

MYTHIC MONSTERS

MYTHIC MONSTERS

CREDITS.

AUTHORS: Mike D. Welham, Jason Nelson, and Loren Sieg

ARTISTS: Nicholas Cato, Pete Fairfax, Mike Lowe, Michal Matczak, Arrahman Rendi, Tanyaporn Sangsnit, and Jethro Lentle

DESIGN AND LAYOUT: Rick Kunz

LEGENDARY GAMES TEAM MEMBERS: Alex Augunas, Jesse Benner, Clinton J. Boomer, Robert Brookes, Benjamin Bruck, Paris Crenshaw, Matthew Goodall, Jim Groves, Amanda Hamon Kunz, Steven T. Helt, Thurston Hillman, Tim Hitchcock, Victoria Jaczko, Jenny Jarzabski, N. Jolly, Jonathan H. Keith, Jeff Lee, Michael Kortes, Nicolas Logue, Will McCardell, Julian Neale, Jason Nelson, Jen Page, Richard Pett, Tom Phillips, Alistair Rigg, David N. Ross, Amber Scott, Mark Seifter, Tork Shaw, Mike Shel, Loren Sieg, Neil Spicer, Todd Stewart, Russ Taylor, Greg A. Vaughan, Mike Welham, Linda Zayas-Palmer, and Clark Peterson

EDITING AND DEVELOPMENT: Jason Nelson

PUBLISHER: Jason Nelson

EXECUTIVE PARTNER: Neil Spicer

BUSINESS DIRECTOR: Rachel Ventura

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

Mythic Monsters: Fey © 2017, Legendary Games; Authors Mike D. Welham, Jason Nelson, and Loren Sieg ISBN-13: 978-1545264041 ISBN-10: 154526404X First printing April 2017. Printed in USA.



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

1

LEGAL

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

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

Product Identity: The following items are hereby identified as Product Identity, as defined in the Open Game License 1.0a, Section 1(e), and are not Open

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

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

OPEN GAME LICENSE Version 1.0a. The following text is the property of Wizards of the Coast, Inc. and is Copyright 2000 Wizards of the Coast, Inc ("Wizards"). All Rights Reserved.

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

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

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

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

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

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

8. Identification: If you distribute Open Game Content You must

clearly indicate which portions of the work that you are distributing are Open Game Content

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

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

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

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

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

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

15. COPYRIGHT NOTICE

Open Game License v 1.0a © 2000, Wizards of the Coast, Inc. Mythic Monsters: Fey © 2017, Legendary Games, Authors Mike D. Welham, Jason Nelson, and Loren Sieg

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

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

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

Advanced Bestiary. (© 2014, Green Ronin Publishing, LLC. Author, Jeffrey Hersh, Developer: Owen KC Stephens.

Mythic Hero's Handbook © 2015, Legendary Games, Dreamscarred Press, and Rogue Genius Games; Lead Designer Jason Nelson. Authors: Robert Brookes, Eric Hindley, Jonathan H. Keith, Jeff Lee, Jason Nelson, Marc Radle, Alistair J. Rigg, Andreas Rönnqvist, Tork Shaw, Jeremy Smith, Owen K.C. Stephens.

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

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

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

Pathfinder Roleplaying Game Advanced Class Guide © 2014, Paizo Inc.; Authors: Dennis Baker, Ross Byers, Jesse Benner, Savannah Broadway, Jason Bulmahn, Jim Groves, Tim Hitchcock, Tracy Hurley, Jonathan H. Keith, Will McCardell, Dale C. McCoy, Jr., Tom Phillips, Stephen Radney-MacFarland, Thomas M. Reid, Sean K Reynolds, Tork Shaw, Owen K.C. Stephens, and Russ Taylor.

Pathfinder Roleplaying Game Advanced Player's Guide. © 2010, Paizo Publishing, LLC, Author: Jason Bulmahn, James Jacobs, Steve Kenson, Hal Maclean, Rob McCreary, Erik Mona, Jason Nelson, Stephen Radney-MacFarland, Sean K Reynolds, F. Wesley, Schneider, James L. Sutter, Owen Stephens, and Russ Taylor.

Pathfinder Roleplaying Game Bestiary. © 2009, Paizo Publishing, LLC; Author: Jason Bulmahn, Brian Cortijo, Adam Daigle, Mike Ferguson, Joshua J. Frost, James Jácobs, Rob McCreary, Erik Mona, Sean K Reynolds, F. Wesley Schneider, Lisa Stevens, James L. Sutter, and Greg A. Vaughan.

Pathfinder Roleplaying Game Bestiary 2. (C) 2010, Paizo Publishing,

LLC; Author: Wolfgang Baur, Jason Bulmahn, Adam Daigle, Graeme Davis, Crystal Frasier, Joshua J. Frost, Tim Hitchcock, Brandom Hodge, James Jacobs-Steve Kenson, Hal Maclean, Martin Mason, Rob McCreary, Erik Mona, Jason Nelson, Patrick Renie, Sean K Reynolds, F. Weseley Schneider, Owen K.C. Stephens, James L. Sutter, Russ Taylor, and Greg A. Vaughan.

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

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

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

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

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

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

Pathfinder Roleplaying Game Ultimate Combat © 2011, Patzo Publishing, LLC, Lead Designer, Jason Bulmahn; Designers: Dennis Baker, Jesse Benner, Benjamin Bruck, Brian J. Cortijo, Jim Groves, Tim Hitchcock, Richard A. Hunt, Colin McComb, Jason Nelson, Tom Phillips, Patrick Renie, Sean K Reynolds, and Russ Taylor.

Pathfinder Roleplaying Game: Ultimate Equipment (OGL) © 2012, Paizo Publishing, ILC; Authors: Dennis Baker, Jesse Benner, Benjamin: Bruck, Ross Byers, Brian J. Cortijo, Ryan Costello, Mike Ferguson, Matt Goetz, Jim Groves, Tracy Hurley, Matt James, Jonathan H. Keith, Michael Kenway, Hal MacLean, Jason Nelson, Tork Shaw, Owen KC Stephens, Russ Taylor, and numerous RPG Superstar contributors.

Pathfinder Roleplaying Game Ultimate Magic © 2011, Paizo Publishing, LLC; Lead Designer, Jason Bulmahn; Designers: Tim Hitchcock, Colin McComb, Rob McCreary, Jason Nelson, Stephen Radney-MacFarland, Sean K Reynolds, Owen K.C. Stephens, and Russ Taylor. Pathfinder Roleplaying Game Pathfinder Unchained ©, 2015, Paizo Inc; Authors: Dennis Baker, Jesse Benner, Ross Beyers, Logan Bonner, Jason Bulmahn, Robert Emerson, Tim Hitchcock, Jason Nelson, Tom Phillips, Stephen Radney-MacFarland, Thomas M. Reid, Robert Schwalb, Mark Seiffer, and Russ Taylor.

Tome of Horrors © 2002, Necromancer Games, Inc.; Authors: Scott Greene, with Clark Peterson, Erica Balsley, Kevin Baase, Casey Christofferson, Lance Hawvernale, Travis Hawvernale, Patrick Lawinger, and Bill Webb Based on orienial content from TSR.

Basidirond from the Tome of Horrors, © 2002, Necromancer Games, Inc; Author Scott Greene, based on original material by Gary Gygaz. Cave Fisher from the Tome of Horrors, © 2002, Necromancer Games, Inc; Author Scott Greene, based on original material by Lawrence Schick: CONTINUED ON PAGE 23

TABLE OF CONTENTS

WELCOME TO ULTIMATE PLUG-INS: MYTHIC MONSTERS!	1
WHAT YOU WILL FIND INSIDE MYTHIC MONSTERS: FEY	2
IN SERVICE TO THE FEY	3
Prestige Class: Fey-Bound Knight	3
Brownie	6
FASTACHEE	6
Forlarren	8
Gremlin, Jinkin	
GREMLIN, NUGLUB	
Grig	-
HAMADRYAD	
Sangoi	- 1-
SPRITE	-T
Tooth Fairy	
VILDERAVN	
HORZITOTH.	
	20

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
 B⁵ = Pathfinder Roleplaying Game Bestiary 5
 MAdv = Pathfinder Roleplaying Game Mythic Adventures
 OA = Pathfinder Roleplaying Game Ultimate Combat
 U^C = Pathfinder Roleplaying Game Ultimate Equipment
 U^M = Pathfinder Roleplaying Game Ultimate Magic



WELCOME TO MYTHIC PLUG-INS: MYTHIC MONSTERS!

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

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

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

SPECIAL ELECTRONIC FEATURES

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

About Legendary Games

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

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

WHAT YOU WILL FIND INSIDE MYTHIC MONSTERS: FEY

Mythic Monsters: Fey brings you an awesome array of mysterious and magical creatures from the realms of Faerie. These capricious creatures range from CR 1 to CR 20 and include monsters malevolent and benign. Some fey are helpful spirits, from the industrious **brownie** to the far-striding **fastachee** cultivating their corn, or the musical **grigs** fiddling in the night. Others have far more sinister intentions, from anguished fiend-blooded **forlarren** to sadistic **tooth fairies**. Like them, **gremlins** come in many shapes and sizes, all of them notorious from pugnacious **nuglub** thugs to vengeful **jinkin** saboteurs. Many fey simply wish to be left alone, like **sprites** and **sprite swarms** guarding the wild and beautiful places of the world from intrusion, or the serene and beautiful **hamadryad** queens who rule the forests. Mortals may seek to bargain with the fey, but woe betide any who double-cross a blood-hungry **sangoi** or a darkling **vilderavn** raven knight! As if a dozen existing monsters were not enough, the brand-new **horzitoth** is a nonesuch, an urban fey that devours dreams and feasts on fatigue, and savoring the loss of sleep for those who welcome it into their homes as an uninvited guest. In addition to the featured creatures, we bring you the fabulous **fey-bound knight** prestige class, perfect for those heroes of might and magic who have sought service with the lords and ladies of the fey realms!

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

IN SERVICE TO THE FEY

The relationship of mortals to the fey realms is always a bit murky, as the fey can seem almost predatory in the way they linger on the fringes of mortal society, observing from the shadows or in disguise, and then unleashing their mystical glamour and powers of enchantment to spirit mortals away. Once taken, such mortals may become enmeshed in the timeless revels of the fey, or may slumber for time uncounted in a realm where a single endless night may stretch across a span of many years in the world they left behind. Wicked fey have no care for the petty concerns of mortals and their relationships, but even well-meaning fey may leave those they touch unmoored from the lives, friends, and families they left behind. As immortal creatures whose nature is so purely emotional and elemental, fey often do not comprehend the difference between their lives and those of mortals they touch.

Not all such relationships are fraught with such sorrow, however, as fey and mortal can come to knowing agreements and binding pacts for any number of reasons, from covenants of love to willing service. With mythic fey and mythic characters, those ties that bind may be the taproot of their mythic power, or the conduit which connects them and allows mortals to carry the essence of the fey realms with them wherever they go.

PRESTIGE CLASS: FEY-BOUND KNIGHT

INTRODUCTION

A fey-bound knight bridges the gap between the normal world and the otherworldly primal spaces inhabited by the fey. She becomes an agent for the fey, either to teach a lesson to those who reach above their station and believe themselves superior to fey, or to exact terrible punishments on those who have slighted a high-ranking fey. Most knights travel the world to carry out the whims of their mistresses and masters, while some remain behind as protectors. Fey-bound knights have wicked senses of humor and play pranks on their victims with goals dependent on their moral outlooks. Good feybound knights use these pranks as lessons to demonstrate the importance of humility, usually by embarrassing a foe in social or actual combat. Evil knights bring their opponents low in front of an audience and then deliver a killing blow with a reminder to onlookers not to cross the fey. All fey-bound knights are mercurial, though, and even an otherwise pious knight may decide to make a lesson fatal, while an otherwise malevolent knight may spare an enemy.

Fey-bound knights typically hail from the ranks of multiclassed fighters and sorcerers. Magi who inherently blend combat styles with magical prowess make suitable feybound knights. Most fey-bound knights who rise from nonmartial traditions start off as bards, who are especially adept at the trickery employed by these knights. Rangers and druids, who are close to nature to begin with, also become fey-bound knights after learning arcane secrets.

REQUIREMENTS

To qualify to become a fey-bound knight, a character must fulfill all the following criteria.

Base Attack Bonus: +4.

