 1 use of mythic power, a mythic elder lightning elemental can touch a single object of Tiny size or larger that is made primarily of metal, transforming into an electrical charge and inhabiting that object. This func-

tions similarly to *meld into stone*, but the object, being made of metal, is not subject to spells like *stone to flesh* and *stone shape*, and the mythic elder lightning elemental is able to fit within the object even if the object is smaller than it, as long as the object is at least Tiny. As long as the mythic elder lightning elemental remains within the metal object, any creature touching the object suffers 2d8 points of electricity damage, and sustained contact (such as wearing or holding the object) deals 4d8 points of electricity damage per round. The mythic lightning elemental can remain within the object indefinitely, and can exit the object at any time as a move action, appearing in the nearest unoccupied space of its choice.

- **Retributive Shock (Su)** As an immediate action, a mythic elder lightning elemental can expend 1 use of mythic power to charge its body with electrical energy for one minute. During this time, any creature that hits the mythic elder lightning elemental with a melee attack made with a natural attack, unarmed strike, or weapon made primarily of metal suffers 2d8 points of electricity damage.
- Spark Leap (Ex) A mythic elder lightning elemental gains a +10 bonus on bull rush, disarm, overrun, and trip attacks when it charges a creature against whom its metal mastery ability applies.

ELEMENTAL, MAGMA

This rocky monster glows with an internal heat. Red light spills from its eyes and mouth, as well as fractures in its outer surface.

MYTHIC ELDER MAGMA ELEMENTAL

XP 25,600

CR 13/MR 5

Dathfinder Deletland

Pathfinder Roleplaying Game Bestiary 2 N Huge outsider (earth, elemental, extraplanar, fire, mythic) Init +3; Senses darkvision 60 ft.; Perception +19

DEFENSE

AC 30, touch 7, flat-footed 30 (-1 Dex, +23 natural, -2 size) hp 218 (16d10+130) Fort +15, Ref +9, Will +5; second save^{MA}

DR 10/---; Immune fire, elemental traits Weaknesses vulnerable to cold

OFFENSE

Speed 20 ft., burrow 20 ft.; earth glide Melee 2 slams +23 (3d6+9 plus burn) Ranged lava ball^{MA} +13 touch (3d6 fire)

Space 15 ft.; Reach 15 ft.

Special Attacks burn (3d6, DC 21), eruption^{MA}, lava puddle^{MA}, lava trail^{MA}, mythic power (5/day, surge +1d8), reduce to slag^{MA}

STATISTICS

Str 28, Dex 8, Con 21, Int 10, Wis 11, Cha 11

Base Atk +16; CMB +27; CMD 36

Feats Cleave^{MF}, Greater Bull Rush, Greater Overrun, Improved Bull Rush, Improved Initiative, Improved Overrun, Improved Sunder^B, Power Attack^{MF}, Vital Strike^{MF}

Skills Climb +28, Intimidate +19, Knowledge (dungeoneering) +19, Knowledge (planes) +19, Perception +19, Stealth +10

Languages Ignan

ECOLOGY

Environment any (Plane of Fire) **Organization** solitary, pair, or gang (3–8) **Treasure** none

SPECIAL ABILITIES

Burn (Ex) A mythic elder magma elemental's burn DC includes a -2 racial penalty, as their fires don't burn quite as hot as true elemental flames. Earth Glide (Ex) A burrowing mythic elder magma elemental can pass through stone, dirt, lava, or almost any other sort of earth except metal as easily as a fish swims through water. Its burrowing leaves behind no tunnel or hole, nor does it create any ripple, though the area it passes through feels warm for 1 round afterward and often retains a strangely smooth texture, as if the stone had been polished. A move earth spell cast on an area containing a burrowing mythic elder magma elemental flings the elemental back 30 feet, stunning the creature for 1 round unless it succeeds on a DC 15 Fortitude save. Eruption (Su) As a standard action, a magma elemental can expend 1 use of mythic

power to explode in a violent eruption, showering magma on everything in a 40-foot radius. Each creature and unattended object in this area suffers12d6 points of fire damage and is coated in lava, which inflicts 4d6 points of fire damage per round and entangles covered creatures. A DC 23 Reflex save halves the damage and prevents the creature frombeing covered in lava. Covered creatures can attempt to free themselves as a full-round action that provokes attacks of opportunity, and requires a DC 30 combat maneuver check or Escape Artist check, or a DC 23 Reflex save. The lava cools over the course of 2d3 rounds, after which a creature ceases to suffer fire damage each round but remains entangled. Using this ability automatically reduces the mythic elder magma elemental to 1 hit point. The mythic elder magma elemental can use this ability as a free action when it is reduced to o hit points, but must expend an additional use of mythic power to do so. The saving throw DC is Constitution-based.

Lava Ball (Ex) As a standard action, a magma elemental can hurl a glob of lava from its body at a single foe. Treat this as a ranged touch attack with a range increment of 10 feet and a maximum range of 60 feet. If the attack hits, it deals 3d6 points of fire damage, and the target must succeed on a DC 23 Reflex save or be coated in lava, gaining the entangled condition and suffering 1d6 points of fire damage per round until the lava is removed. The lava can be removed as a full-round action that provokes attacks of opportunity. The saving throw DC is Constitution-based.

- Lava Puddle (Su) Once per day as a full-round action, a mythic elder magma elemental can vomit forth a puddle of lava that fills its space to a depth of 2-3 inches and counts as difficult terrain. Any creature that moves through this puddle of lava takes 2d6 points of fire damage. This damage continues for 1d3 rounds after the creature leaves the lava pool, although then it only inflicts 1d6 points of fire damage per round. The lava puddle solidifies and is safe to touch after a number of rounds equal to the mythic elder-magma elemental's Hit Dice. At the GM's discretion, this puddle of lava could start secondary fires. If the mythic elder magma elemental expends 1 use of mythic power when it uses this ability, it does not count against the number of times per day it can use the ability, the damage inflicted by the lava increases to 4d6 (or 2d6 once a creature has left the area), and the mythic elder magma elemental can create the puddle anywhere it chooses within 30 feet (the lava puddle still takes up a space equal to the mythic elder elemental's space).
- Lava Trail (Su) Whenever a mythic elder magma elemental moves, it can expend 1 use of mythic power. If it does, it leaves a trail of lava in each space it leaves. The lava in this trail functions identically to the lava created by the lava puddle ability.
- **Reduce to Slag (Ex)** A mythic elder magma elemental's touch can melt most substances. It gains Improved Sunder as a bonus feat, and the fire damage inflicted by its burn ability is not halved before applying the hardness of objects.

