



MYTHIC MONSTERS CREEK

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

- ^{MS} = Mythic spell
- MF = Mythic feat

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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
- $B_1 = Pathfinder Roleplaying Game Bestiary$
- ^{B2} = Pathfinder Roleplaying Game Bestiary 2
- ^{B3} = Pathfinder Roleplaying Game Bestiary 3
- ^{B4} = Pathfinder Roleplaying Game Bestiary 4
- ^{B5} = Pathfinder Roleplaying Game Bestiary 5
- ^{MAdv} = Pathfinder Roleplaying Game Mythic Adventures
- ^{MTT} = Softcover companion devoted to melee tactics
- ^{OA} = Pathfinder Roleplaying Game Occult Adventures
- PU = Pathfinder Roleplaying Game Pathfinder Unchained
- ^{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: GREEK

Mythic Monsters: Greek brings you an amazing and exciting assortment of monsters from the legends, and lore of Greece, from enchanting spirits of nature to ferocious and legendary monsters fit for the greatest of epic heroes, ranging from CR 2 to 20. Some natives of Greek mythology are friendly and playful like the frolicsome **faun** and beautiful **dryad** and their seagoing **oceanid** cousins. Others may put on a pleasant guise or use their uncanny powers to lure heroes to destruction, like the song of the **siren** and the **harpy** or the enigmatic foresight of the **cyclops**. Some Greek monsters are clad in scales of bronze and iron, like the soaring **stymphalides** or the petrifying **gorgon**, and many are misshapen multiheaded monsters like the guardian **cerberi** or the savage **chimera**. Finally, the true titans challenged the Greek gods for supremacy, their monstrous brood left behind gargantuan monsters like the twin terrors of **scylla** and **charybdis!** As if a dozen existing monsters were not enough, the brand-new **stheno**, the immortal, brazen-scaled sisters of **medusa** whose strength and savagery defy description. In addition to the featured creatures, we bring you a bey of magnificent magic items drawn from the legends of Jason and the Argonauts, the perfect prizes for mythic adventures with a taste for the classics!

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

- Jason Nelson

The Stuff of Legends

The monsters of Greek mythology are among the most iconic in the popular legendarium of beasts. They are so intimately familiar to us that we may lose sight of their mythological origins, but they have been a core component of the RPG tradition from the earliest days. The monsters contained in the original *Pathfinder Roleplaying Game Mythic Adventures* hardcover are a great example, including mythic versions of the great cyclops, hydra, lamia, medusa, minotaur, phoenix, and sphinx, and we have included Greek-inspired creatures in prior books such as the erinyes devil, pegasus, and satyr.

While this book brings you even more classical creatures with some exciting and dynamic features that highlight their traditional mythic power and role, we would be remiss if we did not also talk about some of the legendary treasures sought at the end of the end of their epic quests. Since no quest is more epic than the legendary voyage of Jason and the Argonauts, we provided some mythic variations on the classic treasures they found on their quest. You can find additional Greek-themed magic items in *New Argonauts* from Sean Reynolds Games.

NEW MAGIC ITEMS

DREAD FANGS OF THE HYDRA

Slot none; CL 9th; Weight 2 lbs.

Aura strong necromancy

These enchanted teeth function as *teeth of the hydra*, but when sown create a squad of 1d4+1 skeletal champions^{B1} to serve the sower. If the user of the *dread fangs of the hydra* cannot channel negative energy, the skeletal champions attack him until slain and then attack the nearest living creatures until destroyed. A mythic creature can force the skeletal champions to obey by expending one use of mythic power when sowing the teeth. A mythic creature with the ability to channel negative energy can expend two uses of mythic power when sowing the teeth to grant the skeletal champions the invincible mythic simple template^{MAdv}.

CONST	RUCTION	REQUIREMENTS	

Craft Wondrous Item, summon monster V

GOLDEN FLEECE (LESSER ARTIFACT)

Slot none; CL 13th; Weight 10 lbs.

Aura strong conjuration

The golden fleece was taken from a glorious celestial ram and has incredible healing powers. The fleece constantly sheds light, and if exposed to bright light for at least 1 minute it catches and returns that radiance as daylight for an equal amount of time to the duration it spent in bright light. If placed upon a wounded creature for 1 minute, the creature gains the benefit of heal and greater restoration. A creature affected by an enchantment, curse, or petrification may instead be affected as *break enchantment* and *heal*. It also has the power to raise the dead if placed over a corpse for 8 hours, bringing the target back to life as *resurrection*, though the target cannot have been dead for longer than three days.

A mythic creature using the golden fleece can expend one or more uses of mythic power to enhance its effects to the mythic versions of these spells, treating its mythic rank or tier as its mythic rank for the purpose of qualifying for augmented mythic versions. A mythic creature also can expend one use of mythic power while holding the golden fleece to cause it to glow as daylight for 1 hour per mythic rank or tier even if it was not exposed to bright light.

The golden fleece cannot be used more than once per day, and no creature can benefit from its healing powers more than three times. Any further use of the golden fleece has no effect on that creature. Each time the golden fleece is used, there is a 10% chance that it dissolves into golden light, reappearing 1d100 weeks later in a random location at least 1,000 miles away. DESTRUCTION

The golden fleece has the power to revive a dead god, no matter how long it has been dead, but after doing so it fades away to nothingness, its powers forever expended.

10,000 GP

TEETH OF THE HYDRA

Slot none; CL 13th; Weight 2 lbs.

Aura strong conjuration

4,500 GP

COST 2,250 GP

These enchanted hydra's teeth can be cast upon the ground as a full-round action that provokes attacks of opportunity. At the beginning of the user's next turn, a group of fighters with the phalanx soldier^{APG} archetype erupt from the ground; these fighters are otherwise identical to the barbarians summoned by a horn of valhalla. A creature crafting teeth of the hydra may choose what level these fighters will be; if found as treasure, roll randomly to determine which type of horn's effects are duplicaed. If the creature sowing the teeth of the hydra is not proficient with all martial weapons or has a base attack bonus of less than +6, the fighters attack him until slain and then attack the nearest other creatures, including one another. A mythic creature can force these fighters to obey by expending one use of mythic power when sowing the teeth. A mythic creature with proficiency in all martial weapons and a base attack bonus of at least +6 can expend two uses of mythic power when sowing the teeth to grant the warriors the invincible mythic simple template^{MAdy}. Teeth of the hydra can be used only once.

CONSTRUCTION REQUIREMENTS COST 5,000 GP Craft Wondrous Item, summon monster V

YOKE OF THE BRAZEN BULL

40,000 GP

Slot neck; CL 13th; Weight 25 lbs.

Aura strong conjuration

This wooden yoke has polished bronze fittings burnished with flame to a lovely patina. Once every 7 days, the yoke can be placed on the neck of a horse, mule, bull, or similar quadrupedal animal, causing it to burst into flames as you hold the reins. These flames do not harm the animal but deal 1d6 points of fire damage to all adjacent creatures. After 1 round, the animal transforms into a bronze-scaled gorgon with the fire subtype and hooves of flame (dealing 1d6 points of fire damage to any creature struck by its hoof, or 2d6 points of fire damage to creatures it tramples). Its breath weapon deals &d6 points of fire damage, DC 21 Reflex half) rather than petrifying creatures. A mythic user can expend two uses of mythic power when activating the *yoke of the brazen bull* to grant the bull the savage mythic simple template^{MAdv}.

This brazen gorgon is hostile, but you can control its movement with a successful DC 22 Handle Animal check, directing it to trample creatures in its path. You can command it to attack (including using its breath weapon) as you direct with a successful DC 29 Handle Animal check. A mythic creature adds its mythic rank or tier as a bonus on all Handle Animal checks to control the brazen bull, and when expending a mythic surge to add to such a check may roll the surge die twice and take the better result.

The user must make a Handle Animal check as a swift or move action each round at the beginning of their turn. If the check fails, the brazen bull refuses to move. If the user fails the check by 5 or more (or on a natural 1 in any case), the bull attacks them. Each time it hits the user with an attack, the user must succeed on a DC 21 Fortitude save or lose their grip on the reins, allowing it to roam free and attack as it will. The brazen bull can be controlled again only by successfully grappling it, allowing a creature to seize the reins once more and attempt a new Handle Animal check to control it. A druid or ranger can attempt to calm the brazen bull with wild empathy, allowing a creature to take the reins once again. An Intimidate check can be substited for a Handle Animal check to control the brazen bull, but the DC is increased by 5. The brazen bull remains present as long as its reins are held and for 1 minute thereafter, up to a maximum of 1 hour. It can be commanded to return to its normal form with a successful DC 30 Handle Animal check in three consecutive rounds, or by making it helpful with wild empathy. Any damage taken or harmful conditions suffered by the brazen bull are removedwhen it returns to its true form. The transformation also ends if the brazen bull is killed, which causes the *yoke* to cease functioning for 1 month.