Weapon Proficiency: Must be proficient with at least one martial weapon.

Skills: Knowledge (nature) 5 ranks.

Spells: Able to cast 1st-level arcane spells, one of which must be from the enchantment school and one of which must be from the illusion school.

Languages: Aklo (non-good character) or Sylvan (non-evil character)

Alignment: Any non-lawful alignment.

Special: A potential fey-bound knight must perform a service for a fey noble; this task must take at least one week.

LEVEL	BAB	Fort	Ref	WILL	Special	Spells per Day
ist	+0	+0	+1	+1	Fey-focused caster, fey sight, knight at heart	
2nd	+1	+1	+1	+1	Tricks of the trade	+1 level of existing arcane spellcasting class
3rd	+2	+1	+2	+2	Unseen antagonist	+1 level of existing arcane spellcasting class
4th	+3	+1	+2	+2	Stuff of dreams	+1 level of existing arcane spellcasting class
5th	+3	+2	+3	+3	Fey focused caster, fey resilience	-2 1 2 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1
6th	+4	+2	+3	+3	Gossamer wings	+1 level of existing arcane spellcasting class
7th	+5	+2	+4	+4	Glamered armor	+1 level of existing arcane spellcasting class
8th	+6	+3	+4	+4	Convincing liar	+1 level of existing arcane spellcasting class
- 9th	+6	+3	+5	+5	Fey-focused caster, reports of my death	
10th	+7	+3	+5	+5	Fey apotheosis	+1 level of existing arcane spellcasting class

FEY-BOUND KNIGHT HIT DIE: D8

CLASS SKILLS

The fey-bound knight's class skills (and the key ability for each skill) are Bluff (Cha), Craft (Int), Disguise (Cha), Fly (Dex), Handle Animal (Cha), Knowledge (aracna, nature) (Int), Perception (Wis), Profession (Wis), Spellcraft (Wis).

Skill Ranks Per Level: 2 + Int bonus per level.

CLASS FEATURES

The following are class features of the fey-bound knight prestige class:

Weapon and Armor Proficiency: A fey-bound knight is proficient with all simple and martial weapons, and light armor.

Spells: At the indicated levels, a fey-bound knight gains new spells per day as if she had also gained a level in an arcane spellcasting class she belonged to before adding the prestige class.

Fey-Focused Caster: At the indicated levels, a fey-bound knight gains her choice of Skill Focus (enchantment or illusion) or Greater Skill Focus (enchantment or illusion) as a bonus feat. She must meet the prerequisites for the chosen feat.

Fey Sight: A fey-bound knight gains low-light vision. If she already had low-light vision, she can instead see four times as far as a human in low-light conditions.

Knight at Heart: A fey-bound knight adds her class level to any levels of fighter she might have for the purpose of meeting the prerequisites for feats. She also adds her class level to any levels in an arcane spellcasting class for the purpose of meeting the prerequisites for feats.

Tricks of the Trade: At 2nd level, a fey-bound knight gains a +4 bonus on Bluff checks and a +4 bonus on saving throws against mind-affecting spells and effects. At 7th level, she becomes more resilient to enchantments and gains slippery mind, as per the rouge's advanced talent.

Unseen Antagonist: Beginning at 3rd level, a fey-bound knight gains a +4 bonus on Stealth checks. Additionally, as a swift action she can disappear for 1 round as if affected by *invisibility*. She can use this ability for 1 round per day per class level. At 7th level, the duration increases to 1 minute per day per class level; this extended duration need not be consecutive, but the fey-bound knight must spend it in 1-minute increments.

Stuff of Dreams: Starting at 4th-level, when a feybound knight confirms a critical hit against an opponent, she can choose to force her opponent to make a Will save or fall asleep for 1 minute. The DC for this ability is Charisma-based. A fey-bound knight can use this ability once per day at 4th level, and one additional time per day for every two levels beyond 4th, to a maximum of four times per day at 10th level.

Fey Resilience: At 5th level, a fey-bound knight gains DR 2/cold iron. This improves to DR 4/cold iron at 8th level.

Gossamer Wings: At 6th level, a fey-bound knight sprouts diaphanous wings that catch sunlight or moonlight and reflect it in strange colors. These wings allow her to fly, as per the *fly* spell, for a total number of minutes per day equal to her class level. These minutes do not need to be consecutive, but must be spent in 1-minute increments. She must take a swift action to activate her wings.

Glamered Armor: At 7th level, a fey-bound knight surrounds herself in illusory full plate armor, which takes on a vibrant (or subdued, depending on the knight), otherworldly color. The armor increases the knight's armor bonus, but does not apply full plate armor's armor check penalty, maximum Dexterity, or arcane spell failure chance. It otherwise has the same special abilities of the armor she currently wears. A creature attempting to strike the knight with a melee or natural weapon receives a Will save to disbelieve the armor; on a failure, the creature cannot attempt the Will save again unless it receives compelling information about the armor's nature. The DC for this ability is Charisma-based.



4

Convincing Liar: Beginning at 8th level, whenever a feybound knight attempts subterfuge, either through a Bluff or Disguise skill check, she can roll twice for the skill check and take the best result.

Reports of My Death: Once per day beginning at 9th level, a fey-bound knight reduced below o hit points receives the benefits of *breath of life*, and is affected by *dimension door* in a random direction. She also becomes invisible, as per *greater invisibility*, and an illusory duplicate "dies" in her place. The duplicate remains until she dismisses it or it is otherwise dispelled. The caster level for the above effects is her character level.

Fey Apotheosis: At 10th level, a fey-bound knight becomes a fey creature. She can fly without limitation, she gains DR 10/cold iron, and her unseen antagonist ability improves such that it acts like *greater invisibility*. Finally, she gains spell resistance equal to 11 + her character level. She is forevermore treated as a fey creature rather than as a humanoid (or whatever her creature type was) for the purpose of spells and magical effects.

Mythic Fey-Bound Knight Class Features

A mythic fey-bound knight is a champion of the fey, unparalleled among mortal creatures for her devotion to the fey nobles who direct her in her duties and teach her primal magic.

Each of the following mythic class features is considered a 1st-tier universal path ability, or may be taken in place of a mythic feat. You must have a class feature in order to gain its mythic version. A mythic class feature cannot be taken more than once unless it says otherwise.

Mythic Fey-Focused Caster: The mythic fey-bound knight gains Mythic Spell Focus (enchantment or illusion). She must meet the prerequisites to take the feat.

Mythic Fey Sight: The mythic fey-bound knight gains darkvision 60 ft. and greensight 60 ft.

Mythic Tricks of the Trade: The mythic fey-bound knight adds one-half her mythic tier as a bonus on Bluff checks and on saves against mind-affecting spells and effects. She may expend one use of mythic power to treat her roll on a Bluff check as a natural 20.

Mythic Unseen Antagonist: The mythic fey-bound knight adds one-half her mythic tier as a bonus on Stealth checks. She may also expend one use of mythic power to gain the benefits of *mythic invisibility* for the duration she remains invisible. At 6th level, she can expend two uses of mythic power to use the augmented version of *mythic invisibility* for the duration she remains invisible. Mythic Stuff of Dreams: Non-mythic creatures must roll twice on their saves against this ability and take the worse result. The mythic fey-bound knight can expend one use of mythic power to apply this ability on a normal hit, or during a critical hit to preserve one of her daily uses.

Mythic Fey Resilience: The mythic fey-bound knight's DR doubles. If she already has damage reduction requiring epic to bypass that reduction, she adds cold iron to the qualities needed to bypass her DR. She also uses the better DR value.

Mythic Gossamer Wings: The mythic fey-bound knight does not need to spend an action to activate her wings. The duration she can use her wings increases to 10 minutes per class level. She can expend one use of mythic power when activating her wings to either increase the duration to 1 hour per class level, or gain the benefits of *mythic fly* (at the cost of reducing the duration to 1 minute per class level). She may also expend two uses of mythic power to use the augmented version of *mythic fly* for the 1 minute per class level duration.

Mythic Glamered Armor: While the mythic fey-bound knight benefits from her glamered armor, she has a 25% chance to ignore critical hits or sneak attacks as if her armor had the light fortification special ability. If her actual armor already has this special ability (or better), the chance to negate a critical hit or sneak attack increases by 10% (to a maximum of 85%). Non-mythic creatures that attempt to disbelieve the illusory must roll twice on their Will saves and take the worse result.

Mythic Convincing Liar: The mythic fey-bound knight rolls three times for her Bluff or Disguise skill check and takes the best result.

Mythic Reports of My Death: The mythic fey-bound knight can decide where she teleports when she uses this ability. Additionally, she can elect to return to a designated sanctuary, as if she cast word of recall.

Mythic Fey Apotheosis: The mythic fey-bound knight can use mythic fly 1 minute per class level without expending a use of mythic power. Her spell resistance increases by her mythic tier. Finally, she gains DR 20/cold iron (and epic if she already adds that quality to her DR).

BROWNIE

Knee-high to a human, this large-headed creature has an almost manically friendly look on its expressive face.

MYTHIC BROWNIE

XP 400

Pathfinder Roleplaying Game Bestiary 2 N Tiny fey (mythic)

Init +8; Senses low-light vision; Perception +8

DEFENSE

AC 19, touch 18, flat-footed 13 (+4 Dex, +2 dodge, +1 natural, +2 size)

hp 10 (1d6+7)

Fort +1, Ref +6, Will +4; +2 vs. illusions DR 5/cold iron; SR 12

OFFENSE

Speed 20 ft. **Melee** short sword +6 (1d2-2/19-20)

Space 2-1/2 ft.; Reach o ft.

- **Special Attacks** happy helper^{MA}, <u>mythic power</u> (1/day, surge +1d6)
- Spell-Like Abilities (CL 7th; concentration +10)

At will—dancing lights, mending, prestidigitation

1/day—animal messenger, charm animal (DC 14), charm person (DC 14), lesser confusion (DC 14), dimension door (self only), mirror image, unseen servant, ventriloguism (DC 14)

STATISTICS

Str 7, Dex 18, Con 12, Int 14, Wis 15, Cha 17

Base Atk +0; CMB +2; CMD 11

Feats Dodge^{MF}, Improved Initiative^B, Weapon Finesse^B **Skills** Acrobatics +8 (+4 jump), Bluff +6, Craft (any one) +6,

Escape Artist +8, Handle Animal +4, Perception +8, Perform (any one) +6, Sense Motive +6, Stealth +16 (+20 in forest); Racial Modifiers +2 Perception, +4 Stealth in forests

Languages Common, Elven, Gnome, Sylvan

SQ whistle while you work^{MA}

ECOLOGY

Environment temperate forests or plains

Organization solitary, gang (2–5), or band (7–12)

Treasure standard

SPECIAL ABILITIES

Happy Helper (Ex) A mythic brownie can use animal messenger, charm animal, charm person, and unseen servant as spell-like abilities, and a creature (or unseen servant) affected by these spells gains the same bonus on Craft skill checks as the brownie itself, and the brownie always adds its surge die as a bonus on Charisma checks to persuade an affected creature to help it perform its Craft (or to use a Craft, Perform, or Profession skill in which the target is trained), including helping to lift, carry, or clean up. As a full-round action, a mythic brownie can grant a creature 1 rank of any Craft skill in which it is untrained; this skill rank persists for 8 hours. Whistle While You Work (Su) A mythic brownie can whistle a merry tune, tell jokes, play a fiddle, or otherwise lighten the mood of those nearby and help them to work well together. The brownie can use bardic performance (countersong, fascinate, or inspire competence +2) as a 3rd-level bard, using this ability up to 10 rounds per day. In addition, if an ally affected by the brownie's performance is fatigued or affected by fear or a harmful emotion effect, the brownie can expend one use of its mythic power to grant the creature a new saving throw, adding the brownie's surge die as a bonus on that save. It cannot grant itself a new saving throw, though it can grant one to another brownie.

FASTACHEE

CR 1/MR 1

This gaunt, two-foot-tall humanoid figure appears made of corn husks, and carries an oversized basket filled with corn.

