

MYTHIC MONSTERS APAN APAN MYTHIC MONSTERS MYTHIC MONSTERS MYTHIC MONSTERS MYTHIC MONSTERS

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

MS = Mythic spell

MF = Mythic feat

MA = Mythic ability

MMA = Major mythic ability (counting as two abilities)

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

ACG = Pathfinder Roleplaying Game Advanced Class Guide

APG = Pathfinder Roleplaying Game Advanced Player's Guide

ARG = Pathfinder Roleplaying Game Advanced Race Guide

B1 = Pathfinder Roleplaying Game Bestiary

B2 = Pathfinder Roleplaying Game Bestiary 2

B₃ = Pathfinder Roleplaying Game Bestiary 3

B4 = Pathfinder Roleplaying Game Bestiary 4

Bs = Pathfinder Roleplaying Game Bestiary 5

MAdv = Pathfinder Roleplaying Game Mythic Adventures

OA = Pathfinder Roleplaying Game Occult Adventures

UC = 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!

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WHAT YOU WILL FIND INSIDE MYTHIC MONSTERS: JAPAN

Mythic Monsters: Japan brings you an incredible assortment of monstrous and magnificent creatures from the Land of the Rising Sun, the fabulous and fertile fantasy realms of legendary Japan. These incredible creatures range from CR 3 to CR 30, from the the charming tanuki and the pugnacious-kappa to the terrifying bakekujira, trailing oceans of death in their wake. You'll find menaces that are as beautiful as they are deadly in the long-haired harionago and the pale snow maiden yuki-onna. Some creatures of Japanese legend are purely helpful, like the friendly pipefox and the noble kirin, while others are avatars of purest death like the towering skeletal gashadokuro and the sinister scythes of the shinigami. Some of the mythological menaces of Japan appear harmless at first glance like the saw-toothed lily pads of the kawa akago, while others are shapeshifters who hide their cruel intentions behind a dissembling guise before unleashing their treachery, like the ogre mage and the spider-woman jorogumo. As if a dozen mythic monsters were not enough, we also bring you the apocalyptic fury of the many-headed Yamata no-Orochi, a colossal water dragon with a temptestuous fury and a parching addiction to the finest sake. In addition, we bring you an assortment of marvelous magic items that perfectly preserve the fantastic flavors of Japan, including the crane kimono, oni mask, princess peony, rokurokubi whip, and tombo fan!

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

TREASURES OF THE SHOGUNATE

The rich and varied legends of Japan contain often refer to enchanted objects found by the humblest of people, changing their fortunes for better or for worse. The following items play with the tropes of Japanese folktales and offer mythic characters even greater advantages than they grant to ordinary wielders.

CRANE KIMONO

PRICE 88,000 GP

Slot body; CL 10th; Weight -

Aura moderate enchantment and transmutation

This silk robe of pale blue gossamer with white obi is lavishly decorated with embroidered and painted cranes and grants its wearer gains the fourfold blessings of the sacred tsuru. Her flowing grace grants her the Crane Style oc as a bonus feat as long as the kimono is worn and the wearer is unarmored and carrying only a light load. Her good fortune increases luck bonuses she gains by 1, and whenever she is allowed to reroll a die or roll two or more times and take the best roll, she gains a +1 bonus on each roll. Her spirit of youth and long life grants her immunity to artificial aging effects like sands of time^{UM} or the curse of the ages CRB, and a middle-aged or older wearer treats any penalties to Strength, Dexterity, and Constitution as if she were one age category younger. Finally, her inner peace and tranquility grants the wearer immunity to rage effects, and once per day she can cause the tiny cranes on the kimono to fly forth in a 20-footradius circle centered on himself, affecting all creatures in the area as calm emotions (DC 13).

A mythic wearer of a crane kimono becomes an immortal ambassador of peace, gaining the benefits of a mantle of immortality^{UE}. She also may expend one use of mythic power as a free action when casting a spell that deals hit point damage to make that damage nonlethal, as if the spell had been prepared with the Merciful SpellAPG feat. She also may expend one use of mythic power as a free action when making an attack. The attack deals no damage if it hits but affects the target as a Touch of SerenityAPG, adding one-half the wearer's mythic tier to the save DC if the target is not mythic. The wearer can release the cranes to calm emotions more than once per day if she expends a use of mythic power with each additional use. She also may expend one use of mythic power to increase the save DC by an amount equal to one-half her mythic tier (minimum 1) and to cause the calming cranes to persist for a number of rounds equal to one-half her mythic tier (minimum 1 round) after she ceases concentrating. If she attacks any creature, the cranes immediately disappear.

CONSTRUCTION REQUIREMENTS

COST 44,000 GP

Craft Wondrous Item, Mythic Crafter, Crane Style^{uc}, Touch of Serenity^{APG}, age resistance^{uM}, bless, calm emotions, cat's grace

ONI MASK

Slot face; CL 10th; Weight 1 lb.

Aura moderate abjuration, divination, evocation, and transmutation

This garish two-sided mask is painted to resemble a grotesque three-eyed oni with a wide tusked maw, painted bright red in a snarl of rage on one side and cool blue with a smirk of contempt on the other. The wearer can toss the mask into the air while designating one opponent within 200 feet. The oni mask swells up in size to become a massive leering oni face 10 feet across made of magical force, which functions identically to a forceful hand. You can redirect the target of the oni face or summon it to return to your face as a move action. If the force face is reduced to o hit points, the oni mask falls to the ground; if you are a mythic creature, you can expend one use of mythic power as an immediate action to recall it to you.

Three times per day, the wearer can enlarge himself by one size category, as enlarge person, taking on a horrific and monstrous appearance like a oni (+10 bonus on Disguise checks to impersonate an oni) for up to 10 minutes. He can read, speak, and understand Giant while in this form. In addition, if the red oni face is showing, the wearer gains fire resistance 10 and is inflamed with wild passions. Any morale bonus he gains is increased by 1 (or by 2, for morale bonuses to ability scores) and he gains a +2 bonus on saving throws against compulsions except those that affect emotions; he takes a -2 penalty on saves against emotion effects, including fear. If the blue face is showing, the wearer instead gains cold resistance 10 and his mind becomes cool, logical, and orderly. He gains immunity to emotion effects (not including fear) and cannot benefit from morale bonuses, and in addition he takes a -2 penalty on saves against other types of compulsions. At any point while transformed the wearer can expend one minute of remaining duration as a swift action to launch a ray of energy at a target within 60 feet, dealing 4d6 points of fire (red mask) or cold (blue mask) to the target.

A mythic wearer can expend one use of mythic power to extend the duration of this transformation to 10 hours rather than 10 minutes, adding his mythic tier as an additional bonus on Disguise checks to impersonate an oni. Using the mask's power to create an energy ray consumes one hour of remaining duration, but if the wearer expends an additional use of mythic power when unleashing the ray it becomes a mythic effect, dealing 6d6 points of fire damage and ignoring fire resistance or immunity (red mask) or dealing 4d6 points of damage and entangling it with ice for 1d4 rounds as the Rime Spell^{UM} metamagic feat.

A mythic wearer gains an insight bonus equal to his mythic tier on Perception and Sense Motive checks made against only, and can expend one use of mythic power to see through any magical or non-magical disguise used by an only, including illusions and polymorph effects, allowing him to perceive only as if he had true seeing for 10 minutes.

CONSTRUCTION REQUIREMENTS

COST 36,000 GP

Craft Wondrous Item, Mythic Crafter, disguise self, forceful hand, giant form I, scorching ray, true seeing

PRINCESS PEONY

PRICE 1,600 GP

Slot none; CL 7th; Weight — Aura moderate evocation

This delicate pink blossom can be pinned onto a cloak, vest, hat, or similar garment. Whenever an opponent attacks the wearer, she can activate the princess peony as an immediate action, causing it to leap forth from her lapel as a pink-white spectral female samurai made of ghostly flower petals of force. The princess peony occupies the same space as the wearer, with its phantom flower armor and parrying blows providing the wearer with a +2 circumstance bonus to AC. In addition, once per round when an opponent attempts a combat maneuver against the wearer the ghostly samurai can attempt to block that combat maneuver by making an attack roll, using the wearer's Hit Dice as its base attack bonus plus the wearer's Charisma modifier. If this attack roll equals or exceeds the opponent's combat maneuver check, the combat maneuver fails. A mythic wearer can expend one use of mythic power as part of this attack roll by the princess peony in order to add her surge die to the attack roll (rolling the surge die twice and selecting the better result if the attacker is not mythic), and if the attack roll successfully blocks the attack the princess peony can make a second attack roll to attack the opponent that attempted the combat maneuver check, rolling her surge die on this attack roll as well. On a successful hit, the attacker takes 1d10 points of damage, plus 1 point of damage per mythic tier of the wearer. This attack has a critical threat range of 19-20. A princess peony protects the wearer for 7 rounds and then crumbles to dust.

CONSTRUCTION REQUIREMENTS

COST 800 GP

Craft Wondrous Item, Mythic Crafter, shield of faith, spiritual ally APG

ROKUROKUBI WHIP

PRICE 32,851 GP

Slot none; CL 10th; Weight 1 lb.

Aura strong transmutation

This +1 keen whip is made of braided silk rather than leather. It has a reach of 20 feet rather than 15 feet, and three times per day as a swift action the wielder can transform the tip of the whip into a howling, fanged female humanoid head like that of a rokurokubi^{B4} until the beginning of his next turn, increasing the weapon's base damage to 2d6 and dealing 1 point of Charisma damage on each successful hit (DC 16 Will negates). A creature that takes at least 4 points of Charisma damage from the rokurokubi whip is afflicted with the caster croak^{UM} spellblight until that ability damage is healed.