ELEMENTAL, MUD

This animate pile of mud seems barely able to maintain the semblance of a humanoid form made of dripping sludge.

MYTHIC ELDER MUD ELEMENTAL

XP 25,600

CR 13/ MR 5

Pathfinder Roleplaying Game Bestiary 2

N Huge outsider (earth, elemental, extraplanar, mythic, water) Init +5; Senses darkvision 60 ft. tremorsense 30 ft.; Perception +19

DEFENSE

AC 29, touch 15, flat-footed 22 (+5 Dex, +2 dodge, +14 natural, -2 size)

hp 234 (16d10+146)

Fort +16, Ref +17, Will +5; second save^{MA} DR 10/—; Immune acid, elemental traits

OFFENSE

Speed 20 ft., burrow 10 ft., swim 30 ft.; earth glide Melee 2 slams +24 (2d10+10/19–20 plus entrap) Ranged mud ball^{MA} +19 (2d10+10) Space 15 ft.; Reach 15 ft. **Special Attacks** drown in mud^{MA}, entrap^{MA} (DC 24, 10 minutes, hardness 15, hp 25), mythic power (5/day, surge +1d8), sucking mud^{MA}

STATISTICS

Str 30, Dex 20, Con 23, Int 10, Wis 11, Cha 11

Base Atk +16; CMB +28; CMD 45

Feats Awesome Blow^{MF}, Cleave, Dodge, Great Cleave, Greater Bull Rush, Improved Bull Rush, Improved Critical (slam),

Lightning Reflexes, Power Attack^{MF}, Quick Awesome Blow^{MF} Skills Climb +29, Escape Artist +24, Intimidate +19, Knowledge

(planes) +19, Perception +19, Stealth +16, Swim +18

Languages Terran SQ sculpt self^{MA}

ECOLOGY

Environment any land or water (Plane of Earth)

Organization solitary, pair, or gang (1 mythic elder mud elemental plus 3–8 non-mythic greater mud elementals)

Treasure none

SPECIAL ABILITIES

- Drown in Mud (Ex) Whenever a Large or smaller creature would be affected by a mythic elder mud elemental's entrap ability, it can expend 1 use of mythic power in order to attempt to completely engulf the creature, instead. This otherwise functions identically to the engulf universal monster ability. Creatures engulfed in this way suffer 2d6 points of bludgeoning damage and 2d6 points of acid damage each round that they remain engulfed.
- **Earth Glide (Ex)** A burrowing mythic elder mud elemental can pass through dirt, gravel, or other loose or porous solid matter as easily as a fish swims through water. It cannot use this ability to pass through a solid barrier such as a stone or brick wall. Its burrowing leaves behind no tunnel or hole, nor does it create any ripple or other sign of its presence. A *move earth* spell cast on an area containing a burrowing mythic elder mud elemental flings the elemental back 30 feet, stunning the creature for 1 round unless it succeeds on a DC 15 Fortitude save.
- Entrap (Ex) The mud from a mythic elder mud elemental's entrap ability can be washed away in 1d3 rounds of immersion in water. A creature rendered helpless by a mythic elder mud elemental's entrap ability is completely encased in mud, and cannot cast spells with verbal components, nor can it breathe, unless it is normally able to do so in mud. Further, the concentration check to use spell-like abilities and spells without verbal components is increased to 30. Finally, the hardness of the mud is increased by the mythic elder mud elemental's mythic tier, and the mud's hit points are increased by twice that amount.

Mud Ball (Ex) As a standard action, a mythic elder mud elemental can fling a glob of mud from its body. Treat this as a ranged attack with a range increment of 10 feet and a maximum range of 60 feet. If the attack hits, it deals 2010 + 10 points of damage, and the target must succeed on a Reflex save or be blinded by mud for 103 rounds. An affected creature can remove the mud as a standard action that provokes attacks of opportunity.

- Sculpt Self (Su) As a standard action, a mythic elder mud elemental can expend 1 use of mythic power to alter the shape of the mud that comprises its body, taking on a new form. This functions as the spell *polymorph*, except that the mythic elder mud elemental's body is still made of mud. It retains all of its extraordinary and supernatural abilities that depend on its form, and retains its burrow and swim speeds (unless the new form has better burrow or swim speeds, in which case it uses those, instead). The mythic elder mud elemental loses its slam attacks while using this ability, but applies its entrap ability to a single natural attack of its choice possessed by its new shape.
- Sucking Mud (Ex) As an immediate action, when a mythic elder mud elemental is hit with a melee attack, it can expend one use of mythic power to soften its body, entrapping the attacker's weapon in the mud. If the attack was made with a manufactured weapon, this functions as a disarm combat maneuver, which does not provoke an attack of opportunity, and on which the mythic elder mud elemental gains a +5 circumstance bonus. If the disarm attempt is successful, the item is held within the mythic elder mud elemental's body, granting it a +10 circumstance bonus to CMD against steal combat maneuver attempts to reclaim it. The mythic elder mud elemental can cause the item to surface from within its body as a swift action, dropping it in its space or holding it in one hand, as it prefers. If the initial attack is made with an unarmed strike or natural attack, this instead functions as a grapple combat maneuver, which doesn't provoke attacks of opportunity, and on which the mythic elder mud elemental gains a +5 circumstance bonus.