MYTHIC FASTACHEE CR 13/MR 5 XP 25,600 Pathfinder Roleplaying Game Bestiary 5 NG Tiny fey (mythic) Init +16^{MF}; Senses low-light vision, plant projection; Perception +28 DEFENSE AC 32, touch 19, flat-footed 25 (+7 Dex, +13 natural, +2 size) hp 183 (18d6+120) Fort +12, Ref +18, Will +18 DR 10/cold iron and epic OFFENSE Speed 30 ft. Melee 2 vines +19 (1d8+7) Space 2-1/2 ft.; Reach o ft. (30 ft. with vines) Special Attacks fill up^{MA}, mythic power (5/day, surge +1d8) Domain Spell-Like Abilities (CL 11th; concentration +18) 9/day—rebuke death (1d4+5) Spell-Like Abilities (CL 11th; concentration +15) At will-plant growth, speak with plants, thorny entanglement (DC 16), transport via plants Druid Spells Prepared (CL 11th; concentration +18) 6th—greater dispel magic, heal^D, mass bear's endurance 5th—baleful polymorph (DC 22), breath of life^D, commune with nature, wall of thorns

- 4th—command plants (DC 21), cure critical wounds^D, flame strike (DC 21), freedom of movement, spike stones (DC 21)
- 3rd—aqueous orb (DC 20), call lightning (DC 20), cure serious wounds^D, protection from energy, remove disease, spike growth (DC 20)
- 2nd—barkskin, cat's grace, cure moderate wounds^D, flaming sphere (DC 19), lesser restoration, soften earth and stone, tree shape
- 1st—ant haul, cure light wounds^D, endure elements, faerie fire, goodberry, longstrider, obscuring mist
- o—create water, detect magic, purify food and drink, stabilize D domain spell; **Domain** Healing

STATISTICS

Str 6, Dex 25, Con 18, Int 19, Wis 24, Cha 17 Base Atk +9; CMB +14; CMD 22

- Feats Augment Summoning^{MF}, Combat Casting, Great Fortitude, Improved Initiative^{MF}, Skill Focus (Heal), Spell Focus (conjuration), Toughness, Weapon Finesse^{MF}, Weapon Focus (vines)
- Skills Acrobatics +28, Craft (alchemy) +25, Escape Artist +28, Heal +31, Knowledge (arcana) +22, Knowledge (nature) +25, Perception +28, Sense Motive +28, Spellcraft +22, Survival +25 Languages Common, Sylvan
- **SQ** blessed bounty^{MA}, bountiful basket, healer's blessing, mythic healer^{MA}, nature's teachings^{MA}, remove blight^{MA}, sow corn, superior summoning^{MA}

ECOLOGY

Environment any temperate land

Organization solitary or court (1 mythic fastachee plus 2–26 other good-aligned fey)

Treasure double

SPECIAL ABILITIES

- Blessed Bounty (Su) Once per day, a mythic fastachee can imbue corn produced by its bountiful basket or sow corn abilities with the benefits of the *heroes' feast* spell.
- Bountiful Basket (Su) A fastachee carries a basket full of corn. Once per minute as a standard action, a fastachee can refill its basket with 2d6+12 ears of corn.
- **Fill Up (Su)** A mythic fastachee that confirms a critical hit with one of its vines can automatically fill a corporeal creature's stomach (or other digestive organ) with corn, removing any conditions related to starvation, but also forcing the creature to become overly full. The creature must succeed at a DC 28 Fortitude save or become nauseated for 1d6+1 rounds, and then sickened for 1d6+1 minutes; a successful save reduces this to sickened for 1d6+1 rounds. The save DC is Charismabased and includes the mythic fastachee's mythic rank. A mythic fastachee can expend one use of mythic power as an immediate action to use this ability when it merely hits an opponent with a vine.

- Mythic Healer (Su) A mythic fastachee can-cast mythic versions of its domain spells without expending a use of mythic power. It must still use mythic power to augment the spells. The fastachee can expend one use of mythic power per two spell levels (minimum one use) to retain a domain spell.
- Nature's Teachings (Su) A mythic fastachee can spend an 8-hour period teaching up to 20 creatures how to work the land so they can create their own bounties. At the end of the 8-hour period, the fastachee grants each creature 1 rank permanently in either Profession (farmer) or Profession (gardener), and the creature gains an insight bonus on the skill check equal to the fastachee's mythic rank for 1 year.
- Plant Projection (Su) At will as a full-round action, a fastachee can project its senses through every non-creature plant within a radius of 1 mile per HD simultaneously. While projecting its senses in this way, the fastachee is flat-footed and can take no other actions. Alternatively, a fastachee can project its senses through a single ear of corn within 1 mile per HD as a free action. It continues projecting in this way for 1 round. The fastachee can treat either the corn plant it's projecting through or its own body as the origin point for any of its spells or spell-like abilities.
- **Remove Blight (Su)** As a free action, a mythic fastachee can counter any spell that withers corn (like the *blight* spell) if it is within 60 feet of the affected plant. Additionally, its touch produces a *remove disease* effect on corn. The fastachee adds its mythic rank to its caster level check to counter the spell or remove the disease.

A mythic fastachee can expend one use of mythic power as an immediate action to use this ability on plants other than corn.

Sow Corn (Su) As a standard action, a fastachee can plant an ear of corn in the ground to cause a stand of 1d6 corn stalks to grow to full height and maturity in the span of 1 minute.

- **Spells** A fastachee can cast spells as an 11th-level druid, and can spontaneously swap out any prepared druid spell for the *summon nature's ally* spell of the same level. A fastachee also gains access to all spells and powers of the healing domain as an 11th-level cleric.
- Superior Summoning (Su) A mythic fastachee casts a summon nature's ally spell as a standard action. It can expend one use of mythic power to cast summon nature's ally as a swift action. If the mythic fastachee summons a single creature, it can expend one use of mythic power to give it the agile or savage mythic simple template for the duration of the summoning.

FORLARREN

This humanoid creature has the legs of a bald goat, a completely hairless body, and a horned head with a sinister expression.

MYTHIC FORLARREN CR 3/MR 1

Pathfinder Roleplaying Game Bestiary 2 NE Medium fey (mythic) Init +2; Senses low-light vision; Perception +11

DEFENSE

AC 16, touch 12, flat-footed 14 (+2 Dex, +4 natural) hp 24 (4d6+10) Fort +2, Ref 6, Will +5 DR 5/cold iron Weaknesses remorse

OFFENSE Speed 30 ft.

Melee 2 claws +4 (1d6+2)

Special Attacks <u>mythic power</u> (1/day, surge +1d6), shared remorse^{MA}, versatile spell-like abilities^{MA}

Spell-Like Abilities (CL 4th; concentration +3)

3/day—heat metal (DC 12)

STATISTICS

Str 12; Dex 15; Con 12; Int 4; Wis 13; Cha 9 Base Atk +2; CMB +3; CMD 15 Feats Skill Focus (Perception), Weapon Finesse^{MF} Skills Acrobatics +9; Perception +11; Stealth +9 Languages Common, Sylvan SQ versatile spell-like abilities^{MA} ECOLOGY

Environment temperate plains or forests Organization solitary Treasure standard

SPECIAL ABILITIES

Remorse (Ex) Whenever a forlarren kills a living creature, it must make a DC 15 Will save to avoid becoming overwhelmed with remorse. If it fails this save, the forlarren becomes nauseated for 1d6 rounds. This is a mind-affecting effect.

Shared Remorse (Su) As an immediate action when a mythic forlarren fails its save to avoid suffering from remorse, it can target a creature within 30 feet. The target must succeed at a DC 11 Will save or it instead suffers from the mythic forlarren's remorse for 1d3 rounds. This is a mind-affecting effect, and the save DC is Charisma-based.

The forlarren can expend one use of mythic power when it uses this ability to cause all creatures within 30 feet of it to make the Will save or become nauseated for 1d3 rounds. **Versatile Spell-Like Abilities (Sp)** A mythic forlarren can choose any of the following spell-like abilities in place of *heat metal*: *chill metal, flame blade, flaming sphere, gust of wind, summon swarm,* or *warp wood.* It can still only use 3 total spell-like abilities per day. It also adds its mythic rank to the save DC for its spell-like abilities.



GREMLIN, JINKIN

Grimacing like a maniac, this lean little bat-eared horror displays a mouth full of needle-like teeth and glowing, orange eyes.

MYTHIC GREMLIN, JINKIN

XP 400

Pathfinder Roleplaying Game Bestiary 2

CE Tiny fey (mythic)

Init +4; Senses darkvision 120 ft., low-light vision; Perception +6 DEFENSE

AC 20, touch 18, flat-footed 14 (+4 Dex, +2 dodge, +2 natural, +2 size)

hp 12 (1d6+9)

Fort +0, Ref +6, Will +4

DR 5/cold iron; SR 13

OFFENSE

Speed 40 ft.

Melee short sword +6 (1d3–4/19–20), bite +1 (1d2–4) Space 2-1/2 ft.; Reach o ft.

Special Attacks mythic power (1/day, surge +1d6), sneak attack +1d6, tinker^{MA}, unending revenge^{MA}

Spell-Like Abilities (CL 1st; concentration +3)

At will—prestidigitation

1/hour—dimension door (self plus 5 lbs. only)

STATISTICS

Str 3, Dex 19, Con 11, Int 14, Wis 14, Cha 15

Base Atk +0; CMB +2; CMD 9

Feats Dodge^{MF}, Toughness^B, Weapon Finesse^B

Skills Bluff +6, Craft (traps) +10, Disable Device +9, Escape Artist +8, Perception +6, Sleight of Hand +8, Stealth +16, Use Magic Device +6; Racial Modifiers +4 Craft (traps), +4 Disable Device

Languages Undercommon

ECOLOGY

Environment any underground or urban

Organization solitary, pair, mob (1 mythic jinkin plus 3–12 jinkins), or infestation (1 mythic jinkin plus 13–20 jinkins with 1–3 sorcerers of 1st–3rd level, 1 rogue leader of 2nd–4th level, 2–8 trained stirges, 2–5 trained darkmantles, and 1–2 trained dire bats)

Treasure standard (short sword, other treasure)

SPECIAL ABILITIES

CR 1/MR 1

Tinker (Sp) A group of six jinkins working together over the course of an hour can create an effect identical to bestow curse on any living creature. This effect functions at CL 6th and has a range of 60 feet, and the target creature must be either willing or helpless (but still gets a saving throw to resist). The save is DC 14 + the Charisma modifier of the jinkin with the highest Charisma score (DC 16 for mostgroups of jinkins). Alternatively, the group of jinkins can attempt to infuse a magic item with a curse. The nature of this curse is determined randomly; half of these curses make the magic item unreliable (each time the item is used, thereis a 20% chance it does not function), while the other half give the item a random requirement. A jinkin can take part in a tinkering only once per day, and may only tinker with a creature or object that isn't already cursed. Once a tinkering curse is in place, it is permanent until removed via an effect like remove curse. All jinkin tinkerings function as a curse created by a 6th-level caster.

A mythic jinkin can create the same effects as a group of jinkins. If it leads a group of jinkins, it adds its mythic rank to the save DC and the caster level. Additionally, if it works with a group of jinkins to curse a magic item, it increases the chance of an unreliable item not functioning to 50% or it adds a second random requirement.

Unending Revenge (Su) A mythic jinkin can focus its ire on a specific target. When it does so, it gains the benefit of the *locate creature* spell with respect to the subject of its hatred. Each day, the targeted creature must succeed at a DC 17 Will save or take a -2 penalty on all its attack and damage rolls, saving throws, and skill checks for 24 hours. The mythic jinkin also becomes permanently invisible to the creature as if *greater invisibility* protected it (other creatures can see the jinkin as normal). These effects last until the target or the jinkin dies (if the target is restored to life, the jinkin does not resume its unending revenge), or the jinkin is somehow appeased (typically involving a major quest or expenditure).

A mythic jinkin can expend one use of mythic power to add a second target for this ability. While it has a second target, it does not regain the expended use of mythic power.

GREMLIN, NUGLUB

This hideous, hunchbacked creature has three glowing blue eyes. Oily hair grows from its head and back, covering it like a cloak.

MYTHIC GREMLIN, NUGLUB

CR 3/MR 1

Pathfinder Roleplaying Game Bestiary 2 CE Small fey (mythic)

Init +4; Senses darkvision 120 ft., low-light vision; Perception +9

DEFENSE

XP 800

AC 19, touch 15, flat-footed 15 (+4 Dex, +4 natural, +1 size) hp 25 (3d6+15)

Fort +3, Ref +7, Will +2

DR 5/cold iron; SR 14

OFFENSE.

