



# MYTHIC MONSTERS MIDDLE EAST



**Pathfinder**  
ROLEPLAYING GAME COMPATIBLE

MYTHIC PLUG-INS





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## CREDITS.....

**AUTHORS:** Loren Sieg, Victoria Jaczko, and Jason Nelson

**ARTIST:** Bruno Balixa, Tom Kilian, Chris McFann, Josh Wunderly

**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

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**Legendary Games**  
3734 SW 99th St.  
Seattle, WA 98126-4026  
[makeyourgamelegendary.com](http://makeyourgamelegendary.com)



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

<sup>MS</sup> = Mythic spell

<sup>MF</sup> = Mythic feat

<sup>MA</sup> = Mythic ability

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

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

<sup>ACG</sup> = *Pathfinder Roleplaying Game Advanced Class Guide*

<sup>APG</sup> = *Pathfinder Roleplaying Game Advanced Player's Guide*

<sup>ARG</sup> = *Pathfinder Roleplaying Game Advanced Race Guide*

<sup>B1</sup> = *Pathfinder Roleplaying Game Bestiary*

<sup>B2</sup> = *Pathfinder Roleplaying Game Bestiary 2*

<sup>B3</sup> = *Pathfinder Roleplaying Game Bestiary 3*

<sup>B4</sup> = *Pathfinder Roleplaying Game Bestiary 4*

<sup>B5</sup> = *Pathfinder Roleplaying Game Bestiary 5*

<sup>MA<sub>adv</sub></sup> = *Pathfinder Roleplaying Game Mythic Adventures*

<sup>OA</sup> = *Pathfinder Roleplaying Game Occult Adventures*

<sup>UC</sup> = *Pathfinder Roleplaying Game Ultimate Combat*

<sup>UE</sup> = *Pathfinder Roleplaying Game Ultimate Equipment*

<sup>UM</sup> = *Pathfinder Roleplaying Game Ultimate Magic*





## WELCOME TO MYTHIC PLUG-INS: MYTHIC MONSTERS!

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

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

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





## SPECIAL ELECTRONIC FEATURES

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

## ABOUT LEGENDARY GAMES

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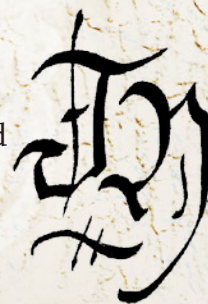
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# WHAT YOU WILL FIND INSIDE MYTHIC MONSTERS: MIDDLE EAST

*Mythic Monsters: Middle East* brings you an awesome array of creatures malevolent and benign from the cradle of civilization, with creatures drawn from the mythology and lore of Persia, Mesopotamia, Israel, and Arabia. These incredible creatures range from CR 1 to CR 23, from seemingly the harmless horned **almiraj** to the hulking warlord **humbaba** and the soaring two-headed **rukḥ**. You will find savage and destructive **divs** seeking to ruin all that mortals create, from the staring evil eye of the **aghash** to the sinister whispers of the **doru** and the unbridled lust of the **pairaka**. Some Middle Eastern monsters would simply rather be left to their own devices but their wrath kindles hot and their vengeance is fierce, whether they appear to mortals as beautiful godlike **nephilim** or hideous scorpion-centaur **girtablilu**. There are spirits of the dead lurking in the shadows, embodying the power of absolute shadow like the **owb** or possessing mortals and driving them to madness and murder like the **dybbuk**. You will find guardians of good like the albino **peri** with their wings of fire, and at the opposite extreme the draconic embodiment of death and decay in the pestilential **taniniver**. As if a dozen mythic monsters were not enough, we also bring you the rainbow-plumed **buraq**, a skyfaring steed sent by the powers of heaven to bear the truly worth across the endless night sky. In addition, we present an array of rules for the desolate and deadly desert sands that are ever encroaching on the fertile crescent, bringing nature's fury and supernatural menace to the dust lands beyond life and hope.

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





## HAZARDS OF THE DUST LANDS

The Middle East is a land of varied climates, from soaring mountain peaks to cedar-cloaked hills, with fertile floodplains and deltas fostering a wellspring of civilization. However, in wide swaths between those verdant valleys and olive groves often lie long, empty miles of barren dust and shifting sand. It is a study in contrasts that a region so rich should be prone to such sere conditions, yet in a world where the supernatural reigns those extremes are likely to be only more pronounced and subject to manipulation by elemental entities, desert cults, and the eldritch effluvium of long-fallen magical empires whose efforts to transform the earth itself made it only more unstable for generations to come. The following hazards can be found in regions whose climate approximates the Middle East of our Earth.

### DUSTSTORMS AND SANDSTORMS

In desert terrain, any severe or stronger winds tend to kick up storms of dust and sand whose intensity depends on wind strength. Any penalties listed below stack with penalties based solely on wind strength, as described in Table 13-10 *Wind Effects* in the *Pathfinder Roleplaying Game Core Rulebook*.

**Duststorm (Severe Wind, 31-50 mph):** Fine grains of sand and dust smother and extinguish Small or smaller flames (and have a 50% chance to extinguish a covered lantern) and cause a -2 penalty on vision-based Perception checks and on Survival checks (-4 on Survival checks to avoid becoming lost), and a -1 penalty on ranged attack rolls. A duststorm typically leaves 1d6 inches of dust and sand in its wake.

**Sandstorm (Windstorm, 51-74 mph):** Driving sand smothers and extinguishes Medium or smaller flames (and has a 75% chance to extinguish a covered lantern), while reducing the radius of illumination shed by magical light effects or sunrods by half and causing a -4 penalty on vision-based Perception checks and Survival checks (-8 on Survival checks to avoid becoming lost), and a -2 penalty on ranged attack rolls, Dexterity checks, and Dexterity-based skill checks. Creatures exposed to a sandstorm take 1d3 points of nonlethal damage per round and can breathe normally for a number of rounds equal to twice their Constitution score before they inhale enough sand that they risk **suffocation**<sup>CRB</sup>. A duststorm typically leaves 1d6 feet of dust and sand in its wake.

**Avoiding Suffocation:** Wearing a cloth or veil across the face allows a creature to go a number of minutes equal to their Constitution score before risking suffocation. A character with at least 3 ranks of Survival and 1 gp worth cloth and similar materials can craft an effective permanent filter mask in 1 minute, which negates the chance of suffocation from a sandstorm.

**Flensing Sandstorm (Hurricane/Tornado, 75+ mph):** Wind-blown grit cuts like knives through creatures exposed to it, dealing 1d3 points of lethal damage per round. Large or smaller exposed flames are immediately extinguished

as are lanterns, and the light shed by magical light effects and sunrods is reduced to one-quarter their normal radius. Creatures caught in a flensing sandstorm take a -8 penalty on vision-based Perception checks and Survival checks (-16 on Survival checks to avoid becoming lost), and a -4 penalty on ranged attack rolls, Dexterity checks, and Dexterity-based skill checks.

### DEADLY DUNES (CR 10)

In a typical desert, sand dunes might move at most a few feet each day, but in the face of extreme winds or in a desert made of particularly fine material, such as powdered bone, dust, or glass, dunes might move much more quickly, a few feet per hour or more. Such “racing dunes” could swallow oases or even cities in a matter of days or less, but some might move even more quickly, animated by a dim and hostile awareness that seeks to bury and destroy mortals that come too near, moving under their own power like rolling waves sand.

If a deadly dune moves into a creature's space, the target must succeed on a DC 15 Reflex save or be buried, taking 1d6 points of nonlethal damage per minute until it digs itself free (DC 25 Strength check or Escape Artist check) or is rescued. If a creature falls unconscious while buried under a deadly dune, it 1 point of lethal damage per round and also must make a DC 15 Constitution check once per minute or take an additional 1d6 points of nonlethal damage. A creature buried by a deadly dune is carried along with the dune as it moves.

Deadly dunes function similarly to a swarm but is comprised of four Colossal masses of sand each 30 feet on a side and 30 feet high. These Colossal masses of sand can be arranged in any orientation but must be contiguous, and can move up to 60 feet per round. They cannot cross a body of water, mud, lava, or a similar fluid surface (or an open gap like a canyon or ravine) that is more than 30 feet across nor an area of bare stone or heavy undergrowth more than 60 feet across or an area of light undergrowth 120 feet across. They cannot move over a wall at least 30 feet high. They cannot enter an *antimagic field* or similar barrier that prevents the entry of magic. They can sense the presence of creatures as though they had tremorsense with a range of 1 mile, and they pursue creatures tirelessly until they leave the desert behind.