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

AWESOME BLOW^{B1} (MYTHIC)

16

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

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

Benefit: If the creature's Awesome Blow combat maneuver succeeds against a corporeal opponent of its size or smaller, its opponent takes damage (typically slam damage) plus twice the creature's Strength modifier, is knocked flying 20 feet in a direction of the attacking creature's choice, and falls prone. Additionally, the opponent must succeed on a Fortitude s a v e (DC 10 + 1/2 attacking creature's HD + attacking creature's Strength modifier) or they are rendered stunned for 1 found. If an obstacle prevents

the completion of the opponent's move, the opponent and the obstacle each take 2d6 points of damage, the opponent is knocked prone in a space adjacent to the obstacle, and must succeed on a Fortitude save (same DC as above) or be stunned for 1 round. Finally, the attacking creature can expend one use of mythic power as a swift action to extend the duration of the stunned effect an additional round.

QUICK AWESOME BLOW (COMBAT, MYTHIC)

You can send foes flying with careless ease.

Prerequisite: Awesome Blow, base attack bonus +11.

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

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

MAGMIN

Built of fire and magma, this short humanoid radiates intense heat that causes the air around it to shimmer.

MY.	THIC	MAG	MIN

XP 800

Pathfinder Roleplaying Game Bestiary 3 CN Small outsider (elemental, extraplanar, fire, mythic)

Init +o; Senses darkvision 60 ft.; Perception +7

Aura searing aura (20 ft., DC 14)

DEFENSE

AC 18, touch 11, flat-footed 18 (+7 natural, +1 size)

hp 40 (4d10+18)

Fort +6, Ref +4, Will +3

DR 5/epic and magic; Immune elemental traits, fire Weakness vulnerable to cold

OFFENSE

Speed 30 ft.

Melee melee touch +7 (1 plus burn) or slam +7 (1d6+2 plus burn)

Special Attacks burn (1d6, DC 14), explosive conflagration^{MA}, mythic power (1/day, surge +1d6)

STATISTICS

Str 15, Dex 11, Con 15, Int 8, Wis 10, Cha 10 Base Atk +4; CMB +5; CMD 15 Feats Iron Will, Power Attack^{MF} Skills Acrobatics +7, Climb +9, Perception +7, Sense Motive +7, Stealth +11 Languages Ignan SQ flame eater^{MA}, heated flesh

ECOLOGY

Environment any land (Plane of Fire)

Organization solitary or gang (1 mythic magmin plus 2-8 nonmythic magmins)

Treasure standard

SPECIAL ABILITIES

CR 3/ MR 1

Explosive Conflagration (Su) As a move action, a mythic magmin can expend one use of mythic power in order to superheat its body for a brief time. If it does, the damage inflicted by its burn and searing aura special abilities increases to 2d6, and the saving throw DCs of its burn, heated flesh, and searing aura special abilities increases to 16. These benefits last for one minute.

Flame Eater (Su) Even though mythic magmins are immune to fire damage, roll any fire damage that would otherwise be inflicted on them normally to determine how much fire damage it would have suffered, were it not immune. At the beginning of a mythic magmin's turn each round, if it would have suffered at least 10 points of fire damage since the end of its last turn, it heals 5 points of damage and regains a single use of mythic power. It can only regain mythic power in this way up to three times in a given 24-hour period, and this does not allow it to have more than one use of mythic power at any given time.

Heated Flesh (Ex) Any metal weapon striking a mythic magmin must succeed at a DC 14 Fortitude save or melt and gain the broken condition. Another strike by the same weapon causes the metal weapon to be destroyed if it fails a second save. Wood weapons are destroyed after only one failed save. Unarmed and natural attacks made against the mythic magmin deal 1 point of fire damage to the attacker. The save DC is Constitution-based.

Searing Aura (Ex) A mythic magmin radiates extremely high temperatures, and any creature that starts its turn within 20 feet of a mythic magmin must succeed at a DC 14 Fortitude save or take 1d6 points of fire damage. The save DC is Constitution-based.

Мерніт

This small humanoid creature has thin, leathery wings, small horns, and a mischievous smile.

MYTHIC MEPHIT

XP 1,200

Pathfinder Roleplaying Game Bestiary N Small outsider (mythic, varies) Init +6; Senses darkvision 60 ft.; Perception +6

DEFENSE

AC 19, touch 15, flat-footed 15 (+2 Dex, +2 dodge, +4 natural, +1 size)

hp 29 (3d10+13); fast healing 2 Fort +2, Ref +5, Will +3 DR 5/epic and magic

OFFENSE

Speed 30 ft.; fly 40 ft. (average)

Melee 2 claws +5 (1d3+1) Special Attacks breath weapon (15-foot cone, effect based on

type, Reflex DC 13 for half), mythic power (1/day, surge +1d6) Spell-Like Abilities (CL 6th; concentration +6)

1/day—summon (level 2, 1 mephit of the same type 25%), additional abilities based on mephit type

STATISTICS

Str 13, Dex 15, Con 12, Int 6, Wis 11, Cha 14

Base Atk +3; CMB +3; CMD 15

Feats Dodge^{MF}, Improved Initiative

Skills Bluff +8, Fly +10, Perception +6, Stealth +12

Languages Common, one appropriate elemental language (Aquan, Aura, Ignan, or Terran)

ECOLOGY

Environment any land (elemental planes)

Organization solitary, pair, gang (1 mythic mephit plus 3–6 non-mythic mephits with the same subtype), mob (1–2 mythic mephits plus 7–12 non-mythic mephits with the same subtype)

Treasure standard

SPECIAL ABILITIES

Breath Weapon (Su) Each type of mythic mephit can unleash a particular breath weapon every 4 rounds as a standard action. The DC is Constitution-based and includes a +1 racial bonus. Air Mephit (Air)

Breath Weapon: A cone of sand and grit that deals 2d8 points of slashing damage. If the mythic air mephit expends one use of mythic power when using its breath weapon, it deals an additional 1d8 points of slashing damage, and creatures that fail their Reflex save must succeed on a secondary Fortitude save or be blinded for 1d4 rounds.

Favorable Winds (Su): A mythic air mephit is constantly surrounded by small eddies and gusts of wind that cause all ranged attacks made against it to suffer a 20% miss chance.

DUST MEPHIT (AIR)

CR 4/MR 1

Breath Weapon: A cone of dust that deals 2d4 points of slashing damage. The dust also causes living creatures to be sickened for 3 rounds. A Reflex save halves the damage and negates the sickened effect. If the mythic dust mephit expends one use of mythic power when using its breath weapon, it deals an additional 1d4 points of slashing damage, and creatures that fail their Reflex save must succeed on a secondary Fortitude save or be nauseated for 1 round, then sickened for 1d6 rounds, instead of the normal sickening effect.