Speed 30 ft., climb 20 ft.

Melee bite +3 (1d4+1 plus 1d2 bleed and grab), 2 claws +5 (1d3+1 plus 1d2 bleed and trip)

- **Special Attacks** <u>mythic power</u> (1/day, surge +1d6), opportunistic grappler^{MA}, wicked sharpness^{MA}
- Spell-Like Abilities (CL 3rd; concentration +4)

At will—prestidigitation

1/hour—heat metal (DC 13), shocking grasp, snare

STATISTICS

Str 13, Dex 18, Con 15, Int 8, Wis 9, Cha 12 Base Atk +1; CMB +1 (+5 grapple and trip); CMD 15 Feats Step Up, Toughness^B, Weapon Focus^{MF} (claw) --

Skills Acrobatics +10, Climb +9, Craft (traps) +9, Intimidate +8, Perception +9, Stealth

+14; Racial Modifiers +4 Craft (traps), +4

Intimidate, +4 Perception

Languages Undercommon

SQ kneecapper

ECOLOGY

Environment any underground or urban Organization solitary, pair, or mob (1 mythic nuglub plus 3–6 nuglubs) Treasure standard

SPECIAL ABILITIES

Kneecapper (Ex) A nuglub has a +4 racial bonus on combat maneuver checks to trip an opponent.

Opportunistic Grappler (Ex) A mythic nuglub can use grab against a Medium or smaller creature. An adjacent target that has fallen prone, including as a result of a trip attempt it makes on a successful hit with its claw, provokes an attack of opportunity from the nuglub, but it may only use this attack to grapple the target. Wicked Sharpness (Ex) A mythic nuglub's claws and teeth are extremely sharp, allowing it to inflict bleed damage with both attacks. Additionally, it can make a sunder attack with its claws as if it benefitted from the Improved Sunder feat (gaining a +2 on sunder checks and not incurring attacks of opportunity). It can expend one use of mythic power to ignore the hardness of the a chosen item with is sunder attempts until the item is broken or 1 minute has elapsed, whichever occurs first.



have not passed.

Perched on the prickly legs of a cricket, this tiny creature has gossamer wings and the upper body of an elven woman.

- in the second se	
MYTHIC GRIG CR 1/M	Rı
XP 400	
NG Tiny fey (mythic)	
Init +4; Senses low-light vision; Perception +5	3-2
DEFENSE	1
AC 18, touch 18, flat-footed 13 (+4 Dex, +2 dodge, +1 natural, +2 si	ize)
hp 10 (1d6+7)	20)
Fort +1, Ref +6, Will +3	12-
DR 5/cold iron; SR 17	177
OFFENSE	1.2
Speed 30 ft., fly 40 ft. (average)	12.4
Melee short sword –1 (1d3–3/19–20)	1
Ranged longbow +6 (1d4-3/×3)	3.1
Space 2-1/2 ft.; Reach o ft.	43
Special Attacks facile fiddler ^{MA} , fiddle, <u>mythic power</u> (3/day,	1
surge +1d6), mythic spell-like abilities ^{MA}	-
Spell-Like Abilities (CL 9th; concentration +11)	1
3/day—disguise self, entangle (DC 13), invisibility (self	15
only), pyrotechnics (DC 14)	
STATISTICS	
Str 5, Dex 18, Con 13, Int 10, Wis 13, Cha 14	
Base Atk +0; CMB +2; CMD 10 (16 vs. trip)	4
Feats Dodge, Extra Mythic Power ^{MF}	
Skills Acrobatics +8 (+12 jump), Escape Artist +8, Fly	
+12, Perception +5, Perform (string) +6, Stealth +16;	1.
Racial Modifiers +4 Acrobatics when jumping	
Languages Common, Sylvan	
ECOLOGY	
Environment temperate forests	
Organization solitary, gang (2–5), or band (6–11)	105
Treasure NPC gear (short sword, longbow with 20	
arrows, other treasure)	1.5
SPECIAL ABILITIES	
Facile Fiddler (Su) Once a mythic grig begins	
fiddling, it can maintain the effect of its fiddling	
each round as a free action, and it can expend	
one use of its mythic power to gain 1d6 additional	
rounds of fiddling each day. Non-mythic creatures	
affected by its fiddling must attempt a Fortitude	
save each round at the end of their turn or become	200
fatigued for a number of minutes equal to the	
/ number of rounds they are forced to dance. If a	-
non-mythic creature succeeds on a saving throw	-
	-/
against its fiddle, the mythic grig can focus its	17
fiddling on that creature, expending two additional	15
rounds of its fiddle as a standard action in order to	
force that creature to save again even if 24 hours	

Fiddle (Su) Grigs are capable of rubbing their legs together like a cricket to create a surprisingly pleasant sound not unlike that of a tiny fiddle. As a standard action, a grig can create a catchy tune that compels any creature within a 20foot spread to dance and caper. A creature can resist this compulsion by making a DC 12 Will save. Creatures that fail are compelled to dance and shuffle their feet, and are effectively staggered as long as the grig continues to fiddle. A grig can maintain this effect for up to 10 rounds per day by concentrating. Once a creature makes the save against a grig's fiddle, it is immune to further fiddle effects from that grig for 24 hours. This is a sonic mind-affecting effect. The save DC is Charisma-based.

Mythic Spell-Like Abilities (Su): Three times per day, a mythic grig may use the mythic spell version of any of its corresponding spell-like abilities. The grig 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.





HAMADRYAD

This regal woman exhibits the grace and pride of the forest's most ancient trees.

MYTHIC HAMADRYAD

CR 18/MR 7

XP 153,600 Pathfinder Roleplaying Game Bestiary 4 CG Medium fey (mythic) Init +7; Senses greensight^{MA} 120 ft., low-light vision; Perception +33 Aura bubble of protection^{MA} (30 ft.)

DEFENSE

AC 37, touch 18, flat-footed 29 (+7 Dex, +1 dodge, +19 natural) hp 252 (20d6+182); fast healing 5 Fort +13, Ref +19, Will +18

Defensive Abilities attuned to forest^{MA}, nature's mantle of

protection^{MA}; **DR** 10/cold iron and epic; **Resist** acid 30, cold 30, electricity 30

OFFENSE

Speed 30 ft.

Melee mwk dagger +17/+12 (1d4+5/19-20)

Ranged +2 speed composite longbow +19/+19/+14 (1d8+7/x3) **Special Attacks** entangling arrows^{MA}, metal antithesis^{MA}, <u>mythic</u> <u>power</u> (7/day, surge +1d10)

Spell-Like Abilities (CL 20th; concentration +27)

Constant—speak with animals, speak with plants

At will—entangle (DC 18), hold animal (DC 19), rusting grasp, tree shape, wood shape (10 lbs. only)

- 5/day—charm monster (DC 21), charm person (DC 18), confusion (DC 20), deep slumber (DC 20), neutralize poison, sending (dryads only), suggestion (DC 20), tree stride
- 1/day—call lightning storm (DC 22), changestaff, greater heroism, heal, liveoak, summon nature's ally VIII, summon^{MA} (level 8, 1 erlking or 8 treants, 100%)

STATISTICS

Str 12, Dex 25, Con 25, Int 18, Wis 19, Cha 24 Base Atk +10; CMB +11; CMD 29

- Feats Alertness^{MF}, Combat Casting, Dodge, Great Fortitude^{MF}, Improved Iron Will, Iron Will^{MF}, Mounted Combat, Stealthy^{MF} Toughness, Weapon Finesse
- Skills Bluff +30, Climb +14, Craft (wood) +12, Diplomacy +37, Escape Artist +22, Handle Animal +17, Heal +9, Intimidate +17, Knowledge (geography) +17, Knowledge (nature) +27, Knowledge (nobility) +9, Perception +33, Perform (any one) +20, Ride +17, Sense Motive +28, Spellcraft +14, Stealth +22, Survival +14; Racial Modifiers +8 Craft (wood)
- Languages Common, Elven, Sylvan; speak with animals, speak with plants, tongues
- SQ druid magic, peacemaker^{MA}, tree meld, wild empathy, woodcraft

ECOLOGY

Environment temperate forests

- Organization retinue (1 plus 2–5 dryads) or court (1 plus 2–12 centaurs, 2–12 dryads, 2–8 satyrs, and 1–2 treants)
- Treasure triple (+2 speed composite longbow [+5] with 20 arrows, masterwork dagger, other treasure)

SPECIAL ABILITIES

- Attuned to Forest (Su) While a mythic hamadryad is within her forest, she receives constant information about the goings on within it. She cannot be flanked or caught flat-footed while within her forest.
- **Bubble of Protection (Su)** A mythic hamadryad can extend her DR and energy resistances to a number of creatures within 30 feet of her equal to her mythic rank.
- Druid Magic (Su) A hamadryad can use any magic item as if she were a 20th-level druid.
- **Entangling Arrows (Su)** When a mythic hamadryad's attacks, with her longbow, the arrow sprouts vines when it strikes a target, causing the target to become entangled as if she had cast *entangle* on that target only.
- By expending one use of mythic power when her arrow strikes a target, she causes the entangling vines to constrict the target, dealing 2d6 points of damage at the start of the target's turn while it remains entangled.
- **Metal Antithesis (Su)** A mythic hamadryad can make a touch attack against a metal object which does not provoke attacks of opportunity. If successful, the object takes half its maximum hp in damage and gains the broken condition. A second touch destroys the item. Against a metal creature, this touch attack deals 10d6 points of damage. An attended object, a magical object, or a metal creature can attempt a DC 27 Reflex save to negate this effect. The save DC is Constitution-based.

Additionally, attacks with metal weapons incur a –4 penalty against a mythic hamadryad as the weapons seek to avoid her.

- Nature's Mantle of Protection (Su) Terrestrial animals, plants, and vermin take no actions to harm or impede a mythic hamadryad. This protection includes creatures summoned through summon nature's ally spells, but it does not extend to extraplanar or extraterrestrial creatures. By expending one use of mythic power, the hamadryad can gain this protection against one extraplanar or extraterrestrial animal, plant, or vermin species of her choice for 24 hours. If the hamadryad attacks a creature she normally receives protection from, she loses this protection from that creature, and any others of the same species within line of sight, if she attacks it.
- **Peacemaker (Su)** A hamadryad adds her mythic rank as an insight bonus on Diplomacy and Sense Motive checks. Additionally, she can expend one use of mythic power to add a second target for her *charm* spells, provided the additional target is within 30 feet of the first target.
- Summon (Sp) The erlking or treants summoned by a mythic hamadryad gain DR 10/cold iron and epic.
- Tree Meld (Su) A hamadryad can meld with any tree (similar to *meld into stone*) and can remain melded with a tree as long as she wishes.
- Woodcraft (Ex) A hamadryad has a +8 racial bonus on Craft checks involving wood, and is always treated as if she had masterwork artisan's woodworking tools when attempting such checks.

SANGOI

Dressed in tattered finery and an animal for a cloak, this small, gaunt humanoid has unnaturally long fingers and nails.

MYTHIC SANGOI

CR 8/MR 3

XP 4,800 Pathfinder Roleplaying Game Bestiary 5

NE Small fey (mythic) Init +14^{MF}; Senses hear heartbeat, low-light vision; Perception +15

DEFENSE

AC 25, touch 19, flat-footed 17 (+7 Dex, +1 dodge, +6 natural, +1 size) hp 100 (11d6+62)

Fort +7, Ref +14, Will +8 DR 10/cold iron and epic

DR 10/cold Iron and epic

OFFENSE Speed 30 ft.

