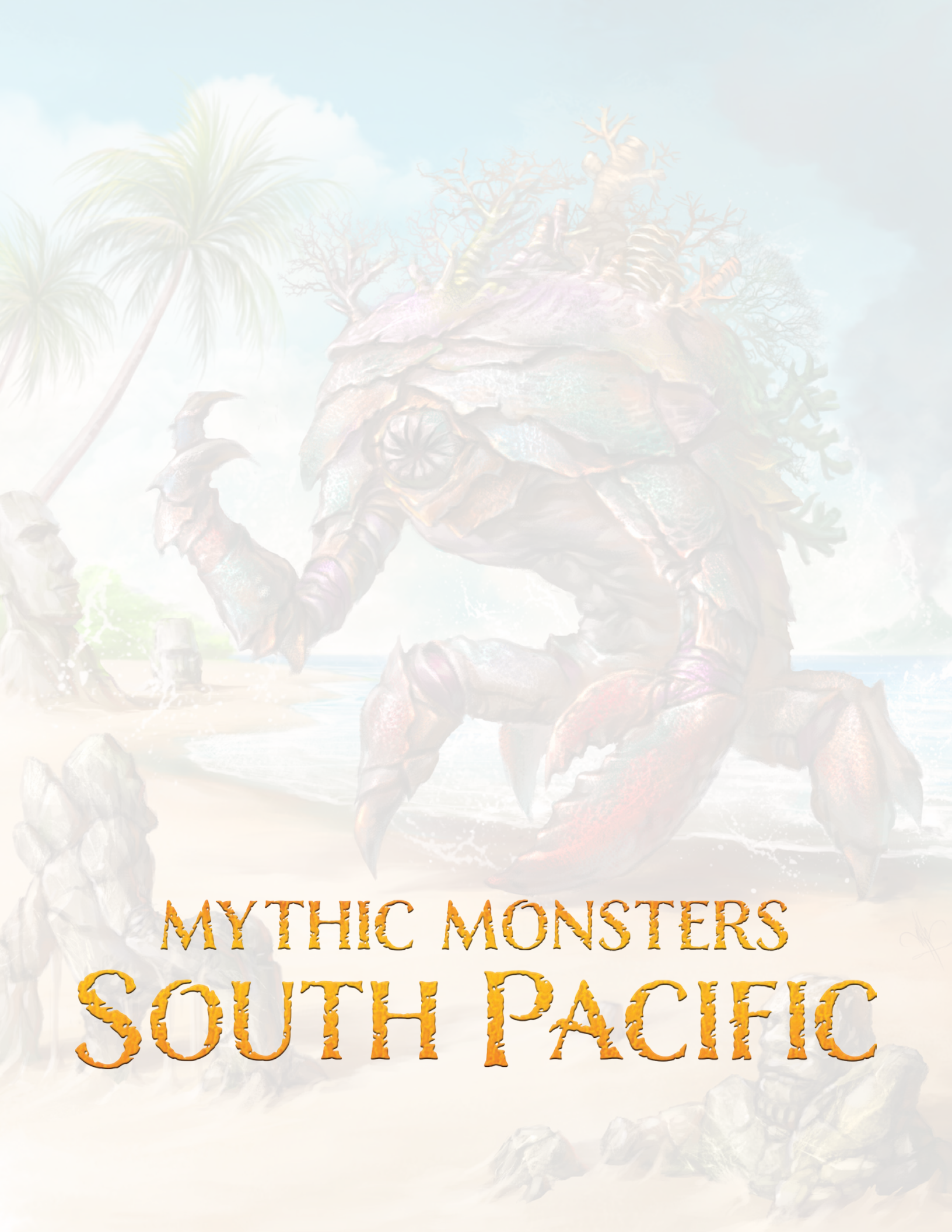




**Pathfinder**  
ROLEPLAYING GAME COMPATIBLE

MYTHIC PLUG-INS





# MYTHIC MONSTERS SOUTH PACIFIC





# MYTHIC MONSTERS SOUTH PACIFIC

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

Mythic Monsters: South Pacific © 2017,  
Legendary Games; Authors Alex Riggs, Mike  
D. Welham, and Jason Nelson  
ISBN-13: 978-1547287550  
ISBN-10: 1547287551  
First printing June 2017.



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

<sup>MS</sup> = Mythic spell

<sup>MF</sup> = Mythic feat

<sup>MA</sup> = Mythic ability

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

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

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 Occult Adventures*

UC = *Pathfinder Roleplaying Game Ultimate Combat*

UE = *Pathfinder Roleplaying Game Ultimate Equipment*

UM = *Pathfinder Roleplaying Game Ultimate Magic*





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

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

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

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





## SPECIAL ELECTRONIC FEATURES

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

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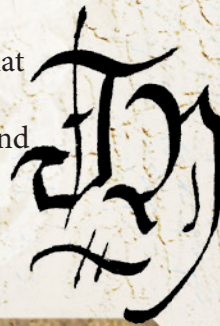
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# WHAT YOU WILL FIND INSIDE MYTHIC MONSTERS: SOUTH PACIFIC

*Mythic Monsters: South Pacific* brings you an awesome array of marvelous and menacing creatures from the open oceans and archipelagos of the Pacific Ocean, from Indonesia and the Philippines in the west across Australia, New Zealand, and the far-flung islands of Polynesia. These cunning creatures range from CR 1 to CR 16 and include monsters malevolent and benign. Some are amazing exemplars of exotic animals given new life like the hungry **thylacine**, the absurdly adorable **platypus**, and the iconic **kangaroo**, or their neolithic forebears like the flightless **moa** and the toothy **megalanian** lizard. Others are mysterious half-human races that keep to the shadows of the wild like the Sumatran **orang-pendak** or the oceangoing **adaro** shark-people. Deathless horrors lurk in the shadows like the bloodthirsty **polong** of Malaysia and the dismembered **penanggalen** and **manananggal** of the Philippines, alongside blight-spawned demons like the **kapre** jungle hunter and the plague-bringing **papinijuwari** of Australia. Some monsters of the South Seas are made rather than born, with constructs like the colossal **coral golem** and the titanic **tiberolith**! As if a dozen and one existing monsters were not enough, the brand-new **tiddalik** is a strange trickster, an ever-thirsty mystic frog that is peaceful by nature, but whose prodigious consumption threatens all around it unless they can untangle the riddle of its mirth. In addition to the featured creatures, we bring you a collection of terrific new *taonga* treasures perfect for injecting a bit of Australian and Polynesian flavor into your campaign, from *hei tiki amulets* to *clever boomerangs*!

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





# TAONGA

Treasures and heirlooms are of great importance in the lands of the South Pacific, as a way of carrying down tribal history and collective memory, of honoring ancestors long departed while providing the promise of hope and meaning for generations to come. Many are religious in nature, honoring local nature spirits or deities of sun and wind, ocean and sand. They also represent traditional folkways and tools often unknown in the wider world beyond that may seem unique and strange to foreigners but are no less effective for their exotic nature. These *taonga* are treasures that typically remain within families, and while some are buried with the honored dead they may also be retrieved at need by descendants who have need of them.

## POSSUM-SKIN CLOAK

PRICE 9,000 GP

Slot body; CL 4th; Weight 1 lb.

### Aura faint divination and transmutation

A *possum-skin cloak* is quilted together from dozens of opossum skins sewn with kangaroo sinew and inscribed with tribal insignia, religious symbology, and stained with ochre and mud dyes. The cloak is surpassingly comfortable in all types of weather, protecting the wearer as *endure elements* and granting a +2 bonus on saving throws against wind and weather effects, whether natural or magically created (not including electricity). While a common cloak of this kind displays tribal heritage and lineage, a *possum-skin cloak* allows the wearer to tap into ancestral wisdom and tribal memory, granting the wearer a +2 competence bonus on Knowledge (history) and Knowledge (local) checks, as well as on Diplomacy checks with aboriginal peoples who recognize the cloak's significance.

The cloak also grants the wearer a +2 bonus on Climb checks, and if the wearer climbs into a tree or wall at least 10 feet above the ground he can command the *possum-skin cloak* to wrap him (and a familiar or similar small creature) in a warm, blanketed shelter that is difficult to notice from the ground, requiring a DC 20 Perception or Survival check, even for creatures with blindsight, blindsense, or scent. He can remain in this shelter indefinitely and can leave the shelter moored to the surface (requiring a DC 20 Strength check to remove), climbing into or out of it as a move action.