A mythic wielder can wrap a rokurokubi whip around his neck as a move action, transforming it into a simple silken scarf. The wearer's need for sleep is greatly reduced, as if wearing a ring of sustenance, and he also gains immunity to magical sleep effects and to Charisma damage from actual rokurokubis. In addition, three times per day the wearer can transform his own head and neck into a hideous abomination like a rokurokubi, granting him a bite attack as a primary natural weapon dealing 2d6 points of damage and dealing Charisma damage as noted above. His

extended neck grants him 20-foot reach with his bite attack until the beginning of his next turn, and while his neck is extended his body becomes supernaturally tough, granting him DR 5/cold iron. Each use of this ability consumes one daily use of the whip's ability to transform into a rokurokubi's head; however, he use this ability more than three times per day by expending one-use of mythic power for each additional time he uses the ability (whether with the whip or his own head and neck).

CONSTRUCTION REQUIREMENTS

COST 16,576 GP

Craft Magic Arms and Armor, Mythic Crafter, monstrous physique IV, steal voice^{ARG}

TOMBO FAN

PRICE 15,405 GP

Slot none; CL 5th; Weight 1 lb.

Aura faint illusion and transmutation

This iridescent bamboo rod can be unfolded to reveal a shimmering transparent fan that glistens like the sun sparkles on a dragonfly's wings. It can be wielded as a +1 fighting fan, and when wielded in normal light or bright light this sparkling weapon grants the wielder a +2 circumstance bonus on Bluff checks to feint (this stacks with the bonus for the distracting weapon property) or create a distraction to hide, and on combat maneuver checks to disarm. The wielder also gains a +2 circumstance bonus on Perform checks made to use bardic performance that has a visual component; if the effect also allows a saving throw, the save DC is increased by 1 as long as the target has line of sight to the wielder. Whenever the wielder uses bardic performance while wielding the fan, he can expend one additional round of performance each round as a move action to fly with a speed of 30 feet; this otherwise functions as the fly spell.

A mythic wielder can expend one use of mythic power as a free action when beginning a performance to gain the ability to fly as long as he maintains the performance (including additional rounds provided by the Lingering Performance APG feat or similar effects), and can use Perform (dance) checks in place of Fly checks. Once per round, at any point during his flying movement (including when using the charge or run action) he can make a single turn of up to 90 degrees without requiring a Fly check or consuming any of his flying movement. If strikes a creature with the tombo fan while maintaining a performance of any kind, the target is dazzled for a number of rounds equal to one-half his mythic tier (minimum 1 round); a successful Reflex save (DC 10 + the wielder's mythic tier + his Charisma modifier) negates this effect.

CONSTRUCTION REQUIREMENTS

COST 7,855 GP

Craft Magic Arms and Armor, Craft Rod, Mythic Crafter, fly, hypnotic pattern

BAKEKUJIRA

This hulking, rotted mass of pale blubber and bone looks like it was once a whale. Ghostly flames glow in each of its eye sockets.

MYTHIC BAKEKUJIRA

CR 21/MR 8

XP 409,600

Pathfinder Roleplaying Game Bestiary 4

NE Colossal undead (aquatic, mythic)

Init +4; Senses darkvision 60 ft.; Perception +20

Aura undead parasites^{MA} (30 ft., DC 28)

DEFENSE

AC 40, touch 2, flat-footed 40 (+38 natural, -8 size)

hp 351 (25d8+241); fast healing MA 10

Fort +15, Ref +10, Will +14

Defensive Abilities channel resistance +4; **DR** 15/bludgeoning and epic; **Immune** undead traits

OFFENSE

Speed 15 ft., swim 60 ft.

Melee bite +29 (6d6+18/19–20/x3 plus damning plague^{MA}), tail slap +23 (4d6+27)

Special Attacks capsize, devastating tail^{MA}, leviathan's call^{MA}, mythic power (8/day, surge +1d10), powerful blows^{MA} (tail slap), oceanic vengeance^{MA}, resonant song^{MA}, smashing breach^{MA}

STATISTICS

Str 46, Dex 10, Con —, Int 2, Wis 11, Cha 25

Base Atk +18; CMB +44 (+52 bull rush); CMD 54 (60 vs. bull rush, can't be tripped)

Feats Awesome Blow, Combat Reflexes, Critical Focus^{MF}, Greater Bull Rush, Improved Bull Rush^{MF}, Improved Critical^{MF} (bite), Improved Initiative, Improved Lightning Reflexes, Lightning Reflexes^{MF}, Power Attack, Staggering Critical, Stunning Critical, Weapon Focus (bite)

Skills Intimidate +17, Perception +20, Swim +30

ECOLOGY

Environment any ocean

Organization solitary

Treasure none

SPECIAL ABILITIES

Damning Plague (Su) By spending one use of mythic power as an immediate action, a mythic bakekujira afflicts a creature it successfully bites with mythic contagion (DC 21 Fortitude save negates), selecting red ache as the contracted disease.

Devastating Tail (Ex) If a mythic bakekujira successfully strikes a creature with its tail slap, it can attempt a free awesome blow combat maneuver check. If it confirms a critical hit with its tail slap, it gains a +4 circumstance bonus on the check.

Fast Healing (Ex) A mythic bakekujira loses its fast healing when it is out of the water. However, it can expend one use of mythic power as a free action to instead gain fast healing 5 while out of water for 1 hour.

Leviathan's Call (Su) The tone of a bakekujira's eerie song varies from that of a wistful memory to a burning hatred. As a standard action, a bakekujira can sing. Living creatures within a 120-foot radius of a singing bakekujira must succeed at a DC 29 Will save or become fascinated or frightened (bakekujira's choice) for 1 round. Any creature that succeeds at this save cannot be affected by the same bakekujira's leviathan's call ability for 24 hours. This is a sonic mind-affecting effect. The save DC is Charisma-based. A mythic bakekujira can choose a third option, a mournful cry that induces despair in living creatures that fail the save, inflicting a -2 penalty on attack rolls, saving throws, ability checks, skill checks, and weapon damage rolls for 1 hour. Additionally, a mythic bakekujira can expend one use of mythic power as a swift action to use leviathan's call again to affect creatures that have previously succeeded against this ability.

Oceanic Vengeance (Su) A mythic bakekujira's attacks gain the bane weapon special ability against creatures that have dealt the killing blow to an animal with the aquatic subtype.

Resonant Song (Su) As a standard action every 1d4 rounds, the bakekujira can release a damaging resonance, dealing 12d8 points of sonic damage to creatures in a 6o-foot cone (Fortitude DC 29 for half). The save DC is Charisma-based. A creature that fails its save against a mythic bakekujira's resonant song is also stunned for 1d4 rounds.

Smashing Breach (Ex) As a full-round action, a swimming bakekujira can make a special charge attack against a creature on the water's surface. At the end of its charge, the whale breaches, slamming down with incredible force. Any Huge or smaller creatures in the bakekujira's space must succeed at a DC 29 Reflex save or take 4d8+24 points of bludgeoning damage and be forced into the nearest empty square adjacent to the bakekujira. Humanoid creatures killed by this ability rise as draugr in 1d6 hours. A bakekujira can use its capsize special attack in conjunction with this ability. The save DC is Charisma-based.

Draugr created by a mythic bakekujira gain the savage mythic simple template and rise in 1d6 rounds.

Undead Parasites (Su) A 30-foot-radius cloud of undead fish and sea birds surrounds a bakekujira. Creatures starting their turn within the cloud must succeed at a DC 29 Will save or be nauseated for 1 round and take 6d6 points of damage. Creatures with the ability to channel positive energy can suppress this aura for 1 round by expending one use of channel energy. The bakekujira receives a Will save against this effect. The save DC is equal to 10 + 1/2 the channeler's caster level + the channeler's Charisma modifier. The channeled energy has no other effect.

A mythic bakekujira's undead parasites make ranged attacks more difficult as the parasites intercept the attacks before they can reach the bakekujira. The bakekujira benefits from a +4 deflection bonus while the aura is active.

GASHADOKURO

The bones and skulls of countless smaller creatures dribble from the joints and rib cage of this massive skeleton.

MYTHIC GASHADOKURO

CR 16/MR 6

XP 76,800

Pathfinder Roleplaying Game Bestiary 4

NE Huge undead (mythic)

Init +4; Senses darkvision 60 ft.; Perception +20

Aura starvation^{MA} (60 ft., DC 25)

DEFENSE

AC 34, touch 8, flat-footed 34 (+26 natural, -2 size)

hp 228 (19d8+143)

Fort +12, Ref +6, Will +14

Defensive Abilities channel resistance +4, fortification MA (50%), protection from the malnourished MA, rejuvenation MA; **DR** 10/bludgeoning and epic; **Immune** undead traits

OFFENSE

Speed 30 ft.

Melee bite +24 (2d8+12 plus grab), 2 claws +25 (2d6+12/19-20/x3)

Ranged 2 gnawing skulls^{MA} +12 (2d6+12)

Space 15 ft.; Reach 15 ft.

Special Attacks breath weapon (30-ft. cone, 12d6 bludgeoning damage, Reflex DC 25 half, usable every 1d4 rounds), corpse consumption, mythic power (6/day, surge +1d8), fast swallow^{MA}, roar of anguished hunger^{MA}, swallow whole (6d6 bludgeoning damage, AC 23, 22 hp)

STATISTICS

Str 34, Dex 11, Con —, Int 6, Wis 17, Cha 23

Base Atk +14; CMB +28 (+30 bull rush, +32 grapple); CMD 38 (40 vs. bull rush)

Feats Awesome Blow, Cleave^{MF}, Great Cleave, Improved Bull Rush, Improved Critical^{MF} (claw), Improved Initiative, Intimidating Prowess, Power Attack, Vital Strike^{MF}, Weapon Focus (claw)

Skills Climb +25, Intimidate +33, Perception +20

Languages Common (can't speak)

ECOLOGY

Environment any

Organization solitary

Treasure standard

SPECIAL ABILITIES

Breath Weapon (Su) A gashadokuro can breathe bone shards as a standard action.