Deadly dunes are not creatures and are not alive, and if attacked as objects they have essentially unlimited hit points. An *earthquake* spell destroys deadly dunes in the area, and other spells with the earth subtype can slow a deadly dune to half speed for a time with a successful caster level check, adding a bonus equal to twice the spell's level:

CHECK RESULT	DURATION OF SLOWING
15	1 round per caster level
20	1 minute per caster level
25	10 minutes per caster level
30	1 hour per caster level





## GLASSY SEA (CR 5)

Sandy deserts may fuse into glass under extreme temperatures, or repeated lightning strikes that create fulgurite, or even volcanic eruptions that unleash vitrific flows, eventually creating vast sheets of fused sand miles across. A glassy sea is as slick as an ice sheet, costing 2 squares of movement to enter, and increasing the DC of Acrobatics checks by 5; a DC 10 Acrobatics check is required to run or charge across a glassy sea without slipping and falling.

**Crystal Crevasse:** A thin layer of solid-seeming glass conceals a crevasse 1d4x10 feet deep, 1d4x10 feet wide, and 4d10x10 feet long. If a Small or larger creature steps onto the crevasse, it collapses when that creature is halfway across plunges any creatures standing on the unstable glass or its edge into the crevasse below; a successful DC 20 Reflex save allows a creature to jump back from the edge just in time, falling prone along the nearest edge of the crevasse. Creatures falling in take falling damage as usual, plus an additional 1d6 points of slashing and piercing damage for every 10 feet fallen. A creature moving at half speed is automatically allowed a DC 10 Survival check as a free action to notice a crystalline crevasse. A creature moving at full speed may notice the crevasse if looking for it but does not get an automatic check. A running or charging creature has no chance to notice the crevasse and is not allowed a saving throw to avoid falling in.

**Extreme Heat:** Glassy seas tend to focus and reflect heat, increasing the heat level of the environment by one step, as described in Chapter 13 of the *Pathfinder Roleplaying Game Core Rulebook*.

**Razor Glass:** A glassy-sea surface that has fractured is treated as an area of caltrops<sup>CRB</sup>, and in addition creatures moving through such an area must succeed once per minute on a DC 10 Survival check or DC 15 Acrobatics check or take 1d6 points of slashing damage.

## SHADOW SAND (CR 5)

While black sand is not uncommon in volcanic areas, formed from ground cinders and ash, in some areas supernatural darkness clings to areas of black sand and dust. In an area of shadow sand, illumination is reduced by one step within 20 feet and by two steps within 10 feet. This is considered magical darkness and non-magical light cannot penetrate it, and even magical light effects must duplicate at least a 2nd level spell to supersede its effects. Even in this case the shadow sand leaches away at the light and reduces its duration by a factor of 10, so that every round spend with a portion of a magical light effect overlapping the area of shadow sand expends 1 minute of the spell's remaining duration. A *sunbeam* or *sunburst* spell suppresses all effects of shadow sand for 1 hour per level of the caster.

In addition to its darkening power, shadow sand leaches away at the life energy of creatures nearby, dealing 1 point of negative energy damage per round to a creature entering or beginning its turn within the area. This increases to 1d4 points of negative energy damage if the creature comes into physical contact with the sand, such as creature not wearing boots or similar footgear, or if a creature is knocked prone. A creature reduced below 0 hit points within an area of shadow sand must succeed at a DC 15 Fortitude save each round at the end of its turn or die; this is a death effect. A creature that dies within the shadow sand crumbles to black dust 1 round later.





## ALMIRAJ

*This oversized rabbit has a single long, pearlescent horn protruding from its crown.*

### MYTHIC ALMIRAJ

CR 1/MR 1

XP 400

Pathfinder Roleplaying Game Bestiary 4

N Small magical beast (mythic)

**Init** +2; **Senses** darkvision 60 ft., low-light vision, scent; Perception +4

### DEFENSE

**AC** 14, touch 13, flat-footed 12 (+2 Dex, +1 natural armor, +1 size)

**hp** 23 (2d10+12)

**Fort** +4, **Ref** +5, **Will** +0

### OFFENSE

**Speed** 30 ft., burrow 10 ft.

**Melee** +1 gore +6 (2d4+2)

**Special Attacks** devour<sup>MA</sup>, magic horn, mythic power (1/day, surge +1d6)

### STATISTICS

**Str** 6, **Dex** 15, **Con** 12, **Int** 5, **Wis** 11, **Cha** 6

**Base Atk** +2; **CMB** -1; **CMD** 11 (15 vs. trip)

**Feats** Weapon Finesse<sup>MF</sup>

**Skills** Acrobatics +6 (+14 when jumping), Perception +4, Stealth +14; **Racial Modifiers** +8 Acrobatics when jumping, +4

Perception, +4 Stealth

**Languages** Sylvan (can't speak)

**SQ** hex-prone

### ECOLOGY

**Environment** temperate hills, plains, or forests

**Organization** solitary

**Treasure** incidental (magic horn)

### SPECIAL ABILITIES

**Devour (Su)** Once per day, a mythic almiraj may open its mouth to an unnatural size and attempt to devour a creature whole. The mythic almiraj makes a bite attack with a +6 bonus against a creature no more than one size category larger than the mythic almiraj. If this attack succeeds, the creature takes no damage, but is grappled in the mythic almiraj's mouth. The mythic almiraj may then make an immediate combat maneuver check to swallow the creature whole (2d4 bludgeoning and 1d2 acid damage, AC 10, 2 hp). For 24 hours following a successful use of devour, a mythic almiraj is considered fatigued and can only take one move action per round.

**Hex Prone (Su)** A mythic almiraj takes a -2 penalty on all saving throws against harmful witch hexes. The duration of any beneficial hexes longer than 1 round that affect a mythic almiraj is increased by 50%.

**Magic Horn (Su)** While on the creature's head, a mythic almiraj's horn is treated as a +1 weapon. Any living creature slain by a mythic almiraj's gore attack immediately turns to stone (as if by the *flesh to stone* spell, with no saving throw, and the creature is still dead). A severed mythic almiraj horn retains a wisp of its former magic, and counts as a masterwork weapon if used to create a magical dagger or similar small piercing weapon.



## Div, Aghash

*Draped in rags and hunched over on goatlike legs, this creature possesses a featureless face, save for a large eye ringed by fangs.*

### MYTHIC AGHASH

CR 5/MR 2

XP 1,600

Pathfinder Roleplaying Game Bestiary 3

NE Medium outsider (div, evil, extraplanar, mythic)

**Init** +2; **Senses** darkvision 60 ft., see in darkness; **Perception** +11

### DEFENSE

**AC** 18, touch 12, flat-footed 16 (+2 Dex, +8 natural)

**hp** 62 (5d10+35)

**Fort** +4, **Ref** +6, **Will** +7

**DR** 5/cold iron, epic, or good; **Immune** fire, poison; **Resist** acid 10, electricity 10; **SR** 17

### OFFENSE

**Speed** 30 ft.

**Melee** 2 claws +9 (1d6+2 and wretched touch<sup>MA</sup>)

**Special Attacks** cursed gaze<sup>MA</sup>, sandstorm, mythic power (2/day, surge +1d6)

**Spell-Like Abilities** (CL 6th; concentration +10)

At will—*bestow curse* (DC 18), *detect good*, *detect magic*, *dimension door*, *minor image* (DC 16), *spectral hand*

1/day—*suggestion* (DC 17), *summon* (level 3, 1d2 dorus 25%)

### STATISTICS

**Str** 14, **Dex** 15, **Con** 16, **Int** 13, **Wis** 13, **Cha** 20

**Base Atk** +5; **CMB** +7; **CMD** 19

**Feats** Alertness, Iron Will, Weapon Focus (claw)<sup>MF</sup>

**Skills** Bluff +11, Disguise +13, Intimidate +11, Knowledge (arcana) +7, Knowledge (planes) +7, Perception +11,

Sense Motive +9, Spellcraft +9, Stealth +10

**Languages** Abyssal, Celestial, Infernal; telepathy 100 ft.

### ECOLOGY

**Environment** any (Abaddon)

**Organization** solitary

**Treasure** standard

### SPECIAL ABILITIES

**Cursed Gaze (Su)** Mythic aghash's choice: confused for 1 round, shaken for 1 round, stunned for 1 round, or deals 1d4 points of damage, 30 feet, Fortitude DC 17 negates. Any creature under the effects of *protection from evil* is immune to a mythic aghash's gaze, but a mythic aghash may expend one use of mythic power to automatically dispel an active *protection from evil* spell on one creature. The save DC is Charisma-based.

**Sandstorm (Su)** Once per day, as a full-round action, a mythic aghash can create a temporary sandstorm. This storm has a radius of 100 feet centered on the mythic aghash and lasts for 1 minute per Hit Die the mythic aghash possesses (typically 5). This functions as a sandstorm (see *Pathfinder RPG Core Rulebook*).

**Sand Wraith (Su)** While a mythic aghash's sandstorm ability is active, it may disappear and reappear at any point within the sandstorm's area of effect as *dimension door* without provoking an attack of opportunity.

**Wretched Touch (Su)** A creature struck by a mythic aghash's claws takes 1d6 points of Charisma damage (Fortitude DC 15 negates), in addition to the attack's normal damage. A creature reduced to 0 Charisma by a mythic aghash's wretched touch remains conscious, but comes under the complete control of the mythic aghash as if affected by *dominate monster*. This effect ends immediately if the mythic aghash dies (rendering the creature unconscious if its Charisma score is still 0) or if the creature heals at least 1 point of Charisma damage. The save DC is Constitution-based.