A creature holding the *yoke of the brazen bull* moves with the bull as it moves, as if mounted and riding it, though the user gains none of the other benefits of being mounted and maintain its own separate space adjacent to the bull. As a standard action, the user can create a heavy brazen plow that furrows the ground behind the bull as it moves. While the plow is present, the brazen bull can attempt a combat maneuver check to trip all creatures it tramples during its turn, making a check and comparing it to the CMD of each creature in its path. Any creature knocked prone takes 3d6 points of slashing damage from the plow. The newly furrowed ground left in the bull's path is considered difficult terrain for 1 hour for all Medium or smaller creatures.

In addition, if the user plows a 30-foot-square area (requiring three rounds), the user can sow the teeth of a dragon or magical beast with 8 or more Hit Dice in that furrowed ground. One round later, a small army of soldiers crawls forth from the ground and immediate falls upon one another in a savage battle that lasts. 1d4 rounds. These soldiers focus entirely on one another and do not leave the furrowed ground, though any creature entering or beginning its turn within the area takes 3d6 points of bludgeoning, piercing, and slashing damage per round. After this brief melee, the slain soldiers and their gear crumble to dust leaving behind a small squad of survivors, identical to the barbarian constructs summoned by a horn of valhalla (roll randomly each time this ritual is performed to see what level of soldiers are created). These soldiers follow the user's commands for 1 hour or until destroyed. At the GM's option, the soldiers created may be fighters (rather than barbarians) with the phalanx soldierAPG archetype and/or the Phalanx Formation^{MTT} feat. A mythic user can expend two uses of mythic power when sowing the teeth to grant the warriors the invincible mythic simple template^{MAdv}.

CONSTRUCTION REQUIREMENTS COST 20,000 GP Craft Wondrous Item, fireball, polymorph, summon monster VI

CERBERI

Every strip of this three-headed hound's hide has been peeled away, leaving wet sinew and bulging tendons exposed.

CR 7/MR 3

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Pathfinder Roleplaying Game Bestiary 3

LE Medium outsider (evil, extraplanar, lawful, mythic)

Init +6; Senses soul scent, threefold watcher^{MA}; Perception +15

DEFENSE

AC 21, touch 12, flat-footed 19 (+2 Dex, +9 natural) hp 106 (8d10+62)

Fort +10, Ref +8, Will +4

Defensive Abilities guardian stance^{MA}; DR 5/epic

OFFENSE

Speed 40 ft.

Melee 3 bites +12 (1d6+6 plus cerberus's jaws)

Special Attacks feral savagery (full attack)^{MA}, flaying jaws^{MA}, mythic power (3/day, surge +1d6), rend (2 bites, 1d6+6 or 3 bites, 1d6+12)

STATISTICS

Str 18, Dex 14, Con 19, Int 6, Wis 15, Cha 9

Base Atk +8; CMB +12; CMD 24 (28 vs. trip)

- Feats Alertness, Combat Reflexes^{MF}, Improved Initiative, Stand Still^{MF}
- Skills Acrobatics +13 (+17 when jumping), Perception +15, Sense Motive +4, Stealth +13, Survival +10 (+14 when tracking

undead); Racial Modifiers +4 Survival when tracking undead

Languages Infernal (cannot speak)

ECOLOGY

Environment any (Hell)

Organization solitary, pair, or pack (3-9) **Treasure** standard

SPECIAL ABILITIES

Cerberus's Jaws (Su) Curse—bite; save Fort DC 18; effect dimensional anchoring. A creature affected by this curse cannot utilize extradimensional travel such as *teleport*, as if it were under the effect of a *dimensional anchor* spell. The save DC is Constitution-based.

Flaying Jaws (Su) The bite of a mythic cerberi inflicts persistent wounds that cause 1 point of bleed damage for each head that strikes the target in a single round. This bleed damage stacks with itself, up to a maximum of 3 points of bleed damage per round. In addition, when a mythic cerberi rends a creature, it tears off some of that creature's skin, dealing 1 point each of Constitution and Charisma damage and reducing the target's natural armor bonus to AC by 1 (minimum 0). If it rends with all three heads in the same round, this damage and reduction to AC is increased by 1, and if any bite attack that is part of rend is a critical hit, the target takes 1 point of Constitution bleed as well. Bleed caused from an infernal wound is particularly difficult to stanch—a DC 19 Heal check stops the damage, and any attempt to heal a creature suffering from an infernal wound must succeed on a DC 18 caster level check or the spell does not function. Success indicates the healing works normally and stops all bleed effects on the victim.

Guardian Stance (Ex) As a free action, a mythic cerberi can assume a deadly defensive stance, granting it immunity to fear as well as a +4 morale bonus to its Strength and Constitution, a +2 dodge bonus to AC, and a +2 morale bonus on Will saves. While in this guardian stance, the mythic cerberi cannot move but its reach with its bite attacks is increased to 10 feet. A mythic cerberi can maintain this stance for up to 10 rounds per day, and when the stance ends it becomes fatigued for a number of rounds equal to twice the number of rounds it maintained the stance. A mythic cerberi regains 1 round of its guardian stance whenever it confirms a critical hit against a living creature or reduces a living creature below o hit points, though it cannot exceed its maximum of 10 rounds,

Soul Scent (Su) This ability functions as the scent ability, save that it also grants the cerberi a +4 racial bonus on Survival checks made to track undead. This ability even allows a cerberi to track the passage of an incorporeal creature.

Threefold Watcher (Ex) A mythic cerberi's consciousness and senses are split between its three heads. It gains all-around vision at all times, and it can expend one use of its mythic power to gain the benefits of *see invisibility* for 1 hour, or two uses of its mythic power to gain the benefits of *true seeing* for 1 minute. In addition, if it is targeted with mind-affected effect or an effect that causes blindness or deafness, it can expend one use of its mythic power when making its saving throw to roll three times and choose the best result. If all three saves succeed, it is completely unaffected even if the effect normally has a partial effect on a successful save. This ability does not apply against effects that affect an area.

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

STAND STILL (Combat, Mythic) None shall pass.

Prerequisites: Stand StillCRB.

Benefit: When you successfully use the Stand Still feat to, make a combat maneuver check to force a foe to stop moving, you may also deal melee damage to that foe with a natural or unarmed attack or a weapon you have in hand.

CHARYBDIS

An immense spiny monster, its back plated in chitin and its belly in thick folds of blubber, rises hungrily from the center of a whirlpool.

GIANT MYTHIC CHARYBDIS

CR 17/MR 6

XP 102,400

Pathfinder Roleplaying Game Bestiary 2 CN Colossal aberration (aquatic, mythic)

Init +2; Senses blindsight 60 ft., darkvision 120 ft.; Perception +23

DEFENSE

AC 32, touch 1, flat-footed 32 (-1 Dex, +31 natural, -8 size) hp 280 (16d8+208); fast healing 10 Fort +15, Ref +3, Will +16

Defensive Abilities fortification (50%)^{MA}, surging tide^{MA}; DR 10/epic; Immune acid; Resist cold 20

OFFENSE

Speed 20 ft., swim 50 ft.

Melee bite +20 (4d6+16/19-20/x3 plus grab), 2 claws +20 (2d8+16) Space 30 ft.; Reach 30 ft.