Corpse Consumption (Su) A gashadokuro that kills creature by using its swallow whole special ability automatically consumes its victim's body and regains a number of hit points equal to the victim's Constitution score. Consumed creatures cannot be resurrected by any effect short of a miracle or wish spell until the gashadokuro is destroyed.

Gnawing Skulls (Ex) As part of a full-attack action, a mythic gashadokuro can fire 2 skulls at one or two creatures. The skulls have a 60-foot range increment. If a skull strikes an opponent, it can make a free grapple attempt, using the gashadokuro's CMB. Each skull that succeeds latches onto its victim, dealing 2d6 points of damage at the beginning of the gashadokuro's turn until it is removed. The victim is not considered to be grappled while a skull is attached. A successful grapple or Escape Artist check, using the gashadokuro's CMD, removes the skull, as does dealing 22 points of damage to the skull, which has AC 10 and DR 10/bludgeoning.

A mythic gashadokuro can fire a single skull as a swift action by expending one use of mythic power.

Protection from the Malnourished (Su) A mythic gashadokuro benefits from spell resistance 33 against spells and effects originating from creatures suffering from starvation.

Rejuvenation (Su) A destroyed mythic gashadokuro reforms in 2d4 days. To permanently destroy the gashadokuro, create food and water must be cast within the area of a hallow spell over its remains once per hour for 24 hours. At the end of the 24-hour period, a caster must cast heroes' feast and succeed at a caster level check with a DC equal to 10 + the gashadokuro's Hit Dice + its mythic rank to complete the destruction.

Roar of Anguished Hunger (Su) As a standard action, a mythic gashadokuro can unleash a cry that affects all creatures in a 100-foot radius. Creatures failing a DC 25 Will save become shaken for 2d6 rounds. A gashadokuro can expend one use of mythic power when using this ability to instead cause victims who fail the save to become frightened for 2d4 rounds, while those who succeed become shaken for 2d4 rounds. Creatures that successfully save cannot be affected by the same mythic gashadokuro's roar for 24 hours. The save DC is Charisma-based.

Starvation Aura (Su) A gashadokuro emits a powerful aura that causes all creatures within range to feel the intense pains of starvation. Each creature within 60 feet must succeed at a DC 25 Fortitude save or be fatigued and succumb to the supernatural starvation of the gashadokuro, taking 2d6 points of nonlethal damage at the end of its turn each round it remains in the aura. Even after leaving the area or slaying the gashadokuro, an affected creature continues to starve and cannot heal from the nonlethal damage dealt by this ability until it consumes food.

All creatures taking damage from a mythic gashadokuro's starvation aura must succeed at an additional DC 25. Fortitude save or suffer from the effects of feast of ashes. A gashadokuro can expend one use of mythic power as a standard action to instead inflict the effects of mythic feast of ashes for 1 hour.



HARIONAGO

This deathly pale beauty's skin is blemished with bruises and cuts, yet a smile-shows behind her flowing tangle of hair.

HARIONAGO

CR 13/ MR5

XP 25,600

Pathfinder Roleplaying Game Bestiary 4

NE Medium undead (mythic)

Init +10; Senses darkvision 60 ft.; Perception +20

DEFENSE

AC 31, touch 16, flat-footed 25 (+6 Dex, +15 natural)

hp 187 (14d8+124)

Fort +10, Ref +10, Will +12

Defensive Abilities channel resistance +2; DR 10/magic and epic; Immune undead traits

OFFENSE

Speed 30 ft.

Melee 2 claws +16 (1d6+6/19–20 plus paralysis), 4 hair barbs +16 (1d6+6/19–20 plus bleed and grab)

Space 5 ft.; Reach 5 ft. (10 ft. with hair barbs)

Special Attacks bleed (5), grab^{MA}, infectious laughter, malevolent shriek^{MA}, mythic power (5/day, surge +1d8), paralysis (1d4+1 rounds, DC 24), penetrating barbs^{MA}, pounce^{MA}

Spell-Like Abilities (CL 14th; concentration +21)

3/day—feather fall, levitate, ray of enfeeblement (DC 18), unnatural lust (DC 19)

1/day—charm monster (DC 20), vampiric touch (DC 20)

STATISTICS

Str 19, Dex 22, Con —, Int 15, Wis 17, Cha 24

Base Atk +10; CMB +14 (+18 grapple); CMD 30

Feats Combat Reflexes, Improved Critical (claw), Improved Critical (hair barb), Improved Initiative, Improved Natural Attack (hair barb), Multiattack MF, Weapon Finesse MF

Skills Bluff +21, Disguise +24, Intimidate +17, Knowledge (nobility) +5, Perception +20, Perform (sing) +11, Sense Motive +20, Stealth +23

Languages Common, Elven, Sylvan

SQ mythic immortality^{MA}, wrathful rejection^{MA}

ECOLOGY

Environment any land

Organization solitary

Treasure standard

SPECIAL ABILITIES

Infectious Laughter (Su) As a full-round action, a harionago can emit a scornful laugh ringing out in a 60-foot burst. A creature that hears the laughter must succeed at a DC 24 Will saving thrown or be affected as the hideous laughter spell (CL 14th), except that a laughing creature is considered helpless to the harionago. A creature that successfully saves against a harionago's scornful laughter can't be affected by that same harionago's laughter for 24 hours. This is a mindaffecting effect that can be countered with the countersong class feature. Its save DC is Charisma-based. Despite her ragged dress and unkempt appearance, a harionago is a beautiful and graceful creature. She walks the roads at night pretending to be a lost damsel, luring those she encounters close before striking with her paralyzing claws and jagged hair barbs. However, a harionago's most dangerous weapon is her laugh. A resounding cackle of mocking scorn and hateful malice, it compels those around her to join in mocking concert.

Malevolent Shriek (Su) As a full-round action, a mythic harionago can expend two uses of mythic power to use wail of the banshee (CL 14th). The save DC is Charisma-based. In addition, the caster level and save DC of this ability increases by 1 for each point of Wisdom drain the mythic harionago has.

Penetrating Barbs (Ex) The barbs that tip the harionago's hair are deceptively sharp and vicious. All attacks the mythic harionago makes with her hair barbs ignore up to 5 points of damage reduction and hardness.

Wrathful Rejection (Su) A harionago does not handle the rejection of her advances very well. Whenever a creature successful saves against one of the mythic harionago's spelllike abilities or her infectious laughter the mythic harionago takes 1 point of Wisdom drain and gains a morale bonus to attack and damage each to the total amount of Wisdom drain she has. In addition, the mythic harionago gains a moral bonus to attack and damage equal to the amount of Wisdom drain she has taken. This morale bonus lasts as long as the harionago has any Wisdom drain. This Wisdom drain can only be restored when the mythic harionago kills the character that successfully saved against her ability. If that creature gets killed by some means other than the mythic harionago, she must kill a member of their family to remove the Wisdom drain. In order to remove all of her Wisdom drain, the mythic harionago must kill everyone (or a family of everyone) that has successfully saved against her.

In addition, as a swift action, the mythic harionago can expend one use of mythic power to double the morale bonus gained by wrathful rejection for one round.

Jorogumo

Eight spindly spider legs, flocked with coarse black hairs, stretch from the back of this otherwise beautiful black-haired woman.

JOROGUMO

CR 15/ MR6

XP 51,200

Pathfinder Roleplaying Game Bestiary 3

NE Medium monstrous humanoid (mythic, shapechanger)

Init +4; Senses darkvision 60 ft.; Perception +18

DEFENSE

AC 34, touch 16, flat-footed 28 (+4 Dex, +2 dodge, +18 natural) hp 235 (14d10+158)

Fort +11, Ref +13, Will +14

DR 10/cold iron, magic, and epic; Immune poison

OFFENSE

Speed 30 ft., climb 50 ft., swim 40 ft.

Melee bite +21 (1d4+7/19-20 plus poison), 2 claws +21 (1d6+7 plus grab)

Special Attacks mother of spiders (DC 24)^{MA}, mythic power (6/day, surge +1d8), pounce^{MA}, quick wrap^{MA}, sneak attack +3d6, web (+18 ranged, DC 24, 14 hp)

Spell-Like Abilities (CL 12th; concentration +20)

At will—charm person (DC 19), detect thoughts (DC 20)

3/day—bestow curse (DC 22), suggestion (DC 20)

1/day—hold monster (DC 23), summon nature's ally V (1 ogre spider or 1d3 giant black widow spiders or 1d4+1 giant spiders)

STATISTICS

Str 24, Dex 19, Con 24, Int 15, Wis 17, Cha 26

Base Atk +14; CMB +21 (+25 grapple); CMD 36

Feats Dodge^{MF}, Improved Critical (bité), Improved Iron Will, Iron Will, Mobility^{MF}, Power Attack, Spring Attack^{MF}

Skills Acrobatics +14, Bluff +20, Climb +30 (+38 with spider legs), Diplomacy +19, Perception +18, Perform (string) +11, Sense Motive +15, Stealth +19, Swim +15; Racial Modifiers +8 Climb with spider legs

Languages Aklo, Common, Sylvan

SQ bewitching weaves^{MA}, change shape (giant spider; *verminshape I*), flameborne allies^{MA}, parlor master^{MA}, spider empathy +21, swift shapechanger, web mistress^{MA}

ECOLOGY

Environment temperate mountain valleys

Organization solitary or cult (2-6 plus 2-8 spiders of various sizes)

Treasure standard

SPECIAL ABILITIES

Bewitching Weaves (Su) A mythic jorogumo laces its web with aphrodisiacs and intoxicants. Any creature entangled by a mythic jorogumo's webs must make a DC 26 Will save or be fascinated and regard the mythic jorogumo as a trusted friend and ally. This effect lasts as long as the creature remains entangled. Each round, the creature may make a new saving throw to end the effect.