A mythic wearer who uses a mythic surge to enhance a skill check modified by his *possum-skin cloak* can roll twice on the surge die and take the better result. In addition, he can expend one use of mythic power as a full-round action to confer with the spirits on a planned course of action as if wearing a *phylactery of faithfulness* or casting an *augury* spell.

In addition, a mythic wearer using the *possum-skin cloak* to create a hanging shelter can expend one use of mythic power to expand the size of the shelter to cover up to 4 contiguous 5-foot-squares, each of which may shelter a single Medium or smaller creature. All creatures in the shelter gain the benefits of *endure elements* and a +2 bonus on saves against wind and weather effects.

### CONSTRUCTION REQUIREMENTS COST 4,500 GP

Craft Wondrous Item, Mythic Crafter, *augury*, *endure elements*, *minor creation*

## HEI MATAU AMULET

PRICE 32,000 GP

Slot neck; CL 7th; Weight 1 lb.

### Aura moderate divination and transmutation

This whalebone amulet is carved in the form of a stylized fishhook twisted back on itself. Ordinary *hei matau* are symbols of good luck, and an enchanted *hei matau amulet* grants the wearer a +1 luck bonus on saving throws. In addition, the wearer gains a +5 bonus on Profession (sailor) checks and can use *know direction* at will in aquatic terrain. The wearer can also *water walk* for up to 7 rounds per day; these rounds need not be continuous.

If the *hei matau amulet* is dropped into salt water, it can be transformed into a *manaia*, a celestial giant seahorse<sup>B4</sup> with the head of a seabird (granting it a bite attack as a primary natural weapon dealing 1d6+5 pounds of damage). The *manaia* has Int 10 and can speak Aquan and Celestial, and it can grant *water breathing* to any creature riding it. The *manaia* serves the creature who activated it for up to 7 hours per week, divided up in 1-hour increments; these hours need not be continuous. At its creator's command, it can expend 1 hour of its duration to create a *magic circle against evil* centered on itself; creatures within this *magic circle* also gain fire resistance 10. This function of the amulet functions as a *figurine of wondrous power*, with the *manaia* changing back into an amulet when killed, when the duration expires, or when commanded by its creator.

A mythic wearer can *water walk* for up to 7 minutes per day; this duration need not be continuous but must be spent in 1-minute increments. She also gains limited control over the sea once per day as a standard action, allowing her to create a pathway 5 feet wide through a body of water up to 20 feet deep and up to 200 feet long, lasting up to 1 hour. The wearer can double the depth, length, or width of this pathway by expending one use of mythic power as a full-round action. This trench in the water does not impede the movement of Huge or larger ships, though smaller boats may founder if they try to cross it (GM's discretion).

She also can tap into the spirit of the *manaia* even when still wearing the amulet, communing with the spirits of the sea through it. She can ask a question of direction to a destination (as *find the path*) or a single yes/no question (as *commune*, but only questions relating to the sea or sky or creatures or objects in it) by expending 1 hour of the *manaia's* duration that week. She also can expend 1 hour to create a *magic circle against evil* (providing fire resistance 10 to creatures within it) or she can expend 5 hours of its duration to *commune with nature*. These powers can be used only in aquatic terrain (including shorelines, atolls, lagoons, reefs, and even small islands, at the GM's discretion). The wearer can expend mythic power in place of using up the *manaia's* duration at a rate of one use of mythic power per hour of duration.

### CONSTRUCTION REQUIREMENTS COST 16,000 GP

Craft Wondrous Item, Mythic Crafter, *divine favor*, *magic circle against evil*, *resist energy*, *summon monster IV*, *water walk*



**HEI TIKI AMULET****PRICE 22,000 GP****Slot neck; CL 9th; Weight 1 lb.****Aura moderate evocation**

This pounamu (greenstone) amulet is a stylized rendition of the first man, Tiki. Typically crafted with a large head and eyes, with hands on thighs, a *hei tiki* bestows courage and solace to the wearer, granting a +2 bonus on saves against fear and emotion effects. The wearer also gains premonitions of danger, with a +2 luck bonus on Perception checks made to avoid being surprised and to AC and on saving throws during a surprise round.

A mythic wearer, however, can tap into a far greater power to create a spirit-manifestation of her ancient tiki guardians once per day as a full-round action by expending one use of mythic power. This tiki guardian may take the form of an invisible spirit similar to a *mage's faithful hound*, though warning of intruders with the sound of disembodied drums rather than barking. Alternatively, she can create a solid protector equivalent to an *interposing hand*, but appearing as Large tiki mask or idol (the details of each such tiki guardian can be described by the wearer) rather than a large hand. The protection of this tiki guardian also aids the wearer in combat against foes the tiki guardian attacks or wards away, granting the wearer a +2 circumstance bonus on her first attack roll or opposed ability check or skill check made against that creature each round.

**CONSTRUCTION REQUIREMENTS COST 11,000 GP**

Craft Wondrous Item, Mythic Crafter, *anticipate peril*<sup>UM</sup>, *interposing hand*, *mage's faithful hound*

**OUTBACK WOOMERA****PRICE 21,650 GP****Slot -; CL 8th; Weight 4 lbs.****Aura moderate transmutation**

This dug-out spear-thrower is a deadly aid in hunting. It can be wielded in melee as a +1 *club*, and while the sharp-edged blade set into the base of its handle is of little use in combat it is eminently useful in skinning game and cutting wood. A shortspear can be drawn and loaded into its long, narrow bowl as a move action that does not provoke attacks of opportunity, and any shortspear hurled using an *outback woomera* is treated as either a +1 *distance* or +1 *keen* weapon; the wielder may choose whether to favor distance or deadliness each time he casts a spear. In either case, his maximum range is 10 times the shortspear's range increment rather than 5 times.

A mythic wielder casting a shortspear with an *outback woomera* treats it as a +1 *distance keen shortspear*. In addition, if he expends one use of mythic power as a swift action he may add his mythic tier as a bonus on his attack roll, ignoring cover (but not total cover) and concealment and bypassing damage reduction, or he may multiply the range increment of a shortspear he throws by 5, with no maximum range; this overlaps and does not stack with the limitless range<sup>MAdv</sup> champion path ability. If the wielder has the Deadly Aim feat, woomera he makes with shortspears flung with the *outback woomera* are treated as if he had the Mythic Deadly Aim<sup>MAdv</sup> feat.

While many warriors use a typical woomera to store food or water, a mythic wielder's woomera is always stocked with provisions. Once every 24 hours he can expend one use of mythic power to glean 2d4 handfuls of seeds, berries, and other foodstuffs (each handful function as a *goodberry*) and decant a gallon of clean, fresh water from the *outback woomera*.

**Construction Requirements Cost 10,975 gp**

Craft Magic Arms and Armor, Mythic Crafter, *clairaudience/clairvoyance*, *create water*, *goodberry*, *keen edge*, *magic weapon*, *true strike*

**BOOMERANG, BLOODY****PRICE 30,303 GP****Slot -; CL 8th; Weight 3 lbs.****Aura moderate necromancy and transmutation**

This gleaming +1 *returning boomerang*<sup>APG</sup> is honed to a razor sharp edge, dealing slashing rather than bludgeoning damage and with a critical threat range of 19-20. When the wielder confirms a critical hit with a *bloody boomerang*, the target takes 1 point of Constitution damage plus 1 hit point of bleed damage. This bleed damage stacks with itself and other sources of bleed damage.

A mythic wielder can expend one use of mythic power as a free action to imbue a *bloody boomerang* with the *keen* special ability for a number of rounds equal to his mythic tier, two uses of mythic power to grant the boomerang the *wounding* property for the same duration, or three uses of mythic power to grant both abilities to the weapon.

As a standard action, a mythic wielder can expend one use of mythic power to hurl a *bloody boomerang* like a spinning buzzsaw of death, attacking all creatures in a 30-foot line. He makes a single attack roll and applies the result to the AC of each creature in the line. If there are allies in this line, the wielder may choose not to attack them. If a miss chance applies to any targets, that miss chance is checked separately for each target. This is considered an area effect for the purpose of affecting swarms. If the attack roll is a critical threat, he makes a single confirmation roll and applies that against all targets as well. Targets gain a +2 cover bonus to AC if there is another target of their size between them and the wielder, or a +4 cover bonus to AC if there is a larger creature between them and the wielder; this cover bonus does not apply if the wielder confirmed a critical hit against the intervening creature that provides the cover bonus.