Melee bite +13 (1d4+7 plus 1d4 bleed), 2 claws +13 (1d3+7 plus

1d4 bleed)

Ranged dagger +13 (1d3+1/19-20)

- **Special Attacks** bleed (1d4), blood rage, curse of misery^{MA}, dig in^{MA}, horrific critical^{MA}, <u>mythic power</u> (3/day, surge +1d6), paralyzing gaze^{MA}, sneak attack +2d6
- Spell-Like Abilities (CL 11th; concentration +15)
- Constant—hide from animals (self only), hide from undead (self only), tongues
- At will-detect thoughts (DC 16)

3/day—animal trance (DC 16), invisibility (self only), snare (DC 17) 1/day—control weather, dominate animal (DC 17), speak with dead (DC 17)

STATISTICS

Str 13, Dex 25, Con 18, Int 14, Wis 12, Cha 19 Base Atk +5; CMB +5; CMD 23

Feats Dodge, Improved Initiative^{MF}, Mobility, Power Attack, Spring Attack, Weapon Finesse^{MF}

Skills Acrobatics +21, Bluff +18, Craft (traps) +10, Diplomacy +10, Disguise +18, Escape Artist +12, Intimidate +15, Knowledge (local, nature) +10, Perception +15, Sleight of Hand +12, Stealth +25

Languages Aklo, Common, Sylvan; tongues

SQ change shape (Medium or Small land animal or humanoid, polymorph), sideways glance, sunlight transparency

ECOLOGY

Environment any cold or temperate land Organization solitary or pair Treasure standard (dagger)

SPECIAL ABILITIES

Curse of Misery (Su) As a full-round action, a sangoi can deliver its curse to an adjacent humanoid as a melee touch attack. If the target fails its save, the sangoi gains the benefit of *aid* (with a caster level equal to the target's Hit Dice). A sangoi gains a +2 morale bonus on attack rolls, weapon damage rolls, saving throws, and opposed skill checks against any creature affected by its curse. A creature that successfully saves can't be affected by the same sangoi's curse for 24 hours. The save DC is Charisma-based.

A mythic sangoi can expend one use of mythic power to gain the benefit of *mythic aid* and force the victim of *crushing despair* to succeed at the beginning of a combat situation or become staggered for the duration of the combat. **Curse of Misery**: Touch—contact; save Will DC 19; frequency 1/day; effect permanent crushing despair.

- Dig In (Ex) A mythic sangoi's sense for blood allows it to deal its sneak attack damage to a crature still suffering from bleed damage it inflicted.
- Hear Heartbeat (Ex) A sangoi can hear the beating hearts of living creatures nearby, granting it blindsense 30 feet and blindsight 5 feet. It can locate all creatures taking bleed damage within 30 feet as if it had blindsight. This ability does not reveal the location of creatures without hearts.
- Horrific Critical (Ex) When a sangoi enters a blood rage, its claws and teeth elongate and sharpen, threatening a critical hit on a roll of 18–20. If a sangoi reduces a humanoid to –1 or fewer hit points with a critical hit from its claws or teeth, it can tear out the target's heart and consume it as a free action (Fortitude DC 19 negates), killing the creature instantly. The sangoi gains 1d8 temporary hit points and a +2 enhancement bonus to Strength for 1 hour. When it kills a creature in this way, any humanoid within 30 feet who witnesses this attack must succeed at a DC 19 Will save or become shaken and sickened for 1d4 rounds (this is a mind-affecting fear effect). The save DCs are Charisma-based.

A mythic sangoi can expend one use of mythic power to tear out a target's heart even if the victim has o or more hit points. When it does so, it increases the save DCs by its mythic rank. It also gains 8 temporary hit points if its victim fails its Fortitude save.

Paralyzing Gaze (Su) A mythic sangoi can cause the victim of its gaze to become paralyzed for 1d6+1 rounds, if the victim fails a DC 19 Will save. The victim can attempt a new save to end the paralysis as a full-round action that does not provoke attacks of opportunity. A creature that makes its save cannot be affected by the same sangoi for 24 hours; the sangoi can expend one use of mythic power to affect the creature again. The save DC is Charisma-based.

Sideways Glance (Su) Sangois fade from view when in a creature's peripheral vision. They gain concealment against creatures they flank. They can attempt a Bluff check to feint as a swift action, but only against a foe that can clearly see them.

Sunlight Transparency (Ex) Sunlight causes sangois to partially fade from view. Their bodies become translucent (20% miss chance), and they become fatigued and take a –10 penalty on Disguise checks as long as they remain in direct sunlight.

The mythic version of the *aid* spell was first published in the **Mythic Spell Compendium** from Legendary Games and is reprinted here for ease of reference.

MYTHIC AID

The +1 morale bonus provided by the spell applies to attack rolls, weapon damage, and all saving throws, and the temporary hit points provided by the spell are increased to 2d6 plus 2 per caster level (maximum +20). In addition, if the subject of the spell fails a saving throw against a fear effect, he can discharge the remaining duration of the spell to negate that fear effect.

14.

SPRITE

This lithe, diminutive creature looks like a humanoid with wispy, mothlike wings and long, thin ears.

MYTHIC SPRITE

CR 1/MR 1

XP 400 Pathfinder Roleplaying Game Bestiary 3 CN Diminutive fey (mythic) Init +3; Senses detect evil, detect good, low-light vision; Perception +6 DEFENSE AC 18, touch 17, flat-footed 15 (+3 Dex, +1 natural, +4 size) hp 9 (1d6+6) Fort +0, Ref +5, Will +2 DR 2/cold iron and epic

OFFENSE

Speed 15 ft., fly 60 ft. (perfect) Melee shortsword +0 (1d2-4/19-20) Ranged shortbow +7 (1d2-4/×3)

Space 1 ft.; Reach o ft.

Special Attacks blinding burst^{MA}, <u>mythic power</u> (3/day, surge +1d6) Spell-Like Abilities (CL 5th; concentration +5)

Constant—detect evil, detect good At will—dancing lights, daze (DC 10) 1/day—color spray (DC 11)

STATISTICS

Str 3, Dex 17, Con 10, Int 6, Wis 11, Cha 10
Base Atk +0; CMB –1; CMD 5
Feats Alertness, Extra Mythic Power^{MF}
Skills Escape Artist +15, Fly +21, Perception +6, Sense Motive +2, Stealth +19; Racial Modifiers +8 Escape Artist
Languages Common, Sylvan
SQ luminous^{MA}

ECOLOGY

Environment temperate forests Organization solitary, pair, troop (3–6), band (7–14), or tribe (15–40) Treasure standard (short sword, short bow with 20 arrows, other treasure)

SPECIAL ABILITIES

Blinding Burst (Su) A mythic sprite may emit a burst of light as a move action, blinding non-sprites within 30 feet for 1 round (DC 10 Fortitude negates). Its luminous ability is lost for 1 minute after using this ability. The save DC is Constitution-based.

Luminous (Su) A sprite naturally sheds light as a *continual flame*, though it can alter its color and brightness as a swift action, dimming its light as a candle or extinguishing it completely. It can expend one use of mythic power to dispel darkness effects as *dispel magic*. Its luminosity is considered a 5th-level light effect.

SPRITE SWARM

Thousands of tiny, colorful winged humanoids crawl from every corner of the forest to form this buzzing, writhing swarm.

MYTHIC SPRITE SWARM

XP 2,400

CR 6/MR 2

d2opfsrd.com^{FR}

CN Diminutive fey (swarm)

Init +7; Senses low-light vision, detect evil, detect good; Perception +14

DEFENSE

AC 20, touch 18, flat-footed 16 (+3 Dex, +1 dodge, +2 natural, +4 size)

hp 67 (10d6+32)

Fort +5, Ref +10, Will +7

Defensive Abilities swarm traits; DR 5/cold iron and epic; Immune weapon damage

OFFENSE

Speed 15 ft., fly 60 ft. (perfect)

Melee swarm (2d6 plus distraction and steal^{MA}) Space 10 ft.; Reach o ft.

Special Attacks angry glow, concentrated rush, distraction (DC 16), hail of needles^{MA}, <u>mythic power</u> (4/day, surge +1d6), swirling sprites^{MA}

Spell-Like Abilities (CL 5th; concentration +5)

Constant—detect evil, detect good 1/day—mass daze (DC 14)

STATISTICS

Str 3, Dex 17, Con 14, Int 6, Wis 11, Cha 10

Base Atk +5; CMB —; CMD —

Feats Alertness, Dodge, Extra Mythic Power^{MF}, Flyby Attack, Improved Initiative, Skill Focus (Perception)

Skills Fly +30, Intimidate +10, Perception +14, Sense Motive +9, Stealth +28

Languages Common, Sylvan SQ mob mentality

ECOLOGY

Environment temperate forests Organization solitary Treasure incidental

SPECIAL ABILITIES

Angry Glow (Su) Once per minute, as a full-round action, the sprites within a swarm may coordinate their luminous glow in a searing flash, blinding creatures within 10 feet for 1d4 rounds. Creatures succeeding on a successful DC 17 Fortitude save are dazzled for 1 round. The save DC is Constitution-based.

Concentrated Rush (Ex) Once every 1d4 rounds, if more than one creature occupies a sprite swarm's space, the swarm may use its attack action to concentrate on one of these creatures to deal 4d6 points of damage in place of its normal swarm damage. Other creatures within the horde's space do not take swarm damage that round.

Hail of Needles (Ex) A mythic sprite swarm can shoot a 15-foot cone of tiny arrows as a standard action, dealing 1d4 piercing damage (DC 17 Reflex half); creatures failing to save take 1 point of bleed damage and are affected by the swarm's distraction.

Mob Mentality (Ex) As long as a sprite swarm has at least 10 hit points, it retains its Intelligence score and can act accordingly. Even so, it cannot be targeted by mind-affectingspells or effects that target a single creature. If its hit points fall below 10, the swarm is considered mindless as the individual creatures within begin to panic.

Swirling Sprites (Su) A sprite swarm can create a hypnotic pattern (DC 12, caster level 10th) centered on itself at will as a full-round action, or a rainbow pattern (DC 14) as a standard action if it expends one use of mythic power.

TOOTH FAIRY

This gaunt fairy has tattered ears, black eyes, and a huge mouth filled with mismatched teeth. It carries an oversized pair of pliers.

MYTHIC TOOTH FAIRY

XP	40	0
----	----	---

CE Diminutive fey (extraplanar, mythic)

Init +2; Senses darkvision 60 ft., low-light vision; Perception +7 DEFENSE

AC 17, touch 16, flat-footed 15 (+2 Dex, +1 natural, +4 size) hp 11 (2d6+4)

Fort -1, Ref +5, Will +5

DR 2/cold iron

OFFENSE

Speed 15 ft., fly 60 ft. (perfect)

Melee +1 pliers +8 (1d4+3/19–20/×2), bite +7 (1d442 plus paralysis)

Space 1 ft.; Reach o-ft. (5 ft. with pliers)

Special Attacks death throes, mythic power (1/day, surge +1d6), paralysis (1d3 rounds, DC 11), pliers, tricky thief

Spell-Like Abilities (CL 5th; concentration +7)

At will—mage hand, open/close

1/day—invisibility (self only), sleep (DC 13)

STATISTICS

Str 5, Dex 14, Con 9, Int 8, Wis 15, Cha 14

Base Atk +1; CMB -1 (+3 dirty trick, +7 steal), with pliers +4 (+8 dirty trick, +12 steal); CMD 6 (8 vs. steal)

Feats Weapon Finesse^{MF}, Improved Steal^B, Greater Steal^B

Skills Acrobatics +7 (+3 when jumping), Escape Artist +7, Fly +16, Perception +7, Sense Motive +7, Stealth +19

Languages Sylvan

ECOLOGY

Environment any urban or plains **Organization** solitary, pair, or gang (3–12) **Treasure** standard

SPECIAL ABILITIES

CR 1/MR 1

Death Throes (Su) When killed, a tooth fairy explodes into a cloud of sparkling white fairy dust that clings to creatures within 5 feet. This glittery substance has a stench so foul that it sickens any creature coated by it for 1d4 rounds (Fortitude DC 10 negates). This is a poison effect. The save DC is Constitution-based.

Odontophobia (Ex) Whenever a mythic tooth fairy successfully steals a creature's tooth, it gains frightful presence^{B1} (DC 12) for 1 hour against the creature from whom it stole the tooth and any creature of the same type that observed the tooth being stolen. As long as the mythic tooth fairy has a creature's tooth, that creature takes a -2 penalty on saves against its frightful presence and against its *sleep* spell-like ability. If a mythic tooth fairy keeps a creature's tooth and encounters the same creature at a later time, it can brandish the stolen tooth at the creature as a free action (the target instinctively recognizes its stolen tooth), causing its frightful presence to activate again.

Pliers (Su) Each tooth fairy owns a pair of pliers it uses to torment its victims. In the hands of a tooth fairy, the pliers deal damage as a +1 dagger wielded by a Medium creature. The pliers have hardness 10 and 3 hit points. If its pliers are destroyed, a tooth fairy is stunned for 1 round. If the tooth fairy is killed, the pliers rust away into worthless splinters 1d4 rounds later. A tooth fairy can create a new pair of pliers by spending one hour crafting (no materials required), which destroys the previous pair. The pliers grant the tooth fairy the Greater Dirty Trick feat and a +4 bonus on dirty trick and steal combat maneuvers.