Flameborne Allies (Su) A mythic jorogumo can enhance any spider with a fiery attack. Anytime a mythic jorogumo successfully influences a creature with her spider empathy, that creature gains a breath weapon usable every 1d4 rounds. The enhanced spider can exhale a 15-ft. cone of fire that deals 1d4 points of fire damage for every 2 Hit Dice of the spider. Any creature struck by such a breath weapon can make a Reflex save for half. The Reflex save DC is equal to DC 16+1/2 breathing spider's racial HD + breathing spider's Constitution modifier. Spider swarms created by the mythic jorogumo's mother of spiders cannot gain this breath weapon, but instead deal an additional 1d4 points of fire damage to any creature whose space they occupy at the end of their move.

Mother of Spiders (Ex) Any creature dealt damage by a mythic jorogumo's claw or bite attack must make a DC 24 Fortitude save or have a single clump of spider eggs planted inside them. The mythic jorogumo can implant a number of egg clumps per day equal to twice her Constitution modifier. A remove disease or heal removes all egg clumps from a creature. These egg clumps have no immediate effect on the creature that hosts them, but upon the host's death, each egg clump bursts forth creating a number of spider swarms equal to the number of implanted egg clumps. In addition, a mythic jorogumo can expend one use of mythic power to cause all implanted egg clumps to activate while the host is still alive. Each creature with implanted egg clumps must make a DC 24 Fortitude save or take 1d4 points of Constitution damage per egg clump, Regardless of the result of the save, each egg clump creates a spider swarm that bursts forth from underneath the host's skin.

Parlor Master (Ex) While touching any web, a mythic jorogumo gains evasion and uncanny dodge.

Poison (Ex) Bite—injury; save Fort DC 24; frequency 1/round for 6 rounds; effect 1d6 Wisdom damage; cure 3 saves.

Quick Wrap (Ex) The mythic jorogumo gains the grab special ability when using its claws. In addition, whenever the mythic jorogumo successfully grapples a creature, she can immediately make a web special attack against that creature.

Spider Empathy (Ex) This ability functions as a druid's wild empathy, save that it works only on spiders. A jorogumo gains a racial bonus on this check equal to her Hit Dice (normally +14). Spiders are normally mindless, but this empathic communication imparts upon them a modicum of implanted intelligence, allowing the jorogumo to train them and use them as guardians (though it does not grant them skills or feats).

Spider Legs (Ex) A jorogumo's spider legs can emerge or retract as a free action. When a jorogumo's spider legs are present, she gains a +8 circumstance bonus on Climb checks and gains Deflect Arrows as a bonus feat.

Swift Shapechanger (Ex) A jorogumo can assume spider or human form as a swift action.

Web Savant (Ex) A mythic jorogumo can expend one use of mythic power to reproduce the effects of an enlarged web (DC 19). These webs are non-magic and degrade into nothing after 2 hours. In addition, the mythic jorogumo can move across any web at her climb speed and can pinpoint the location of any creature touching any of her webs.

KAPPA

This humanoid turtle crouches near the water, a suspicious look in its eyes. The top of its bowl-shaped head is filled with water.

KAPPA

CR 3/ MR1

XP 800

Pathfinder Roleplaying Game Bestiary 3

CN Small monstrous humanoid (aquatic, mythic)

Init +3; Senses darkvision 60 ft.; Perception +2

DEFENSE

AC 21, touch 13, flat-footed 19 (+2 Dex, +8 natural, +1 size)

hp 29 (3d10+13)

Fort +4, Ref +5, Will +5

Defensive Abilities ancient shell; Resist acid 5, cold 5

Weaknesses head bowl

OFFENSE

Speed 20 ft., swim 40 ft.

Melee 2 claws +5 (1d3+1 plus grab)

Special Attacks grab (Medium), mythic power (1/day, surge

+1d6), rake (2 claws +5, 1d3+1)

STATISTICS

Str 12, Dex 15, Con 13, Int 8, Wis 15, Cha 10

Base Atk +3; CMB +3 (+7 grapple); CMD 15

Feats Great Fortitude^{MF}, Nimble Moves

Skills Escape Artist +10, Heal +5, Sense Motive +5, Swim +9;

Racial Modifiers +4 Escape Artist

Languages Aquan, Common

SQ amphibious

ECOLOGY

Environment any lake or river

Organization solitary, pair, or bale (3-6)

Treasure standard (water gourd^{MA}, other treasure)

SPECIAL ABILITIES

Ancient Shell (Ex) The mythic kappa has lived an exceptionally long life, and as such, its shell has expanded and hardened beyond that of a non-mythic kappa's carapace. A mythic kappa's natural armor bonus is increased to +8 and the mythic kappa's Dexterity is reduced by 2. In addition, the mythic kappa can spend a full-round action to "turtle up". While turtling, the kappa can take no actions, but gains an additional +8 to its natural armor bonus. At the beginning of its turn, the mythic kappa can voluntarily come out of its shell and take actions as normal, but doing so causes the kappa to lose the additional +8 bonus to its natural armor.

Head Bowl (Su) The basin atop a kappa's head contains water from its home river or lake. The water is emptied only if the kappa willingly tips its head or a creature pinning the kappa forces it to do so (requiring a grapple check while pinned). If the water is emptied, the kappa becomes immobile and staggered. It can still take actions, but it cannot move from the spot on its own. If the emptied head bowl is refilled with water, the kappa recovers from this condition immediately. This replacement water doesn't have to be from the kappa's home, but the kappa refills its head bowl from there at its first opportunity.

Water Gourd (Su) Wizened by age, the mythic kappa keeps a gourd of water from its home with it at all times. In the hands of the mythic kappa, this gourd never runs out of water. The mythic kappa can use this gourd to cast *create water* at will. Once per day, the kappa can allow a creature to drink from its gourd to gain the benefit of aid (CL 3rd). The gourd does not function in this way for any creature other than the mythic kappa. In addition, the mythic kappa can expend one use of mythic power to cast *create water* as a swift action.

KAWA AKAGO

This combination of a lily pad and a flytrap is ringed with horrifying fangs and has another tiny, toothy maw at its center.

MYTHIC KAWA AKAGO

CR 4/MR 1

XP 1,200

Pathfinder Roleplaying Game Bestiary 5

N Small plant (mythic)

Init +7; Senses low-light vision; Perception +10

DEFENSE

AC 17, touch 14, flat-footed 14 (+3 Dex, +3 natural, +1 size)

hp 34 (4d8+16)

Fort +6, Ref +4, Will +2

Immune plant traits; Resist fire 10

OFFENSE

Speed 20 ft., swim 30 ft.

Melee 2 bites +9 (1d6+3)

Special Attacks blood-burning fangs, broken fangMA,

mournful cry^{MA}, mythic power (1/day, surge +1d6), wail of the water's dead

STATISTICS

Str 16, Dex 17, Con 14, Int 6, Wis 13, Cha 7

Base Atk +3; CMB +5; CMD 18 (can't be tripped)

Feats Improved Initiative, Weapon Focus^{MF} (bite)

Skills Perception +10, Stealth +12, Swim +9; Racial Modifiers +4

Perception

Languages Aquan

ECOLOGY

Environment temperate marshes or rivers

Organization solitary, pair, or clutch (1 mythic kawa akago plus

2-7 kawa akagos)

Treasure none

SPECIAL ABILITIES

Blood-Burning Fangs (Ex) A kawa akago's spiny fangs on both its outside and central maws are covered with nettles capable of inflicting wracking pain. On a successful bite attack, a target is sickened for 1 minute (Fortitude DC 14 negate's). Multiple failed saves do not increase the penalty, but instead reset the effect's duration. Immersion in water or a similar liquid for 2 full rounds negates the effect. Despite feeling like fire, the effect is not reduced or negated by fire resistance or immunity. The save DC is Constitution-based.

Broken Fang (Ex) A mythic kawa akago can break off one of its fangs on a successful attack, requiring the target to succeed at a DC 15 Reflex save. If the target fails, the kawa akago's spine imbeds itself in the target's flesh, causing the target to become sickened, or nauseated if it is already sickened from the kawa akago's blood-burning fangs ability, until all the fangs are removed. Removing a fang requires a DC 15 Heal check made as a full-round action. For every 5 by which the check is exceeded, one additional fang can be removed. On a failed check, a fang is still removed, but the process deals 1d6+1 points of damage to the victim. The save DC is Strength-based.

By spending one use of mythic power as an immediate action, a mythic kawa akago can break off id4+1 fangs in a victim. This increases the Reflex save DC by 2.

Mournful Cry (Su) A mythic kawa akago preys upon humanoids' desire to protect their young. As a full-round action, it makes a sound like a baby in distress, which causes a humanoid to approach the kawa akago if it fails a DC 11 Will save. An affected creature will not willingly subject itself to danger (by going through water over its head or leaping off a cliff), but it will go in waist or chest deep in water to reach the kawa akago. This is a sonic mind-affecting compulsion effect. The save DC is Charisma-based and includes the mythic kawa akago's mythic rank.