Special Attacks drowning gullet^{MA}, fast swallow, mythic power (6/ day, surge +1d8), mythic spell-like abilities^{MA}, rake^{MA} (2 claws +20, 2d8+16), rending claws, seamaster^{MA}, swallow whole (6d6 bludgeoning damage plus 6d6 acid damage, AC 25, hp 28), vortex^{MA}

Spell-like Abilities (CL 16th; concentration +20)

3/day—control water 1/day—seamantle^{APG} (DC 22), tsunami^{APG} (DC 23), vortex^{APG} (DC 21)

STATISTICS

Str 42, Dex 7, Con 31, Int 4, Wis 19, Cha 6

Base Atk +12; CMB +36 (+40 grapple); CMD 44 (can't be tripped) Feats Combat Reflexes^{MF}, Improved Critical^{MF} (bite), Improved Initiative, Improved Vital Strike, Inescapable Grasp^{MF}, Iron Will,

Power Attack, Snatch, Vital Strike

Skills Perception +23, Swim +24

Languages Aquan

ECOLOGY

Environment any oceans Organization solitary

Treasure standard

SPECIAL ABILITIES

6

- Drowning Gullet (Ex) The gullet of a charybdis is larger on the inside. than the outside, and the water within seethes with the turbid pressure of the ocean depths. The interior of its stomach is pitch black unless swallowed creatures bring their own light source, and swallowed creatures must succeed on a DC 32 Fortitude save each round or take 1d6 points of nonlethal damage (halved if immune or resistant to cold) and become fatigued. Each failed save also reduces the remaining duration in which creatures can hold their breath by 1d6 rounds.
- Rending Claws (Ex) A charybdis's claws are particularly devastating when used against objects, and ignore the first 10 points of an object's hardness rating.
- Mythic Spell-Like Abilities (Su) Three times per day, a mythic charybdis may use the mythic spell version of any of its corresponding spell-like abilities. The monster must expend the same amount of mythic power that would normally be required to cast a mythic spell, treating its mythic rank as its mythic tier for the purpose of qualifying to use augmented versions of mythic spells.

Seamaster (Sp) A mythic charybdis gains the following spell-like abilities: 3/day-control water; 1/day-seamantle, tsunami, vortex. It uses its Wisdom to determine save DCs and concentration checks with these abilities. As a swift action, a mythic charybdis can expend one use of its mythic power to use a specialized greater dispel magic effect (caster level 16th) that speficially affects spells that aid land creatures in controlling or surviving in the sea, such as freedom of movement, touch of the sea, water breathing, spells with the water subtype, and polymorph effects (and similar spells at the GM's option). This does not affect effects created by the charybdis.

Surging Tide (Ex) The water within 30 feet of a mythic charybdis is always roiling and churning (unless the charybdis wishes it to be still). This obscures vision, granting concealment to creatures more than 5 feet away and total concealment to creatures 20 or more feet away. Creatures other than the charybdis moving through this surging tide do so at half speed, and they take a -2 penalty on meleeattack rolls and melee damage rolls, while ranged weapon attacks are entirely ineffective. Creatures other than the charybdis cannot take a 5-foot-step within the surging tide. Freedom of movement negates the movement and melee attack penalties from this effect, but not its effect on vision and ranged attacks. This effect also applies to creatures swallowed by the charybdis.

Vortex (Su) A charybdis can generate a whirlpool as a standard action at will. This ability functions identically to the whirlwind special attack, but the whirlpool can only form underwater and cannot leave the water; however, if any portion of the mythic charybdis's body is above the surface of the water it can cause the vortex to fill its own space and extend up to 30 feet above its body. It's a DC 34 Reflex save to avoid being caught by the charybdis's vortex. The vortex itself is 30 feet across and 180 feet deep, and deals 3d8+24 points of damage per round. The save DC is Strength-based. A ship that is equal in length or shorter than the vortex's width that passes through a vortex takes 3d8+24 points of damage and is caught up by the current. If the boat's captain makes a DC 25 Profession (sailor) check (or if the boat is longer than the vortex's width), the boat takes only half damage and is not caught up by the vortex.

The Inescapable Grasp mythic feat appears in the Mythic Monster Manual from Legendary Games. It is reprinted here for ease of reference.

INESCAPABLE GRASP (Combat, Mythic)

It is almost impossible for foes to wriggle free from your grasp.

Prerequisite: Improved Grapple or grab special attack.

Benefit: Your CMD against attempts to escape from your grapple is increased by an amount equal to your mythic tier, whether such attempts are made as a grapple combat maneuver or an Escape Artist skill check. In addition, you can grapple creatures using freedom of movement, though you take a base -20 penalty on combat maneuver checks made to grapple such a target. This penalty is reduced by an amount equal to your mythic tier (if your target is a mythic creature or is using mythic freedom of movement) or by twice your mythic tier otherwise.



CHIMERA

Every strip of this three-headed hound's hide has been peeled away, leaving wet sinew and bulging tendons exposed.

MYTHIC CHIMERA

CR 9/MR 4

XP 6,400 Pathfinder Roleplaying Game Bestiary

CE Large magical beast (mythic)

Init +10/-10, <u>dual initiative</u>^{MA}; **Senses** darkvision 60 ft., low-light vision, scent; Perception +17

DEFENSE

AC 24, touch 11, flat-footed 22 (+2 Dex, +13 natural, -1 size) hp 116 (9d10+67)

Fort +9, Ref +8, Will +6

Defensive Abilities impenetrable hide^{MA}; **DR** 15/bludgeoning and 5/epic

OFFENSE

Speed 30 ft., fly 50 ft. (poor)

- Melee bites +14 (2d6+5/19-20), bite +14 (1d8+5/19-20), gore +13 (1d8+5), 2 claws +13 (1d6+5)
- **Special Attacks** breath weapon (80-ft. line or 40-ft. cone, 6d8 points of energy damage plus 2d8 points of piercing damage, Reflex DC 19 half, usable every 1d4 rounds), coordinated bites^{MA}, crushing jaws^{MA}, mythic breath^{MA}, <u>mythic</u> power (4/day, surge +1d8)

STATISTICS

Str 21, Dex 14, Con 17, Int 4, Wis 13, Cha 10

Base Atk +9; CMB +15; CMD 27 (31 vs. trip)

- **Feats** Ability Focus (mythic breath), Devastating Breath^{MF}, Improved Critical (bite), Improved Initiative^{MF}, Iron Will, Power Attack^{MF}, Weapon Focus (bite)
- **Skills** Fly +5, Perception +17, Stealth -2 (+2 in scrubland or brush)

Languages Draconic

ECOLOGY

Environment temperate hills Organization solitary, pair, pride (3–6), or flight (7–12)

Treasure standard

SPECIAL ABILITIES

Coordinated Bites (Ex) If a mythic chimera attacks a single target with both of its bite attacks, that target becomes flat-footed against the chimera until the beginning of the chimera's next turn. It is not considered flat-footed against any other target.

Crushing Jaws (Ex) If a mythic chimera hits a target with both bite attacks, it can expend one use of its mythic power as a swift action to savage its prey, dealing 2d6+1d8+7 points of damage. In addition, the target is saggered by the pain of this chewing for 1d4 rounds (DC 19 Fortitude negates). The save DC is Strength-based. Impenetrable Hide (Ex) A mythic chimera's hide cannot be cut or pierced by non-epic weapons. It gains DR 15/bludgeoning and is immune to bleed damage and blood drain. A mythic chimera has a 50% chance to negate any critical hit or precision-based damage dealt by a piercing or slashing weapon. This ability has no effect on attacks with epic piercing or slashing weapons or artifacts.

Mythic Breath (Su) A mythic chimera's breath weapon is enhanced in power, affecting a line or cone of twice the normal length and dealing an additional 2d8 points of piercing damage from solid shards of raw elemental material infusing its breath.

The Devastating Breath mythic feat appears in the **Mythic Monster Manual** from Legendary Games. It is reprinted here for ease of reference.

DEVASTATING BREATH (Mythic)

Your breath unleashes an irresistible holocaust of destruction.

Prerequisite: Con 19, breath weapon special attack.

Benefit: Your breath weapon ignores the energy resistance of non-mythic creatures and the hardness of non-mythic objects. Non-mythic creatures with immunity to the energy type of your breath weapon take half damage, save that creatures with the cold subtype or fire subtype take no damage from breath weapons of that energy type. You are always immune to your own breath weapon. A creature that has vulnerability against the energy type of your breath weapon takes double damage instead of 150% normal damage.

If you expend one use of your mythic power as a free action when using your breath weapon, you also affect mythic creatures as described above, and your breath weapon bypasses the energy immunity of non-mythic creatures (except creatures with the cold and fire subtypes against cold or fire damage, respectively).

CYCLOPS

This hulking forger of lightning bolts stands a foot taller than its earthly kin. The single bulging eye in its forehead glints with a greater awareness and intelligence.