**CONSTRUCTION REQUIREMENTS COST 15,303 GP**

Craft Magic Arms and Armor, Mythic Crafter, *bleed*, *keen edge*, *telekinesis*

**BOOMERANG, RICOCHET****PRICE 18,303 GP****Slot -; CL 3rd; Weight 3 lbs.****Aura faint illusion, necromancy, and transmutation**

This polished wooden +1 *returning boomerang*<sup>APG</sup> is capable of impossible aerobatics in striking targets that are close together. As a standard action, the wielder can use the attack action, taking a -2 penalty on his attack roll. If the attack hits, the wielder can select a second target within 10 feet of the original





target and make a second attack roll using the same attack bonus (including the -2 penalty) against that target.

In addition, if the wielder attacks a target with cover (but not total cover), he can bounce the *ricochet boomerang* off a solid object of at least Medium size within 10 feet of the target. This results in a -2 penalty on the attack roll as above, but any cover bonus to the defender's AC must be determined as if the attack came from the direction of that object rather than from the wielder's actual direction.

A mythic wielder takes only a -1 penalty on attack rolls when performing the above stunts with a *ricochet boomerang*. In addition, a mythic wielder can expend one use of mythic power to use the *ricochet boomerang* to perform a full-attack action. After each attack is resolved, the boomerang must move to a new target, but it can "bounce" back from one target to a previous target if desired. To determine range penalties for these attacks, trace the boomerang's movement from the wielder to the first target and then to each subsequent target, adding an additional 10 feet for each successful hit.

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**CONSTRUCTION REQUIREMENTS**    **COST 9,303 GP**

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Craft Magic Arms and Armor, Mythic Crafter, *telekinesis*

**BOOMERANG, CLEVER**

**PRICE 21,103 GP**

**Slot -; CL 8th; Weight 3 lbs.**

**Aura moderate evocation and transmutation**

This cunningly worked wooden +1 *returning boomerang*<sup>APG</sup> can loop and curve in unexpected ways. The wielder can make a trip combat maneuver with a boomerang; the target may not attempt to trip the wielder in return if maneuver fails. In addition, the wielder can attempt a Bluff check as part of an attack action when throwing a *clever boomerang* at a creature within 30 feet; treat this as an attempt to feint.

A mythic wielder can perform even more amazing stunts with a *clever boomerang*, allowing him to attempt a dirty trick, disarm, or steal combat maneuver against a target, the latter two maneuvers causing the disarmed or stolen item to fall into a square adjacent to the target. In addition, if he is within 30 feet when he succeeds on such a disarm or steal combat maneuver he can expend one use of mythic power as a swift action to cause the *clever boomerang* to snatch the disarmed or stolen object and return with it to the thrower's hand.

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**CONSTRUCTION REQUIREMENTS**    **COST 10,703 GP**

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Craft Magic Arms and Armor, Mythic Crafter, *pilfering hand*<sup>UC</sup>, *telekinesis*





# ADARO

This hybrid of human and shark holds its spear menacingly, thick, glistening saliva dripping from its razor-sharp teeth.

## MYTHIC ADARO

CR 4/MR 2

XP 1,200

Pathfinder Roleplaying Game Bestiary 3

NE Medium monstrous humanoid (aquatic, mythic)

**Init** +3; **Senses** blindsense 30 ft., darkvision 60 ft. low-light vision, keen scent; **Perception** +8

## DEFENSE

**AC** 17, touch 13, flat-footed 14 (+3 Dex, +4 natural)

**hp** 50 (4d10+28)

**Fort** +3, **Ref** +7, **Will** +5

## OFFENSE

**Speed** 10 ft., swim 50 ft.

**Melee** spear +9 (1d8+6/x3 plus poison), bite +3 (1d6+2)

**Ranged** spear +9 (1d8+4/x3 plus poison)

**Special Attacks** mythic power (1/day, surge +1d6), rain frenzy<sup>MA</sup>

## STATISTICS

**Str** 18, **Dex** 17, **Con** 14, **Int** 10, **Wis** 13, **Cha** 13

**Base Atk** +4; **CMB** +8; **CMD** 21

**Feats** Deadly Aim<sup>MF</sup>, Weapon Focus (spear)

**Skills** Intimidate +8, Perception +8, Stealth +10, Swim +19

**Languages** Aquan, Common; speak with sharks

**SQ** amphibious, create waterspout<sup>MA</sup>, poison use

## ECOLOGY

**Environment** warm oceans

**Organization** solitary, hunting party (1 mythic adaro plus 2–6 non-mythic adaros), or tribe (1–3 mythic adaros plus 7–12 non-mythic adaros)

**Treasure** standard (3 spears, other treasure)

## SPECIAL ABILITIES

**Create Waterspout (Su)** As a standard action, a mythic adaro can expend one use of mythic power to cause a swirling cyclone of water to rise up out of any body of water it is currently in. The water rises beneath the mythic adaro, lifting it up and providing it with a semi-stable platform of water to stand upon. The mythic adaro can raise or lower the waterspout by up to 20 feet per round as a move action, and riding the waterspout functions identically to benefitting from the *levitate* spell, except that the mythic adaro can also move the waterspout horizontally up to 20 feet as a move action. Any creature whose space the waterspout passes through, or that enters the area of the waterspout, suffers 2d6 points of bludgeoning damage and must succeed on a DC 20 Swim check or be flung 1d4 x 5 feet in a random direction. The waterspout does not extend beneath the surface of the water. Once created, the waterspout lasts for 1 minute.

**Poison (Ex)** Mythic Adaros favor a paralytic toxin secreted by the flying nettleskin pufferfish—a sticky venom that doesn't wash away in water.

**Nettlefin Toxin:** Spear—*injury*; *save* Fort DC 15; *frequency* 1/minute for 4 minutes; *effect* paralyzed for 1 minute; *cure* 2 consecutive saves.

**Poison Use (Ex)** Mythic adaros are skilled in the use of poison and never risk accidentally poisoning themselves.

**Rain Frenzy (Su)** Mythic adaros revere storms, and their lust for blood is amplified exponentially while it is raining. While fighting in the rain or during other stormy weather, mythic adaros act as though affected by the *rage* spell. A mythic adaro gains this benefit even if it is underwater, but only as long as it remains within a move action away from the water's surface (50 feet for most adaros). Additionally, as a swift action, while in the rain, a mythic adaro can expend one use of mythic power to grant itself the benefits of the *haste* spell for 1 minute.

**Speak with Sharks (Su)** A mythic adaro can communicate telepathically with sharks to a distance of 100 feet. This communication is limited to simple concepts such as "come," "defend," or "attack."







## FAMILIAR, PLATYPUS

The body and broad, flat tail of this creature are covered with dense, brown fur. It has webbed feet and a large, rubbery snout making it appear somewhat akin to a duck. It emits a low growl when disturbed.

**MYTHIC PLATYPUS** **CR 1/ MR 1**

**XP 400**

Pathfinder Roleplaying Game Bestiary 4

N Tiny animal (mythic)

**Init** +2; **Senses** electrolocation<sup>MA</sup> 30 ft. (while underwater), low-light vision; **Perception** +1 (+5 while underwater)

### DEFENSE

**AC** 15, touch 14, flat-footed 13 (+2 Dex, +1 natural, +2 size)

**hp** 11 (1d8+7)

**Fort** +1, **Ref** +4, **Will** +1

### OFFENSE

**Speed** 10 ft., swim 40 ft.

**Melee** spur +4 (1d3+2 plus poison)

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

**Special Attacks** mud cloud<sup>MA</sup>, mythic power (1/day, surge +1d6, poison)

### STATISTICS

**Str** 2, **Dex** 14, **Con** 8, **Int** 2, **Wis** 13, **Cha** 11

**Base Atk** +0; **CMB** +0; **CMD** 6 (10 vs. trip)

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

**Skills** Perception +1 (+5 while underwater), Swim +14; **Racial**

**Modifiers** +4 Perception while underwater

**SQ** semiaquatic

### ECOLOGY

**Environment** temperate or warm rivers

**Organization** solitary

**Treasure** none

### SPECIAL ABILITIES

**Electrolocation (Ex)** While underwater, mythic platypuses can sense the tiny electrical currents that trigger muscle movement. This allows them to locate living prey and to distinguish it from inanimate objects. Treat electrolocation as lifesense with a range of 30 feet, but that functions only underwater. By expending one use of mythic power, a mythic platypus can extend the range of its electrolocation to 120 feet, and be able to use it outside of water. These effects last for 10 minutes.