Wail of the Water's Dead (Su) Once per day as a standard action, a kawa akago can unleash a keening wail that leaves, a damaging and disruptive echo in the ears of those that hear it. All creatures and objects in a 20-foot radius take 2d6 points of sonic damage and are deafened for 1d4+1 rounds. A successful DC 14 Fortitude save halves the sonic damage and reduces the deafness to 1 round. The save DC is Constitution-based.



KIRIN

With draconic scales covering much of its body, this staglike creature moves with awe-inspiring grace.

MYTHIC KIRIN

CR 8/MR 3

XP 4,800

Pathfinder Roleplaying Game Bestiary 3

LG Large magical beast (air, mythic)

Init +6; Senses darkvision 60 ft., detect evil, low-light vision, scent; Perception +17

Aura corona of cleansing flame^{MA} (5 ft., DC 18)

DEFENSE

AC 23, touch 15, flat-footed 17 (+6 Dex, +5 dodge, +3 natural, -1 size)

hp 115 (9d10+66)

Fort +10, Ref +12, Will +10

Defenses aerial freedom^{MA}; **DR** 5/epic; **Resist** cold 10, electricity 30, fire 10; **SR** 21

OFFENSE

Speed 60 ft., fly 120 ft. (good)

Melee gore +15 (1d8+5), 2 hooves +8 (1d6+2)

Space 10 ft.; Reach 5 ft.

Special Attacks breath weapon (15-ft. cone, 5d6 fire damage, Reflex DC 18 for half, usable every 1d4 rounds), mythic power (3/day, surge +1d6), powerful charge (gore, 2d8+14), smite evil^{MA} (3/day, +7 attack and AC, +9 damage)

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

Constant-detect evil, water walk

At will—gaseous form, gust of wind

1/day—break enchantment, create food and water, major creation, wind walk (self only)

Spells Known (CL 6th; concentration +13)

3rd (4/day)—lightning bolt (DC 20)

2nd (7/day)—lesser restoration, scorching ray

1st (8/day)—color spray (DC 18), cure light wounds, disguise self, remove fear, sanctuary (DC 18)

o (at will)—arcane mark, create water, detect magic, guidance, mage hand, mending, stabilize

STATISTICS

Str 20, Dex 23, Con 18, Int 18, Wis 21, Cha 25

Base Atk +9; CMB +15; CMD 31

Feats Combat Casting, Eschew Materials⁸, Flyby Attack, Hover, Iron Will^{MF}, Weapon Focus^{MF} (gore)

Skills Diplomacy +16, Fly +20, Knowledge (history) +13, Perception +17, Perform (sing) +16, Sense Motive +14

Languages Abyssal, Auran, Celestial, Common, Draconic; telepathy 100 ft.

SO quick cureMA

ECOLOGY

Environment any

Organization solitary or pair

Treasure standard

SPECIAL ABILITIES

Aerial Freedom (Su) A mythic kirin gains the benefit of freedom of movement while it flies. In addition, it ignores the effects of strong winds (up to and including tornadic winds), taking no penalties to its Fly checks and ignoring checked or blownaway wind effects. Mythic spells and effects bypass the mythic kirin's aerial freedom, unless it expends one use of mythic power for each spell or effect as a free action.

Corona of Cleansing Flame (Su) Neutral creatures within 5 feet of a mythic kirin take 1d6 points of fire damage at the beginning of the kirin's turn. Evil creatures within 5 feet of the kirin take 1d8 points of fire damage and an additional 1d8 points of damage which is not affected by resistance or immunity to fire. A successful DC 18 Fortitude save halves the damage; neutral creatures receive a +2 circumstance bonus on their saves. The save DC is Constitution-based. If a mythic kirin dies and has any uses of mythic power remaining, its corona detonates, dealing 6d6 points of fire damage per use of mythic power to all non-good creatures within 30 feet (DC 21 Reflex save halves). Against evil creatures, half this damage is not subject to resistance or immunity to fire. The save DC is Constitution-based and includes the kirin's mythic rank.

Quick Cure (Su) A mythic kirin can expend one use of mythic power to cast a cure spell it knows as a quickened spell, as per the Quicken Spell feat.

Smite Evil (Su) A mythic kirin can expend one use of mythic power as a swift action to increase its smite's bonuses by its mythic rank for the duration of its smite. It doubles its mythic rank for damage dealt on the first successful attack against an outsider with the evil subtype, an evil-aligned dragon, or an undead creature, if that creature is the target of the kirin's smite.

Spells A kirin casts spells as a 6th-level sorcerer, and can cast spells from the cleric list as well as those normally available to a sorcerer. Cleric spells are considered arcane spells for a kirin, meaning that the creature does not need a divine focus to cast them.



ONI, OGRE MAGE

Clad in beautiful armor, this exotically garbed grant roars, its tusks glistening and its eyes afire with murderous intent.

OGRE MAGE

CR 10/ MR4

XP 9,600

Pathfinder Roleplaying Game Bestiary

LE Large outsider (giant, mythic, native, oni, shapechanger)
Init +7; Senses darkvision 60 ft., low-light vision; Perception +13
DEFENSE

AC 25; touch 12, flat-footed 22 (+4 armor, +3 Dex, +9 natural, -1 size)

hp 140 (8d10+96); regeneration 5 (fire or acid)

Fort +13, Ref +5, Will +10

DR 5/epic; Immune disease^{MA}; SR 23

OFFENSE

Speed 40 ft., fly 60 ft. (good)

Melee greatsword +15/+10 (3d6+12), bite +10 (1d8+4 plus disease^{MA}), gore +10 (1d8+4)

Ranged composite longbow +10 (2d6+7)

Space 10 ft.; Reach 10 ft.

Special Attacks mythic power (4/day, surge +1d8), otherworldly abandon^{MA}, supernatural sorcery^{MA}

Spell-Like Abilities (CL 9th)

Constant—fly

At will—darkness, invisibility

1/day—charm monster (DC 17), cone of cold (DC 18), gaseous form, deep slumber (DC 16)

STATISTICS

Str 26, Dex 17, Con 25, Int 14, Wis 14, Cha 17

Base Atk +8; CMB +17; CMD 30

Feats Combat Expertise^{MF}, Combat Reflexes, Improved Initiative, Iron Will^{MF}

Skills Bluff +14, Disguise +14, Fly +5, Intimidate +14, Knowledge (arcana) +13, Perception +13, Sense Motive +13, Spellcraft +13, Use Magic Device +14

Languages Common, Giant

SQ change shape (Small, Medium, or Large humanoid; alterself or giant form I), flight, man-eating beast MA

ECOLOGY

Environment cold hills.

Organization solitary, pair, or patrol (1–2 plus 2–4 ogres)

Treasure double (chain shirt, greatsword, composite longbow [+7 Str] with 20 arrows, other treasure)

SPECIAL ABILITIES

Disease (Ex) Despite being immune to disease, the mouth of a mythic ogre mage is rife with pestilence and gore.

Filth fever: Bite—injury; save Fort DC 11; onset 1d3 days; frequency 1/day; effect 1d3 Dex damage and 1d3 Con damage; cure 2 consecutive saves. The save DC is Constitution-based.

Man-eating Beast (Ex) A mythic ogre mage is even better suited for devouring people. He gains a bite attack with his mouth and a gore attack with his horns.

Otherworldly Abandon (Su) A mythic ogre mage can expend one use of mythic power to fly into a supernatural rage as a free action. While raging, he gains +4 to Strength and Constitution, but loses his regeneration. This rage lasts as long as the battle or 1 minute, whichever is shorter.

Supernatural Sorcery (Su) While all ogre magi draw upon otherworldly power to fuel spells, the mythic ogre mage can draw a more direct connection. Three times per day, the mythic ogre mage can expend one use of mythic power to increase the DC of the next spell he casts by 4. A mythic ogre mage can use this ability as a free action.

PIPEFOX

This furry, minute serpent has a foxlike head and tiny eyes that glitter with intelligence.

MYTHIC PIPEFOX

CR 3/MR 1

XP 800

Pathfinder Roleplaying Game Bestiary 4 N Diminutive magical beast (mythic)

Init +7; Senses darkvision 60 ft., low-light vision; Perception +5

DEFENSE

AC 18, touch 17, flat-footed 14 (+3 Dex, +1 natural, +4 size)
hp 23 (3d10+7)

Fort +2, Ref +6, Will +1

OFFENSE

Speed 30 ft., climb 20 ft.

Melee bite +10 (1d2+3) Space 1 ft.; Reach o ft.

Special Attacks mythic power (1/day, surge +1d6), startling fact^{MA}

Spell-Like Abilities (CL 3rd; concentration +5)

Constant—comprehend languages

3/day—augury, vanish

1/day—detect thoughts (DC 14), divination, greater invisibility (self only)

STATISTICS

Str 1, Dex 16, Con 9, Int 14, Wis 11, Cha 14

Base Atk +3; CMB +2; CMD 8

Feats Improved Initiative, Weapon FinesseMF

Skills Climb +7, Knowledge (arcana) +5, Knowledge (religion) +5, Perception +5, Sense Motive +2, Stealth +19

Languages Common, Draconic; comprehend languages

SQ compression, esoteric knowledge^{MA}

ECOLOGY

Environment any

Organization solitary

Treasure standard

SPECIAL ABILITIES

Esoteric Knowledge (Ex) A mythic pipefox can make Knowledge skill checks untrained. Once per day, it can take 20 on any Knowledge skill check as a standard action. The mythic pipefox can expend one use of mythic power to take 20 on an additional Knowledge skill check as a standard action.