Reduce to Dust (Su): As a standard action, a mythic dust mephit can expend one use of mythic power and touch an object in order to inflict 5d8 points of damage to it, which ignores hardness. If this reduces the object's hit points to o, it crumbles into useless dust. A Fortitude save halves this damage, and if the object is attended, this requires a melee touch attack.

EARTH MEPHIT (EARTH)

Breath Weapon: A cone of rocks that deals 1d8 points of bludgeoning damage. If the mythic earth mephit expends one use of mythic power when using its breath weapon, it deals an additional 2d8 points of bludgeoning damage.
Earth Glide (Ex): A mythic earth elemental gains a burrow speed of 30 feet and the earth glide universal monster ability.

FIRE MEPHIT (FIRE)

Breath Weapon: A cone of flames that deals 2d8 points of fire damage. If the mythic fire mephit expends one use of mythic power when using its breath weapon, it deals an additional 1d8 points of fire damage, and creatures that fail their Reflex save catch on fire, suffering 1d6 points of fire damage per round until the fire is put out.

Burn (Ex): A mythic fire mephit gains the burn universal monster ability. Its burn inflicts 1d6 points of fire damage. Ice Mephit (Cold)

- **Breath Weapon:** A cone of ice that deals 2d4 points of cold damage. The cold also causes living creatures to be sickened for 3 rounds. A Reflex save halves the damage and negates the sickened effect. If the mythic ice mephit expends one use of mythic power when using its breath weapon, it deals an additional 1d4 points of colddamage, and creatures that fail their Reflex save must succeed on a secondary Fortitude save or be slowed, as the spell *slow*, for 3 rounds, in addition to being sickened.
- Ice Shield (Su): As a standard action, a mythic ice mephit can create a shield of pure ice, which grants it a +3 shield bonus to AC as long as it is wielded. Shields created in this way melt into nothingness after 1 minute, or as soon as the mythic ice mephit suffers at least 1 point of fire damage.

MAGMA MEPHIT (FIRE)

- **Breath Weapon:** A cone of flames that deals 2d8 points of fire damage. If the mythic magma mephit expends one use of mythic power when using its breath weapon, it deals an additional 1d8 points of fire damage, and creatures that fail their Reflex save catch on fire, suffering 1d6 points of fire damage per round until the fire is put out.
- Lava Pool (Su): By expending one use of mythic power as a standard action, a magma mephit can create a 10-foot-radius pool of lava centered on its current location. This lavais 2 inches deep, and deals 2d6 points of fire damage to any creature that enters the area or begins its turn within the area. The lava cools and hardens into rock after 1d3 rounds.

OOZE MEPHIT (WATER)

- **Breath Weapon:** A cone of slime that deals 2d4 points of acid damage. The slime also causes living creatures to be sickened for 3 rounds. A Reflex save halves the damage and negates the sickened effect. If the mythic ooze mephit expends one use of mythic power when using its breath weapon, it deals an additional 1d4 points of acid damage, and creatures that fail their Reflex save suffer an additional 2d4 points of acid damage on the following round unless they spend a full-round action removing the acidic ooze from their body before then.
- **Oozy Body (Su):** A mythic ooze mephit's body is comprised largely of ooze, granting it the amorphous and compression universal monster abilities.

SALT MEPHIT (EARTH)

- **Breath Weapon:** A cone of salt crystals that deals 2d4 points of slashing damage. The salt also causes living creatures to be sickened for 3 rounds. A Reflex save halves the damage and negates the sickened effect. If the mythic salt mephit expends one use of mythic power when using its breath weapon, it deals an additional 1d4 points of slashing damage, and creatures that fail their Reflex save must succeed on a secondary Fortitude save or become fatigued.
- Salt Armor (Ex): A mythic salt mephit's body is covered in hard salt deposits, which grow naturally from its flesh, granting it DR 10/—, in addition to the damage reduction all mephitis possess. Each time it benefits from this damage reduction, however, some of these salt crystals break off, reducing this damage reduction by 1 (to a minimum of 0). Lost points of damage redirect are regrown at a rate of 1 per hour.

STEAM MEPHIT (FIRE)

Breath Weapon: A cone of steam that deals 2d4 points of fire damage. The scalding water also causes living creatures to be sickened for 3 rounds. A Reflex save halves the damage and negates the sickened effect. If the mythic steam mephit expends one use of mythic power when using its breath

weapon, it deals an additional 1d4 points of fire damage, and creatures that fail their Reflex save must succeed on a secondary Fortitude save or suffer terrible burns, inflicting 1 point of bleed damage,

Wreathed in Steam (Su): A mythic steam mephit can create a cloud of steam around itself as a standard action, granting itself concealment against all creatures 5 feet or farther away. This cloud is stationary and lasts for 1d3 rounds before dissipating, and is dissipated instantly by winds of 10 mph or more.

WATER MEPHIT (WATER)

- **Breath Weapon:** A cone of acid that deals 2d8 points of acid damage. If the mythic water mephit expends one use of mythic power when using its breath weapon, it deals an additional 2d8 points of acid damage.
- **Control Water (Sp):** A water mephit can cast *control water* as a spell-like ability once per hour. In addition to the spell's normal effects, whenever a mythic water mephit uses this ability, it can also cause the water in the affected area to change its shape, including causing it to take shapes that are normally impossible (such as making the water form a vertical column).



SCANDERIG (FORGEFIEND)

More than ten feet tall, this lumbering humanoid fiend looks to have been born of living ore and sculpted pig iron. A massive maw splits its prodigious belly and through the sockets of its eyes, flared nostrils, and both mouths flickers an angry glow, as if a furnace raged within the brute's bowels. The impression is cemented as its jagged belly maw belches forth a blast of cinders and sparks.