## Div, Doru

*This disembodied and bestial head covered in lashing hair and curling horns flies through the air.*

### MYTHIC DORU

CR 3/ MR 1

XP 800

Pathfinder Roleplaying Game Bestiary 3

NE Tiny outsider (div, evil, extraplanar, mythic)

**Init** +3; **Senses** darkvision 60 ft., detect good, detect magic, see in darkness; **Perception** +7

### DEFENSE

**AC** 19, touch 15, flat-footed 16 (+3 Dex, +4 natural, +2 size)

**hp** 26 (3d10+10)

**Fort** +3, **Ref** +4, **Will** +4

**DR** 10/cold iron or good, and epic; **Immune** fire, poison; **Resist** acid 10, electricity 10; **SR** 14

### OFFENSE

**Speed** 20 ft., fly 40 ft. (perfect)

**Melee** bite +9 (1d4+3 plus poison)

**Space** 2-1/2 ft.; **Reach** 0 ft.

**Special Attacks** curse of misfortune (Will DC 14)<sup>MA</sup>, mythic power (1/day, surge +1d6)

**Spell-Like Abilities** (CL 6th; concentration +8)

Constant—*detect good*, *detect magic*

At will—*invisibility* (self only)

3/day—*charm person* (DC 13), *minor image* (DC 13)

1/day—*suggestion* (DC 14)

1/week—*commune* (CL 12th, 6 questions)

### STATISTICS

**Str** 8, **Dex** 17, **Con** 10, **Int** 10, **Wis** 12, **Cha** 14

**Base Atk** +3; **CMB** +4; **CMD** 13 (can't be tripped)

**Feats** Weapon Finesse<sup>MF</sup>, Weapon Focus (bite)

**Skills** Bluff +8, Fly +11, Knowledge (arcana) +6, Knowledge (planes) +6, Perception +7, Spellcraft +6, Stealth +17

**Languages** Abyssal, Celestial, Infernal; telepathy 100 ft.

### ECOLOGY

**Environment** any (Abaddon)

**Organization** solitary

**Treasure** none



## SPECIAL ABILITIES

**Curse of Misfortune (Su)** While all doru covet secrets above all else, mythic doru are particularly skilled at convincing others to give them up. A mythic doru can expend one use of mythic power to bestow a creature with endless misfortune. The target must make a DC 14 Will save or roll two d20s whenever a situation calls for a d20 roll (such as an attack roll, a skill check, or a saving throw) and must use the lower of the two results generated. This is a mind-affecting effect that does not work on other div. A character who gains any sort of luck bonus becomes immune to the curse of misfortune. A mythic doru can only have one active curse of misfortune at a time, and can dispel a curse of misfortune that it placed as a free action (though it will typically only do so in exchange for something it wants).

**Poison (Ex)** Bite—injury; save Fort DC 13; frequency 1/round for 6 rounds; effect 1d2 Wis; cure 2 consecutive saves.

**Secret Monger (Sp)** Mythic doru have acquired a vast collection of hidden knowledge over the centuries which they can share for the right price. By expending one use of mythic power, a mythic doru can use *legend lore* to recall a few details that they may have overheard long ago.

## DIV, PAIRAKA

*Blue-skinned and draped in revealing attire, this humanoid fiend has a sultry gaze suggesting all manner of debased pleasures.*

## MYTHIC PAIRAKA

CR 8 / MR 3

XP 4,800

Pathfinder Roleplaying Game Bestiary 3

NE Medium outsider (div, evil, extraplanar, mythic, shapechanger)

**Init** +9; **Senses** darkvision 60 ft., detect good, detect magic, see in darkness; Perception +16

## DEFENSE

**AC** 26, touch 15, flat-footed 21 (+5 Dex, +11 natural)**hp** 106 (9d10+57)**Fort** +6, **Ref** +11, **Will** +10**DR** 10/cold iron or good, and epic; **Immune** fire, poison, disease; **Resist** acid 10, electricity 10; **SR** 25

## OFFENSE

**Speed** 30 ft., fly 50 ft. (good)**Melee** 2 claws +14 (1d6+5 plus bleed and disease)**Special Attacks** bleed (1d6)<sup>MA</sup>, (mythic power (3/day, surge +1d6), rend (2 claws, 1d6+5 plus disease)<sup>MA</sup>**Spell-Like Abilities** (CL 12th; concentration +20)Constant—*detect good*, *detect magic*At will—*charm monster* (DC 21), *dimension door* (self plus 50 lbs. of objects only), *misdirection* (DC 20)1/day—*insect plague*, *summon* (level 3, 1d4 doru 50%)

## STATISTICS

**Str** 17, **Dex** 20, **Con** 16, **Int** 14, **Wis** 18, **Cha** 26**Base Atk** +9; **CMB** +12; **CMD** 27**Feats** Deceitful<sup>MF</sup>, Flyby Attack, Hover, Improved Initiative, Weapon Finesse<sup>MF</sup>**Skills** Bluff +23, Diplomacy +19, Disguise +21, Fly +16, Intimidate +17, Knowledge (local) +13, Knowledge (planes) +13, Perception +16, Sense Motive +13, Stealth +17**Languages** Abyssal, Celestial, Infernal; telepathy 100 ft.**SQ** change shape (any Small or Medium animal or humanoid; *polymorph*)

## ECOLOGY

**Environment** any (Abaddon)**Organization** solitary**Treasure** standard**SQ** reap torment<sup>MA</sup>, wicked beguiler<sup>MA</sup>

## SPECIAL ABILITIES

**Disease (Su)** A pairaka carries two diseases. Its claws infect targets with bubonic plague, and any willing contact with its skin (such as through caressing, grappling, or more) exposes victims to the shakes.

**Bubonic Plague:** Claw—injury; save Fort DC 17; onset 1 day; frequency 1/day; effect 1d4 Str damage, 1 Cha damage, and target is fatigued; cure 2 consecutive saves.

**Shakes:** Contact; save Fort DC 13; onset 1 day; frequency 1/day; effect 1d8 Dex damage; cure 2 consecutive saves.

**Lustful Dreams (Su)** Pairakas can torment sleeping creatures.

While an intelligent creature sleeps, a pairaka can slip into the target's mind and twist its dreams to lusty nocturnal visions. The victim must be asleep for the pairaka to use this ability and the pairaka must be within 100 feet. If the victim fails a DC 21 Will save, it experiences vivid hallucinations of a lurid nature that leave it breathless and fatigued upon waking. The victim, even a depraved soul, rarely considers the sexual nature of these dreams enjoyable, as the images exploit any number of taboos the pairaka suspects its victim might harbor. The save DC is Charisma-based. Creatures that do not sleep or dream are immune to this effect.

**Reap Torment (Su)** Any creature that has shakes, bubonic plague, or is fatigued after failing to save against lustful dreams receives a -4 penalty on saving throws against a mythic pairaka's spells and abilities.

**Wicked Beguiler (Su)** A mythic pairaka is instantly aware of any attempt to magically detect her alignment, and she can alter her aura to detect as whatever alignment she wishes as an immediate action.



## DYBBUK

*This grinning spectre has mad eyes and blood-red hands that twitch and jerk like a puppeteer's.*

### MYTHIC DYBBUK

CR 18/MR 7

XP 153,600

*Pathfinder Roleplaying Game Bestiary 3*

NE Medium undead (incorporeal, mythic)

Init +23/+3<sup>MA, MF</sup>; **Senses** darkvision 60 ft.; Perception +29

**Aura** wicked aura<sup>MA</sup> (30 ft., DC 28)

### DEFENSE

AC 31, touch 31, flat-footed 19 (+9 deflection, +12 Dex)

hp 296 (18d8+218)

Fort +13, Ref +18, Will +17

**Defensive Abilities** incorporeal, channel resistance +4; DR 10/epic and good; **Immune** undead traits; SR 33

### OFFENSE

**Speed** fly 60 ft. (perfect)

**Melee** pain touch<sup>MA</sup> +26 touch (7d6)

**Special Attacks** malevolence<sup>MA</sup>, menacing whisper<sup>MA</sup>, mythic magic<sup>MA</sup> 3/day, mythic power (7/day, surge +1d10), pull strings<sup>MA</sup>

**Spell-Like Abilities** (CL 18th; concentration +27)

At will—*detect thoughts* (DC 22), *telekinesis* (DC 24)

3/day—*dominate monster* (DC 28), *feeblemind* (DC 24), *inflict serious wounds* (DC 22)

1/day—*greater heroism*, *modify memory* (DC 23), *tongues*

### STATISTICS

Str --, Dex 34, Con --, Int 15, Wis 18, Cha 29

**Base Atk** +13; **CMB** +25; **CMD** 43

**Feats** Alertness, Blind-Fight<sup>MF</sup>, Combat Reflexes<sup>MF</sup>, Flyby Attack, Improved Initiative<sup>MF</sup>, Iron Will<sup>MF</sup>, Lunge, Step Up, Weapon Focus (pain touch)

**Skills** Bluff +25, Diplomacy +25, Fly +19, Intimidate +28, Perception +29, Sense Motive +29, Stealth +32

**Languages** Abyssal, Celestial, Common

**SQ** dormancy<sup>MA</sup>, sound mimicry (voices)<sup>MA</sup>

### ECOLOGY

**Environment** any

**Organization** solitary

**Treasure** none

### SPECIAL ABILITIES

**Dormancy (Su)** When merged with a creature via its malevolence ability, a mythic dybbuk may, at any time, enter a dormant state while remaining merged. While dormant, the creature merged with the mythic dybbuk has control and does not sense the dybbuk's presence. The mythic dybbuk is immune to all spell effects that would expunge it while it is dormant except for spells such as *miracle* and *wish*. A dormant mythic dybbuk is immune to most forms of magical detection, although *true seeing* and similar, stronger





spells will reveal it. A dormant mythic dybbuk is aware of all that transpires around the merged creature, but may not take over the creature's body with its malevolence ability unless it expends two uses of mythic power. If it does so, it becomes vulnerable to normal means of expulsion as described in *magic jar*, but it can return to its dormant state as a full-round action.