Startling Fact (Ex) Once per day, a mythic pipefox can use a standard action to relay a bit of unknown information about an individual creature. If the creature can understand the pipefox, it must succeed at a DC 14 Will save or become stunned 1 round and then shaken for 1d4 rounds thereafter. This is a mind-affecting effect. The save DC is Charismabased and includes the mythic pipefox's mythic rank. A mythic pipefox can expend one use of mythic power as a swift action to benefit from the effects of the tongues spell when it shares the fact.

SHINIGAMI

This emaciated, robed humanoid wields a scythe made of bone to match the skeletal wings that protrude from its shoulders.

MYTHIC SHINIGAMI

CR 21/MR 8

XP 409,600

Pathfinder Roleplaying Game Bestiary 3

LN Large outsider (extraplanar, lawful, mythic)

Init +17/-3^M, dual initiative MA; Senses darkvision 60 ft., detect chaos, detect law, true seeing; Perception +31

Aura fear aura (60 ft., DC 30)

DEFENSE

AC 39, touch 15, flat-footed 33 (+5 Dex, +1 dodge, +24 natural, -1 size)

hp 377 (22d10+256); fast healing 10

Fort +21, Ref +12, Will +19

DR 10/epic and chaotic or silver; Immune ability damage, ability drain, cold, death effects, disease, energy drain, mindaffecting effects^{MA}, negative energy, poison; Resist acid 10, fire 10; SR 36

OFFENSE

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

Melee +3 axiomatic scythe +31/+26/+21/+16 (2d6+12/x4), 2 wings +22 (1d8+3)

Space 10 ft.; Reach 10 ft.

Special Attacks death everlasting^{MA}, destroy soul^{MA}, inevitability^{MA}, mythic power (8/day, surge +1d1o), no escape^{MA}, scything finish^{MA}

Spell-Like Abilities (CL 20th; concentration +31)

Constant—detect chaos, detect law, tongues, true seeing 3/day—destruction (DC 28), energy drain, greater scrying (DC 28), soul bind (DC 30)

STATISTICS

Str 23, Dex 20, Con 26, Int 17, Wis 22, Cha 33

Base Atk +22; CMB +29; CMD 45

Feat Cleave, Combat Expertise^{MF}, Combat Reflexes, Dodge, Improved Initiative^{MF}, Mobility, Power Attack^{MF}, Spring Attack^{MF}, Stand Still, Weapon Focus (scythe), Whirlwind Attack

Skills Acrobatics +30, Diplomacy +36, Fly +36, Intimidate +36, Knowledge (planes) +28, Perception +31, Sense Motive +31, Spellcraft +28, Stealth +26

Languages Celestial, Common, Draconic, Infernal; tongues SQ part the veil^{MA}, persistent scythe^{MA}

ECOLOGY

Environment any

Organization solitary

Treasure double (+3 axiomatic scythe, other treasure)

SPECIAL ABILITIES

Death Everlasting (Su) A creature killed by a mythic shinigami cannot be returned to life with a non-mythic spell. Even mythic spells require the caster to succeed on a DC-29 caster level check or the spell does not function.

Destroy Soul (Su) A shinigami possesses six gems in which it encapsulates souls with its soul bind spell-like ability. These gems are only useful to the shinigami that owns them, and if the shinigami dies, the gems are destroyed as well. As a standard action once per day, a shinigami can hold up a gem that currently contains a soul and crush it, permanently destroying the soul within and releasing a 30-foot-radius burst of negative energy that inflicts 1d6 negative levels on all creatures in the area of effect. A successful DC 32 Fortitude save reduces this to 1 negative level. The soul destroyed in the process of using this ability can only be brought back to life by means of a miracle or wish spell. This is a death effect. The save DC is Charisma-based.

A mythic shinigami can spend one use of mythic power as a swift action to crush an additional gem.

Inevitability (Su) A mythic shinigami that attacks a single target gains a cumulative +1 insight bonus at the beginning of its turn to its attack rolls, damage rolls, and saving throws against that target. If the shinigami attacks another creature, it loses this bonus.

As a swift action, a mythic shinigami can expend one use of mythic power to enable it to gain the insight bonus against a second target. It can alternate attacks between the two targets without losing the bonus, but it loses the bonus when it attacks a third creature.

No Escape (Su) A living creature that leaves a mythic shinigamialive and manages to escape from it must succeed at a DC 32 Will save or suffer from a curse where it incurs a cumulative—1 penalty per day on saves against spells and effects that deal damage. Additionally, all critical threats against the victim are automatically confirmed. The curse can only be lifted by mythic spells or by destroying the mythic shinigami. The save DC is Charisma-based.

Part the Veil (Su) Death effects and spells with the death descriptor that affect targets within 60 feet of a mythic shinigami automatically bypass spell resistance and add 4 to their save DCs.

Persistent Scythe (Su) A mythic shinigami cannot be disarmed of its scythe. However, the scythe can be sundered; if it is, the scythe reforms at the end of the shinigami's next turn.

Scything Finish (Su) If a mythic shinigami confirms a critical hit with its scythe, the target must succeed at a DC 37 Fortitude save or die. If the target dies, the mythic shinigami can make another attack with its scythe as if it possessed the Cleaving Finish feat. The save DC is Constitution-based and includes the shinigami's mythic ranks.

TANUKI

Short and pudgy, this raccoonlike humanoid wields a stout quarterstaff and weaves a little as if intoxicated.

MYTHIC TANUKI

CR 5/MR 2

XP 1,600

Pathfinder Roleplaying Game Bestiary 3

CN Medium monstrous humanoid (mythic, shapechanger)

Init +3; Senses darkvision 60 ft., detect poison, low-light vision;

Perception +8

DEFENSE

AC 20, touch 14, flat-footed 16 (+4 Dex, +5 natural, +1 shield)

hp 67 (5d10+40)

Fort +5, Ref +8, Will +6

DR 5/epic

OFFENSE

Speed 30 ft.

Melee mwk quarterstaff +7 (1d6+2), mwk quarterstaff +7 (1d6+1), slam +2 (1d6+1)

Ranged sling +9 (1d4+2)

Special Attacks mythic power (2/day, surge +1d6)

Spell-Like Abilities (CL 7th; concentration +11)

Constant-detect poison

At will—purify food and drink

3/day—magic stone, major creation (up to 1 cubic foot)

1/day—create food and water, shrink item, veil (self only)

STATISTICS

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

Base Atk +5; CMB +7; CMD 21

Feats Two-Weapon Defense, Two-Weapon Fighting^{MF}, Weapon Focus (quarterstaff)

Skills Bluff +7, Diplomacy +6, Knowledge (nature) +5, Perception +8, Perform (percussion) +8, Sense Motive +4, Spellcraft +4, Stealth +11

Languages Common, Tanuki

SQ change shape (raccoon; *beast shape II*), drunken master^{MA}, sake affinity^{MA}

ECOLOGY

Environment temperate forests or urban

Organization solitary, pair, or gathering (1 mythic tanuki and 3–8 tanukis)

Treasure standard (masterwork quarterstaff, 4 gulps of sake in a gourd, other treasure

SPECIAL ABILITIES

Drunken Master (Ex) A mythic tanuki has perfected the art of drunken fighting, even when it is sober. At the beginning of its turn, it can gain one of the following benefits to represent its unpredictability in combat: +2 morale bonus to AC, Combat Reflexes, Improved Dirty Trick, Improved Disarm, or Improved Trip. The tanuki can spend one use of mythic power at the beginning of its turn as a free action to gain a second benefit.

Pilfering Raccoon (Sp) When a mythic tanuki is in raccoon form, it gains the use of *pilfering hand* 3 times per day as a spell-like ability. While making checks associated with the spell, the tanuki can expend one use of mythic power to add its mythic rank to the check.

Sake Affinity (Su) As a swift action, a tanuki can take a swig of sake from the gourd it always carries at its side. When it does so, it gains the effect of one of the following spells at caster level 7th: divine favor, false life, haste, or rage. Unusual tanukis might have additional spell effect choices at the GM's discretion. Each time a tanuki takes a swig of sake, it becomes progressively drunker and takes a -1 penalty on its AC and on Reflex saves for 1 minute. These penalties stack. A mythic tanuki taking a swig of sake also gains immunity to fear for 1 minute. It can attempt a Fortitude save (DC 10, +1 for each previous swig) to avoid taking, or accumulating, the above penalties. If the tanuki has made all of its saves, it does not benefit from immunity to fear. Additionally, a mythic tanuki may forgo the above spell effects to save up for a blast of fire (up to 4 swigs), expelling it in a 30-foot cone as a standard action. When saving up swigs of sake in this way, it can take an additional swig as a standard action. It deals 2d6 points of fire damage for every swig saved this way (DC 16 Reflex halves). The save DC is Constitution-based.

YUKI-ONNA

This beautiful but sad-looking woman wears an ornate robe and is surrounded by a whirling mass of snow.

YUKI-ONNA

CR 10/ MR4

XP 9,600

Pathfinder Roleplaying Game Bestiary 3

LE Medium undead (cold, incorporeal, mythic)

Init +8; Senses darkvision 60 ft.; Perception +17

Aura snowstorm (200 ft.)