MYTHIC SCANDERIG

CR 12/MR 5

XP 19,200 LE Large outsider (earth, extraplanar, mythic) Init +11^{MF}; Senses see in darkness; Perception +15

DEFENSE

AC 30, touch 11, flat-footed 28 (+2 Dex, +19 natural, -1 size) hp 187 (11d10+127)

Fort +14, Ref +5, Will +10

Defensive Abilities fortification (50%)^{MA}; DR 10/epic; Immune fire, poison; Resist acid 10, cold 10

OFFENSE

Speed 20 ft., burrow 20 ft., earth glide

Melee bite +19 (2d6+9 plus 1d6 fire plus rend armor), bite +19 (1d6+9 plus 1d6 fire), 2 claws +19 (1d6+9 plus 1d6 fire)

Space 10 ft.; Reach 10 ft.

Special Attacks adamantine bite^{MA}, fiery fury^{MA}, <u>mythic power</u> (5/day, surge +1d8), mythic spell-like abilities^{MA}, searing spew, slag pile^{MA}, wrecking ball^{MA}

Spell-Like Abilities (CL 10th; concentration +12)

Constant—pass without trace

At will—major image (DC 15), passwall, shatter (DC 14), stone shape 3/day—deeper darkness, dimensional anchor, flesh to stone (DC 18), quickened produce flame, wall of fire, wall of stone

STATISTICS

Str 28, Dex 14, Con 25, Int 15, Wis 12, Cha 15

Base Atk +11; **CMB** +19 (+25 sunder); **CMD** 31 (33 vs. sunder) **Feats** Combat Reflexes, Greater Sunder^B, Improved Initiative^{MF}, Improved Iron Will, Improved Sunder^{B, MF}, Iron Will, Quicken Spell-Like Ability (*produce flame*), Vital Strike^{MF}

Skills Acrobatics +16 (+12 when jumping), Climb +21, Craft (traps) +16, Disable Device +16, Knowledge (dungeoneering) +16, Perception +15, Sense Motive +15, Stealth +12

Languages Common, Dwarven, Infernal, Terran

ECOLOGY

Environment any underground (Plane of Earth) **Organization** solitary or team (2–6) **Treasure** standard

SPECIAL ABILITIES

- Adamantine Bite (Ex) A forgefiend's bite attacks are treated as adamantine for the purposes of overcoming damage reduction and hardness.
- **Fiery Fury (Su)** A mythic forgefiend's natural weapons deal 1d6 points of fire damage on every hit, or 3d6 points of fire damage on a critical hit. Fire damage from multiple hits against the same creature is considered to be from a single source for the purpose of overcoming fire resistance.

- Mythic Spell-Like Abilities (Su): Three times per day, a mythic forgefiend may use the mythic spell version of any of its corresponding spell-like abilities. The forgefiend must expend the same amount of mythic power that would normally be required to cast a mythic spell, treating its mythic rank as its mythic tier for the purpose of qualifying to use augmented versions of mythic spells.
- **Rend Armor (Ex)** When a forgefiend hits with a bite attack, it chews any armor worn by the target—this grants the forgefiend a free sunder attempt against armor worn by the target if the victim fails a DC 24 Reflex save. A forgefiend also gains Greater Sunder and Improved Sunder as bonus feats. The save DC is Strength-based.
- Searing Spew (Su) A forgefiend can belch forth a searing pile of slag from its body maw as a standard action once every 1d4 rounds. This blob of molten metal affects any 10-foot-square area adjacent to the forgefiend. Any creature in this area takes 14d6 points of fire damage (Reflex DC 22 half). The slag quickly cools, forming a rugged pile of worthless scrap and misshapen metal that is treated as difficult terrain—this stuff crumbles to powder in 1 hour. The save DC is Constitution-based.
- Slag Pile (Ex) Creatures failing a Reflex save against a mythic forgefiend's searing spew are entangled by this searing-hot scrap metal, taking 2d6 points of fire damage per round until freed. Escaping the slag pile requires a successful DC 34 Escape Artist check or DC 24 Strength check, or dealing at least 60 points of damage to the metal trapping the character. The metal has hardness 10, and any attack on the slag pile causes all creatures trapped within to succeed on a DC 19 Reflex save or take 1d6 points each of bludgeoning, piercing, and slashing damage; the creature being freed takes a -2 penalty on this saving throw. Effects such as *rusting grasp* do not risk harming trapped creatures.

Assuming a gaseous, liquid, or incorporeal form allows a trapped creature to escape, and polymorphing into a smaller form allows a character to attempt a new Reflex save with a +2 circumstance bonus to escape before the slag pile collapses in on him. A trapped creature cannot polymorph into a larger form while trapped.

Wrecking Ball (Ex) A mythic forgefiend can roll itself into a massive metal ball to crush its opponents. This renders it unable to use its claws or its large bite attack until the beginning of its next turn but increases its speed to 40 feet (60 feet if rolling a slope, 20 feet if rolling up a slope). This ability otherwise functions as the trample (2d6+13, DC 24) special attack, and in addition the forgefiend can make a combat maneuver check as a free action to bull rush a creature failing (or forgoing) its saving throw against this trample attack. This bull rush maneuver does not provoke attacks of opportunity.

A mythic forgefiend using this ability gains a +5 bonus on Strength checks made to burst through a door, wall, or similar barrier, and if it is able to get at least a 10-foot "running" startit can expend one use of its mythic power to treat the result of its Strength check as a natural 20.

Tojanida

This creature resembles a cross between a turtle and a crab, with flippers instead of legs, a snapping beak, and two pincers.

MYTHIC TOJANIDA

XP 2,400

Pathfinder Roleplaying Game Bestiary 3

N Medium outsider (extraplanar, mythic, water)

Init +1; Senses all-around vision, darkvision 60 ft.; Perception +14

DEFENSE

AC 23, touch 12, flat-footed 21 (+1 Dex, +1 dodge, +11 natural) hp 77 (6d10+44)

Fort +9, Ref +6, Will +3

DR 5/epic; Resist electricity 10, fire 10

OFFENSE

Speed 10 ft., swim 90 ft.