**Malevolence (Su)** Once per round, a mythic dybbuk can merge itself with a creature on the Material Plane. This ability is similar to a *magic jar* spell (caster level 18th), except that it does not require a receptacle. To use this ability, the mythic dybbuk must be adjacent to the target. The target can resist the attack with a successful DC 26 Will save. By expending one use of mythic power, a mythic dybbuk may use its possess object ability while still merged with a creature. A creature that successfully saves is immune to that same mythic dybbuk's malevolence for 24 hours. The save DC is Charisma-based.

**Menacing Whisper (Ex)** When a mythic dybbuk is adjacent to a creature that cannot see it (whether through Stealth, concealment, or the creature being unable to see) but can hear it, as a swift action, the mythic dybbuk can attempt an Intimidate check to demoralize that creature. The mythic dybbuk can expend one use of mythic power as a free action to give such a creature a *suggestion* requiring a Will save DC 26 to resist. The save DC is Charisma-based.

**Pain Touch (Su)** With a successful touch attack, a mythic dybbuk causes painful spasms throughout the target's body, dealing 7d6 points of damage. Creatures that are immune to pain take no damage from this touch. By expending one use of mythic power, a mythic dybbuk may choose to stun a target for 2d4 rounds instead of dealing damage with a successful touch attack.

**Possess Object (Su)** A mythic dybbuk can use its malevolence ability to possess a Large or smaller unattended object, animating it as if using *animate objects*, except the mythic dybbuk merges with and controls the object as if it were a living creature. The mythic dybbuk cannot speak or use its other special abilities while possessing the object. If the mythic dybbuk expends two uses of mythic power, it may split up its consciousness into multiple objects not exceeding 18 Small objects or corresponding number of larger objects, as *animate objects*. The mythic dybbuk still may not speak or use its other abilities as the objects, though it can as an inhabited creature if it is merged with one through its malevolence ability.

**Pull Strings (Su)** A mythic dybbuk can take control over mindless constructs and undead. The mythic dybbuk makes a touch attack against the target's CMD. If the attack equals or exceeds the creature's CMD, the mythic dybbuk does no damage, but can give the creature an order that lasts up to 1 round. For every 5 the mythic dybbuk beat the creature's CMD, its control lasts 1 additional round. The creature's creator or controller can't regain control during this time unless it uses the control the mindless mythic ability. The mythic dybbuk may expend one use of mythic power when attempting to use this ability and increase the duration of its control from rounds to an equal number of minutes.

**Wicked Aura (Su)** As a free action, a mythic dybbuk may create an aura of palpable malevolence and dread in a 30-ft.-radius aura around it. All creatures within the aura must succeed at a DC 28 Will save or be paralyzed in fear for 1d4 rounds. Whether or not the save is successful, that creature cannot be affected again by the same mythic dybbuk's wicked aura ability for 24 hours. This is a paralysis effect and a mind-affecting fear effect. The save DC is Charisma-based.



## GIRTABLILU

The body of a spear-wielding woman rises from the front of this monstrously huge scorpion.

### GIRTABLILU

CR 10/ MR4

XP 9,600

Pathfinder Roleplaying Game Bestiary 3

N Large monstrous humanoid (mythic)

**Init** +6; **Senses** darkvision 60 ft., tremorsense 30 ft.; Perception +14

**Aura** frightful presence<sup>MA</sup> (30 ft., DC 15)

### DEFENSE

**AC** 24, touch 12, flat-footed 21 (+2 armor, +2 Dex, +1 dodge, +10 natural, -1 size)

**hp** 155 (10d10+100)

**Fort** +9, **Ref** +11, **Will** +9

**DR** 5/epic

### OFFENSE

**Speed** 50 ft.

**Melee** mwk spear +16/+11 (1d8+9/x3), 2 claws +10 (1d6+3 plus grab), sting +10 (1d6+3 plus poison)

**Ranged** mwk spear +12 (1d8+6/x3)

**Space** 10 ft.; **Reach** 10 ft.

**Special Attacks** constrict (1d6+6), deadly gaze<sup>MMA</sup>, mythic power (4/day, surge +1d8)

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

1/day—*summon nature's ally V* (1d3 giant scorpions)

### STATISTICS

**Str** 22, **Dex** 15, **Con** 23, **Int** 10, **Wis** 14, **Cha** 11

**Base Atk** +10; **CMB** +17 (+21 grapple); **CMD** 30 (42 vs. trip)

**Feats** Dodge, Improved Initiative, Lightning Reflexes, Mobility<sup>MF</sup>, Vital Strike<sup>MF</sup>

**Skills** Climb +18, Craft (any one) +8, Knowledge (history) +5, Perception +14, Sense Motive +7, Stealth +10, Survival +15;

**Racial Modifiers** +4 Climb, +4 Perception, +4 Stealth

**Languages** Common, Girtablilu

**SQ** gates of the sun<sup>MA</sup>, peer beyond<sup>MA</sup>, scorpion empathy +10, undersized weapons

### ECOLOGY

**Environment** warm deserts

**Organization** solitary, pair, patrol (3-5 plus 2-4 giant scorpions), or cult (6-14 plus 3-6 temple guardians of 3rd level, 1 cleric or oracle leader of 6th level, and 4-9 giant scorpions)

**Treasure** standard (leather armor, masterwork spear)

### SPECIAL ABILITIES

**Deadly Gaze (Su)** As *slay living*, 30 feet, Fortitude DC 15 negates. The save DC is Charisma-based.

**Gates of the Sun (Sp)** A mythic girtablilu can expend one use of mythic power to use the planar travel effect of *gate*. In addition, as a full-round action, a mythic girtablilu can concentrate to automatically close or keep any portal open.

**Peer Beyond (Sp)** As a move action, a mythic girtablilu can duplicate the effects of *clairaudience/clairvoyance* and *alarm* (mental only) up to one mile. With a touch, the mythic girtablilu can expend one use of mythic power and concentrate to share this ability with one willing creature.

**Poison (Ex)** Sting—injury; save Fort DC 20; frequency 1/round for 6 rounds; effect 1d4 Dex; cure 2 consecutive saves.

**Scorpion Empathy (Ex)** This ability functions as a druid's wild empathy ability, save that it works only on scorpions. A girtablilu gains a racial bonus on this check equal to its Hit Dice (normally +10). Scorpions are normally mindless, but this empathic communication imparts upon them a modicum of implanted intelligence, allowing girtablilus to train scorpions and use them as guardians (though it does not grant them skills or feats).