**Mud Cloud (Ex)** As a standard action, a mythic platypus that is underwater and adjacent to dirt, silt, or other earth can dig into it frenziedly, creating a cloud of murky water. This obscures all sight, including darkvision, beyond 5 feet. A creature 5 feet away has concealment (20% miss chance). Creatures farther away have total concealment (50% miss chance, and the attacker cannot use sight to locate the target. In still water, the mud cloud lasts for 1d4 minutes before settling. At the GM's discretion, depending on the speed of the current, this may be reduced to 1 minute, 1d4 rounds, or even 1 round, before the debris are washed away.

**Poison (Ex)** Spur—injury; *save* Fort DC 9; *frequency* 1/round for 4 rounds; *effect* 1 nonlethal damage; *cure* 1 save.

**Semiaquatic (Ex)** Mythic platypuses can hold their breath underwater for up to 5 minutes before they must start attempting Constitution checks to avoid suffocation.









## GOLEM, CORAL

*This tall creature appears to be made of wrinkled stone and coral, bits of plant life clinging to its creased body and clawlike hands.*

### MYTHIC CORAL GOLEM

CR 11/MR 4

XP 12,800

Pathfinder Roleplaying Game Bestiary 4

N Large construct (mythic)

Init +0; Senses darkvision 60 ft. low-light vision; Perception +0

### DEFENSE

AC 25, touch 9, flat-footed 25 (+16 natural, -1 size)

hp 160 (12d10+94)

Fort +6, Ref +4, Will +4

Defensive Abilities block attacks<sup>MA</sup>, reef stance<sup>MA</sup>; DR 10/adamantine and epic; Immune construct traits, magic

### OFFENSE

Speed 30 ft.

Melee 2 claws +20 (1d6+12/19-20/x3 plus bleed and coral infestation)

Space 10 ft.; Reach 10 ft.

Special Attacks bleed (1d6), coral infestation<sup>MA</sup>, mythic power (4/day, surge +1d8)

### STATISTICS

Str 28, Dex 11, Con —, Int —, Wis 11, Cha 1

Base Atk +12; CMB +22; CMD 32

Feats Great Fortitude<sup>B, MF</sup>, Improved Critical<sup>B, MF</sup> (claw), Toughness<sup>B, MF</sup>

SQ aquatic reconstruction<sup>MA</sup>, healing powder<sup>MA</sup>, powerful blows (slam)

### ECOLOGY

Environment warm oceans or coastlines

Organization solitary or gang (1 mythic coral golem plus 2–5 non-mythic coral golems)

Treasure none

### SPECIAL ABILITIES

**Aquatic Reconstruction (Ex)** Whenever a mythic coral golem is touching a body of saltwater of a size equal to or greater than its own size, it gains fast healing 10. Additionally, if the remains of a destroyed mythic coral golem are placed in such a body of water, and the mythic coral golem had at least 1 point of mythic power remaining when it was destroyed, its body slowly reforms over the course of 2d4 days, at which point it animates again with full hit points and full uses of mythic power.

**Coral Infestation (Ex)** Whenever a coral golem damages a creature currently suffering from bleed damage with its claw attack, tiny fragments of living coral become dislodged in the victim's bloodstream, where they begin to slowly colonize the creature's body. Each hour, the creature must succeed on a DC 16 Fortitude save or suffer 1 point of Dexterity drain, as her body becomes stiff and rigid from coral growing inside. A creature reduced to 0 Dexterity while affected by this ability is completely petrified, transforming fully into coral. If the creature succeeds on three consecutive Fortitude saves, the remaining coral dies off. Similarly, a *remove disease* spell can stop the creature from having to make any further saving throws to resist the effect. Multiple instances of this ability do not stack, but do increase the saving throw DC by 1 for each additional instance (for example, a creature damaged by the coral golem's claw attacks three times while bleeding would need to succeed on DC 18 Fortitude saves to resist Dexterity drain, rather than DC 16). The saving throw DC is Constitution-based.

**Healing Powder (Ex)** As a full-round action, by expending 1 use of mythic power, a mythic coral golem can break off part of its body and grind it into a coral powder, which, if ingested, has strong healing properties. Breaking off a piece of itself in this way inflicts 2d10 points of damage to the mythic coral golem. Consuming the healing powder is a standard action that provokes attacks of opportunity, and causes the imbiber to heal 5d6 + 12 points of damage and heal 1 point of ability score damage to an ability score of the imbiber's choice.

**Immunity to Magic (Ex)** A mythic coral golem is immune to any spell or spell-like ability that allows spell resistance. In addition, certain spells and effects function differently against the creature, as noted below.

- Any spell with the water descriptor heals a mythic coral golem 1d6 points of damage per level of the caster (maximum 10d6).
- Transmute rock to mud* slows a mythic coral golem (as the slow spell) for 1d6 rounds (no save).
- Transmute mud to rock* increases the mythic golem's bleed damage to 2d6 for 3 rounds.
- Soften earth and stone* causes a coral mythic golem to lose its damage reduction for 3 rounds.

**Tough Construction (Ex)** A mythic coral golem is built particularly sturdily. It gains Great Fortitude and Toughness as bonus feats.



# KAPRE

Roots and branches twist across the body of this huge, oddly proportioned humanoid to form impressive knots of muscle. Its many eyes shine with a warm glow like burning embers.

## MYTHIC KAPRE

CR 12/MR 5

XP 19,200

Pathfinder Roleplaying Game Bestiary 4

CN Huge plant (mythic)

**Init** +2; **Senses** darkvision 60 ft., low-light vision, scent; Perception +22

**Aura** confounding (100 ft., DC 21)

## DEFENSE

**AC** 29, touch 10, flat-footed 27 (+2 Dex, +19 natural, –3 size)

**hp** 197 (15d8+130)

**Fort** +13, **Ref** +9, **Will** +9

**DR** 10/epic and slashing; **Immune** plant traits

## OFFENSE

**Speed** 50 ft., climb 30 ft.

**Melee** 2 slams +18 (2d6+13)

**Space** 15 ft.; **Reach** 15 ft.

**Special Attacks** blow smoke, embers<sup>MA</sup>, **mythic power** (5/day, surge +1d8), reprisal<sup>MA</sup>

**Spell-Like Abilities** (CL 14th; concentration +18)

Constant—*speak with plants*

At will—*invisibility*

## STATISTICS

**Str** 28, **Dex** 15, **Con** 19, **Int** 12, **Wis** 15, **Cha** 18

**Base Atk** +11; **CMB** +22; **CMD** 34

**Feats** Combat Reflexes<sup>MF</sup>, Diehard, Endurance, Iron Will, Lightning Reflexes, Power Attack<sup>MF</sup>, Toughness<sup>MF</sup>

**Skills** Climb +21, Disable Device +9, Perception +22, Sense Motive +9, Stealth +18, Survival +9; **Racial Modifiers** +8 Perception, +8 Stealth

**Languages** Common; *speak with plants*

**SQ** tree meld, wishing stone<sup>MA</sup>

## ECOLOGY

**Environment** warm and temperate forests

**Organization** solitary

**Treasure** none

## SPECIAL ABILITIES

**Blow Smoke (Su)** Smoke constantly drifts from a kapre's mouth, and as a standard action it can exhale a 30-foot cone of smoke. Any creature in the area must succeed at a DC 20 Fortitude save or be nauseated for 1 round. This is a poison effect, and the save DC is Constitution-based. A mythic kapre's smoke persists until the beginning of its next turn. The smoke obscures sight as per *obscuring mist*. Any creature ending its turn in the smoke must succeed at the above Fortitude save or be nauseated until the end of its next turn. The kapre can expend one use of mythic power as a swift action to cause the smoke to remain for an additional round.

**Confounding Aura (Su)** A magical aura surrounds a kapre, confusing and distracting its foes. Within a kapre's aura, the DC of all Survival checks is increased by 15, and creatures trained in Survival are no longer able to automatically determine true north. On top of this, any creature within a kapre's aura must succeed at a DC 21 Will saving throw when it enters the area or take a –4 penalty on concentration checks, initiative checks, and skill checks. A kapre can suppress this aura at will.