Melee bite +9 (1d6+3), 2 claws +9 (1d6+3)

Special Attacks ink cloud, mythic power (2/day, surge +2d6), rend armor^{MA}

STATISTICS

Str 16, Dex 13, Con 19, Int 10, Wis 12, Cha 9
Base Atk +6; CMB +9; CMD 21 (29 vs. trip)
Feats Blind-Fight, Dodge, Power Attack^{MF}
Skills Bluff +5, Escape Artist +10, Knowledge (planes) +9, Perception +14, Perform (act) +5, Sense Motive +10, Stealth +7, Survival +7, Swim +11; Racial Modifiers +4 Perception
Languages Aquan

ECOLOGY

Environment any water (Plane of Water)

Organization solitary, pair, clutch (3–6), or cult (1 mythic tojanida plus 2–12 humanoid followers)

Treasure standard

SPECIAL ABILITIES

- **Brine Jet (Su)** As a swift action, a mythic tojanida can expend one use of mythic power to fire a concentrated burst of briny water from within its shell. This takes the form of either a 60-foot line or a 30-foot cone, and inflicts 6d6 points of bludgeoning damage to each creature in the area (Reflex DC 17 for half). Additionally, the water pushes creatures back, making a bull rush attempt against each creature in the area with a bonus equal to 10 + the mythic tojanida's CMB (typically +19), pushing creatures directly away from the mythic tojanida. The saving throw DC is Constitution-based.
- Ink Cloud (Ex) A mythic tojanida can emit a 30-foot-radius sphere of ink once per minute as a free action. The ink provides total concealment in water, and persists for 1 minute. If used out of the water, the jet of ink is a line 30 feet long, and creatures in the area must succeed at a DC 17 Reflex save or be blinded for 1 round. The save DC is Constitution-based.

Rend Armor (Ex) Whenever a mythic tojanida hits an armored creature with both of its claw attacks in the same round, its claws latch onto the target's armor and tear it asunder,

automatically dealing 2d6+6 points of damage to the armor. If the mythic tojanida is currently benefitting from Power Attack, the bonus damage from Power Attack applies to this ability.

Retraction (Ex) A mythic tojanida can pull its limbs into its shell as a move action, increasing its natural armor bonus by +6 and granting it a +3 bonus on Reflex saves. While it is retracted in this way, the mythic tojanida is unable to move, and suffers a -4 penalty on attack rolls. It can extend itself out of its shell again with another move action.

VEELA, EARTH

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

MYTHIC EARTH VEELA CR 8/MR 3 XP 4,800

Pathfinder Roleplaying Game Bestiary 5

N Medium outsider (earth, extraplanar, mythic)

Init +3; Senses darkvision 60 ft., tremorsense 30 ft.; Perception +12

DEFENSE

CR 6/ MR 2

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

hp 115 (9d10+66)

Fort +10, Ref +9, Will +6

DR 10/adamantine, epic, and magic; SR 21

Defensive Abilities block attacks^{MA}, unstoppable^{MA}

OFFENSE Speed 30 ft.

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

Special Attacks beckoning dance, dancing vines^{MA}, elemental *veil*, mythic power (3/day, surge +1d6), silence of the earth^{MA}

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

At will--stone call, stoneskin (self only)

3/day--cure serious wounds, suggestion (DC 19)

1/day--dispel magic, transmute rock to mud

STATISTICS

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

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

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

Languages Common, Terran

ECOLOGY

Environment any mountains or underground (Plane of Earth) Organization solitary, pair, or troupe (3-6) Treasure standard (2 mwk daggers)

SPECIAL ABILITIES

Beckoning Dance (Su): As a standard action, a mythic veela

can compel a target that it can see to join it in dancing. The target must succeed at a DC 22 Will save or find herself forced to dance with the mythic veela for up to 1 minute. At the end of each of the target's turns, she must attempt a Perform (dance) check opposed by the mythic veela's Perform (dance) check. If the target doesn't meet or exceed the mythic veela's result, she takes 1d4 points of Constitution damage and becomes fatigued. For every point of Constitution damage a mythic veela deals in this way, it heals 5 hit points. Hit points healed in excess of its maximum become temporary hit points that last up to 1 hour before dissipating. While engaged in a beckoning dance, both a mythic veela and its target are protected from being attacked as if by a sanctuary spell (DC 19). Any target of a mythic veela's beckoning dance that exceeds the mythic veela's result on the opposed Perform check ends the beckoning dance and gains the benefits of the mythic veela's cure serious wounds spell-like ability (if any uses of that ability remain), which consumes one of the mythic veela's daily uses. Targets that save against a mythic veela's beckoning dance can't be affected by that mythic veela's beckoning dance again for 24 hours. The save DC is Charisma-based.

Dancing Vines (Su): As a standard action, a mythic earth veela may cause plant life within 30 ft. to writhe and dance. Affected squares are considered difficult terrain. Creatures entering a square with dancing vines become entangled, as *entangle*. As a move action, an entangled creature may attempt a Perform (dance) check against a DC 17. If successful, the dancing vines cease impeding that creature and allow it to move as normal. While entangled by dancing vines, a creature receives a -2 penalty to its Will save to resist a mythic earth veela's beckoning dance. The dancing vines do not impede a creature affected by a mythic earth veela's beckoning dance. The save DC is Charisma-based.

Silence of the Earth (Su): As a full-round action, a mythic earth veela may affect a 20 ft.-radius emanation around it with a stupefying *silence*. Creatures within the area of effect must attempt a Will save (DC 20) or be fascinated by the *silence*'s overwhelming tranquility for 1d4 rounds. By expending two uses of mythic power, a mythic earth veela may cause creatures who fail the saving throw to be staggered for 1d4 rounds by the *silence* instead. The *silence* effect ends after 1 minute. This ability has no effect on creatures immune to mind-affecting effects. The save DC is Charisma-based.

Elemental Veil (Su): A mythic earth veela's element manifests as an overflow of energy that infuses its natural attacks and any melee weapons it holds, causing it to deal an extra 1d6 points of bludgeoning damage on any successful melee attack.

In addition, as a standard action a mythic veela can wreathe itself in a luminescent halo of energy. This duplicates the effect of the spell *fire shield* (caster level 9th) but deals damage of the same damage type as the extra melee damage. Ending or resuming this effect is a standard action.