# HUMBABA

*This towering, horned, lion-faced giant has long, braided hair and is outfitted in various pieces of plate armor.*

## MYTHIC HUMBABA

CR 23/MR 9

XP 819,200

*Pathfinder Roleplaying Game Bestiary 3*

CN Colossal monstrous humanoid (mythic)

Init +16; **Senses** darkvision 120 ft., *true seeing*; Perception +33

**Aura** prismatic aura<sup>MA</sup> (30 ft., DC 27)

## DEFENSE

**AC** 43, touch 2, flat-footed 43 (+8 armor, +33 natural, -8 size)

**hp** 431 (22d10+310); fast healing 10

**Fort** +17, **Ref** +16, **Will** +23

**DR** 10/epic; **Immune** blindness, death effects, fire, sonic; **SR** 39

**Defensive Abilities** absorb blow<sup>MA</sup>, unstoppable<sup>MA</sup>

## OFFENSE

**Speed** 60 ft. (40 ft. in armor)

**Melee** longsword +31/+26/+21/+16 (6d6+25/17-20/x3) or 2 slams  
+31 (2d8+17), 2 wings +17 (2d8+8)

**Ranged** rock +18 (2d8+24)

**Space** 30 ft.; **Reach** 30 ft.

**Special Attacks** amazing initiative<sup>MA</sup>, breath weapon (60-ft. cone, 20d6 fire, DC 31, usable every 1d4 rounds), false radiance<sup>MA</sup>, grounding gaze<sup>MA</sup>, mythic magic<sup>MA</sup> (3/day), mythic power (9/day, surge +1d10), rock throwing (180 ft.), fatal blade<sup>MA</sup>

**Spell-like Abilities** (CL 20th, concentration +25)

Constant--*true seeing*

3/day--*greater shout* (DC 24)

1/day--*destruction* (DC 23), *earthquake* (DC 24), *power word stun*

## STATISTICS

**Str** 45, **Dex** 16, **Con** 30, **Int** 11, **Wis** 26, **Cha** 23

**Base Atk** +22; **CMB** 47; **CMD** 60

**Feats** Awesome Blow, Cleave, Critical Focus<sup>MF</sup>, Improved Bull Rush<sup>MF</sup>, Improved Critical<sup>IMF</sup> (longsword), Improved Initiative, Intimidating Prowess, Iron Will<sup>MF</sup>, Power Attack, Staggering Critical, Vital Strike<sup>MF</sup>

**Skills** Climb +36, Intimidate +46, Perception +33, Survival +33

**Languages** Abyssal, Common, Giant

**SQ** territorial sense<sup>MA</sup>

## ECOLOGY

**Environment** any forests

**Organization** solitary

**Treasure** standard (masterwork half-plate, longsword, other treasure)

## SPECIAL ABILITIES

**Absorb Blow (Su)** Whenever a mythic humbaba takes hit point damage from a single source, it may expend one use of mythic power to reduce the damage taken by that source by 45 (to a minimum of 0 damage taken). Reduce the damage taken with absorb blow before applying any other damage-reducing effects. For every 10 points of damage this ability prevents, the mythic humbaba gains DR 1/epic for 1 minute which stacks with its existing DR.

**False Radiance (Sp)** Once per day, by expending one use of daily power, a mythic humbaba may cloak itself in a vision of its former glory, as *veil*, with enormous bird-like wings of radiant, rainbow plumage. Mythic creatures within 120 feet of the mythic humbaba must attempt Will saves (DC 26) to resist becoming fascinated with the mythic humbaba for 2d6 rounds. Non-mythic creatures are automatically stunned by a mythic humbaba's false radiance and must make Will saves (DC 26) each round to become fascinated instead. This is a mind-affecting effect. The save DC is Charisma-based.

**Fatal Blade (Ex)** When a mythic humbaba confirms a critical hit against a non-mythic creature while wielding a slashing or piercing weapon, it automatically confirms the critical hit and deals maximum damage to that creature. A mythic humbaba may expend two uses of mythic power as an immediate action to apply fatal blade to a mythic creature after rolling a critical threat.

**Grounding Gaze (Su)** Gaze attack--Forces flying creature to fall, 120 feet, Fortitude DC 27 to force flying creature to land on next initiative instead.

**Prismatic Aura (Su)** As a swift action once per day, a mythic humbaba can activate its prismatic aura. Doing so causes brilliant light to radiate from the mythic humbaba to a radius of 30 feet. Each round at the start of the humbaba's turn, roll 1d8 and consult the table of *prismatic spray* effects to determine the color and effect of the light (reroll results of 8). If a creature begins its turn in the prismatic aura's area, it must make the appropriate saving throw (DC 26) against that effect. Once activated, a humbaba's prismatic aura lasts for 7 rounds. By expending one use of mythic power, a mythic humbaba may extend its prismatic aura duration by 5 rounds. The save DC is Charisma-based.

**Territorial Sense (Su)** A mythic humbaba is constantly aware of its own forest territory. As a free action, a mythic humbaba may extend its senses throughout its territory within 20 miles looking for changes, danger, and intruders, as if it cast *commune with nature*. By expending one daily use of mythic power, a mythic humbaba may *greater teleport* itself to any place within its territory it senses using this power.

**Wings (Ex)** A mythic humbaba has the skeletal remains of huge wings sprouting from its back. It cannot glide or fly, but it can use them to make wing attacks.







## OWB

*This thing looks like a skeletal human torso coated in liquid shadow, obscuring its bones but clearly revealing its shape.*

### OWB

CR 7/ MR3

XP 3,200

Pathfinder Roleplaying Game Bestiary 4

NE Medium outsider (extraplanar, mythic)

**Init** +10; **Senses** darkvision 60 ft., see in darkness; Perception +13

**Aura** cloak of frost fire (5-ft., 1d6 cold)

### DEFENSE

**AC** 20, touch 17, flat-footed 13 (+6 Dex, +1 dodge, +3 natural)

**hp** 106 (8d10+62); fast healing 2

**Fort** +10, **Ref** +8, **Will** +8

**DR** 5/epic; **Immune** cold

**Weaknesses** light sensitivity

### OFFENSE

**Speed** 5 ft., fly 60 ft. (perfect)

**Melee** 2 claws +12 (1d8+4 plus 1d6 cold)

**Ranged** burning cold +14 touch (3d6 cold)

**Special Attacks** burning cold, curse of darkness, mythic power (3/day, surge +1d6)

**Spell-Like Abilities** (CL 8th; concentration +12)

Constant—*blur*

At will—*deeper darkness*, *detect thoughts*, *dust of twilight* (DC 16)

5/day—*shadow step*

1/day—*plane shift* (self only, to or from the Shadow Plane only)

### STATISTICS

**Str** 18, **Dex** 22, **Con** 19, **Int** 11, **Wis** 15, **Cha** 18

**Base Atk** +8; **CMB** +12; **CMD** 29

**Feats** Dodge, Flyby Attack, Improved Initiative<sup>MF</sup>, Point-Blank Shot<sup>MF</sup>

**Skills** Bluff +13, Diplomacy +12, Fly +18, Knowledge (planes) +11, Perception +13, Sense Motive +13, Spellcraft +7, Stealth +17

**Languages** Dark Folk (can't speak); telepathy 100 ft.

**SQ** change shape (*alter self*, Small animal or humanoid)<sup>MA</sup>, dark consort<sup>MA</sup>, familiar spirit<sup>MA</sup>

### ECOLOGY

**Environment** any land or underground (Plane of Shadow)

**Organization** solitary or cabal (2–4)

**Treasure** none

### SPECIAL ABILITIES

**Burning Cold (Su)** As a standard action, an owb can conjure a ball of flickering flames and hurl it at an opponent. The flames can be thrown as a ranged touch attack at a range of 120 feet with no range increment, and deal 3d6 points of cold damage.

**Cloak of Frost Fire (Su)** A mythic owb is surrounded by an aura of its own burning cold. All creatures within 5 feet take 1d6 points of cold damage at the beginning of the owb's turn. The mythic owb can suppress this ability as a free action.

**Curse of Darkness (Su)** With a touch, an owb can make bright light unbearable to the victim. Any creature touched must succeed at a DC 18 Fortitude save or gain the light blindness weakness. This ability also robs the victim of its coloration, leaving the creature and its equipment in washed-out shades of gray. This effect can be removed with break enchantment or remove curse, unless the target has the dark folk subtype, in which case the effect can only be removed by wish or similar magic. The save DC is Charisma-based.

**Dark Consort (Su)** A mythic owb can expend one use of mythic power to grant a single willing humanoid creature a +2 profane bonus to an ability score of its choice. Each mythic owb can have no more than one profane bonus active on another creature at a time. A mythic owb can remove the profane bonus it granted as a free action causing 2d6 Wisdom drain to the recipient (Fortitude DC 18 negates).

**Familiar Spirit (Sp)** A mythic owb can attempt to exert its manipulation through dark mutterings. When communicating with a creature via telepathy, it can make a Diplomacy check and expend one use of mythic power to use *suggestion* as a spell-like ability. The save DC of this *suggestion* is equal to the Diplomacy check. If the target is being affected by a profane bonus or penalty, it receives a -4 penalty to its saving throw against this effect.