MYTHIC CYCLOPS

CR 6/MR 2

XP 2,400 Pathfinder Roleplaying Game Bestiary NE Large humanoid (giant, mythic) Init –1; Senses low-light vision; Perception +11

DEFENSE

AC 21, touch 8, flat-footed 21 (+4 armor, –1 Dex, +9 natural, –1 size) **hp** 81 (10d8+36)

Fort +9, Ref +4, Will +4

Defensive Abilities ferocity, prescient combat^{MA}; **DR** 5/epic

OFFENSE

Speed 20 ft. Melee greataxe +11/+6 (3d6+7/x3) Ranged heavy crossbow +5 (2d8/19-20) Space 10 ft.; Reach 10 ft. Special Attacks mythic power (2/day, surge +1d6) Spell-Like Abilities (CL 10th; concentration +9) 1/day—legendary vision^{MA}

STATISTICS

Str 21, Dex 8, Con 15, Int 12, Wis 13, Cha 8

Base Atk +7; CMB +13 (+15 bull rush); CMD 22 (24 vs. bull rush) Feats Alertness, Craft Magic Arms and Armor^B, Improved Bull Rush, Lightning Reflexes, Master Craftsman, Power Attack Skills Craft (armor) +14, Craft (weapons) +14, Intimidate +10, Perception +11, Sense Motive +5, Survival +6; Racial Modifiers +8 Perception

Languages Common, Giant, Cyclops **SQ** mythic flash of insight^{MA}

ECOLOGY

Environment any temperate or tropical or extraplanar Organization solitary or conclave (2–6) or tribe (7–18) Treasure standard (hide armor, Large greataxe, Large heavy crossbow, magic weapon or armor of any size)

SPECIAL ABILITIES

Legendary Vision (Sp) Once per day, a mythic cyclops may peer into an individual's possible future destinies. This allows the mythic cyclops to grant the benefit of a moment of prescience to himself or to the creature he observes. If the cyclops this effect to himself, the bonus must be applied on a roll that affects or interacts with the the creature he chooses. Alternatively, he can see farther into the creature's future, as if he had cast a vision spell, but usually for a specific purpose. The vision provides insight on how the individual may either acquire mythic ranks or paths, or how to progress further in their mythic ascension. Optionally, if the GM does not permit mythic ascension, this vision can describe a path to glory or great personal success. Titanbrood cyclopes do not grant access to this ability lightly and/or without demands of compensation, although some have granted it in exchange for an oath to spare their lives. Mythic Blacksmith (Ex) A mythic cyclops gains Master Craftsman as a bonus feat in place of gaining a mythic feat. If the mythic cyclops expends two uses of its mythic power, it gains Craft Magic Arms and Armor as a bonus feat for 24 hours. Mythic Flash of Insight (Su) Once per day as an immediate action, a mythic cyclops can peer into an occluded visual

action, a mythic cyclops can peer into an occluded visual spectrum of possible futures, gaining insight that allows it to select the exact result of one die roll before the roll is made. As part of the same action, the mythic cyclops may choose to expend a mythic surge to affect any die roll affected by this flash of insight, and may select the result of its surge die on this roll as well. The mythic cyclops may spend one use of mythic power to utilize this ability an additional time, subject to limitations on immediate actions. Additionally, when a mythic cyclops spends a use of its mythic power in this way, it may (unlike a normal cyclops) affect the die rolls made by other creatures.

Prescient Combat (Su) A mythic cyclops' prescience grants them a split-second awareness of future attacks made against them. This functions identically to uncanny dodge rogue class ability. If the cyclops acquires uncanny dodge from another source, it automatically gains improved uncanny dodge. Additionally, mythic cyclopses are immune to precision-based damage specifically from sneak attacks. They are still subject to critical hits.



DRYAD

This strange, beautiful woman has flesh that seems made of wood and vibrant hair that resembles leaves and blossoms.

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MYTHIC DRYAD CR 4/MR 2
XP 1,200
CG Medium fey (mythic)
Init +5; Senses low-light vision; Perception +11
DEFENSE
AC 20, touch 15, flat-footed 15 (+5 Dex, +5 natural) hp 39 (6d6+18)
Fort +5, Ref +10, Will +7
DR 5/cold iron and epic
Weaknesses tree dependent
OFFENSE
Speed 30 ft.
Melee dagger +8 (1d4+5)
Ranged masterwork longbow +9 (1d8)
Special Attacks mythic power (2/day, surge +1d6)
Spell-Like Abilities (CL 6th)
Constant—speak with plants
At will—entangle (DC 15), tree shape, wood shape (1 lb. only)
, 3/day—charm person (DC 15), deep slumber (DC 17), tree stride
1/day—suggestion (DC 17)
STATISTICS
Str 10, Dex 21, Con 13, Int 14, Wis 15, Cha 18
Base Atk +3; CMB +3; CMD 18
Feats Great Fortitude, Stealthy, Weapon Finesse ^{MF}
Skills Climb +9, Craft (sculpture) +11, Escape Artist +16, Handle
Animal +10, Knowledge (nature) +11, Perception +11, Stealth
+16, Survival +8; Racial Modifiers +6 Craft (wood)
Languages Common, Elven, Sylvan; speak with plants
SQ earthchurner ^{MA} , firewatch ^{MA} , impenetrable thicket ^{MA} , tree meld, wild empathy, woodcraft

ECOLOGY

Environment temperate forests Organization solitary, pair, or grove (3–8) Treasure standard (dagger, masterwork longbow with 20 arrows, other treasure)

SPECIAL ABILITIES

Earthchurner (Su) A mythic dryad can animate her bonded tree and weaken the earth around its roots, allowing the tree to lurch forward at a speed of 10 ft. Moving her bonded tree in this way leaves a clear path of churned earth.

Firewatch (Su) A mythic dryad always knows the location of all fire within 1 mile of her bonded tree.

- **Impenetrable Thicket (Su)** When a mythic dryad uses entangle within 100 feet of her bonded tree, the entanglement is so thick that it blocks sight for creatures large and smaller, granting concealment to all non-adjacent creatures. A mythic dryad may expend one use of mythic power to increase the DC of a single strength or escape artist check made to escape the thicket by 10.
- **Tree Meld (Su)** A dryad can meld with any tree, similar to how the spell *meld into stone* functions. She can remain melded with a tree as long as she wishes.
- **Tree Dependent (Su)** A dryad is mystically bonded to a single, enormous tree and must never stray more than 300 yards from it. Most dryad trees are oak trees, but other trees function as well (often having subtle influences on a specific dryad's personality and appearance). A dryad who moves 300 yards beyond her bonded tree immediately becomes sickened. Every hour thereafter, she must make a DC 15 Fortitude save to resist becoming nauseated for an hour. A dryad that is out of range of her bonded tree for 24 hours takes 1d6 points of Constitution damage, and another 1d6 points of Constitution damage every day that follows eventually, this separation kills the dryad. A dryad can forge a new bond with a new tree by performing a 24-hour ritual and making a successful DC 20 Will save.
- Wild Empathy (Su) This works like the druid's wild empathy class feature, except the dryad has a +6 racial bonus on the check. Dryads with druid levels add this racial modifier to their wild empathy checks.

Woodcraft (Ex) A dryad has a +6 racial bonus to Craft checks involving wood, and is always treated as if she had masterwork artisan's woodworking tools when making such checks.

FAUN

This capricious figure has the upper torso, arms, and head of a man, but goat-like legs, a tail, and curling horns on his head.

MYTHIC FAUN	CR 2/MR 1
XP 600	191251
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CG Medium fey (mythic) Init +3; Senses low-light vision; Perception +8

DEFENSE

AC 17, touch 13, flat-footed 14 (+3 Dex, +4 natural) hp 19 (3d6+9) Fort +2, Ref +6, Will +5 DR 2/cold iron and epic

OFFENSE

Speed 30 ft.