**Distracting Rustles (Su)** A mythic kapre can use illusory magic to create the effect of rustling trees in a forest. This grants the kapre and all its allies within a 100-foot radius a +2 flanking bonus against creatures failing a DC 21 Will save. Creatures affected by a kapre's confounding aura take a –4 penalty on this save.

**Embers (Su)** Once per day, a mythic kapre can expel a 5-foot-diameter cluster of embers as a move action. The embers last for 5 rounds, and the kapre can direct their movement as a swift action. When they enter a square with a creature, it affects the creature as if *mythic faerie fire* were cast on it. The kapre can choose to augment the effect as per the spell.

**Hidden Protector (Su)** A mythic kapre maintains its invisibility, as per *greater invisibility*, when it would otherwise break invisibility with respect to non-mythic creatures. It must reuse its spell-like ability to become invisible to mythic creatures.

**Reprisal (Su)** A mythic kapre reduced below 0 hit points gains a +2 enhancement bonus on attack and damage rolls. It may also expend one use of mythic power as a swift action to remove the staggered condition when using the Diehard feat (this does not apply to a staggered condition caused by another effect) for 1 round.

**Tree Meld (Su)** A kapre can meld with any tree, similar to how the spell *meld with stone* functions. It can remain melded with a tree as long as it wishes.

**Wishing Stone (Su)** A mythic kapre possesses a white stone through which it can grant a single *limited wish*. A creature aware of the stone and its power must go beyond mere capture of the kapre to obtain the *limited wish*. Each mythic kapre has a specific set of tasks which the aspiring creature must perform (typically involving at least two CR 15 or higher encounters and skill or ability checks with a minimum DC of 30).



## MANANANGGAL

*This disembodied female torso flaps through the air on batlike wings, her fanged face a hateful mask.*

### MYTHIC MANANANGGAL

CR 8/MR 3

XP 4,800

Pathfinder Roleplaying Game Bestiary 3

CE Medium undead (mythic)

Init +3; Senses darkvision 60 ft.; Perception +16

### DEFENSE

AC 24, touch 15, flat-footed 19 (+3 Dex, +2 dodge, +9 natural)

hp 119 (10d8+74)

Fort +8, Ref +8, Will +10

DR 10/epic and good or silver; Immune undead traits

Weaknesses light sensitivity, vulnerable to light blades

### OFFENSE

Speed 30 ft., fly 100 ft. (good)

Melee bite +11 (1d8+4), 2 claws +13 (1d8+4 plus grab)

Special Attacks blood drain (1d2 Constitution), mythic power (3/day, surge +1d6), prehensile tongue<sup>MA</sup>

Spell-Like Abilities (CL 9th; concentration +14)

At will—bleed (DC 15), dancing lights, touch of fatigue (DC 15)

3/day—darkness, deep slumber (DC 18), fear (DC 19)

### STATISTICS

Str 19, Dex 17, Con —, Int 12, Wis 16, Cha 21

Base Atk +7; CMB +11 (+15 grapple); CMD 25

Feats Deceitful, Dodge<sup>MF</sup>, Flyby Attack, Lightning Reflexes, Weapon Focus (claws)<sup>MF</sup>

Skills Bluff +19, Disguise +22, Fly +16, Knowledge (religion) +11, Perception +16, Sense Motive +11, Spellcraft +6

Languages Abyssal, Common

SQ deceptive noises<sup>MA</sup>, separate, shroud of shadows<sup>MA</sup>

### ECOLOGY

Environment any land

Organization solitary or pack (2–6)

Treasure standard

### SPECIAL ABILITIES

**Deceptive Noises (Su)** A mythic manananggal emits a clicking noise as it flies, which can be detected with a DC 10 Perception check any round that it flies at least 5 feet. However, the noises echo strangely and are highly deceptive, growing quieter the closer the mythic manananggal is to the listener, and seeming to come from other directions. Any creature that can hear the sounds must succeed on a DC 20 Will save or be disoriented by the sound, believing it to be coming from a random direction (determined with a d8), and that the source of the noise is a number of feet away equal to 200 feet minus the actual distance (so, a listener 180 feet from the mythic manananggal would believe it was roughly 20 feet away). The mythic manananggal can suppress or resume this effect as a move action, but can use it only while separated. This is a mind-affecting effect. The saving throw DC is Charisma-based.

**Drain Mythic Power (Ex)** Whenever a mythic manananggal drains blood from a mythic creature (by inflicting Constitution damage with its blood drain or prehensile tongue abilities), the drained creature also loses one use of mythic power, and the mythic manananggal gains one use of mythic power. This can allow the mythic manananggal to have more uses of mythic power than it can normally possess, up to a maximum of 6 uses of mythic power at any given time.

**Prehensile Tongue (Ex)** As a swift action, a mythic manananggal that is currently separated can extend an impossibly long prehensile tongue from its mouth. This tongue ends in a lamprey-like sucker, and can be extended as far as 20 feet, increasing the reach of its bite attack to that amount. This tongue is somewhat unwieldy, and the mythic manananggal suffers a –1 penalty on attack rolls made with the tongue for each 5-foot square between it and its target. Finally, the tongue can be pressed against a helpless or willing creature to drain blood from it, inflicting 1d2 points of constitution damage for each minute that it remains attached. Sleeping or unconscious creatures that have their blood drained in this way make a DC 15 Perception check (with the normal penalty for being unconscious) to be awakened by this feeding, once per minute.

**Separate (Su)** During the day, a mythic manananggal looks like a living human woman. She does not detect as undead during the day, but is still an undead creature. At night, her upper torso rips away (this is a full round action that occurs at sunset), leaving her lower torso behind. Her lower torso is helpless, but her upper torso gains its fly speed and natural attacks at this time. The upper and lower portions share the same pool of hit points (despite any intervening distance), and if the helpless lower portion is damaged, the mythic manananggal is immediately aware of the attack. Since mythic mananangals can be destroyed by damage to their lower bodies, they prefer to hide their lower torsos when separated. A mythic manananggal must return to its lower torso and reattach to it (a full-round action) within the hour before sunrise—each round a mythic manananggal remains separated after sunrise, it takes 1d6 points of damage until it rejoins its lower torso or it crumbles into dust.

**Shroud of Shadows (Su)** As a move action, by expending 1 use of mythic power, a mythic manananggal can shroud itself in darkness, causing it to appear as though made entirely of shadows. While shrouded in shadows in this way, the mythic manananggal loses its light sensitivity, gains concealment (20% miss chance) from all attacks, and can choose to use its separate ability as a full round action even if it is not currently sunset, allowing it to be separated during the day (it does not suffer damage for being separated in this way). This effect lasts for 10 minutes. If the mythic manananggal is separated at the end of this time, it resumes taking damage, as normal for being separated after sunrise.

**Vulnerable to Light Blades (Ex)** Light blades (such as daggers, kamas, kukris, rapiers, short swords, sickles, and staknives) deal double the weapon's base damage on a successful hit against a mythic manananggal.



## MARSUPIAL, KANGAROO

*As tall as a grown human, this mouse-faced creature stands on powerful hind legs and has a stout tail trailing behind.*

### MYTHIC KANGAROO

CR 1/MR 1

XP 400

Pathfinder Roleplaying Game Bestiary 3

N Medium animal (mythic)

**Init** +3; **Senses** low-light vision, scent; Perception +4

### DEFENSE

**AC** 16, touch 13, flat-footed 13 (+3 Dex, +3 natural)

**hp** 14 (1d8+10)

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

### OFFENSE

**Speed** 50 ft.

**Melee** kick +1 (1d6+1 plus trip)

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

### STATISTICS

**Str** 12, **Dex** 16, **Con** 15, **Int** 2, **Wis** 11, **Cha** 7

**Base Atk** +0; **CMB** +1; **CMD** 14

**Feats** Skill Focus<sup>MF</sup> (Acrobatics)

**Skills** Acrobatics +10 (+38 when jumping), Perception +4; **Racial Modifiers** +4 Acrobatics

### ECOLOGY

**Environment** temperate hills or plains

**Organization** solitary, pair, or mob (3–10)

**Treasure** none

### SPECIAL ABILITIES

**Mighty Leaper (Ex)** As long as it has at least one use of mythic power, a mythic kangaroo gains a +20 competence bonus on Acrobatics checks made to jump. This is included in its statistics entry, above.