Traumatic Extraction (Ex) When a mythic tooth fairy uses its pliers to successfully pinch an the finger of a creature that has a claw attack, or to steal the tooth of a creature that has a bite attack, it rips off the target's claw or tooth so painfully that the target takes a -2 penalty on attack and damage rolls with that natural weapon for 10 minutes. This penalty persists until the ability damage dealt by the tooth fairy is healed. Tricky Thief (Su) A tooth fairy can use a dirty trick combat maneuver with its pliers to pinch an opponent's fingers, or a steal combat maneuver to steal an opponent's tooth. A finger pinch deals 1 point of Dexterity damage. Stealing a tooth deals 1 point of Charisma damage and 1 point of bleed damage. If the stolen tooth is reattached within 10 minutes and the character receives any amount of magical healing, the tooth reattaches, the bleed damage ends, and the Charisma damage is cured.

VILDERAVN

This knight wears armor patterned like raven feathers with a helmet shaped like a raven's head and gauntlets fit for oversized talons.

MYTHIC VILDERAVN

CR 20/MR 8

XP 307,200

Pathfinder Roleplaying Game Bestiary 5

NE Medium fey (mythic, shapechanger)

Init +12; Senses deathwatch, low-light vision, see in darkness, true seeing; Perception +29

Aura frightful presence (30 ft., DC 28), shatter loyalties

DEFENSE

AC 43, touch 25, flat-footed 33 (+8 Dex, +2 dodge, +5 insight, +18 natural)

hp 323 (22d6+246)

Fort +18, Ref +22, Will +18

Defensive Abilities block attacks^{MA}, fate warden; DR 15/cold iron, epic, and good; Immune curses, death effects, energy drain, fear; SR 35

OFFENSE

Speed 60 ft., fly 110 ft. (average)

- Melee 2 claws +24 (1d6+12 plus 1d6 bleed), bite +24 (1d8+12/18-20/x3 plus 1d6 bleed) or +5 cruel keen falchion +31/+31/+26/+21 (2d4+23/15-20 plus 1d6 bleed)
- **Special Attacks** bleed (1d6), bloodbird^{MA}, broken trust^{MA}, death curse^{MA}, devastating critical^{MA}, <u>mythic power</u> (8/day, surge +1d10), raven hexes (agony, cackle, charm, dire prophecy, disguise, evil eye, misfortune, retribution, speak in dreams), soul eater

Spell-Like Abilities (CL 18th; concentration +25)

- Constant—deathwatch, freedom of movement, haste, tongues, true seeing
- At will—bestow curse (DC 21), crushing despair (DC 20), detect thoughts (DC 19), dispel magic, fear (DC 21), scrying (DC 21), suggestion (DC 20)
- 1/day—circle of death (DC 23), ethereal jaunt, geas/quest, mass suggestion (DC 23), modify memory (DC 21)
 1/month—limited wish (to non-fey only)

STATISTICS

Str 34, Dex 27, Con 28, Int 19, Wis 20, Cha 25 Base Atk +11; CMB +23; CMD 41

- **Feats** Critical Focus^{MF}, Dodge, Flyby Attack, Great Fortitude, Improved Critical^{MF} (bite), Improved Initiative, Lunge, Mobility, Power Attack^{MF}, Weapon Focus^{ME} (falchion), Wind Stance
- Skills Acrobatics +32, Bluff +31, Diplomacy +22, Disguise +31, Fly +21, Intimidate +28, Knowledge (history, nobility) +20, Knowledge (local) +15, Perception +29, Profession (soldier) +15, Sense Motive +25, Stealth +26, Use Magic Device +21 Languages Aklo, Common, Infernal, Sylvan; tongues
- **SQ** battle-bred insight^{MA}, change shape (Small or Medium humanoid, peryton, wolf, or dire wolf, *alter self* or *beast shape III*), instant soul change^{MA}, lies amid truth^{MA}, raven knight^{MA}

ECOLOGY

Environment any

- **Organization** solitary, pair, or unkindness (1 mythic vilderavn plus 3–5 vilderavns)
- Treasure standard

SPECIAL ABILITIES

Battle-Bred Insight (Su) A mythic vilderavn can discern common fighting styles and thwart them. If it succeeds at a Profession (soldier) check (or a Knowledge [nobility] check for an opponent with noble rank) against a foe as a free action, it gains a +2 insight bonus on attack and damage rolls, and a +4 dodge bonus to Armor Class, against that opponent. The DC is equal to 10 + the target's base attack bonus + the target's Wisdom modifier. The vilderavn gains an insight bonus on the relevant skill check equal to its mythic rank.

Bloodbird (Su) Bleed damage dealt by a vilderavn's natural and manufactured weapons stacks with itself and other sources of bleed damage. In addition, the bleeding it causes is difficult to stanch—a successful DC 28 Heal check or a DC 28 caster level check (if using a magical healing effect) is required to stop the bleed damage. This is a curse effect. The DC is Charisma-based. As a swift action, a mythic vilderavn can reopen stanched wounds by expending one use of mythic power. All creatures within 30 feet of the vilderavn must succeed at a DC 28 Will save

or resume the most recent amount of bleed damage it suffered within the past 10 rounds. The save DC is Charisma-based. **Broken Trust (Su)** If a creature attempts to use an action with an ostensible ally affected by shatter loyalties, the affected victim must succeed at a DC 28 Will save or fly into a murderous rage as if it had been affected by the *murderous command* spell. If a mythic vilderavn expends one use of mythic power as an immediate action, the effect changes into

- mythic murderous command. The save DC is Charisma-based. **Death Curse (Su)** If a mythic vilderavn dies, all creatures that dealt damage to it, including through spell use, is affected by the curse of distrust. *Curse of Distrust: save* Will DC 28; *effect* permanently affected by the vilderavn's shatter loyalties ability, a creature suffering from the curse casts a shadows in the shape of a raven. The creature dealing the killing blow or, in the case of a summoned creature, controlling the creature dealing the killing blow incurs a –8 penalty on its save and must roll twice, taking the worse result. The save DC is Charisma-based.
- **Devastating Critical (Su)** If a mythic vilderavn rolls a natural 20 on any attack roll and confirms the critical hit with that attack, it deals maximum damage with its critical hit. This critical hit negates protection from armor with the *fortification* special ability (or creature special abilities that duplicate *fortification*). A mythic vilderavn can expend one use of mythic power to apply this ability to a critical hit on which it did not roll a natural 20 for the threat.
- Fate Warden (Su) A vilderavn gains an insight bonus to its AC equal to its Wisdom bonus, and as an immediate action it can add its Wisdom bonus as an insight bonus on a saving throw or opposed skill check.

Instant Soul Change (Su) A mythic vilderavn can use its change shape ability to assume the likeness of a creature whose soul it has consumed as a swift action. It uses this ability to terrify those who recognize the new likeness or as part of a ruse where it convinces onlookers it suffers from a transformative curse. When it changes shape to terrify victims, they must



succeed at a DC 28 Will save or become frightened for 1d4 rounds. If it uses this ability to fool onlookers, it retains its +10 bonus on Bluff and Disguise checks made to impersonate the new likeness. The save DC is Charisma-based.

- Lies amid Truth (Su) Once per week, a mythic vilderavn can gain information about a major course of action as if it cast divination. For a week after it uses divination it can twist the revelations it receives to provide false prophecies, granting it a +10 insight bonus on Bluff checks to create convincing prophecies. These lies also warp divination spells, providing the mythic vilderavn's false insights to anyone casting such a spell within 1 mile of the vilderavn.
- **Raven Hexes (Sp, Su)** A vilderavn can use the hexes listed in its special attacks entry as an 18th-level witch. The save DC to resist a vilderavn's hex is 26, and is Charisma-based. A vilderavn also uses its Charisma modifier, instead of its Intelligence modifier, to determine the other variables of its hexes.
- **Raven Knight (Sp)** When a vilderavn assumes humanoid form with its change shape ability, it loses its natural armor bonus but becomes fully garbed in black +5 *full plate* that is almost part of its body. This armor has no movement speed penalty, maximum Dexterity bonus, or armor check penalty. (For a typical mythic vilderavn, this changes its AC to 39 and its flat-footed AC to 30.) Also as part of the transformation, it gains a +5 *cruel keen falchion* formed from its vicious talons. These items are part of the vilderavn's being and disappear when it is slain. A vilderavn in humanoid form is considered to be proficient in all types of armor, shields (except tower shields), and martial weapons. A mythic vilderavn's armor improves to +5 *heavy fortification shadow full plate*.

Shatter Loyalties (Su) A vilderavn's frightful presence creates disloyalty, doubt, and dissension in addition to fear. Creatures that fail their saves are no longer treated as allies to other -creatures and can't provide flanking, use or benefit from teamwork feats or aid another actions, or allow other creatures to move through their space. Any spell or effect that requires a willing target fails if used on an affected creature, and evenharmless effects require an attack roll (if applicable) and require affected creatures to attempt a saving throw to resist their effects (if a save is allowed). Creatures that are immune to fear can still be affected by the shatter loyalties component of a vilderavn's frightful presence; they ignore the shaken condition but are otherwise affected as described above. This is a mindaffecting effect, and the save DC is Charisma-based. Soul Eater (Ex) A vilderavn's bite attack threatens a critical hit on an 18-20. If a vilderavn kills a humanoid foe with a critical hit from its bite attack (including a coup de grace), it can tear out the victim's heart and consume its soul. Creatures that witness this savagery are frightened for 1d4 rounds, or shaken for 1 round if they succeed at a DC 28 Will save. Also, the yilderavn gains the benefits of death knell, and the slain creature is affected as per rest eternal (caster level 18th).

While the target remains dead, the vilderavn gains access to that creature's memories and can use its change shape ability to assume a perfect likeness of the slain creature, gaining a +10 bonus on Bluff and Disguise checks made to impersonate it. The vilderavn can store any number of souls. Slaying the vilderavn ends all its ongoing *rest eternal* effects. The save DC is Charisma-based.

Horzitoth

A thick mound of lumpy, tattered rags hangs suspended like a cloak over the blot of darkness in the doorway. Its two spindly arms end in long downward-facing knives, and a horse skull, with a wild green eye behind it, rests where a face should be.

HORZITOTH

CR 8/MR 3

NE Medium fey (extraplanar, mythic) Init +0; Senses low-light vision; Perception +19

Aura unnatural aura (30 ft.)

DEFENSE

AC 21, touch 13, flat-footed 21 (+3 deflection, +8 natural) hp 132 (12d6+90); dream eater Fort +9, Ref +8, Will +11 DR 10/cold iron and epic; SR 21

OFFENSE

Speed 20 ft., fly 20 ft. (clumsy)

Melee 2 claws +10 (1d8+3 plus bleed)

- **Special Attacks** bleed (1d4+1), mythic magic 3/day^{MA}, mythic power (3/day, surge +1d6)
- Spell-Like Abilities (CL 10th; concentration +16)
- Constant—detect thoughts
- At will—quickened cause fear (DC 18), dancing lights, deep slumber (DC 22), ghost sound (DC 17) 3/day—dreadscape^{HA} (DC 21)
- 1/day—night terrors^{HA} (DC 23)

STATISTICS

Str 16, Dex 11, Con 21, Int 13, Wis 17, Cha 25 Base Atk +6; CMB +9; CMD 19

Feats Alertness, Combat Casting^{MF}, Quicken Spell-Like Ability (*cause fear*), Skill Focus (Stealth), Spell Focus (enchantment)^{MF}, Weapon Focus (claw)

Skills Bluff +19, Diplomacy +19, Intimidate +17, Knowledge (local) +11, Perception +19, Sense Motive +19, Stealth +18; Racial Modifiers +4 Intimidate, +4 Stealth

Languages Aklo, Sylvan (can't speak); telepathy 30 ft.