- Melee dagger +4 ($1d_4+2/19-20$)
- Ranged shortbow +4 (1d6/x3)
- **Special Attacks** <u>mythic power</u> (1/day, surge +1d6), panpipes, simple bardic spellcasting^{MA}, sleep arrow^{MA}
- Spell-Like Abilities (CL 3rd; concentration +6)
- At will—ghost sound (DC 13) 1/day—hideous laughter (DC 14), sleep (DC 14)
- Bard Spells Prepared (CL 3rd; concentration +6)
- 2nd—suggestion (DC 15)
- 1st—charm person (DC 14), vanish

STATISTICS

Str 14, Dex 16, Con 13, Int 11, Wis 14, Cha 17
Base Atk +1; CMB +3; CMD 16
Feats Point-Blank Shot^{MF}, Weapon Finesse
Skills Acrobatics +8, Bluff +9, Perception +8, Perform (wind) +11, Sense Motive +7, Stealth +9, Survival +4

Languages Common, Sylvan

ECOLOGY

Environment temperate forests Organization solitary, pair, or band (3-8) Treasure standard (dagger, shortbow with 20 arrows, masterwork panpipes, other treasure)

SPECIAL ABILITIES

- Panpipes (Su) Three times per day, a faun can use its masterwork panpipes to augment its spell-like abilities. Doing so is a swift action that increases the DC of the next spell-like ability it uses on its turn by +2.
- Simple Bardic Spellcasting: A mythic faun gains the ability to cast up to four levels of arcane spells of 2nd level or lower from the bard spell list; o-level spells are treated as 1/2 spell level toward this total. It can cast each spell once per day (caster level 3rd), using its Charisma modifier to determine its spell DCs. A typical mythic faun learns *charm person*, *suggestion*, and *vanish*. A mythic faun can use its panpipes to increase the DC of its spell-like abilities or of a bardic spell it casts.
- Sleep Arrow (Su) Three times per day as a swift action, a mythic faun can enchant an arrow it touches into a *sleep arrow*. If not used within 1 round, this effect is wasted. A mythic faun can expend one use of its mythic power when it hits a creature with a *sleep arrow*, forcing the target to roll twice on the saving throw, taking the worse result.



GORGON

This bull-like creature seems to be made of interlocking metallic plates. Faint plumes of green smoke puff from its mouth.

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MVTU	C GORGON	

XP 6,400

N Large magical beast (mythic)

Init +4; Senses darkvision 60 ft., low-light vision, scent; Perception +17

DEFENSE

AC 24, touch 9, flat-footed 24 (+15 natural, -1 size) hp 140 (8d10+96)

Fort +13, Ref +6, Will +7

DR 5/Epic

Immune charm and fear effects

OFFENSE

Speed 30 ft.

Melee gore +16 (2d8+8), 2 hooves +11 (1d6+4) Space 10 ft.; Reach 5 ft.

Special Attacks enhanced breath weapon^{MA} (60-foot cone, turn to stone, Fortitude DC 25 negates), mythic power (4/ day, surge +1d8), shatterskin^{MMA}, stone crush^{MA}, trample (2d8+12, DC 21)

STATISTICS

Str-28, Dex 10, Con 24, Int 2, Wis 16, Cha 9 Base Atk +8; CMB +18 (sunder +22); CMD 28 Feats Improved Initiative, Improved Sunder^{MF}, Iron Will, Power

Attack, Skill Focus (Perception)

Skills Perception +17

SQ single-minded aggression^{MA}

ECOLOGY

Environment temperate plains, rocky hills, and underground **Organization** solitary, pair, pack (3–4), or herd (5–12) **Treasure** none

SPECIAL ABILITIES

CR 10/MR 4

Enhanced Breath Weapon (Su) A mythic gorgon can use its breath weapon once every 1d4+1 rounds to create a 60-foot cone of green gas. Those caught in the area of the gas can attempt a DC 25 Fortitude save to resist the effects, but those who fail the save are immediately petrified. This petrification is temporary—each round, a petrified creature can attempt a new DC 25 Fortitude save to recover from the petrification as long as it is not caught within the area of effect of the gorgon's breath weapon a second time while petrified. A creature exposed to the gorgon's breath a second time while already petrified becomes permanently petrified, and can no longer attempt to make additional Fortitude saves to recover naturally. The save DC is Constitution-based and includes a bonus equal to the mythic gorgon's mythic rank.

Single-Minded Aggression (Ex) A mythic gorgon is immune tocharm and fear effects.

Shatterskin (Su) A mythic gorgon struck by a melee weapon may expend one use of mythic power to make a sunder combat maneuver against the weapon.

Stone Crush (Ex) When a mythic gorgon uses trample on a petrified creature, the trample damage ignores the hardness of the stone.

HARPY

Save for the tattered wings and taloned feet, this creature resembles a feral woman with a wild look about her.

MYTHIC HARPY

XP 1,600

CE Medium monstrous humanoid (mythic)

Init +2; Senses darkvision 60 ft.; Perception +7

DEFENSE

AC 18, touch 13, flat-footed 15 (+2 armor, +2 Dex, +1 dodge, +3 natural)

hp 58 (7d10+20)

Fort +4, Ref +7, Will +6

DR 5/Epic

OFFENSE

Speed 20 ft., fly 80 ft. (average)

Melee morningstar +8/+3 (1d8+1), 2 talons +3 (1d6)

Special Attacks captivating song, conciliatory charm^{MMA},

curdling call^{MA}, mythic power (2/day, surge +1d6)

STATISTICS

Str 12, Dex 15, Con 10, Int 7, Wis 12, Cha 20

Base Atk +7; CMB +8; CMD 21

Feats Dodge, Flyby Attack, Great Fortitude^{MF}, Skill Focus (Bluff) Skills Bluff +8, Fly +12, Intimidate +8, Perception +7, Perform

(song) +6 Languages Common

ECOLOGY

Environment temperate marshes

Organization solitary, pair, or flight (3-12)

Treasure standard (leather armor, morningstar, and other treasure)

SPECIAL ABILITIES

Captivating Song (Su) A harpy's song has the power to infect the minds of those that hear it, calling them to the harpy's side. When a harpy sings, all creatures aside from other harpies within a 300-foot spread must succeed on a DC 17 Will saving throw or become captivated. A creature that successfully saves is not subject to the same harpy's song for 24 hours. A victim under the effects of the captivating song moves toward the harpy using the most direct means available. If the path leads them into a dangerous area such as through fire or off a cliff, that creature receives a second saving throw to end the effect before moving into peril. Captivated creatures can take no actions other than to defend themselves. A victim within 5 feet of the harpy simply stands and offers no resistance to the harpy's attacks. This effect continues for as long as the harpy sings and for 1 round thereafter. This is a sonic mind-affecting charm effect. The save DC is Charisma-based.

Conciliatory Charm (Su) When an intelligent creature saves against a mythic harpy's Captivating Song, the mythic harpy makes an opposed bluff check with an additional +4 bonus. If the bluff check succeeds, the target ignores the captivating nature of the harpy's song and accepts the harpy's explanation for why other creatures are captivated.

Curdling Call (Su) As a standard action a mythic harpy may expend one use of mythic power to emit a high-pitched ragged screech. The screech causes food and drink within 30 feet to spoil. Unattended potions are affected as are attended magic potions unless their bearer succeeds on a DC 17 Will save. The save DC is Charisma-based.

OCEANID

This beautiful woman is clad only in sea foam and her long, white hair, which cascades over her body.

CR 8/MR 3

XP 4,800

CR 5/MR 2

Pathfinder Roleplaying Game Bestiary 4 CN Medium fey (mythic, water) Init +8; Senses darkvision 120 ft., low-light vision, tremorsense 30 ft. (in water only); Perception +16

DEFENSE

MYTHIC OCEANID

AC 25, touch 16, flat-footed 19 (+4 Dex, +2 dodge, +9 natural) hp 94 (9d6+63); fast healing 10 (in salt water only) Fort +8, Ref +10, Will +10

DR 10/cold iron and epic; Immune acid; Resist cold 30

Weaknesses vulnerable to fire, water dependency, water magic OFFENSE

Speed 20 ft., swim 80 ft.; jet^{MA} 320 ft.