DEFENSE

AC 26, touch 26, flat-footed 20 (+10 deflection, +4 Dex, +2 dodge)

hp 126 (9d8+86) regeneration 5 (fire)MA

Fort +9, Ref +7, Will +11

Defensive Abilities icy mirror^{MA}, incorporeal; DR/5/epic; Immune cold, undead traits; SR 22^{MA}

Weaknesses vulnerable to fire, snow dependency

OFFENSE

Speed fly 30 ft. (perfect)

Melee 2 touches +10 (4d6 cold plus chilling touch)

Special Attacks chilling touch, fascinating gaze

Spell-Like Abilities (CL 10th; concentration +22)

Constant—blur

3/day—cone of cold (DC 23), eyebite (comatose and panicked only, DC 24), ice storm

STATISTICS

Str —, Dex 18, Con —, Int 17, Wis 21, Cha 26

Base Atk +6; CMB +10 (+18 bull rush); CMD 27

Feats Combat Casting^{MF}, Dodge^{MF}, Improved Initiative, Mobility, Spring Attack

Skills Bluff +17, Fly +12, Intimidate +20, Perception +17, Sense Motive +17, Spellcraft +15, Stealth +16, Survival +14

Languages Common

SQ astral thrust^{MA}, change shape (Small humanoid child; alter self)^{MA}

ECOLOGY

Environment any cold

Organization solitary

Treasure standard

SPECIAL ABILITIES

Astral Thrust (Su) A yuki-onna is surprisingly adept at shoving creatures that displease her. Despite being incorporeal, the mythic yuki-onna can attempt bull rush combat maneuver checks against corporeal creatures. Additionally, the mythic yuki-onna receives a +8 bonus to bull rush combat maneuver checks and never provokes an attack of opportunity while doing so.

Chilling Touch (Su) A yuki-onna's touch causes 4d6 cold damage. Whenever a creature takes cold damage in this manner, it must make a DC 22 Fortitude save to avoid being staggered by the supernatural cold for 1 round. This duration stacks. The save DC is Charisma-based.

Fascinating Gaze (Su) Fascinated for 1d4 rounds, 30 feet, Will DC 22 negates. The save DC is Charisma-based.

Icy Mirror (Su) Creating a supernatural mirror from icy sheets, the mythic yuki-onna can force spells back at the original caster. As an immediate action, a mythic yuki-onna may expend one use of mythic power to turn a spell targeting it back on the original caster, as if the caster were the target instead of the yuki-onna. The spell's original caster may attempt a caster level check against the yuki-onna to prevent the spell from being turned. If the spell is prevented from being turned, it automatically overcomes the yuki-onna's spell resistance.

Snow Dependency (Ex) A yuki-onna is staggered if she is ever in an area without snow while her snowstorm aura is suppressed or otherwise not functioning.

Snowstorm (Su) A yuki-onna is surrounded by whirling blasts of snow, even in areas that wouldn't allow for such weather, that comprise a 200-foot-radius spread. Within this area, the snowfall and wind gusts cause a -4 penalty on Perception checks and ranged attacks. The wind itself blows in a clockwise rotation around the yuki-onna, and functions as severe wind. A yuki-onna is unaffected by snowstorms or blizzards of any kind. Any effect that causes these winds to drop below severe (such as control weather or control winds) cancels the snowstorm effect entirely.

YAMATA-NO-OROCHI

The ground shakes when this flightless, eight-headed, eight-tailed dragon moves. All its heads, except for one, have a different-colored band encircling its neck.

YAMATA-NO-OROCHI

CR 30/MR 10

XP 9,830,400

NE Colossal dragon (aquatic, mythic)

Init –2; Senses all-around vision, darkvision 60 ft., low-light vision, tremorsense 60 ft.; Perception +47

Aura frightful presence (180 ft., DC 35)

DEFENSE

AC 52, touch o, flat-footed 52 (-2 Dex, +52 natural, -8 size) hp 710 (37d12+470)

Fort +30, Ref +18, Will +25; second save MA

Defenses independent minds^{MA}, intercept attacks^{MA}; DR 20/ epic, good, and magic; Immune paralysis, sleep; Resist acid 30, cold 30, electricity 30, fire 30, sonic 30; SR 46

Weaknesses sake addict

OFFENSE

Speed 80 ft., swim 50 ft.

Melee 4 bites +45 (3d6+22/19–20), slam +44 (4d6+15), 8 tail slaps +39 (2d6+7 plus grab)

Space 30 ft.; Reach 30 ft.

Special Attacks all-out charge^{MA}, beheading bite^{MA}, breath weapons^{MA} (DC 38), constrict (2d6+15), mythic power (10/day, surge +1d12), powerful blows^{MA} (bite), seismic jump^{MA}, trample^{MA} (4d6+22, DC 43), swallow whole (10d6 acid damage, AC 36, 71 hp)

STATISTICS

Str 41, Dex 7, Con 30, Int 13, Wis 16, Cha 24

Base Atk +37; CMB +60 (+67 bull rush, +64 grapple); CMD 68 (75 vs. bull rush, can't be tripped)

Feats Alertness, Antagonize, Awesome Blow, Bull Rush Strike, Crippling Critical, Critical Focus^{MF}, Dazzling Display^{MF}, Disheartening Display, Greater Vital Strike, Improved Bull Rush^{MF}, Improved Critical (bite), Improved Vital Strike, Intimidating Prowess, Iron Will, Power Attack^{MF}, Quick Bull-Rush, Shatter Defenses, Vital Strike^{MF}, Weapon Focus (bite)

Skills Appraise +41, Craft (alchemy) +17, Intimidate +62, Knowledge (arcana, local, nobility) +19, Perception +47, Sense Motive +47, Spellcraft +20, Swim +23, Use Magic Device +47

Languages Common, Draconic

SQ hydra-like heads, regenerate headMA

ECOLOGY

Environment any

Organization solitary

Treasure triple (Kusanagi-no-Tsurugi [+5 adamantine holy vorpal katana], other treasure)

SPECIAL ABILITIES

All-Around Vision (Ex) Yamata-no-Orochi loses this ability if it has fewer than 3 heads.

All-Out Charge (Ex) Once per day, Yamata-no-Orochi can make bite and tail attacks against creatures within reach as it makes a charge.

Beheading Bite (Ex) Yamata-no-Orochi can expend one use of mythic power as an immediate action after rolling a natural 20 and confirming a critical hit with a bite attack. If it does, its bite severs the target's head from its body, as per the vorpal magic weapon special ability.

Breath Weapons (Su) Yamata-no-Orochi possesses an array of eight different heads, each capable of producing a breath weapon. It can use two of its heads' breath weapons each round, and each head requires 1d4 rounds before Yamata-no-Orochi can use its breath weapon again. Each of the heads and effects follows: aquamarine band (100-ft. line, DC 38, 18d10 bludgeoning plus Awesome Blow), black band (100-ft. line, DC 38, 18d10 acid), green band (60-ft. cone, DC 38 partial, nauseated for 1d6 rounds [save reduces to sickened]), polychromatic band (60-ft. cone, DC 38 partial, confused for 2d6 rounds [save reduces to confused for 1 round]), red band (60-ft. cone, DC 38, 18d10 fire), unbanded (60-ft. cone, DC 38, 18d10 sonic plus stunned for 1d4 rounds) white band (60-ft. cone, DC 38, 18d10 cold), yellow band (100-ft. line, DC 38, 18d10 electricity).

The aquamarine banded head produces a gout of water that deals bludgeoning damage and can move creatures that failed their saves back as if Yamata-no-Orochi used its Awesome Blow feat. Its unbanded head produces a sonic roar causing creatures that failed their saves to become stunned for 1d4 rounds.

As a swift action which requires one use of mythic power, Yamata-no-Orochi can negate the wait time between breath weapon uses for one of its heads.

Burning Breath (Ex) Yamata-no-Orochi can expend one use of mythic power as a swift action to cause all damage-dealing breath weapons it uses during its turn to inflict burn (4d6, DC 38) for 2d4 rounds.

Constrict (Ex) Yamata-no-Orochi can only constrict with its tails.

Hydra-like Heads (Ex) Yamata-no-Orochi can be killed by severing all of its heads or slaying the body. Any attack that is not an attempt to sever a head affects the body, including area attacks or attacks that cause piercing or bludgeoning damage. To sever a head, an opponent must make a sunder attempt with a slashing weapon targeting a head. A head is considered a separate weapon with hardness o and hit points equal to Yamata-no-Orochi's HD + its mythic rank. Severing a head deals damage to Yamata-no-Orochi's equal to its current HD. It can't attack or use a breath weapon with a severed head, but takes no other penalties.

Independent Minds (Su) If Yamata-no-Orochi fails a Will save against a mind-affecting spell or effect, only one of its heads, chosen by Yamata-no-Orochi, is affected. For an effect that imposes penalties, this effect applies to attacks and other abilities from the chosen head as appropriate to the effect. If the head-is paralyzed (as per hold monster), it cannot make attacks or use its breath weapon with that head. If the head comes under another creature's control (as per dominate monster, for example), the head will act according to the controller's wishes. If the head becomes confused, Yamata-no-Orochi's affected head is subject to the confusion effect at the beginning of its turn; a result of "attack nearest creature" causes the head to attack another of Yamata-no-Orochi's heads.

Intercept Attacks (Ex) For each head that has not made an attack or used its breath weapon, Yamata-no-Orochi can attempt a melee attack to prevent a hit by a melee or ranged attack. If the attack result exceeds the result from the attack against it, Yamata-no-Orochi is unaffected by the attack (as if the attack had missed).

Yamata-no-Orochi can expend one use of mythic power as a swift action to intercept an attack with a head that has already made an attack or used its breath weapon.

Regenerate Head (Ex) If one of Yamata-no-

1d4 rounds. To prevent new heads from

growing, at least 10 points of damage

from a good-aligned weapon or a spell or effect with

Orochi's heads is destroyed, it regrows in

Area attacks can affect stumps and the body simultaneously. Yamata-no-Orochi does not die from losing its heads until all are cut off and the stumps have taken the appropriate good-aligned damage.