VEELA, FIRE

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

MYTHIC FIRE VEELA

×	S	100	1	1941 M
				a the
				6. 53

CR 8/MR 3

Pathfinder Roleplaying Game-Bestiary 5 N Medium outsider (extraplanar, fire, mythic) Init +3; Senses darkvision 60 ft.; Perception +12

DEFENSE

AC 22, touch 13, flat-footed 19 (+3 Dex, +9 natural) hp 115 (9d10+66)

Fort +10, Ref +9, Will +6 DR 10/epic and magic; Immune fire; SR 21

Defensive Abilities ferocity^{MA}

Weaknesses vulnerable to cold

OFFENSE

Speed 60 ft.

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

Special Attacks beckoning dance, elemental *veil*, fire caller^{MA}; mythic power (3/day, surge +1d6), spurned rage^{MA}

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

At will--resist energy (fire only), scorching ray 3/day--cure serious wounds, suggestion (DC 19)

1/day--dispel magic, fire snake (DC 20)

STATISTICS

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

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

Skills Acrobatics +15, Bluff +18, Diplomacy +18, Knowledge (any one) +14, Perception +12, Perform (dance) +22, Sense Motive

+12, Stealth +15; Racial Modifiers +4 Perform (dance)

Languages Common, Ignan

ECOLOGY

Environment any warm land (Plane of Fire) **Organization** solitary, pair, or troupe (3-6) **Treasure** standard (2 mwk daggers)

SPECIAL ABILITIES

Beckoning Dance (Su): As a standard action, a mythic veela can compel a target that it can see to join it in dancing. The target must succeed at a DC 22 Will save or find herself forced to dance with the mythic veela for up to 1 minute. At the end of each of the target's turns, she must attempt a Perform (dance) check opposed by the mythic veela's Perform (dance) check. If the target doesn't meet or exceed the mythic veela's result, she takes 1d4 points of Constitution damage and becomes fatigued. For every point of Constitution damage a mythic veela deals in this way, it heals 5 hit points. Hit points healed in excess of its maximum become temporary hit points that last up to 1 hour before dissipating. While engaged in a beckoning dance, both a mythic veela and its target are protected from being attacked as if by a *sanctuary* spell (DC 19). Any target of a mythic veela's beckoning dance that exceeds the mythic veela's result on the opposed Perform check ends the beckoning dance and gains the benefits of the mythic veela's *cure serious wounds* spell-like ability (if any uses of that ability remain), which consumes one of the mythic veela's daily uses. Targets that save against a mythic veela's beckoning dance can't be affected by that mythic veela's beckoning dance again for 24 hours. The save DC is Charisma-based.

Elemental Veil (Su): A mythic fire veela's element manifests as an overflow of energy that infuses its natural attacks and any melee weapons it holds, causing it to deal an extra 1d6 points of fire damage on any successful melee attack.

In addition, as a standard action a mythic veela can wreathe itself in a luminescent halo of energy. This duplicates the effect of the spell *fire shield* (caster level 9th) but deals damage of the same damage type as the extra melee damage. Ending or resuming this effect is a standard action.

Fire Caller (Su): As a standard action, a mythic fire veela may summon a torch-sized ball of intense flame to its hand. While carried, this flame may do anything a torch might, including provide illumination or ignite flammable objects. As a move action, a mythic fire veela may throw the flame up to 30 feet where it superheats anything it touches. The flaming bolt deals 4d6 points of damage to a creature or object it strikes. Damaged creatures must attempt a Fortitude saye (DC 20) or take another 2d6 points of damage on the following round from intense heat. Objects automatically fail this save. By expending one use of mythic power, a mythic fire veela may empower the flaming bolt to ignore fire resistance and inflict half its normal damage even on creatures immune to fire. The save DC is Charisma-based.

Spurned Rage (Ex): If a mythic fire veela's beckoning dance ability is successfully resisted, it enters a spurned rage against the most recent target who succeeded the saving throw. While in this rage, a mythic fire veela gains a +4 morale bonus on its attack and damage rolls against its target and may make an additional attack at its highest attack bonus at the end of a full-attack action. Additionally, a mythic fire veela in a spurned rage receives a +4 morale bonus to its. Will saves. While in this state, a mythic fire veela cannot use its spell-like abilities or beckoning dance ability. The spurned rage ends once the target is dead, unconscious, or out of sight of the mythic fire veela for at least 1 minute, or if the mythic fire veela is knocked unconscious or slain.

VEELA, WATER

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

CR 8/MR 3

MYTHIC WATER VEELA

XP 4,800

Pathfinder Roleplaying Game Bestiary 5

N Medium outsider (extraplanar, mythic, water)

Init +3; Senses darkvision 60 ft., mistsight^{MA}; Perception +12

DEFENSE

AC 22, touch 13, flat-footed 19 (+3 Dex, +9 natural) hp 115 (9d10+66)

Fort +10, Ref +9, Will +6

DR 10/epic and magic; Immune cold; SR 21

Defensive Abilities

OFFENSE

Speed 30 ft.; swim 30 ft.

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

Special Attacks beckoning dance, captivating song^{MA}, elemental *veil*, hide in reflection^{MA}, mythic power (3/day, surge +1d6), smother^{MA}

Spell-Like Abilities (CL 9th; concentration +15) At will--hydraulic push, resist energy (cold only) 3/day--cure serious wounds, suggestion (DC 19)

1/day--cone of cold (DC 21), dispel magic

STATISTICS

Str 20, Dex 17, Con 19, Int 14, Wis 11, Cha 22

- Base Atk +9; CMB +14; CMD 27
- **Feats** Ability Focus (beckoning dance), Combat Reflexes^{MF}, Double Slice, Improved Two Weapon Fighting, Two Weapon Fighting^{MF}

Skills Acrobatics +15, Bluff +18, Diplomacy +18, Knowledge (any one) +14, Perception +12, Perform (dance) +22, Sense Motive +12, Stealth +15, Swim +17; Racial Modifiers +4 Perform (dance)

Languages Aquan, Common

ECOLOGY

Environment any water (Plane of Water) **Organization** solitary, pair, or troupe (3-6) **Treasure** standard (2 mwk daggers)