Melee slam +6 (1d4+3)

Ranged waterspout +8 (7d6)

Special Attacks aquatic caprice^{MA}, hull breach^{MA}, <u>mythic power</u> (3/day, surge +1d6), water telekinesis

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

Constant—speak with animals (sea creatures only)

At will—control water, create water, purify food and drink (water only), water breathing (up to 9 creatures at a time)

3/day—control winds, summon nature's ally V (sea creatures or water elementals only)

1/day—control weather

STATISTICS

Str 14, Dex 19, Con 20, Int 14, Wis 19, Cha 23

Base Atk +4; CMB +6; CMD 26

Feats Combat Casting, Defensive Combat Training, Dodge^{MF}, Improved Initiative, Mobility^{MF}

Skills Diplomacy +18, Handle Animal +15, Intimidate +15, Knowledge (nature) +14, Perception +16, Sense Motive +16, Stealth +16, Swim +22

Languages Aquan, Common, Sylvan, speak with animals (sea creatures only)

SQ ocean friend^{MA}, waveglide

ECOLOGY

Environment any oceans Organization solitary Treasure standard SPECIAL ABILITIES

Aquatic Caprice (Su) By expending one use of mythic power, a mythic oceanid can affect a single water vehicle for 24 hours. The vessel gains a 30-foot enhancement bonus to its speed and a 10-foot enhancement bonus to its acceleration, or it takes a 30-foot penalty to its speed and a 10-foot penalty to its acceleration. If the oceanid is within a mile of the vessel, she can change the effect as a standard action without having to expend uses of mythic power. The captain of the vessel can negate this effect entirely by succeeding at a DC 23 Will save. The save DC is Charisma-based and includes the mythic oceanid's mythic rank.

Hull Breach (Ex) A mythic oceanid can user her water telekinesis ability against a boat or ship, dealing 7d6 pionts of bludgeoning damage to the vessal as per normal and making a free capsize attempt using the combat maneuver bonus granted by water telekinesis and adding her mythic rank to the check.

Ocean Friend (Su) A mythic oceanid can use her summon nature's ally V spell-like ability as a standard action. She can expend one use of mythic power to use the spell-like ability as a swift action instead.

Additionally water elementals and aquatic animals (including summoned creatures) will not attack a mythic oceanid unless she attacks them first.

Water Dependency (Ex) An oceanid can survive out of the water for 1 hour per point of Constitution. After this limit, she takes 1 point of Constitution damage each hour until immersed in salt water.

Water Magic (Su) An oceanid can use her spell-like abilities only when she is in the ocean or within 1 mile of the ocean.

Water Telekinesis (Su) When immersed in water, an oceanid can manipulate water to affect creatures and objects within 500 feet that are in contact with the same body of water. This functions as the combat maneuver form of the *telekinesis* spell (caster level 9th, combat maneuver bonus +15), including the need to maintain concentration. This ability also allows her to create a small waterspout as a standard action once per round, striking an opponent within 100 feet with a blast of water as a ranged attack that deals 7d6 points of bludgeoning damage. Waveglide (Su) An oceanid can create waves and currents to double or halve the speed of creatures or objects traveling on the surface of the water, affecting up to 100 contiguous 5-foot squares in a shapeable area (typically enough for one warship or two small sailing ships). This ability has a range of 1,000 feet, requires line of effect to some part of the area, and lasts as long as the oceanid concentrates. An unwilling target can ignore the effect for 1 round by succeeding at a DC 20 Will saving throw. The save DC is Charisma-based.

SCYLLA

This horrifying creature has the upper body of a beautiful woman, but a lower body of snapping wolf heads and writhing tentacles.

MYTHIC SCYLLA

XP 307,200

Pathfinder Roleplaying Game Bestiary 2

CE Huge aberration (aquatic, mythic)

Init +15/-5, <u>dual initiative</u>^{MA}; **Senses** all-around vision, blindsight 30 ft., darkvision 60 ft., low-light vision, <u>mistsight</u>^{MA}, see *invisibility*; Perception +29

Aura frightful presence (30 ft., DC 26)

DEFENSE

AC 42, touch 24, flat-footed 26 (+15 Dex, +1 dodge, +18 natural, -2 size)

hp 314 (20d8+224); fast healing 10

Fort +14, Ref +21, Will +18

Defensive Abilities freedom of movement, improved evasion, second save^{MA}; DR 10/cold iron, epic, and lawful; Immune cold, charm effects, confusion and insanity effects; Resist acid 20, fire 20; SR 35

OFFENSE

Speed 30 ft., swim 50 ft.

Melee 4 bites +29 (1d8+15/19–20/x3 plus bleed), 4 tentacles +27 (1d6+15 plus grab)

Space 15 ft.; Reach 15 ft.

Special Attacks bleed (1d6), constrict (1d6+8), flexible grappler^{MA}, <u>mythic power</u> (8/day, surge +1d10), mythic drain^{MA}, mythic spell-like abilities^{MA}, toss overboard^{MA}, wolf down^{MA}

Spell-Like Abilities (CL 16th; concentration +22)

- Constant—freedom of movement, nondetection, see invisibility At will—acid arrow, control water, fog cloud, greater dispel magic, major image (DC 19)
- 3/day—black tentacles, charm monster (DC 20), insanity (DC 23), mirage arcana (DC 21), solid fog
- 1/day—control weather, power word stun, project image (DC 23), summon (level 8, 1 charybdis)

STATISTICS

Str 27, Dex 40, Con 27, Int 20, Wis 23, Cha 22

Base Atk +15; CMB +32 (+36 grapple); CMD 51 (can't be tripped)
 Feats Agile Maneuvers, Arms of the Deep^{MF}, Combat Reflexes, Dodge, Improved Critical (bite)^{MF}, Mobility, Multiattack, Power Attack^{MF}, Weapon Finesse^{MF}, Weapon Focus (bite), Weapon Focus (tentacles)

Skills Acrobatics +38, Bluff +26, Intimidate +29, Knowledge (nature)* +25, Perception +29, Sense Motive +26, Stealth +30,

Swim +39, Use Magic Device +26

Languages Abyssal, Aquan, Common

SQ amphibious, change shape (1 humanoid form, *alter self*), sorcerous spite^{MA}, undersized weapons*

ECOLOGY

Environment any water Organization solitary Treasure triple

SPECIAL ABILITIES

CR 20/MR 8

Flexible Grappler (Ex) A mythic scylla does not gain the grappled condition when she grapples a foe with her tentacles, and she can maintain one grapple per round as a free action, two grapples as a swift action, three grapples as a

move action, or four grapples as a standard action. **Mythic Drain (Su)** Whenever a mythic scylla confirms a critical hit with a natural weapon against a creature that has mythic power, she steals one use of that creature's mythic power and adds it to her own daily uses of mythic power. If the mythic scylla has a mythic feat or ability that has a daily limit on its use, she can use this stolen mythic power to recharge and activate one daily useof that ability, but this must be done within 1 minute of stealing the mythic power. Otherwise, the additional use of mythic power is subject to the normal restrictions on its use.

- Mythic Spell-Like Abilities (Su) Three times per day, a mythic scylla may use the mythic spell version of any of its corresponding spell-like abilities. She must expend the same amount of mythic power that would normally be required to cast a mythic spell, treating her mythic rank as her mythic tier for the purpose of qualifying to use augmented versions of mythic spells.
- **Sorcerous Spite (Su)** Mythic scyllas have a tremendous loathing for arcane spellcasters (including alchemists), due to an ancient rivality between the progenitor of their kind and a legendary sorceress. Mythic scyllas gain continuous *arcane sight*, though this effect detects only arcane spells and extracts, as well as the spellcasting ability of arcane spellcasters and extract users. Such creatures take a -8 penalty on concentration checks when threatened by a mythic scylla. When a creature casts an arcane spell or uses an arcane extract within a mythic scylla's reach, she can expend 1 use of her mythic power to make a single melee attack against that creature. This is separate from (and potentially in addition to) any attack of opportunity that would normally be provoked.
- **Toss Overboard (Ex)** When a mythic scylla successfully grapples a creature smaller than itself with one of her tentacles, as a swift action she can fling the target 1d6 x 10 feet in any direction she chooses. The creature takes 1d6 points of damage per 10 feet traveled or else falling damage from the height it was when it was grappled, whichever is greater. A mythic scylla that has summoned a charybdis often uses this ability to toss grappled creatures into the gullet of the charybdis.

Wolf Down (Ex) When a mythic scylla confirms a critical hit on a Medium or smaller creature with her bite attack, she may choose to forgo dealing additional damage in order to swallow the target whole, as though she had the fast swallow and swallow whole (6d6 acid damage, AC 19, 31 hp) special attacks. She may instead expend one use of mythic power (including a use of mythic power she gains from her mythic drain special attack) to deal normal critical hit damage and then swallow the target. Each wolf-head has its own hit points for the purpose of swallowing whole, and damage dealt a creature cutting its way out of one of a scylla's gullets does not affect the scylla's actual hit points. Cutting out of a gullet does not prevent a scylla from swallowing whole with its other bite attacks. The Arms of the Deep mythic feat appears in the *Mythic Monster Manual* from Legendary Games and is reprinted here for ease of reference.