**Power Kick (Ex)** As a standard action, a mythic kangaroo can expend one use of mythic power to deliver a particularly powerful kick with both feet. Treat this as a normal kick attack, except that the mythic kangaroo gains a +4 circumstance bonus on the attack roll, and if successful, the attack deals 2d6 points of damage plus twice the mythic kangaroo's Strength modifier.

## MARSUPIAL, THYLACINE

*This catlike creature has a striped pelt and whiskers that jut from a long muzzle filled with sharp teeth.*

### MYTHIC THYLACINE

CR 1/MR 1

XP 400

Pathfinder Roleplaying Game Bestiary 3

N Small animal (mythic)

**Init** +2; **Senses** low-light vision; Perception +8

### DEFENSE

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

**hp** 15 (1d8+11)

**Fort** +5, **Ref** +4, **Will** +1

### OFFENSE

**Speed** 30 ft.

**Melee** bite +3 (1d4+1/18–20)

**Special Attacks** distracting stripes<sup>MA</sup>, mythic power (1/day, surge +1d6)

### STATISTICS

**Str** 12, **Dex** 15, **Con** 16, **Int** 2, **Wis** 13, **Cha** 7

**Base Atk** +0; **CMB** +0; **CMD** 12 (16 vs. trip)

**Feats** Skill Focus (Perception), Weapon Focus<sup>B</sup> (bite)

**Skills** Perception +8, Stealth +9

**SQ** powerful jaws

### ECOLOGY

**Environment** warm hills

**Organization** solitary, or pack (1 mythic thylacine and 2–5 thylacines)

**Treasure** none

### SPECIAL ABILITIES

**Distracting Stripes (Ex)** When a mythic thylacine moves 10 or more feet when attacking a target, the target must succeed at a DC 10 Will save or become flat-footed against the attack. If the thylacine charges and attacks, the save DC increases by 2. The save DC is Charisma-based and includes a +2 racial bonus.

**Powerful Jaws (Ex)** A mythic thylacine's muscular jaws threaten a critical hit on a natural roll of 18, 19, or 20. When the thylacine confirms a critical hit, it expends one use of mythic power (if it has any remaining) as an immediate action to gain a critical multiplier of x3.



## MEGAFAUNA, MEGALANIA

*This gigantic lizard has short but powerful limbs, a muscular tail, and a spiny crest that runs the length of its body.*

### MYTHIC MEGALANIA

CR 8/MR 3

XP 4,800

Pathfinder Roleplaying Game Bestiary 3

N Huge animal (mythic)

Init +1; Senses low-light vision, scent; Perception +10

### DEFENSE

AC 24, touch 9, flat-footed 23 (+1 Dex, +15 natural, -2 size)

hp 109 (10d8+64)

Fort +11, Ref +8, Will +7

DR 5/epic

### OFFENSE

Speed 30 ft., swim 30 ft.

Melee bite +16 (2d8+13 plus grab and poison<sup>MA</sup>)

Space 15 ft.; Reach 10 ft.

Special Attacks mythic power (3/day, surge +1d6), swallow whole (2d8+12 bludgeoning damage plus 1d6 acid damage, AC 17, 20 hp), vitriolic digestion<sup>MA</sup>

### STATISTICS

Str 29, Dex 13, Con 19, Int 2, Wis 14, Cha 6

Base Atk +7; CMB +18; CMD 29 (33 vs. trip)

Feats Iron Will, Lunge<sup>MF</sup>, Skill Focus (Perception), Skill Focus (Stealth), Weapon Focus (bite)<sup>MF</sup>

Skills Climb +13, Perception +10, Stealth +10 (+14 in rocks or undergrowth), Swim +17; Racial Modifiers +4 Stealth (+8 in rocks or undergrowth)

SQ burst of activity<sup>MA</sup>, sunbather<sup>MA</sup>

### ECOLOGY

Environment warm forests or plains

Organization solitary, pair, or pack (3–12)

Treasure none

### SPECIAL ABILITIES

**Burst of Activity (Ex)** Once per round, as an immediate action, the mythic megalania can expend one use of mythic power in order to take a full round's worth of actions.

**Poison (Ex)** Bite; save Fort DC 19; frequency 1/round for 6 rounds; effect 1d6 Dex damage and 2d6 bleed damage; cure 2 consecutive saves.

**Sunbather (Ex)** A mythic megalania can store energy by basking in the sun. For each hour that it spends resting in direct sunlight, it gains 1 use of mythic power. It can gain more mythic power in this way than its usual maximum, up to a total of 6 uses of mythic power at any given time. Extra uses of mythic power are lost the next time the mythic megalania rests and regains its daily uses of mythic power.

**Vitriolic Digestion (Ex)** A mythic megalania's stomach produces powerful acids, which damage creatures inside it, produce toxic fumes, and toughen the lining of its stomach. Its swallow whole ability deals an additional 1d6 points of acid damage each round, and the amount of damage required to cut free of its stomach increases by 10. Additionally, whenever a creature begins its turn swallowed by the mythic megalania, it must succeed on a DC 19 Fortitude save or be nauseated for one round. The saving throw DC is Constitution-based.

## MEGAFAUNA, MOA

*Standing on muscular legs that end in enormous talons, this flightless bird is almost twice the height of a man.*

### MYTHIC MOA

CR 3/MR 1

XP 800

Pathfinder Roleplaying Game Bestiary 5

N Large animal (mythic)

Init +7; Senses low-light vision; Perception +9

### DEFENSE

AC 16, touch 12, flat-footed 13 (+3 Dex, +4 natural, -1 size)

hp 27 (3d8+14)

Fort +5, Ref +6, Will +1

### OFFENSE

Speed 30 ft.

Melee 2 talons +4 (1d6+3)

Space 10 ft.; Reach 10 ft.

Special Attacks charger<sup>MA</sup>, mythic power (1/day, surge +1d6)

### STATISTICS

Str 17, Dex 16, Con 14, Int 2, Wis 11, Cha 9

Base Atk +2; CMB +6; CMD 19

Feats Improved Initiative, Skill Focus (Perception)<sup>MF</sup>

Skills Perception +9

SQ burst of speed<sup>MA</sup>

### ECOLOGY

Environment warm plains

Organization solitary, pair, group (3–5), or colony (6–100)

Treasure none

### SPECIAL ABILITIES

**Burst of Speed (Ex)** As a swift action, a mythic moa can expend one use of mythic power in order to move up to 60 feet.

**Charger (Ex)** A mythic moa gains the trample and stampede universal monster abilities. Additionally, when a group of three or more mythic moas stampede, for each mythic moa that expends one use of mythic power as part of the stampede, the damage inflicted by the trample increases by 1d6, and the trample's DC increases by +1.



## ORANG-PENDAK

*This hairy humanoid has orange-brown hair, a broad chest, and muscular arms.*

### MYTHIC ORANG-PENDAK

CR 1/MR 1

XP 400

Pathfinder Roleplaying Game Bestiary 5

Orang-pendak fighter 2

N Small humanoid (mythic, sasquatch)

Init +1; Senses low-light vision; Perception +1

### DEFENSE

AC 15, touch 14, flat-footed 12 (+2 Dex, +1 dodge, +1 natural, +1 size)

hp 21 (1d10+11)

Fort +4, Ref +2, Will +1; +1 vs. fear

Defensive Abilities bravery +1

### OFFENSE

Speed 30 ft.

Melee spear +5 (1d6+3/x3)

Ranged spear +4 (1d6+3/x3) or bolas +4 (1d3)

Special Attacks mythic power (1/day, surge +1d6), tear apart<sup>MA</sup>

### STATISTICS

Str 17, Dex 14, Con 13, Int 6, Wis 12, Cha 10

Base Atk +2; CMB +4; CMD 16

Feats Dodge, Mobility<sup>B</sup>, Power Attack, Skill Focus<sup>MF</sup> (Stealth)

Skills Climb +7 (+11 in forests), Handle Animal +4 (+8 with apes and monkeys), Stealth +10 (+14 in forests); **Racial Modifiers** +4 Climb in forests, +4 Handle Animal with apes and monkeys, +4 Stealth in forests.