## PERI

*This beautiful albino woman is wreathed in wings of brilliant flame.*

### PERI

CR 17/ MR7

XP 102,400

Pathfinder Roleplaying Game Bestiary 3

NG Medium outsider (good, mythic, native)

**Init** +14; **Senses** darkvision 60 ft., low-light vision, smoke sight; Perception +28

### DEFENSE

**AC** 37, touch 18, flat-footed 29 (+7 Dex, +1 dodge, +19 natural)

**hp** 269 (19d10+165)

**Fort** +15, **Ref** +20, **Will** +19

**DR** 10/cold iron, epic, and evil; **Immune** disease<sup>MA</sup>, electricity, fire; **Resist** acid 10, cold 10; **SR** 32

### OFFENSE

**Speed** 30 ft., fly 90 ft. (good)

**Melee** +2 *flaming burst scimitar* +30/+25/+20/+15 (1d6+9/18-20 plus 1d6 fire), 2 wings +22 (1d6+3 plus burn)

**Special Attacks** amazing initiative<sup>MA</sup>, burn (2d6, DC 23), mythic power (7/day, surge +1d10), pounce<sup>MA</sup>, whirlwind dance

**Spell-Like Abilities** (CL 15th; concentration +24)

Constant—*fire shield* (warm shield), *freedom of movement*<sup>MA</sup>, *heroism*<sup>MA</sup>

At will—*aid*, *flame jump* (see below), *pyrotechnics* (DC 21), *scorching ray*

3/day—*fireball* (DC 22), *flame strike* (DC 24), *wall of fire*

### STATISTICS

**Str** 24, **Dex** 24, **Con** 21, **Int** 21, **Wis** 19, **Cha** 28

**Base Atk** +19; **CMB** +26 (+31 disarm); **CMD** 44 (49 vs. disarm)

**Feats** Combat Expertise, Combat Reflexes, Dodge, Great Fortitude, Improved Disarm<sup>MF</sup>, Iron Will, Mobility<sup>MF</sup>, Power Attack, Spring Attack<sup>MF</sup>, Whirlwind Attack<sup>MF</sup>

**Skills** Acrobatics +31, Diplomacy +33, Fly +35, Heal +25, Knowledge (planes) +29, Knowledge (religion) +26, Perception +28, Perform (any one) +33, Sense Motive +28, Spellcraft +29, Stealth +31

**Languages** Celestial, Common, Draconic, Elven, Ignan; telepathy 100 ft.

**SQ** blood of the soldier<sup>MA</sup>, breath of the lover<sup>MA</sup>, disaster's shepherd<sup>MA</sup>, penitent's burden<sup>MA</sup>, righteous flames<sup>MA</sup>, tear of the repented<sup>MA</sup>

### ECOLOGY

**Environment** any good-aligned plane

**Organization** solitary or pair

**Treasure** triple (+2 *flaming burst scimitar*, other treasure)

### SPECIAL ABILITIES

**Blood of the Solider (Su)** Attempting to atone for unforgivable sins, the peri took into her essence the blood of a dying martyr who gave his life to protect his lord. A mythic peri is constantly under the effect of *freedom of movement*. She can expend one point of mythic power or accept 2 points of

Constitution damage to transfer her *freedom of movement* to one willing, touched creature for 24 hours. During this time, the peri no longer gains the benefit of *freedom of movement*.

**Breath of the Lover (Su)** Attempting to atone for unforgivable sins, the peri took into her essence the dying breath of a young maiden who willingly succumbed plague to be with her lover. A mythic peri is immune to disease. She can expend one point of mythic power or accept 2 points of Constitution damage to transfer her immunity to disease to one willing, touched creature for 24 hours. During this time, the peri is no longer immune to disease, and disease she contracts will continue to affect her after she regains immunity to disease.

**Disaster's Shepherd (Sp)** Peri used to be the harbingers of natural disasters before they swore to protect the realms from them. A mythic peri can expend one use of mythic power to cast *control winds*, *earthquake*, *meteor swarm*, mythic *control weather*, or *tsunami*. In addition, a mythic peri can expend one use of mythic power to automatically dispel any of these effects (natural or otherwise).

**Flame Jump (Sp)** A peri can enter any fire equal to the peri's size or larger and travel any distance to another fire in a single round, regardless of the distance between the two. This ability otherwise functions as greater teleport (caster level 14th), but the peri can transport only itself and up to 50 pounds of objects.

**Penitent's Burden (Su)** The vile transgressions of the mythic peris' past still weighs heavily upon their souls. A mythic peri does not count as good-aligned for the purpose of items, feats, spells, and abilities (both harmful and beneficial). Although the peri may never escape the sins of their past, a mythic peri can expend one use of mythic power to bestow *atonement* upon a willing creature.

**Righteous Flames (Su)** The flames of the mythic peri burn with righteous purity. Half of all fire damage dealt by a mythic peri is dealt as holy damage instead of fire. Evil creatures take double the amount of holy damage, and good creatures are unaffected by the holy damage (though they would still be affected by the fire damage).

**Smoke Sight (Su)** A peri can see through fire, fog, and smoke without penalty.

**Tear of the Repented (Su)** Attempting to atone for unforgivable sins, the peri took into her essence the tear of a wicked old man who saw the error of his ways and sought atonement. A mythic peri is constantly under the effect of *heroism*. She can expend one point of mythic power or accept 2 points of Constitution damage to cast *forced repentance*.

**Whirlwind Dance (Su)** Once per day as a full-round action, a peri can spin in an ever-faster, whirling dance, transforming itself into a spinning vortex of flame 10 to 40 feet high for up to 9 rounds. This ability functions as the whirlwind ability (DC 26 Reflex save), but any creature that comes in contact with the whirlwind or is caught inside it takes 2d6+6 points of fire damage and is subject to the peri's burn special attack. The save DC is Dexterity-based.











## RUKH

This gigantic two-headed vulture has greasy, night-black wings and sharp talons.

### MYTHIC RUKH

CR 12/MR 5

XP 19,200

Pathfinder Roleplaying Game Bestiary 4

N Gargantuan magical beast (mythic)

Init +2; Senses low-light vision; Perception +32

Aura stench<sup>MA</sup> (DC 22, 10 rounds)

### DEFENSE

AC 29, touch 9, flat-footed 26 (+3 Dex, +20 natural, -4 size)

hp 197 (14d10+120)

Fort +14, Ref +12, Will +7

DR 10/epic; Immune disease<sup>MA</sup>, poison<sup>MA</sup>

### OFFENSE

Speed 40 ft., fly 80 ft. (average)

Melee 2 bites +25 (2d8+13 plus grab), 2 talons +25 (2d6+13 plus disease<sup>MA</sup>)

Space 20 ft.; Reach 15 ft.

Special Attacks mythic power (5/day, surge +1d8), swallow whole (2d8+13 bludgeoning and 1d6 acid damage, AC 20, 19 hp), vomit spray<sup>MA</sup> (30-ft. cone, 5d6 acid damage, Reflex save DC 22 for half, Fortitude save DC 22 or nauseated, usable every 1d4 rounds)

### STATISTICS

Str 36, Dex 17, Con 20, Int 2, Wis 13, Cha 11

Base Atk +14; CMB +31 (+35 grapple); CMD 40

Feats Flyby Attack, Iron Will<sup>MA</sup>, Skill Focus (Perception), Snatch,

Weapon Focus (bite)<sup>MA</sup>, Weapon Focus (talon)<sup>MA</sup>, Wingover

Skills Fly -3, Perception +32; Racial Modifiers +8 Perception

SQ death bird<sup>MA</sup>

### ECOLOGY

Environment warm deserts or mountains

Organization solitary, pair, or nest (2 adults and 1d4 juveniles)

Treasure incidental

### SPECIAL ABILITIES

**Death Bird (Su)** A mythic rukh has absorbed so much death and decay that its very body exudes necrotic energy. Undead creatures within 15 feet of a living mythic rukh are considered to be affected by a *desecrate* spell. This effect ends if the mythic rukh dies. Once a mythic rukh is killed, its necrotic energy is released in a burst which kills any living creatures with -1 or fewer hit points within 60 feet if they fail a DC 22 Will save. After death, its feathers retain some magical properties; a spellcaster using a mythic rukh feather to cast a spell of the necromancy school increases the DC to resist that spell by 4.

**Filth Fever (Ex)** Talons—injury; save Fort DC 22, onset 1d3 days, frequency 1 day, effect 1d3 Dex damage, 1d3 Con damage, cure 2 consecutive saves

## RUKH, JUVENILE

### MYTHIC JUVENILE RUKH

CR 4/MR 1

XP 1,200

Pathfinder Roleplaying Game Bestiary 4

N Large magical beast (mythic)

Init +2; Senses low-light vision; Perception +17

Aura stench<sup>MA</sup> (DC 14, 5 rounds)

### DEFENSE

AC 16, touch 11, flat-footed 14 (+2 Dex, +5 natural, -1 size)

hp 47 (5d10+20)

Fort +6, Ref +6, Will +2

DR 5/epic

### OFFENSE

Speed 20 ft., fly 40 ft. (poor)

Melee 2 bites +7 (1d8+2), 2 talons +6 (1d6+2 plus disease)

Space 10 ft.; Reach 5 ft.