Yamata-no-Orochi can expend one use of mythic power as a swift action to instantly regrow a head. This even applies to heads for which the stumps have been treated with non-mythic sources of good-aligned damage.

Sake Addict (Ex) If Yamata-no-Orochi can smell sake from an open container holding at least a gallon of sake, it is compelled to move toward it if it fails a Will save. The save's DC is equal to the DC of the spell or effect producing the sake or the Craft DC to produce the sake. Once Yamata-no-Orochi reaches the sake, it will use one of its heads to drink it, rendering it impossible for the head to attack or use its breath weapon. Yamata-no-Orochi does not benefit from Iron Will on its save. Also while its reaction to sake is akin to a mind-affecting compulsion effect, it does not benefit from its independent minds ability.

Seismic Jump (Ex) As a full-round action that doesn't -provoke attacks of opportunity, Yamata-no-Orochi can leap out of the water or jump/straight up on land, after which it generates a non-magical effect as per tsunami

or earthquake, as appropriate for the terrain, centered on Yamatano-Orochi. It is unaffected by either effect.

the good descriptor must be dealt to the stump before it reappears.

Yamata-no-Orochi can expend uses of mythic power to have its seismic jump produce the effect from mythic tsunami or mythic earthquake, as appropriate, and augment the effect as per the spell description.

Trample (Ex) If Yamata-no-Orochi ends its movement with creatures in its space after a trample, it attempts a free combat maneuver check to grapple each creature (it makes a single check and applies the result to each creature). Each creature for which it succeeds on the check is pinned and automatically takes damage from Yamata-no-Orochi's slam at the beginning of its turn, until the creature escapes the pin.

Yamata-no-Orochi is a ferocious and nigh indestructible draconic creature that lairs in large rivers or along seashores. It has eight heads and eight tails, all capable of delivering ferocious blows. It also typically bodily checks its opponents or crushes them under its massive body as it charges through. The necks supporting the creature's heads all have different colored bands denoting the dangerous breath weapons Yamata-no-Orochi can bring to bear. Yamata-no-Orochi is unlike many other dragons in that it cannot fly, but it is a strong swimmer, and its serpentine body makes if impossible to trip. When the creature is not involved in hunting prey or battling opponents, the individual heads argue with each other. Once Yamata-no-Orochi has a goal in sight, it focuses all its attention on that goal. Yamata-no-Orochi is 30 feet in length and its heads reach another 30 feet high, while its strong serpentine tails extend about as long. The creature weighs 25 tons.

ECOLOGY

While Yamata-no-Orochi spends many months sleeping in its watery lair, where it can be near the treasure it has buried in the silt or sand, it makes forays to nearby kingdoms to demand its favorite food of humanoid flesh. Yamata-no-Orochi preys on large families and demands at least one child per visit. It relies on its massive size, impressive array of abilities, and generally imposing attitude to get what it wants. Typically a single child sates the dragon's appetite and it returns to its lair to digest its meal and then return to sleep. Yamata-no-Orochi makes no secret of the location of its lair, and the wake of devastation on the land provides ample clues to the location. The temperamental creature throws a tantrum when it doesn't get its way and leaps into the air over a body of water or on land to create devastating fissures in the ground or massive waves to harm those who keep it from what it wants.

HABITAT AND SOCIETY

Yamata-no-Orochi is extremely aggressive, especially when something rouses if from its slumber, an easy mistake to make since the creature can sense vibrations in the ground, readily alerting it to trespassers. However, Yamata-no-Orochi has a penchant for sake, which it sometimes crafts for itself. An expert craftsperson who brews a particularly fine brand of sake can lure the creature to its doom as it obsessively seeks out the drink, heedless of any dangers on the way to its prize.



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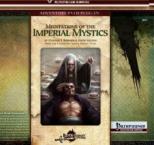
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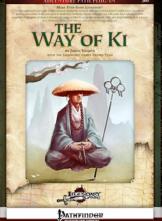




















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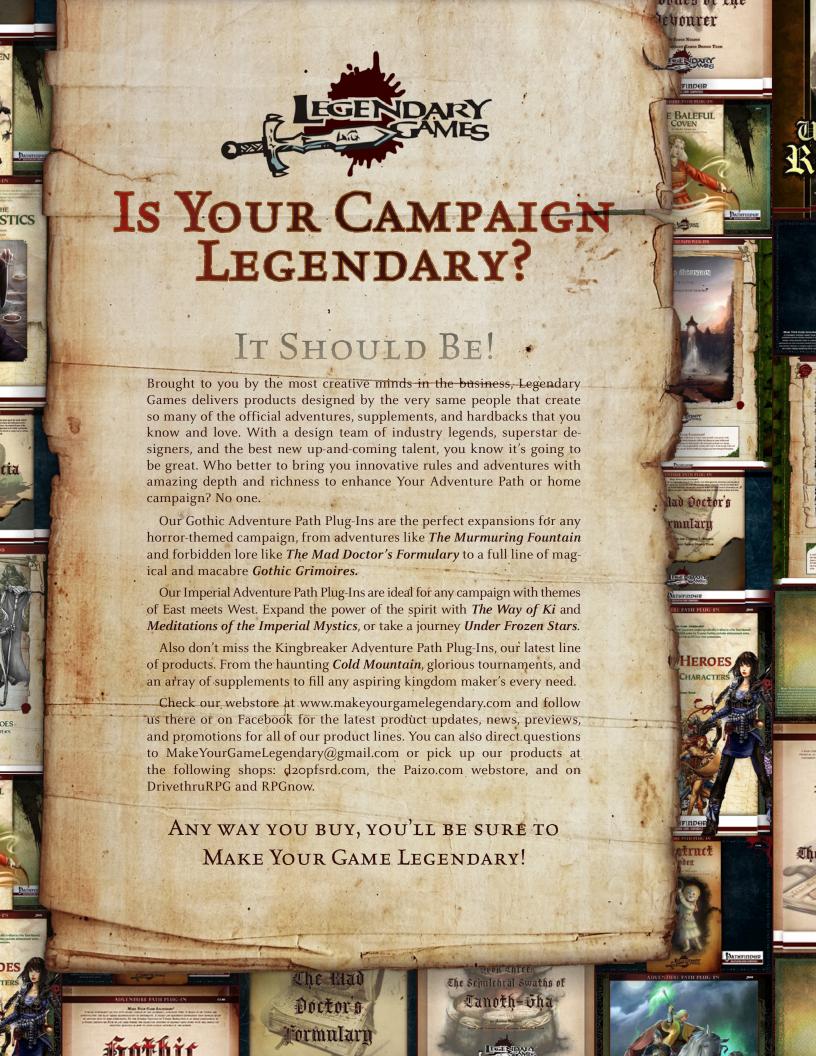


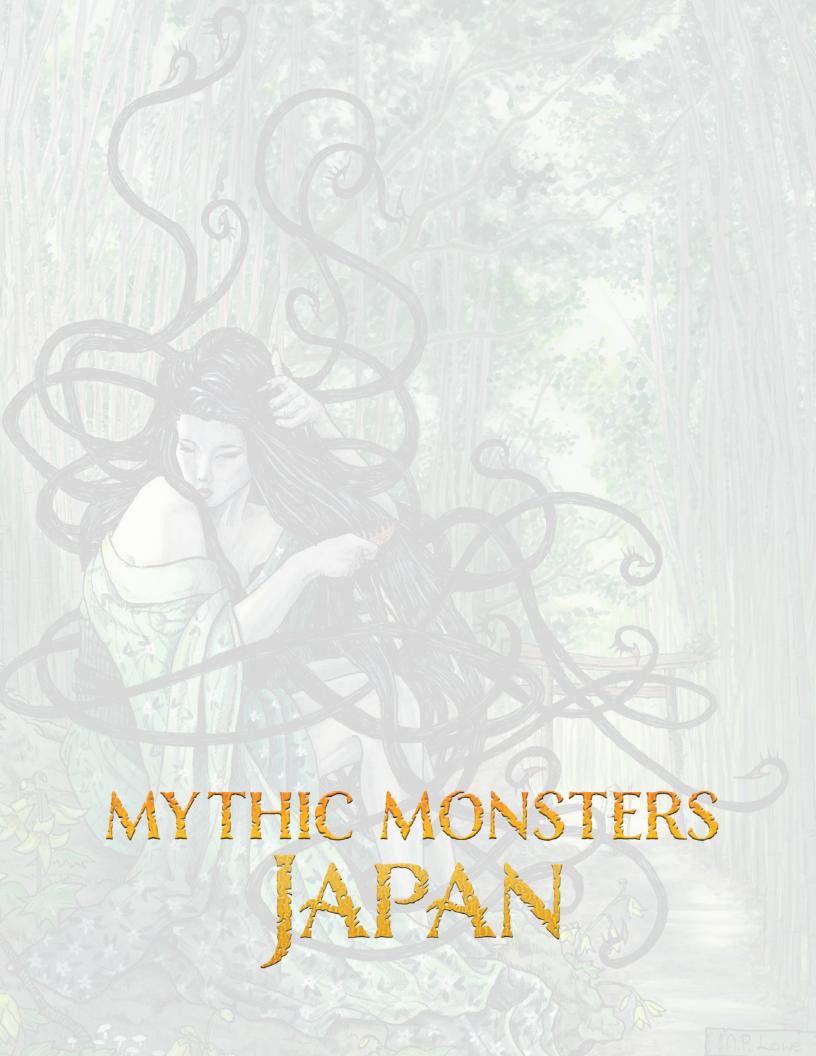














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