Languages Sasquatch

SQ backwards feat<sup>MA</sup>, forest walker, own two feet, simian empathy

### ECOLOGY

Environment warm forests

Organization solitary, pair, family (3–7), or tribe (8–30, plus 8–30 noncombatants, 1 chieftain [3rd- to 5th-level hunter or ranger], 1 shaman [3rd- to 5th-level druid or shaman], and 1d4 gorillas or 1 monkey swarm<sup>B2</sup>)

Treasure NPC gear (spear, 2 bolas, other treasure)

### SPECIAL ABILITIES

**Backwards Feet (Ex)** A mythic orang-pendak's feet are positioned backwards on its body, making it difficult to track and giving it an unsettling gait. The DC of Survival checks made to track a mythic orang-pendak is increased by +5, and creatures that fail to track the mythic orang-pendak by 5 or less wind up following the tracks in the opposite direction. Additionally, the orang-pendak walks in a way that is difficult to track with the eye, granting it Mobility as a bonus feat.

**Forest Walker (Ex)** Mythic orang-pendaks gain a +4 bonus on Climb and Stealth checks in forests and jungles.

**Own Two Feet (Ex)** Mythic orang-pendaks are extremely unnerved whenever they are riding another creature or on a vehicle, and they take a -2 penalty on ability checks, attack rolls, damage rolls, saving throws, and skill checks when doing so.

**Simian Empathy (Ex)** Mythic orang-pendaks gain a +4 racial bonus on Handle Animal and wild empathy checks with apes and monkeys.

**Tear Apart (Ex)** Mythic orang-pendaks have powerful upper bodies and gain a +2 racial bonus on Strength checks to break or burst an object. This bonus also applies on combat maneuver checks to sunder with their unarmed attacks. By expending one use of mythic power, the mythic orang-pendak can increase this bonus to +8 for one minute.





## PAPINIJUWARI

*This imposing one-eyed giant wears fragments of crude armor and a breechcloth adorned with skulls. Its breath reeks of pestilence.*

### MYTHIC PAPINIJUWARI

CR 16/MR 6

XP 76,800

*Pathfinder Roleplaying Game Bestiary 5*

NE Huge humanoid (giant, mythic)

**Init** +14; **Senses** darkvision 120 ft., low-light vision, sense decay; Perception +4

**Aura** fecundity (600 ft., DC 26)

### DEFENSE

**AC** 34, touch 11, flat-footed 31 (+8 armor, +3 Dex, +15 natural, -2 size)

**hp** 250 (15d8+183)

**Fort** +19, **Ref** +11, **Will** +11; second save<sup>MA</sup>

**Defensive Abilities** block attacks<sup>MA</sup>; **DR** 10/epic; **Immune** disease, poison

### OFFENSE

**Speed** 20 ft., fly 60 ft. (average), shooting star

**Melee** club +27/+22/+17 (2d6+27 plus 2d6 fire) or 2 slams +27 (2d6+18)

**Space** 15 ft.; **Reach** 15 ft.

**Special Attacks** devour disease<sup>MA</sup>, infest corpse<sup>MA</sup>, mythic power (6/day, surge +1d8), torch grasp<sup>MA</sup>

**Spell-Like Abilities** (CL 10th; concentration +12) 3/day—*invisibility*

### STATISTICS

**Str** 46, **Dex** 18, **Con** 29, **Int** 17, **Wis** 18, **Cha** 15

**Base Atk** +11; **CMB** +31 (+33 bull rush); **CMD** 45 (47 vs. bull rush)

**Feats** Awesome Blow<sup>MF</sup>, Flyby Attack, Improved Bull Rush, Improved Initiative<sup>MF</sup>, Improved Iron Will, Iron Will, Lightning Reflexes, Power Attack<sup>MF</sup>

**Skills** Climb +33, Fly+15, Intimidate +20, Knowledge (planes)+18, Knowledge (religion) +18

**Languages** Auran, Common, Giant

**SQ** pestilent form<sup>MA</sup>

### ECOLOGY

**Environment** warm plains

**Organization** single, pair, or tribe (6–20 warriors, plus 30 noncombatants, 2 druids, 6 elders, and 1 chieftain)

**Treasure** double (+2 breastplate, other treasure)

### SPECIAL ABILITIES

**Aura of Fecundity (Su)** A mythic papinijuwari's mere presence is enough to empower diseases. Any diseased creature that enters the mythic papinijuwari's aura must succeed on a DC 26 Fortitude save or the saving throw DC of all diseases they are suffering from increases by +4 for one week. Whether a creature succeeds or fails on its saving throw, it is immune to this ability for 24 hours.

**Devour Disease (Su)** As a standard action, a mythic papinijuwari can suck the life force out of a diseased creature within 30 feet as a ranged touch attack. An affected creature must immediately succeed at a saving throw against one disease affecting it or suffer that disease's effect. This saving throw does not count against the number of saves required to cure the disease. If it fails the saving throw, the mythic papinijuwari gains 30 temporary hit points. If the mythic papinijuwari expends a use of mythic power when it uses this ability, it can instead affect each creature in a 60-foot-radius burst, without needing to make attack rolls against those creatures.

**Infest Corpse (Su)** As a full-round action, while using its pestilent form ability, a mythic papinijuwari can crawl inside the mouth of a deceased creature of Medium size or larger. While inside the corpse, the mythic papinijuwari has total cover from everything outside the corpse. Over the course of one hour, it can consume the insides of the remains, regaining a single use of mythic power, and, in the process, hollowing out the body and leaving it riddled with disease. For the next 1d4 days, any creature that comes into contact with the corpse is exposed to the disease the mythic papinijuwari chose when it used its pestilent form ability. Additionally, the diseased flesh quickly foments, transforming the corpse into a gruesome biological weapon: 1d4 days after the mythic papinijuwari finishes infesting the corpse, it explodes in a shower of gore that fills a 30-foot-radius area and exposes all creatures in the area to the disease it was infested with.

**Pestilent Form (Su)** By expending one use of mythic power, a mythic papinijuwari can transform into any Tiny vermin or any Tiny or Diminutive animal, as though with *vermin shape II<sup>UM</sup>* or *beast shape IV*, except the effect lasts indefinitely, and while transformed in this way, the mythic papinijuwari's natural attacks each expose the target to a single disease. The mythic papinijuwari chooses the disease each time it uses this ability, and can select any disease.

**Sense Decay (Su)** A mythic papinijuwari constantly gains the effects of *deathwatch*, and can detect creatures currently infected by disease as if it had the scent ability.

**Shooting Star (Su)** As a full-round action that provokes attacks of opportunity, a mythic papinijuwari can fly at a speed of 300 feet. The mythic papinijuwari can use this ability only outside at night, and must be at least 500 feet above the ground to do so. It must also hold a lit torch while doing so; the torch need not be magical, and while held by the mythic papinijuwari, the torch's flame is not subject to mundane effects that would extinguish it, such as the wind.

**Torch Grasp (Su)** As long as it has at least 1 use of mythic power remaining, as a swift action, a mythic papinijuwari can cause any club it holds in its hands to burst into flame, dealing an additional 2d6 points of fire damage to each creature or object it strikes, and shedding light like a torch. This effect lasts indefinitely, but ends immediately if the club leaves the mythic papinijuwari's possession for any reason, and can be suppressed with another swift action.

The mythic Awesome Blow feat appears in the *Mythic Monster Manual*. It is reprinted here for ease of reference.

### AWESOME BLOW<sup>B1</sup> (MYTHIC)

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

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

**Benefit:** If the creature's Awesome Blow combat maneuver succeeds against a corporeal opponent of its size or smaller, its opponent takes damage (typically slam damage) plus twice the creature's Strength modifier, is knocked flying 20 feet in a direction of the attacking creature's choice, and falls prone. Additionally, the opponent must succeed on a Fortitude save (DC 10 + 1/2 attacking creature's HD + attacking creature's Strength modifier) or they are rendered stunned for 1 round. If an obstacle prevents the completion of the opponent's move, the opponent and the obstacle each take 2d6 points of damage, the opponent is knocked prone in a space adjacent to the obstacle, and must succeed on a Fortitude save (same DC as above) or be stunned for 1 round. Finally, the attacking creature can expend one use of mythic power as a swift action to extend the duration of the stunned effect an additional round.



# PENANGGALEN

A pale face framed by glossy black hair hangs in the air, trailing viscera from the ragged stump of its neck like a grisly tail.