Special Attacks mythic power (1/day, surge +1d6)

### STATISTICS

Str 14, Dex 15, Con 14, Int 2, Wis 13, Cha 11

Base Atk +5; CMB +8; CMD 20

Feats Flyby Attack, Snatch, Weapon Focus (bite)

Skills Fly -4, Perception +17; Racial Modifiers +8 Perception

### ECOLOGY

Environment warm deserts or mountains

Organization pair or flock (3d4)

Treasure incidental

### SPECIAL ABILITIES

**Filth Fever (Ex)** Talons—injury; save Fort DC 14, onset 1d3 days, frequency 1 day, effect 1d3 Dex damage, 1d3 Con damage, cure 2 consecutive saves





## TANINIVER

*This legless, winged, white-eyed dragon is covered in patches of diseased flesh, squirming with maggots and oozing pus.*

### TANINIVER

CR 22/ MR9

XP 614,400

Pathfinder Roleplaying Game Bestiary 4

NE Huge dragon (mythic)

**Init** +4; **Senses** darkvision 120 ft., deathwatch, mistsight<sup>MA</sup>; Perception +26

**Aura** frightful presence (180 ft., DC 25), stench (30 ft., DC 30, 10 rounds)<sup>MA</sup>

### DEFENSE

**AC** 42, touch 8, flat-footed 42 (+34 natural, -2 size)

**hp** 420 (20d12+290); regeneration 10 (positive energy damage)<sup>MA</sup>

**Fort** +24, **Ref** +12, **Will** +15

**Defensive Abilities** dragon blood (1 Str drain, Fortitude DC 30 negates)<sup>MA</sup>, negative energy affinity; **DR** 15/good, epic, and magic; **Immune** paralysis; sleep, visual effects; **Resist** acid 30, cold 30, electricity 30, fire 30; **SR** 38

### OFFENSE

**Speed** 30 ft., fly 200 ft. (clumsy)

**Melee** bite +31 (4d6+12 plus virulent disease), 2 claws +31 (2d8+12 plus virulent disease), 2 wings +25 (1d8+6 plus virulent disease)<sup>MA</sup>, tail slap +25 (2d8+6 plus virulent disease)

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

**Special Attacks** breath weapon (60-ft. cone, 1d6 Str drain plus mummy rot, Fortitude DC 30 negates, usable every 1d4 rounds), cloud of miasma (1 Str drain, Fortitude DC 30 negates, 9 rounds)<sup>MA</sup>, hypodermic wounds<sup>MA</sup>, **mythic power** (9/day, **surge** +1d10), putrid transmission<sup>MA</sup>

**Spell-Like Abilities** (CL 20th; concentration +25)

Constant—*deathwatch*

3/day—*animate dead*, *inflict serious wounds* (DC 18)

1/day—*eyebite* (DC 21), *horrid wilting* (DC 23), *symbol of pain* (DC 20)

### STATISTICS

**Str** 35, **Dex** 11, **Con** 31, **Int** 18, **Wis** 17, **Cha** 20

**Base Atk** +20; **CMB** +33; **CMD** 43 (can't be tripped)

**Feats** Cleave<sup>MF</sup>, Combat Reflexes, Critical Focus, Great Fortitude, Improved Initiative<sup>MF</sup>, Power Attack<sup>MF</sup>, Sickening Critical, Vital Strike<sup>MF</sup>, Weapon Focus (bite)<sup>MF</sup>, Weapon Focus (claw)

**Skills** Bluff +28, Fly -12, Heal +26, Intimidate +28, Knowledge (arcana) +27, Knowledge (religion) +27, Perception +26, Sense Motive +26, Spellcraft +27, Stealth +15, Use Magic Device +28

**Languages** Common, Draconic, Undercommon

**SQ** penetrating pathogen<sup>MA</sup>, virulent contagions<sup>MA</sup>

### ECOLOGY

**Environment** any land or underground

**Organization** solitary

**Treasure** standard

### SPECIAL ABILITIES

**Breath Weapon (Ex)** A taniniver's breath weapon is a hideous gray cloud of disease particles. Any creature in the area must succeed at a DC 30 Fortitude save or contract mummy rot. The disease is contracted immediately (the onset period does not apply) and is an instantaneous effect. Ongoing saving throws against the disease use the dragon's breath weapon DC. The save DC is Constitution-based.

**Cloud of Miasma (Ex)** A mythic taniniver can expend one use of mythic power when it uses its breath weapon to leave behind a noxious cloud that obscures vision and remains infectious for nine rounds. Any creature in, entering, or passing through the breath weapon's area during this duration must make a DC 30 Fortitude save or take one point of Strength drain. Creatures within the cloud have all sight beyond 5 feet obscured and have total concealment (50% miss chance, and the attacker can't use sight to locate the target). A strong wind, such as that created by *gust of wind*, disperses the cloud in one round.

**Hypodermic Wounds (Ex)** When a mythic taniniver confirms a critical hit with a bite or claw attack, the target also takes a -8 penalty on any Fortitude saves made against the taniniver's diseases for one round.

**Penetrating Pathogen (Su)** A mythic taniniver can expend two uses of mythic power whenever it attacks or uses an ability to negate the target's immunity to disease for one round. Any disease transmitted this way continues to affect the creature until cured despite any immunity to disease they may have. In addition, the mythic taniniver can automatically detect if any creature that is subject to its *deathwatch* is immune to disease.

**Putrid Transmission (Su)** A mythic taniniver can infect another creature with the same excruciatingly painful disease that rots its own flesh, but doesn't kill it. Whenever a mythic taniniver would infect a creature with any disease, it can expend one use of mythic power to infect that creature with taniniveri spoil instead. A mythic taniniver can only infect one creature with taniniveri spoil per day.

Taniniveri spoil: disease-injury; *save* Fortitude DC 30; *onset* immediate; *frequency* 1/day; *effect* -4 penalty on attack rolls, skill checks, and ability checks (max -20), *cure* none

**Virulent Contagions (Ex)** A mythic taniniver's natural attacks infect its opponent with a more potent strain of a random disease from the following list: blinding sickness, bubonic plague, cackle fever, leprosy, mindfire, or shakes. The initial saving throw against these diseases uses the breath weapon's DC. The disease is contracted immediately (the onset period does not apply) and is an instantaneous effect. A mythic taniniver can expend one use of mythic power to infect its opponent with 1d4+1 random diseases from the previous list instead. Diseases randomly selected more than once have no additional effect. This ability replaces disease.



## BURAQ

*With its cerulean coat simmering softly, this magnificent creature's wings allow it to land gently on four hooves. Its human-like face smiles knowingly towards you from underneath an adorned golden crown.*

### BURAQ

CR 11/MR4

XP 12,800

NG Large outsider (extraplanar, good, mythic, native)

Init +2; Senses darkvision 60 ft., low-light vision; Perception +20

### DEFENSE

AC 28, touch 12, flat-footed 25 (+2 Dex, +1 dodge, +16 natural, -1 size)

hp 166 (12d10+100); virtuous sustainment<sup>MA</sup>

Fort +10, Ref +10, Will +13

DR 10/epic and evil; SR 24

### OFFENSE

Speed 60 ft.; air walk

Melee bite +19 (1d8+7), 2 hooves +17 (1d8+3), 2 wings +17 (1d4+3)

Space 10 ft.; Reach 5 ft.

Special Attacks mythic power (4/day, surge +1d8), powerful trample<sup>MA</sup>, prismatic tail<sup>MA</sup>, silver hooves, trample (2d8+9, DC 22)

Spell-Like Abilities (CL 5th, concentration +10)

Constant—air walk, speak with animals

At will—deathwatch, detect evil, detect good, gentle repose, know direction

3/day—comprehend languages

### STATISTICS

Str 24, Dex 14, Con 21, Int 12, Wis 23, Cha 14

Base Atk +12; CMB +19 (+23 overrun); CMD 31 (39 vs. overrun, 35 vs. trip)

Feats Alertness, Dodge, Fly-by Attack, Multiattack, Run<sup>MF</sup>, Wind Stance<sup>MF</sup>

Skills Diplomacy +14, Fly +14, Heal +18, Knowledge (planes) +14, Knowledge (religion) +14, Perception +20, Sense Motive +20

Languages Celestial, Common

SQ midnight ride<sup>MA</sup>, timeless jaunt<sup>MA</sup>

### ECOLOGY

Environment any good-aligned plane

Organization solitary, pair, or herd (3-10)

Treasure double (jeweled crown worth 2,000 gp, other treasure)

### SPECIAL ABILITIES

**Midnight Ride (Su)** Running across the night sky, buraq can traverse impossible distances impossibly fast. At night, a mythic buraq can expend one use of mythic power to travel about its current plane with up to one rider as if by *shadow walk*. This effect lasts throughout the night or until landing (whichever comes first), and the mythic buraq can make out details of the terrain below to perfectly choose and predict where it lands. A buraq never becomes lost.

**Powerful Trample (Ex)** When making a trample attack, the mythic buraq can attempt a combat maneuver check to overrun combat maneuver check to attempt to knock creatures it tramples prone. The buraq makes a single combat maneuver check and compares the result to the CMD of each creature it tramples. Creatures in the path of a buraq's trample can attempt a Reflex save for half damage but may not choose to take an attack of opportunity against it unless their mythic rank or tier exceeds the buraq's.

**Prismatic Tail (Su)** The thick and lush tail of a buraq shines with a myriad of unbelievably beautiful colors. Creatures within 30 feet that can see the mythic buraq's tail become fascinated (DC 18 Will negates). This effect can only be broken by harming a fascinated creature, removing the tail from sight, or shaking the affected creature with a standard action. A creature that successfully saves against prismatic tail cannot be affected again for 24 hours. In addition as a full-round action, a mythic buraq can expend one use of mythic power to create a shower of colored light that affects all fascinated creatures within 30 feet as *prismatic spray* (DC 22).