SQ astral reserve^{MA}, breed nightmares, overdraw dreams^{MA}, return home^{MA}, uninvited guest

ECOLOGY

Environment any (around cities and villages) Organization solitary

Treasure standard

SPECIAL ABILITIES

Astral Reserve (Su) A horzitoth addicted to nightmares frequently engorges itself on much more than it needs and is able to build a bank of stored dream energy to fuel its strange powers. A mythic horzitoth can expend one use of mythic power to target and affect creatures with its Breed Nightmares, Dream Eater, and Persistent Nightmares abilities as if those creatures were asleep. This ability lasts for one round. **Breed Nightmares (Sp)** As a standard action, a horzitoth can target a single sleeping creature and pull its nightmares into the physical world. This acts as *summon monster l*. For every two Hit Dice the target creature has beyond 1 Hit Die, the horzitoth can use the next level of *summon monster summon monster II* at 3 Hit Die, *summon monster III* at 5 Hit Die, *summon monster IV* at 7 Hit Die, up to the maximum of *summon monster IX* at 17 Hit Dice or higher. The caster level for this ability is equal to the sleeping creature's Hit Dice. A creature targeted by breed nightmares cannot be targeted again for 24 hours.

- **Dream Eater (Su)** A horzitoth heals 5 hit points or gains 5 temporary hit points for 1 hour (up to a maximum number of temporary hit points equal to half its full normal hit points) each round that it remains within 30 ft. of a sleeping creature.
- **Overdraw Dreams (Su)** A powerfully addicted horzitoth draws more dream energy than is safe for the victim, and can leave effect that last longer than a single night. All sleeping creatures with 3oft. of the mythic horzitoth must succeed at a DC 23 Will save or take 1d4 point of Wisdom drain. Once per round, when a creature fails this save, the mythic horzitoth regains one spent use of mythic power, and that creature cannot be affected by Overdraw Dreams again for 24 hours. For the purpose of this ability, sleeping and unconscious creatures are not considered helpless and may roll their Will save normally.
- **Return Home (Su)** Once per day as a full-round action, a mythic horzitoth can expend two uses of mythic power to cast *plane shift*. The horzitoth cannot only use this ability while being observed or within a mile of any man-made structures. This ability can only be used to travel to and from the Material Plane and the horzitoth's home plane.
- **Uninvited Guest (Su)** Three times per day, a horzitoth can use *dimension door*, transporting itself and one creature that it is grappling. The transport must begin and end in a physical door or doorway, or else the transport fails (but does not expend the ability for the day).

A horzitoth is slightly shorter than an adult human and resembles a large pile of filthy rags hovering just above the ground. Its front exposes an impermeable darkness from which two long, scrawny arms protrude—each ends in a rusty set of long knives that point downward at a 90 degree angle. It wears a sun-bleached horse skull as a mask, and a green, bloodshot eye can be seen peering out from behind it. Unlike the fey seen on the Material Plane, horzitoth are born of supernatural forces from beyond the known planes. While they can sustain themselves on the dreams of sleeping creatures, they prefer the taste of nightmares and frequently foster them in their victims. Horzitoth tend to target children, appearing in their bedroom doorways while they sleep and quietly taking their fill of the night's images. Although they hate confrontation and avoid it whenever possible, a horzitoth will cover its retreat with quasi-real nightmares and lash out with knife-like claws. Many horzitoth have been known to become addicted to the nightmares they feast upon. These horzitoth often exhibit much more aggressive behavior and less concern to leave their victim alive for later feasting.

Ecology

Whereas most fey are born of local essence, these alien monsters appear to be directly connected to forces unseen on the Material Plane. Horzitoth can connect with a sleeping mind and extract energy from the Plane of Dreams as easily as one would tap a tree for its sap. Doing so allows the foreign fey to feed and nourish itself at the pain and expense of its target. Despite only needing to feed once or so a week, horzitoth easily become addicted to the nightmares they're able to foster in the minds of their victims. As such, it isn't rare that they'll venture in homes in search of their nighttime fix more than for sustenance. Horzitoth that give into their cravings find themselves needing to foster more and more powerful nightmares in their victims just to find the same euphoric effect as before.

HABITAT AND SOCIETY

A horzitoth on the material plane resides around populated areas and settlements. In cities, they'll seek dark alleyways or sewers to make their lair, and in villages or farming communities, they'll make their ratty home out in the wilds. These strange fey like to remain close enough to sneak into town and feed at night, but far away enough to not be disturbed while it rests in-between meals. Victims of a horzitoth can find no rest in sleep and always wake as weary as had they not even sleep at all. Worse yet, frequent visits from a horzitoth have been known to leave lasting nightmares that may keep a creature wide awake from fear of the haunting images that may follow if they close their eyes. In worst case scenarios, the horzitoth's victims have been driven insane; unable to find respite from the nightmares that never cease to plague them. Unfortunately, since they prefer to target children, sighting of horzitoth are rarely taken seriously, and as such, these strange fey have an easy time coming back as often as they like for nourishment. Horzitoth that are particularly addicted to the nightmares they cause in others may find that they're unable to wait till nighttime for their next fix. For this reason, horzitoth have sometime been known to

abduct their victims and keep them in a deep sleep in their lair for constant feasting. Although horzitoth do realize that their captives need to eat as well, their alien nature has no idea what the denizens of the Material Plane sustain themselves on, and will often present their victim with bits of rubbish lying around in an effort to feed them.

Crystal Ooze from the Tome of Horrors, © 2002, Necromancer Games, Inc.; Author Scott Greene, based on original material by Gary Gygax. Dark Creeper from the Tome of Horrors, © 2002, Necromancer Games, Inc.; Author Scott Greene, based on original material by Rik Shepard. Dark Stalker from the Tome of Horrors, © 2002, Necromancer Games, Inc.; Author Scott Greene, based on original material by Simon Muth. Dracolisk from the Tome of Horrors, (C) 2002, Necromancer Games, Inc.; Author Scott Greene, based on original material by Gary Gygax. Froghemoth from the Tome of Horrors, © 2002, Necromancer Games, Inc.; Author Scoit Greene, based on original material by Gary Gygax. Giant Slug from the Tome of Horrors, © 2002, Necromancer Games, Inc.; Author Scott Greene, based on original material by Gary Gygax. Ice Golem from the Tome of Horrors, (C) 2002, Necromancer Games, Inc.; Author Scott Greene. Iron Cobra from the Tome of Horrors, © 2002, Necromancer Games, Inc.; Author Scott Greene, based on original material by Philip Masters. Mite from the Tome of Horrors, (C) 2002, Necromancer Games, Inc.; Author Scott Greene, based on original material by Ian Livingstone and

Mark Barnes. Nabasu Demon from the Tome of Horrors, © 2002, Necromancer Games, Inc.; Author Scott Greene, based on original material by Gary Gygax. Russet Mold from the Tome of Horrors, © 2002, Necromancer Games, Inc.; Author Scott Greene,

based on original material by Gary Gygax. Shadow Demon from the Tome of Horrors, © 2002, Necromancer Games, Inc.; Author Scott Greene, based on original material by Neville White.

Vegepygmy from the Tome of Horrors, © 2002, Necromancer Games, Inc.; Author Scott Greene, based on original material by Gary Gygax.

Wood Golem from the Tome of Horrors, © 2002, Necromancer Games, Inc.; Authors Scott Greene and Patrick Lawinger.

Yellow Musk Creeper from the Tome of Horrors, © 2002, Necromancer Games, Inc.; Author Scott Greene, based on original material by Albie Fiore. Yellow Musk Zombie from the Tome of Horrors, © 2002, Necromancer Games, Inc.; Author Scott Greene, based on original material by Albie Fiore. Yeti from the Tome of Horrors, © 2002, Necromancer Games, Inc.; Author Scott Greene, based on original material by Gary Gygax.

Tome of Horrors III, © 2005, Necromancer Games, Inc; Author: Scott Greene, with Casey Christofferson, Erica Balsley, Kevin Baase, Lance Hawvermale, Travis Hawvermale, Ian S. Johnston, Patrick Lawinger, Nathan Paul, Clark Peterson, Greg Ragland, Robert Schwalb and Bill Webb.

Angel, Monadic Deva from the Tome of Horrors Complete © 2011, Necromancer Games, Inc., published and distributed by Frog God Games; Author: Scott Greene, based on original material by Gary Gygax.

Angel, Movanic Deva from the Tome of Horrors Complete © 2011, Necromancer Games, Inc., published and distributed by Frog God Games; Author: Scott Greene, based on original material by Gary Gygax. Baphomet from the Tome of Horrors Complete © 2011, Necromancer Games, Inc., published and distributed by Frog God Games; Author: Scott Greene, based on original material by Gary Gygax. Daemon, Derghodaemon from the Tome of Horrors Complete © 2011, Necromancer Games, Inc., published and distributed by Frog God Games; Author: Scott Greene, based on original material by Gary Gygax.

Daemon, Guardian from the Tome of Horrors Complete © 2011, Necromancer Games, Inc., published and distributed by Frog God Games; Author: Scott Greene, based on original material by Ian McDowall.

Daemon, Hydrodaemon from the Tome of Horrors Complete © 2011, Necromancer Games, Inc., published and distributed by Frog God Games; Author: Scott Greene, based on original material by Gary Gygax.

Daemon, Piscodaemon from the Tome of Horrors Complete © 2011, Necromancer Games, Inc., published and distributed by Frog God Games; Author: Scott Greene, based on original material by Gary Gygax.

Demon, Shadow from the Tome of Horrors Complete © 2011, Necromancer Games, Inc., published and distributed by Frog God Games; Author: Scott Greene, based on original material by Neville White.

Genie, Marid from the Tome of Horrors Complete © 2011, Necromancer Games, Inc., published and distributed by Frog God Games; Author: Scott Greene, based on original material by Gary Gygax. Grippli from the Tome of Horrors Complete © 2011, Necromancer Games, Inc., published and distributed by Frog God Games; Author: Scott Greene, based on original material by Gary Gygax. Nereid from the Tome of Horrors Complete © 2011, Necromancer Games, Inc., published and distributed by Frog God Games; Author: Scott Greene, based on original material by Gary Gygax. Poltergeist from the Tome of Horrors Complete © 2011, Necromancer Games, Inc., published and distributed by Frog God Games; Author: Scott Greene, based on original material by Lewis Pulsipher.

Mite from the Tome of Horrors Complete © 2011, Necromancer Games, Inc., published and distributed by Frog God Games; Author: Scott Greene, based on original material by Ian Livingstone and Mark Barnes.

Angel, Monadic Deva from the Tome of Horrors, Revised © 2002, Necromancer Games, Inc.; Author: Scott Greene, based on original material by Gary Gygax.

Angel, Movanic Deva from the Tome of Horrors, Revised © 2002, Necromancer Games, Inc.; Author: Scott Greene, based on original material by Gary Gygax.

Animal Lord from the Tome of Horrors, Revised © 2002, Necromancer Games, Inc.; Author Scott Greene, based on original material by Gary Gygax. Ascomid from the Tome of Horrors, Revised © 2002, Necromancer Games, Inc.; Author Scott Greene, based on original material by Gary Gygax. Atomie from the Tome of Horrors, Revised © 2002, Necromancer Games, Inc.; Author Scott Greene, based on original material by Gary Gygax. Aurumvorax from the Tome of Horrors, Revised © 2002, Necromancer Games, Inc.; Author: Scott Greene, based on original material by Gary Gygax. Axe Beak from the Tome of Horrors, Revised © 2002, Necromancer Games, Inc.; Author Scott Greene, based on original material by Gary Gygax. Bat, Mobat from the Tome of Horrors, Revised © 2002, Necromancer Games, Inc.; Authors: Scott Greene and Clark Peterson, based on original material by Gary Gygax.

Beetle, Slicer from the Tome of Horrors, Revised © 2002, Necromancer Games, Inc.; Author: Scott Greene, based on original material by Gary Gygax. Blindheim from the Tome of Horrors, Revised © 2002, Necromancer Games, Inc.; Author: Scott Greene, based on original material by Roger Musson.

Brownie from the Tome of Horrors, Revised. © 2002, Necromancer Games, Inc.; Author: Scott Greene, based on original material by E. Gary Gygax.

Bunyip from the Tome of Horrors, Revised © 2002, Necromancer Games, Inc.; Author: Scott Greene, based on original material by Dermot Jackson.

Carbuncle from the Tome of Horrors, Revised © 2002, Necromancer Games, Inc.; Authors Scott Greene, based on original material by Albie Frore. Caryatid Column from the Tome of Horrors, Revised © 2002, Necromancer Games, Inc.; Author Scott Greene, based on original material by Jean Wells.