ARMS OF THE DEEP (Mythic)

Your lashing strikes reach up from the water to strike from all directions.

Prerequisite: Large or larger size, two or more natural weapons, swim speed.

Benefit: While you are in the water, you gain the benefit of flanking whenever an ally threatens an enemy that is threatened by you. In addition, if you attack the same creature with two or more natural weapons, you provide the benefits of flanking to yourself against that target for each attack after the first.

SIREN

This creature has the body of a hawk and the head of a beautiful woman with long, shining hair.

MYTHIC SIREN

CR 6/MR 3

XP 2,400 CN Medium magical beast (mythic)

Init +3; Senses darkvision 60 ft., low-light vision; Perception +15 DEFENSE. AC 21, touch 14, flat-footed 17 (+3 Dex, +2 dodge, +7 natural) hp 82 (8d10+38) Fort +7, Ref +11, Will +6 DR 5/epic Immune mind-affecting effects OFFENSE Speed 30 ft., fly 60 ft. (good) Melee 2 talons +11 (1d6) Special Attacks bardic performance, love at first sight^{MMA}, mythic power (3/day, surge +1d6), siren's song, sneak attack +2d6 Spell-Like Abilities (CL 7th; concentration +12) 3/day—cause fear (DC 17), charm person (DC 17), deep slumber (DC 19), shout (DC 20) STATISTICS Str 10, Dex 17, Con 12, Int 14, Wis 19, Cha 23 Base Atk +8; CMB +8; CMD 22 Feats Dodge^{MF}, Flyby Attack, Lightning Reflexes^{MF}, Weapon

Finesse Skills Fly +7, Knowledge (history) +10, Perception +15, Perform

(sing) +14, Stealth +14

Languages Auran, Common

SQ persistent obsession^{MMA}

ECOLOGY

Environment temperate or warm hills **Organization** solitary or flight (2–7) **Treasure** standard

SPECIAL ABILITIES

Bardic Performance (Su) A siren may use bardic performance as a 4th-level bard (9 rounds/day), and can use countersong, distraction, fascinate, inspire competence, and inspire courage. Levels in the bard class stack with this ability.

Love at, First Sight (Su) The first time a creature sees a specific mythic siren the creature must succeed on a DC 20 Will save or be charmed as the spell charm person. Love at first sight can only affect a creature once for each mythic siren it/sees.

Persistent Obsession (Su) When a mythic siren successfully affects a creature with her obsession effect, she may expend 1 use of mythic power. The obsessed victim remains obsessed for the next 3 hours. If the mythic siren remains in control of the victim at the end of that time period she may expend another use of mythic power to extend the period of obsession by 3 days.

Siren Song (Su) When a siren sings, all non-sirens within a 300-foot spread must succeed on a DC 20 Will save or become enthralled (see below). The effect depends on the type of song the siren chooses, and continues for as long as the siren sings and for 1 round thereafter. A creature that successfully saves cannot be affected again by any of that siren's songs for 1 hour. These are sonic, mind-affecting effects. The save DC is Charisma-based. Enthralled creatures behave in one of the following four ways, which the siren chooses when she begins singing.

Captivation: A siren's song has the power to infect the minds of those that hear it, calling them to the siren's side. When a siren sings, all creatures aside from other sirens within a 300-foot spread must succeed on a DC 17 Will saving throwor become captivated. A creature that successfully saves is not subject to the same siren's song for 24 hours. A victim under the effects of the captivating song moves toward the siren using the most direct means available. If the path leads them into a dangerous area such as through fire or off a cliff, that creature receives a second saving throw to end the effect before moving into peril. Captivated creatures can take no actions other than to defend themselves. A victim within 5 feet of the siren simply stands and offers no resistance to the siren's attacks. This effect continues for as long as the siren sings and for 1 round thereafter. This is a sonic mindaffecting charm effect. The save DC is Charisma-based. Fascination: Affected creatures are fascinated.

Obsession: An obsessed victim becomes defensive of the siren and does all he can to prevent harm from coming to her, going so far as attacking his allies in her defense. The victim is not controlled by the siren, but views her as a cherished ally. This is a charm effect.

Slumber: The victim immediately falls asleep, rendering the creature helpless. While the siren is singing, no noise will wake the sleeping creature, though slapping or wounding him does. The creature continues sleeping for 1d4 minutes after the siren stops singing, but can be awakened by loud noises or any other normal method.

STYMPHALIDES

This towering, ibis-like bird appears to be sculpted from silver and brass, yet it moves with the fluidity of a living creature

MYTHIC STYMPHALIDES

C	R 10	/MR	4
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XP 9,600 Pathfinder Roleplaying Game Bestiary 3 N Large magical beast

Init +10^{MF}; Senses low-light vision; Perception +12

DEFENSE

AC 26, touch 11, flat-footed 24 (+2 Dex, +15 natural, -1 size) hp 134 (9d10+85)

Fort +11, Ref +10, Will +5

Defensive Abilities fortification (50%)^{MA}; DR 10/epic, magic, and adamantine; Immune fire Weaknesses vulnerable to sonic

OFFENSE

Speed 20 ft., fly 120 ft. (poor)

Melee bite +16 (1d8+8 plus bleed), 2 talons +16 (1d6+8), 2 wings +16 (1d6+8 plus bleed)

Ranged 2 wing razors +10 (2d6+8 plus bleed)

Space 10 ft.; Reach 5 ft.

Special Attacks bleed (1d6), deadly wings^{MA}, dreadful clamor^{MA}, glare, <u>mythic power</u> (4/day, surge +1d8), rain of razors^{MA}, shielding wings^{MA}, wing razors

STATISTICS

Str 26, Dex 15, Con 20, Int 2, Wis 15, Cha 17 Base Atk +9; CMB +16; CMD 28 Feats Critical Focus, Flyby Attack, Improved Initiative^{MF},

Lightning Reflexes^{MF}, Skill Focus (Perception)

Skills Fly +4, Perception +12

ECOLOGY

Environment warm plains or coastlines **Organization** solitary, pair, or flight (3–9) **Treasure** incidental

SPECIAL ABILITIES

Deadly Wings (Ex) A mythic stymphalidies' wings are treated as primary natural weapons, and it can attack with both wings (or wing razors) as part of the same attack action, charge action, or standard action.

Dreadful Clamor (Ex) The metallic wings of a mythic stymphalides grind and shriek.

Glare (Su) As a standard-action, in any area of normal or brighter light, a stymphalidies can ruffle its metallic feathers in such a way as to blind all creatures nearby. Any creature within 30 feet must succeed at a DC 19 Fortitude save or be blinded for 1d6 minutes. A creature can defend against this effect in the same way it would a gaze attack. This is a sightbased effect. The save DC is Constitution-based.

Rain of Razors (Ex) As a standard action, a mythic

stymphalidies can fly 60 feet in a straight line while shedding a cascade of razor-sharp feathers on creatures up to 30 feet below the 10-foot-wide path of its movement. All creatures in this area take 2d6 points of piercing and slashing damage. and 1 point of bleed damage; a successful DC 19 Reflex save halves this damage and negates bleed damage. A creature wielding a light, heavy, or tower shield can add its shield bonus to AC (though not its enhancement bonus, if any) as a bonus on its saving throw against this ability. In addition, the area where the mythic stymphalidies uses this ability is treated as if strewn with caltrops for 1 minute before these feathers crumble to dust. If the stymphalides expends one use of mythic power when using this ability, the rain of razors deals 3d6 points of piercing and slashing damage, and non-mythic creatures failing their save are entangled for 1 round by the jagged feathers. In addition, the affected area is treated as a spike stones spell for 1 minute, though unlike spike stones the fallen feathers are easy to see.

Shielding Wings (Ex) When not using its wings to fly, a mythic stymphalides can use its wings defensively. It can use one wing to grant itself a +2 shield bonus to AC or both wings to gain a +4 shield bonus AC. Alternatively, it can use one of its wings to shield an adjacent ally, granting that creature a +2 shield bonus to AC; it can use both wings to provide this bonus to two different creatures but it grants no additional benefit by shielding a single creature with both wings. While using its wings defensively in this way, a mythic stymphalidies can use the Deflect Arrows feat, and it can expend one use of its mythic power as an immediate action when targeted with a magical effect that requires a ranged attack roll (including ranged touch attacks) in order to harmlessly deflect that effect.