**Silver Hooves (Ex)** A buraq's hooves are treated as silver and good-aligned for the purpose of overcoming damage reduction.

**Timeless Jaunt (Su)** On the back of a buraq, time holds no authority. A mythic buraq can place any a willing creature that rides it in a state of suspended animation, as *temporal stasis*. While so affected, time ceases to flow for the creature, and its condition becomes fixed. As long as it remains mounted on the buraq, the affected creature does not grow older, its body functions virtually cease, and no force or effect can harm it, though when the buraq dismisses the effect the creature is as refreshed as if it had spent 24 hours in complete rest. A helpless creature placed on the buraq's back can be placed in stasis, though it can resist the effect with a successful DC 22 Fortitude save. This save DC is Wisdom-based.

**Virtuous Sustainment (Su)** Instead of food and water, buraq can get all the physical nourishment that they need from the benevolence of others. While within 5-ft. of another good-aligned creature, the mythic buraq gains regeneration 5 (evil). A mythic buraq can expend one use of mythic power to increase the range of this ability to 30-ft. for one hour.

Buraqs are heavenly steeds, celestial chargers that choose only the most virtuous as their companions and none their master. A buraq is a kingly steed, but they see to the heart of those they encounter and are as likely to offer their services to a humble soldier as a resplendent sultan or shah if they perceive her heart is true. Buraqs have regal human faces, usually crowned with an elaborate diadem, but the rest of their body resembles a sleek stallion or mare with a smooth coat raging from alabaster white to silvery gray or a lustrous sky blue dappled with green, blue, black, and brown. Its coat verges into vividly colored hindquarters of red, gold, green, and deep blue, with a sweeping tail of peacock-like feathers. Some buraqs have small wings sprouting from their



shoulders with the same vivid colors as their hindquarters and tails, and all buraqs have hooves of purest silver that make no sound on those rare occasions they deign to touch the ground. A typical buraq is 5 feet tall at the shoulder and weighs 1,000 pounds.

### HABITAT AND SOCIETY

Buraqs may consent to take a rider if the need is great or the virtue of the rider is clear, but they are equally comfortable simply remaining above the fray and directing its allies or allowing its rider a clear view of the battlefield. Buraqs are sometimes sent from the upper planes, or implored to serve through *planar ally* spells, as traveling companions, as their aerial strides allows them to traverse incredible distances in a single night while preserving the life of a dying companion or providing rest to its chosen rider, who may remember the journey as a strange and timeless dream. Those who spend much time with a buraq on its nightly rides may find their lifespan expanded far beyond those of ordinary mortals.

A buraq may become a long-time companion, demanding only faithful care and devotion to the buraq and to the ideals of good in return to its fearless service and its wise counsel. Aspiring riders may impress a buraq with personal attention like currying its coat and braiding its mane, sharing sweets and fruits, and the like, but it all must be undergirded by their commitment to courage balanced by reason, justice tempered with mercy, and generosity in meeting the needs of others through sacrifice of their companion's own goals when needed. Those who disappoint the buraq's high standards may cause it to abandon them in search of a purer heart, and few buraqs who leave ever return to their former companions.

### ECOLOGY

Buraqs can subsist on ordinary forage as if they were horses, though they are omnivorous and can eat meat as well, though these heavenly creatures draw greater nourishment from simple acts of goodness and love than their physical provender. A buraq can thrive on the meager fodder provided by a good-hearted beggar where it might starve in the company of a just but distant caliph.

A buraq sometimes grants one of its tail feathers as a gift to those it sees doing good deeds, as a sign of its divine patrons' heavenly favor. The recipient of such a feather, freely given, may use *detect poison*, *guidance*, *know direction*, *purify food & drink*, *resistance*, *stabilize*, or *virtue* once per day, using the buraq's Hit Dice as their caster level. In addition, the feather brings the owner prosperity, granting a +1 bonus on Craft, Perform, and Profession checks

made to earn a living and allowing him to enjoy the benefits of *monthly cost of living*<sup>CRB</sup> one step greater than what was actually paid. A buraq feather does not function in this way for any other creature, though they are sought after as collector's items and are sometimes sold for up to 1d4 x 100 gp. They are especially suited for scribing divine scrolls containing abjuration or conjuration (healing) spells or spells with the good descriptor. A good-aligned divine spellcaster using the feather may choose to reduce the cost to create such a scroll by 25% or may increase the caster level of the spell by 1. A buraq feather can be used to scribe up to 14 levels of spells before its virtue is expended.

The mythic Wind Stance feat first appeared in the *Mythic Hero's Handbook* from Legendary Games. It is reprinted here for ease of reference.

### WIND STANCE (COMBAT, MYTHIC)

You always seem to be in motion.

**Prerequisites:** Wind Stance<sup>CRB</sup>.

**Benefit:** If you move more than 5 feet this turn, you gain 20% concealment for 1 round against all attacks. If you expend a use of mythic power, you gain this benefit for 1 minute without needing to move.

**Normal:** Wind Stance grants you 20% concealment for 1 round against ranged attacks if you move more than 5 feet.











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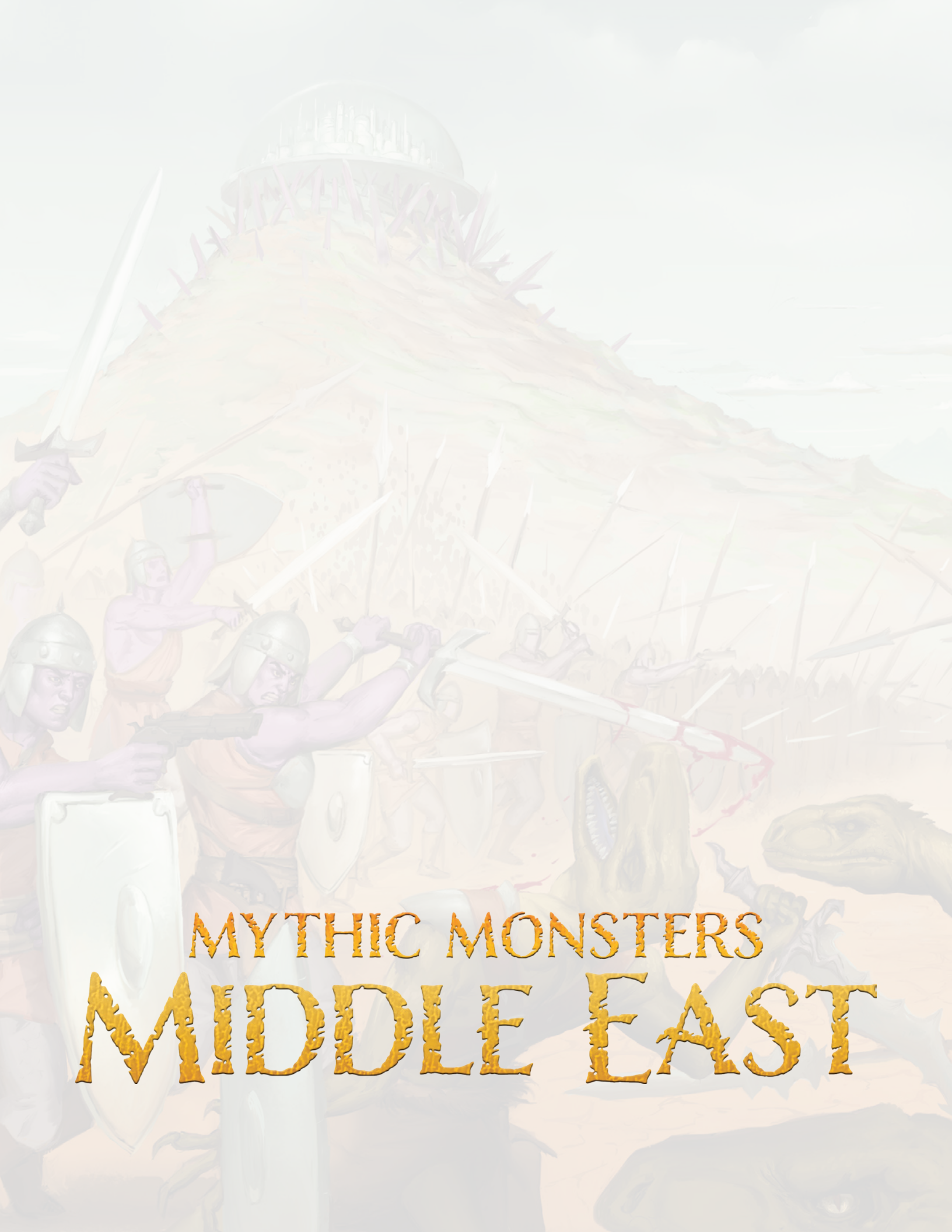
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