Crypt Thing from the Tome of Horrors, Revised © 2002, Necromancer Games, Inc.; Author: Scott Greene, based on original material by Roger Musson.

Daemon, Ceustodaemon (Guardian Daemon) from the Tome of Horrors, Revised. © 2002, Necromancer Games, Inc.; Author: Scott Greene, based on original material by E. Gary Gygax.

Daemon, Derghodaemon from the Tome of Horrors, Revised. © 2002, Necromancer Games, Inc.; Author: Scott Greene, based on original material by E. Gary Gygax.

Daemon, Hydrodaemon from the Tome of Horrors, Revised. © 2002, Necromancer Games, Inc.; Author: Scott Greene, based on originalmaterial by E. Gary Gygax.

Daemon, Piscodaemon from the Tome of Horrors, Revised. © 2002, Necromancer Games, Inc.; Author: Scott Greene, based on original material by E. Gary Gygax.

Dark Creeper from the Tome of Horrors, Revised © 2002, Necromancer Games, Inc.; Author: Scott Greene, based on original material by Rik Shepard. Dark Stalker from the Tome of Horrors, Revised © 2002, Necromancer Games, Inc.; Author: Scott Greene, based on original material by Simon Muth.

Death Worm from the Tome of Horrors, Revised © 2002, Necromancer Games, Inc.; Author: Scott Greene and Erica Balsley.

Decapus from the Tome of Horrors, Revised © 2002, Necromancer Games, Inc.; Author, Scott Greene, based on original material by Jean Wells. Demodand, Shaggy from the Tome of Horrors, Revised © 2002, Necromancer Games, Inc.; Author Scott Greene, based on original material by Gary

Gygax.

Demodand, Slimy from the Tome of Horrors, Revised © 2002, Necromancer Games, Inc., Author Scott Greene, based on original material by Gary-Gygax.

Demodand, Tarry from the Tome of Horrors, Revised © 2002, Necromancer Games, Inc.; Author Scott Greene, based on original material by Gary Gygax.

Demon, Nabasu from the Tome of Horrors, Revised © 2002, Necromancer Games, Inc.; Author: Scott Greene, based on original material by Gary Gygax.

Dire Corby from the Tome of Horrors, Revised © 2002, Necromancer Games, Inc.; Author Scott Greene, based on original material by Jeff Wyndham.

Disenchanter from the Tome of Horrors, Revised © 2002, Necromancer Games, Inc.; Author Scott Greene, based on original material by Roger Musson.

Dragon, Faerie from the Tome of Horrors, Revised © 2002, Necromancer Games, Inc.; Author Scott Greene, based on original material by Brian Jaeger and Gary Gygax.

Dragon Horse from the Tome of Horrors, Revised © 2002, Necromancer Games, Inc.; Author: Scott Greene, based on original material by Gary Gygax. Dust Digger from the Tome of Horrors, Revised © 2002, Necromancer Games, Inc.; Author: Scott Greene, based on original material by Gary Gygax. Flail Snail from the Tome of Horrors, Revised © 2002, Necromancer Games, Inc.; Author Scott Greene, based on original material by Simon Tilbrook.

Flumph from the Tome of Horrors, Revised © 2002, Necromancer Games, Inc.; Author Scott Greene, based on original material by Ian McDowell and Douglas Naismith.

Foo Creature from the Tome of Horrors, Revised © 2002, Necromancer Games, Inc.; Author Scott Greene, based on original material by Gary Gygax. Forlarren from the Tome of Horrors, Revised © 2002, Necromancer Games, Inc.; Author: Scott Greene, based on original material by Ian Livingstone.

Froghemoth from the Tome of Horrors. © 2002, Necromancer Games, Inc.; Author: Scott Greene, based on original material by E. Gary Gygax.

Giant, Wood from the Tome of Horrors, Revised © 2002, Necromancer Games, Inc.; Author: Scott Greene, based on original material by Wizards of the Coast.

Gloomwing from the Tome of Horrors, Revised © 2002, Necromancer Games, Inc.; Author: Scott Greene, based on original material by Gary Gygax. Grippli from the Tome of Horrors, Revised © 2002, Necromancer Games, Inc.; Author: Scott Greene, based on original material by Gary Gygax. Gryph from the Tome of Horrors, Revised © 2002, Necromancer Games, Inc.; Author: Scott Greene, based on original material by Peter Brown.

Hangman Tree from the Tome of Horrors, Revised © 2002, Necromancer Games, Inc.; Author: Scott Greene, based on original material by Gary Gygax. Hippocampus from the Tome of Horrors, Revised © 2002, Necromancer Games, Inc.; Author: Scott Greene and Erica Balsley, based on original material by Gary Gygax.

Huecuva from the Tome of Horrors, Revised © 2002, Necromancer Games, Inc.; Author Scott Greene, based on original material by Underworld Oracle.

Ice Golem from the Tome of Horrors, © 2002, Necromancer Games, Inc.; Author: Scott Greene. Iron Cobra from the Tome of Horrors. © 2002, Necromancer Games, Inc.; Author: Scott Greene, based on original material by Philip Masters.

Jackalwere from the Tome of Horrors, Revised © 2002, Necromancer Games, Inc.; Author Scott Greene, based on original material by Gary Gygax. Jubilex from the Tome of Horrors, Revised © 2002, Necromancer Games, Inc.; Author: Scott Greene, based on original material by Gary Gygax. Kamadan from the Tome of Horrors, Revised © 2002, Necromancer Games, Inc.; Author Scott Greene, based on original material by Nick Louth. Kech from the Tome of Horrors, Revised © 2002, Necromancer Games, Inc.; Author Scott Greene, based on original material by Nick Louth. Kech from the Tome of Horrors, Revised © 2002, Necromancer Games, Inc.; Author Scott Greene, based on original material by Gary Gygax.

Kelpie from the Tome of Horrors, Revised © 2002, Necromancer Games, Inc.; Author: Scott Greene, based on original material by Lawrence Schick.

Korred from the Tome of Horrors, Revised © 2002, Necromancer Games, Inc.; Author: Scott Greene, based on original material by Gary Gygax. Leprechaun from the Tome of Horrors, Revised © 2002, Necromancer Games, Inc.; Author: Scott Greene, based on original material by Gary Gygax. Magma ooze from the Tome of Horrors, Revised © 2002, Necromancer Games, Inc.; Author: Scott Greene.

Marid from the Tome of Horrors III. © 2005, Necromancer Games, Inc.; Author: Scott Greene.

Mihstu from the Tome of Horrors, Revised. © 2002, Necromancer Games, Inc.; Author: Scott Greene, based on original material by E. Gary Gygax.

Mongrelman from the Tome of Horrors, Revised © 2002, Necromancer Games, Inc.; Author: Scott Greene, based on original material by Gary Gygax. Nabasu Demon from the Tome of Horrors. © 2002, Necromancer Games, Inc.; Author: Scott Greene, based on original material by E. Gary Gygax.

Necrophidius from the Tome of Horrors, Revised. © 2002, Necromancer Games, Inc., Author: Scott Greene, based on original material by Simon Tillbrook.

Nereid from the Tome of Horrors, Revised © 2002, Necromancer Games, Inc.; Author: Scott Greene, based on original material by Gary Gygax. Pech from the Tome of Horrors, Revised © 2002, Necromancer Games, Inc.; Author: Scott Greene, based on original material by Gary Gygax.

Phycomid from the Tome of Horrors, Revised © 2002, Necromancer Games, Inc.; Author: Scott Greene, based on original material by Gary Gygax. Poltergeist from the Tome of Horrors, Revised © 2002, Necromancer Games, Inc.; Author: Scott Greene, based on original material by Lewis Pulsipher.

Quickling from the Tome of Horrors, Revised © 2002, Necromancer Games, Inc.; Author: Scott Greene, based on original material by Gary Gygax. Quickwood from the Tome of Horrors, Revised © 2002, Necromancer Games, Inc.; Author: Scott Greene, based on original material by Gary Gygax. Rot Grub from the Tome of Horrors, Revised © 2002, Necromancer Games, Inc.; Author Scott Greene and Clark Peterson, based on original material by Gary Gygax.

Sandman from the Tome of Horrors, Revised. © 2002, Necromancer Games, Inc.; Author: Scott Greene, based on original material by Roger Musson.

Scarecrow from the Tome of Horrors, Revised. © 2002, Necromancer Games, Inc.; Author: Scott Greene, based on original material by Roger Musson.

Shadow Demon from the Tome of Horrors. © 2002, Necromancer Games, Inc.; Author: Scott Greene, based on original material by Neville White.

Skulk from the Tome of Horrors, Revised © 2002, Necromancer Games, Inc.; Author: Scott Greene, based on original material by Simon Muth.

Slime Mold from the Tome of Horrors, Revised © 2002, Necromancer Games, Inc.; Author: Scott Greene, based on original material by Gary Gygax. Slithering Tracker from the Tome of Horrors, Revised © 2002, Necromancer Games, Inc.; Author: Scott Greene, based on original material by Gary Gygax.

Soul Eater from the Tome of Horrors, Revised © 2002, Necromancer Games, Inc.; Author: Scott Greene, based on original material by David Gook. Spriggan from the Tome of Horrors, Revised © 2002, Necromancer Games, Inc.; Author: Scott Greene and Erica Balsley, based on original material by Roger Moore and Gary Gygax.

Tenebrous Worm from the Tome of Horrors, Revised © 2002, Necromancer Games, Inc.; Author: Scott Greene, based on original material by Gary Gygax.

Tentamort from the Tome of Horrors, Revised © 2002, Necromancer Games, Inc.; Author: Scott Greene, based on original material by Mike Roberts.

Tick, Giant & Dragon from the Tome of Horrors, Revised © 2002, Necromancer Games, Inc.; Author: Scott Greene, based on original material by Gary Gygax.

Troll, Ice from the Tome of Horrors, Revised © 2002, Necromancer Games, Inc.; Author: Scott Greene, based on original material by Russell Cole. Troll, Rock from the Tome of Horrors, Revised © 2002, Necromancer Games, Inc.; Author: Scott Greene.

Wolf-In-Sheep's-Clothing from the Tome of Horrors, Revised © 2002, Necromancer Games, Inc.; Author Scott Greene, based on original material by Gary Gygax.

Wood Golem from the Tome of Horrors. © 2002, Necromancer Games, Inc.; Authors: Scott Greene and Patrick Lawinger.

Zombie, Juju from the Tome of Horrors, Revised © 2002, Necromancer Games, Inc.; Author: Scott Greene, based on original material by Gary Gygax.





evourer

FINDE

BALEFUL

lad Doctor's

mularu

Is Your Campaign Legendary?

HE STICS

cia

IT SHOULD BE!

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

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

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

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

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

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

The mad Doctor's Pormulary

Tro#Kir

the Schulchral Swaths of Tanoth- Tha where the second

MUR SINGS



LEGENDARY CLASSES

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



FAIRIES BOTH FRIENDLY AND FEARSOME!

Lig

2 NAY

CENDARY

SAMES

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

Mythic Monsters: Fey brings you an awesome array of mysterious and magical creatures from the realms of Faerie. These capricious creatures range from CR 1 to CR 20 and include monsters malevolent and benign. Some fey are helpful spirits, from the industrious brownie to the farstriding **fastachee** cultivating their corn, or the musical grigs fiddling in the night. Others have far more sinister intentions, from anguished fiend-blooded forlarren to sadistic tooth fairies. Like them, gremlins come in many shapes and sizes, all of them notorious from pugnacious **nuglub** thugs to vengeful **jinkin** saboteurs. Many fey simply wish to be left alone, like **sprites** and sprite swarms guarding the wild and beautiful places of the world from intrusion, or the serene and beautiful hamadryad queens who rule the forests. Mortals may seek to bargain with the fey, but woe betide any who double-cross a blood-hungry sangoi or a darkling vilderavn raven knight! As if a dozen existing monsters were not enough, the brand-new horzitoth is a nonesuch, an urban fey that devours dreams and feasts on fatigue, and savoring the loss of sleep for those who welcome it into their homes as an uninvited guest. In addition to the featured creatures, we bring you the fabulous **fey-bound knight** prestige class, perfect for those heroes of might and magic who have sought service with the lords and ladies of the fey realms! Grab this 30-page monster accessory for the *Pathfinder Roleplaying Game* and **Make** Your Game Legendary!

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

Price: \$12.99



MYTHIC PLUG-INS