Wing Razors (Ex) A stymphalidies's metallic feathers are razorsharp. In addition to being able to slash creatures with its wings as a melee attack, it may beat its wings, flinging two large, feathered shards at a single target. These wing razors deal 2d6 points of damage and cause bleed, with a range increment of 50 feet. A stymphalidies can use this attack a number of times per day equal to its Constitution modifier (5 times per day for most stymphalidies).

MEDUSA, STHENO

This lithe yet muscular creature has a winged and goldenskinned female torso atop a serpentine lower body clad in scales of tarnished brass. Her fingers are tipped with golden claws and her face flickers between passing beauty and a twisted mask of torment surmouned by a nest of golden serpens with glowing eyes.

STHENO

CR 13/MR 5

XP 25,600

NE Large monstrous humanoid (mythic)

Init +1; Senses all-around vision, darkvision 60 ft.; Perception +21 DEFENSE

AC 25, touch 10, flat-footed 24 (+1 Dex; +15 natural, –1 size) hp 199 (13d10+128)

Fort +10, Ref +9, Will +9

Defensive Abilities brazen scales^{MA}, <u>fortification</u> (50%)^{MA}, immortal vitality^{MA}, <u>poisonous blood</u> (DC 22)^{MA}; DR 15/ adamantine, epic, and magic; **Immune** poison, curses; SR 27 OFFENSE

Speed 30 ft., fly 60 ft. (good)

Melee 2 claws +20 (1d6+8/17-20), tail slap +20 (2d6+8 plus grab), snake bite +20 (1d6+8 plus poison)

Ranged +1 composite longbow +14/+9/+4 (2d6+9/x3 plus poison) Space 10 ft.; Reach 10 ft.

Special Attacks blood rage, blood brood, constrict (2d6+6), envenomed arrows^{MA}, loathsome visage^{MA}, <u>mythic power</u> (5/day, surge +1d8), petrifying gaze (DC 19), poison, rend (2-claws, 1d6+12) STATISTICS

Str 24, Dex 13, Con 22, Int 12, Wis 13, Cha 17

Base Atk +13; CMB +22 (+26 grapple, +28 sunder); CMD 33 (37 vs. sunder, can't be tripped)

Feats Greater Sunder, Improved Critical (claw)^{MF}, Improved Sunder^{MF}, Point Blank Shot, Power Attack, Precise Shot^{MF}, Sundering Strike^{APG}

Skills Bluff +10, Climb +10, Disguise +10, Fly +6, Intimidate +19, Knowledge (history) +10, Perception +21, Stealth +13, Survival +13, Swim +10; Racial Modifiers +4 Perception

Languages Common, Draconic

SQ lingering life

Gear +1 composite longbow with 40 arrows

ECOLOGY

Environment temperate or warm hills **Organization** solitary **Treasure** double

SPECIAL ABILITIES

Blood Brood (Su) Once per minute when a stheno takes bleed or blood drain damage or sustains a critical hit from a piercing or slashing weapon, as an immediate action she can spill her blood on the ground, causing a venomous snake swarm^{B3} or 1d3 giant scorpions^{B1} (equal chance of either) to erupt from the ground adjacent to that location (or in the nearest open space) 1 round later. These creatures are immune to petrification and obey the medusa but crumble to dust 1 minute after they are created. **Brazen Scales (Ex)** The metallic scales of a stheno are imbued with an immortal hardness that shatters most mortal weapons. Her claws are of unearthly sharpness, increasing their critical threat range and allowing them to ignore hardness below 20. In addition, any creature orweapon striking a stheno suffers 1d6+6 points of slashing damage; this damage also ignores hardness below 20. This damage is applied after an attack hits, so attack deals their normal damage even if the weapon used to attack is broken or destroyed.

Envenomed Arrows (Ex) A stheno's serpentine hair constantly licks her arrows, tainting them with a poison identical to that delivered by her snake bite attack.

Immortal Vitality (Ex) A stheno does not age and is immune to death effects, disease, energy drain, exhaustion, fatigue, and necromantic effects that cause ability damage, drain, or temporary ability score penalties. A stheno automatically stabilizes at negative hit points and treats each hour of rest as a full day of rest for the purpose of natural healing.

Lingering Life (Ex) A stheno's head remains alive even after its death. As a full-round action, a creature can raise the head aloft and trigger its loathsome visage and petrifying gaze powers, which have the same effect they did when the stheno was alive until the beginning of the user's next turn. Using this power is not without risk, however, as the stheno attempts a snake bite attack against the creature using it, and even if the attack misses the user must succeed on a DC 19 Will save or be affected as *bestow curse*. Each time the head's power is used, it has a 10% cumulative chance to lose its powers forever.

Loathsome Visage (Su) A stheno can concentrate to maintain the illusion of a pleasant mien when she wishes, as if using disguise self (but affecting only her face and hair), but only for a maximum of 10 minutes per day; this duration need not be continuous but must be in 1-minute incremens. As a free action (which occurs automatically whenever her blood rage is triggered), she can end this disguise, transforming her face into a ruin of indescribable. hideousness and causing all creatures within 60 feet to become nauseated (DC 19 Will negates). This effect persists for up to 13 days whenever creatures are within 60 feet and have line of sight to the stheno. Creatures can avoid this effect by shutting their eyes or averting their gaze as if it were a gaze attack. A creature that successfully saves is immune to the loathsome visage of that stheno for 24 hours; however, the stheno can expend one use of mythic power as a swift action to force all creatures within range and with line of sight to save again or be affected, even if they have previously saved. This is a mind-affecting curse effect. The save DC is Charisma-based.

Petrifying Gaze (Su) Turn to stone permanently, 30 feet, Fortitude DC 16 negates. The save DC is Charisma-based.

Poison (Ex) Bite—injury; save Fort DC 22; frequency 1/round for 6 rounds; effect 1d3 Str; cure 2 consecutive saves. The save DC is Constitution-based. Twisted Coils (Ex) When a stheno grapples a Medium or smaller creature with its tail, it does not gain the grappled condition and can maintain that grapple as a swift or move action.

The stheno, or brazen medusa, is far larger than its mortal cousin, and while it has the ability to don a comely guise for a brief period of time, inevitably its seething bloodlust erupts in violence and its rue monstrous appearance is revealed. Far more savage than other medusas, sthenos enjoy destroying foes that have been petrified. Sometimes they simply etch and carve the soft stone with their immortal claws, resulting in horrid disfigurement for creatures returned to flesh (GM's discretion as to effects), but in darker moods will simply pulverize their victims, in whole or in part, making restoration impossible through normal means.

ECOLOGY

Sthenos are rare evolutionary throwbacks among medusakind, often birthed when a medusa mates with a creature that has previously been petrified by a medusa or slain by the serpent-venom of a medusa. In an unknown way, the resurgent life-force tainted by such prior demise taps into the latent seeds of divinity within the original bloodline of the namesake progenitor of the medusa race and her hideous ravishment that first awakened the medusa's curse of vengeance. In some ways, sthenos live in both the present and the past, for the memories that are but distant history to others of their kind assail them in a constant reverie of faded glory and remembered anguish.

HABITAT AND SOCIETY

Sthenos are natural bullies, with little patience for the intrigues of common medusas. They may dominate a circle or society of their lesser kin for a time, who respect their power and hope that none can stand against them with their mighty sister on their side, but sthenos swiftly grow bored and contemptuous of their cousins and may lash out and slay them on a whim or simply because it pleases them to inflict pain. They will torment other medusas as readily as any other race, and in some ways their torment is even more terrifying because medusas are immune to their petrifying gaze, allowing them to take their time with the most exquisite torments while looking deep into their victim's eyes and savoring the sweet sting of their torment.

Most medusas are wary of sthenos and treat them as outcasts, an unpleasant reminder of the dawn of their race and something to be forgotten and not discussed in polite company, at least whenever they have enough of a numerical advantage to dissuade the stheno from lashing out at them. Without strength of numbers, however, common medusaswill grovel before a stheno to deflect her wrath while making plans to escape at their first opportunity. Some sthenos go to great lengths to keep their captives in thrall, hunting them down and dragging them back to their grisly torture chambers, while others consider the flight of their lesser kin good riddance and seek only solitude in the crumbling ruins of ancient glory, where they collect to themselves relics, wonders, and architectural marvels that echo the long-lost age that to them feels like just yesterday.

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