SPECIAL ABILITIES

Beckoning Dance (Su): As a standard action, a mythic veela can compel a target that it can see to join it in dancing. The target must succeed at a DC 22 Will save or find herself, forced to dance with the mythic veela for up to 1 minute. At the end of each of the target's turns, she must attempt a Perform (dance) check opposed by the mythic veela's Perform (dance) check. If the target doesn't meet or exceed the mythic veela's result, she takes 1d4 points of Constitution damage and becomes fatigued. For every point of Constitution damage a mythic veela deals in this way, it heals 5 hit

points. Hit points healed in excess of its maximum become temporary hit points that last up to 1 hour before dissipating. While engaged in a beckoning dance, both a mythic veela and its target are protected from being attacked as if by a sanctuary spell (DC 19). Any target of a mythic veela's beckoning dance that exceeds the mythic veela's result on the opposed Perform check ends the beckoning dance and gains the benefits of the mythic veela's *cure serious wounds* spell-like ability (if any uses of that ability remain), which consumes one of the mythic veela's daily uses. Targets that save against a mythic veela's beckoning dance can't be affected by that mythic veela's beckoning dance again for 24 hours. The save DC is Charisma-based.

- **Captivating Song (Su):** While underwater, a mythic water veela may sing, captivating non-veela creatures within a 300-ft. spread who do not succeed at a DC 20 Will save. This ability otherwise functions exactly like a harpy's captivating song. By expending one use of mythic power, a mythic water veela may make affected creatures fall asleep instead, rendering them helpless. While the mythic water veela is singing, no noise will wake the sleeping creature, though slapping or wounding it does. The creature continues sleeping for 1d4 minutes after the mythic water veela stops singing, but can be awakened by loud noises or any other normal method.
- **Elemental Veil (Su):** A mythic water veela's element manifests as an overflow of energy that infuses its natural attacks and any melee weapons it holds, causing it to deal an extra 1d6 points of cold damage on any successful melee attack. In addition, as a standard action a mythic veela can wreathe itself in a luminescent halo of energy. This duplicates the effect of the spell *fire shield* (caster level 9th) but deals damage of the same damage type as the extra melee
- damage. Ending or resuming this effect is a standard action. Hide in Reflection (Su): A mythic water veela may use a standard action to conceal itself behind the reflection of another creature within a body of water. A mythic water veela must be within 30 ft. of the reflection and able to fit within the body of water the reflection is in to use this ability. Upon using this ability, a mythic water veela appears to vanish as invisibility, but is actually concealed behind a floating reflection and moves beneath it perfectly. It gains a +20 competence bonus to its Stealth checks made while hidden under a reflection. It may end this effect at any time as a free action, although it may still attempt to hide as normal without the bonus of this ability. While hidden in a reflection, a mythic water veela may take an attack of opportunity against any creature who moves within five feet of the reflection, ending this effect immediately. Should the owner of the reflection enter the water, a mythic water veela may reveal itself an attempt to grapple the creature. This ability ends immediately if a mythic water veela attacks or is attacked, or if the reflection the mythic water veela is hiding in disappears.

24



LEGENDARY CLASSES

Player-focused class supplements for Paizo's Pathfinder Roleplaying Game. When you see the word Legendary in front of the name of your favorite class, you can expect it to bring you an amazing array of abilities that are perfect for enriching play with your favorite class. You'll find new class abilities and new uses for existing class abilities, as well as archetypes, feats, and prestige classes specifically tailored to enrich your play experience with that class in exciting and innovative ways. Fantasy games are replete with magic, and you'll find spells and magic items aplenty between these pages as well, each designed to harmonize perfectly with your favorite classes.







evourer

FINDE

BALEFUL

lad Doctor's

mularu

Is Your Campaign Legendary?

HE STICS

cia

IT SHOULD BE!

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

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

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

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

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

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

The mad Doctor's Pormulary

Tro#Kir

the Sepulchral Swaths of Tanoth- Tha where the second

MUR SINGS

MYTHIC MONSTERS ELEMENTALS

ELEMENTALS UNLEASHED!

CENDARY

The *Mythic Monsters* series from Legendary Games brings you dynamic and exciting mechanics alongside evocative and cinematic new abilities that really help creatures live up to their flavor text, whether they are creatures of real-world myth and legend or creatures born out of the RPG tradition itself. **These creatures work just as well in a non-mythic campaign as they do in one that incorporates the full mythic rules**, as you can throw them at your jaded players who think they've seen it all or know the standard monster stats as well as you do. That look of surprise and "What was THAT?" will warm any GM's heart.

Mythic Monsters: Elementals brings you an awesome array of elemental enemies from every part of the planes of fundamental matter and energy. These amorphous adversaries range from CR 3 to CR 22, and include true elementals ranging from crackling lightning elementals to suffocating **mud elementals** and raging-hot magma elementals to deathly frozen ice elementals. There are elemental creates of silent and subtle lethality like the aerial servant and simple wanton pyromaniacal glee like the magmin. Skittering crysmals are as deadly sharp as they are beautiful, and beauty is only the beginning for the nymph-like veela of that inhabit the planes of earth, fire, and water. Like the veela, the manifold mephits are not true elementals but embody the essence of the elemental planes in a way almost familiar to the humanoids who summon them, though the denizens of the elemental planes can be wholly alien like the bizarre aquatic tojanida. Finally, the fierce scanderig forgefiend represents the taming of the power of the elements by craft and artifice, while the majestic anemos represents the power of wild wind and weather from the farthest corners of the world. As if that were not enough, we bring you new spells and feats to push the boundaries of elemental summoning, plus introduce the fission elemental template that shifts from a towering colossus to a seething swarm of raw elemental fury! Grab this 32-page Pathfinder Roleplaying Game monster supplement today and Make Your Game Legendary!

This product is a rules and adventure supplement for the Pathfinder Roleplaying Game and requires the use of the Pathfinder Roleplaying Game Core Rulebook and Pathfinder Roleplaying Game Mythic Adventures from Paizo, Inc., or the free online rules for the game available in the Pathfinder Reference Document (paizo.com/ PRD/) and equivalent third-party online resources such as d20pfsrd.com.

Price: \$12.99



MYTHIC PLUG-INS