## MYTHIC PENANGGALEN

CR 6/MR 2

XP 2,400

Pathfinder Roleplaying Game Bestiary 3

Human penanggalen oracle 5

NE Medium undead (augmented, humanoid, mythic)

Init +7; Senses darkvision 60 ft.; Perception +10

Aura stench of vinegar<sup>MA</sup> (30 ft., DC 18)

## DEFENSE

AC 23, touch 15, flat-footed 18 (+3 Dex, +2 dodge, +8 natural)

hp 74 (5d8+46); fast healing 5

Fort +6, Ref +4, Will +6

Defensive Abilities channel resistance +4; DR 5/epic and silver and slashing; Immune fatigue, undead traits; Resist cold 10, fire 10

Weaknesses light sensitivity, penanggalen weaknesses

## OFFENSE

Speed 20 ft. (with body); fly 60 ft. (without body; good maneuverability)

Melee bite +5 (1d6+2 plus disease), slam +5 (1d4+2 plus grab and wither)

Space 5 ft.; Reach 5 ft. (30 ft. with tongue)

Special Attacks blood drain (1d4 Constitution), create spawn, disease (filth fever, DC 17), invisible tongue<sup>MA</sup>, mythic power (2/day, surge +1d6)

Oracle Spells Known (CL 5th; concentration +10)

2nd (5/day)—darkness, false life, hold person (DC 17)

1st (8/day)—bane (DC 16), cause fear (DC 16), divine favor, obscuring mist, protection from good

o (at will)—bleed (DC 15), detect magic, guidance, light, read magic, resistance

Mystery bones

## STATISTICS

Str 14, Dex 16, Con —, Int 12, Wis 15, Cha 22

Base Atk +3; CMB +5; CMD 18

Feats Dodge<sup>MF</sup>, Improved Initiative, Toughness

Skills Bluff +22, Intimidate +14, Disguise +14, Fly +16, Knowledge (arcana) +9, Perception +10, Sense Motive +10, Stealth +19, Spellcraft +9; Racial Modifiers +8 Bluff, +8 Fly, +8 Knowledge (arcana), +8 Perception, +8 Sense Motive, +8 Stealth

SQ oracle's curse (lame), revelations (armor of bones, voice of the grave), separate

## ECOLOGY

Environment any

Organization solitary

Treasure NPC gear

# CREATING A MYTHIC PENANGGALEN

"Mythic Penanggalen" is an acquired template that can be added to any creature with the penanggalen template (referred to hereafter as the base penanggalen). A mythic penanggalen uses the base penanggalen's stats and abilities except as noted here.

**Mythic Subtype:** A mythic penanggalen gains the mythic subtype, with a rank equal to half the CR of the base penanggalen. A mythic penanggalen gains additional abilities depending on the base penanggalen's CR instead of the mythic abilities it would get for having a rank. The mythic penanggalen gains all other benefits of having the mythic subtype: ability score bonuses, bonus hit points, mythic feats, mythic power, natural armor bonus, and spell resistance increase (if any).

**CR:** Adjust the base penanggalen's CR according to its mythic rank (this template doesn't increase the base penanggalen's CR other than from the mythic rank. Note that a mythic penanggalen's abilities on the table below depend on the base penanggalen's CR, not the final CR of the mythic penanggalen).

**Tier:** A penanggalen with mythic tiers that becomes a mythic penanggalen loses its tiers (and all abilities from those tiers) and gains abilities from the mythic penanggalen template, according to the base penanggalen's CR.

**Invisible Tongue (Su):** A mythic penanggalen has a second, invisible tongue which is prehensile and she can extend from her mouth at a distance of up to 30 feet. At the end of this tongue is a tiny sucker-like mouth with needle-like teeth, used for sucking blood. Instead of making a normal bite attack, the mythic penanggalen can make a special bite attack with its tongue, dealing 1 point of damage and allowing it to drain blood from the victim, as though with its blood drain special attack. The tongue has a reach of 30 feet, and attacks made with the tongue are treated as though the mythic penanggalen were invisible.

**Stench of Vinegar (Ex):** A mythic penanggalen can exude an overpowering odor of bile and vinegar on command. When active, this stench forces each creature within 30 feet of the mythic penanggalen must succeed on a Fortitude save (DC 10 + 1/2 the mythic penanggalen's Hit Dice + the mythic penanggalen's Charisma modifier) or be sickened for as long as they remain within 30 feet of the mythic penanggalen, plus 1d4 rounds thereafter. Creatures that fail this saving throw by 5 or more are nauseated for the first round, as well. The mythic penanggalen can suppress or resume this effect as a move action.

**Sun Resistant (Su)** At 3rd rank, a mythic penanggalen that is outside her human body while exposed to direct sunlight is no longer staggered, but does suffer a -4 penalty on attack rolls, ability checks, saving throws, and skill checks. At 7th tier, this penalty is reduced to -2.



**Savor Blood (Su)** At 4th rank, a mythic penanggalen is able to empower herself by drawing blood from the living. Whenever she successfully drains a living creature's blood (with her blood drain ability or her invisible tongue), she gains a +2 enhancement bonus to the ability score of her choice for 1 hour. If the drained blood came from a woman who is pregnant or was pregnant in the last year, or from a child under the age of 3, the mythic penanggalen gains a +4 enhancement bonus to that ability score, instead.

**Virulent Bile (Su)** At 4th rank, whenever a mythic penanggalen inflicts Dexterity and Constitution damage to a creature with its wither special attack, 1 point of damage to each of those ability scores is ability drain, instead.

**Regrow Body (Su)** At 5th rank, a mythic penanggalen whose body is destroyed can grow a new one by performing a special ritual. This takes 24 hours, and requires the expenditure of 5,000 gp in special reagents, oils, and incense. Once the ritual is complete, it takes one week for the new body to grow. The new body lacks internal organs, and has a hole in the neck to allow the mythic penanggalen to re-enter her body normally, and is identical in all ways to her previous body.

**Constricting Entrails (Su)** At 6th rank, while separated from its body, a mythic penanggalen can animate its entrails, wrapping them around a victim and squeezing the life from them. She gains the constrict universal monster ability, dealing an amount of damage equal to  $1d6 +$  her Strength modifier. Additionally, while a mythic penanggalen is grappling a creature, that creature is unable to breathe, preventing it from speaking, using items with command words, casting spells with verbal components, and so on. Creatures grappled in this way must hold their breath or begin to suffocate.

**Create Mythic Spawn (Su)** At 7th rank, a mythic penanggalen can expend one use of mythic power when using create spawn to cause the victim to rise as undead in 1 hour instead of at the next sunset. The mythic penanggalen can expend two uses of mythic power when using create spawn to create a mythic mananggal or a non-mythic penanggalen instead of a non-mythic mananggal.

**Meat Suit (Su)** At 8th rank, a mythic penanggalen can use its own body as a suit of armor to protect itself. As long as the mythic penanggalen is in its body, it has a 75% chance of ignoring any critical hits or precision-based damage it would otherwise suffer. Additionally, as long as the mythic penanggalen is in her body, half of any damage she suffers is inflicted to her body, instead.

**Seep Through Cracks (Su)** At 9th rank, while outside her body, a mythic penanggalen can compress herself, allowing her to fit through incredibly narrow spaces. She gains the compression universal monster ability. Additionally, as a full-round action she can squeeze through spaces as narrow as 1 inch wide, moving up to 5 feet with each full-round action she takes.

**Second Body (Su)** At 10th rank, a mythic penanggalen can control her body even when she is not in it. While outside its body, its body is treated as though it were a separate creature with the same statistics, which can be controlled by the mythic penanggalen as though with the spell *dominate monster*. The mythic penanggalen's body lacks all abilities the mythic penanggalen lacks when not outside her body, and cannot take any action that requires a head, including speaking or seeing. The mythic penanggalen's body cannot cast spells, even if those spells have no verbal components.

Base CR	MYTHIC RANK	MYTHIC ABILITIES
4-5	2nd	Invisible tongue, stench of vinegar
6-7	3rd	Sun resistant
8-9	4th	Savor blood, virulent bile
10-11	5th	Regrow body
12-13	6th	Constricting entrails
14-15	7th	Create mythic spawn
16-17	8th	Meat suit
18-19	9th	Seep through cracks
20+	10th	Second body



# POLONG

*This crimson spectral creature drips with blood, its skeletal face contorted with malice.*

## MYTHIC POLONG

CR 10/MR 4

XP 9,600

Pathfinder Roleplaying Game Bestiary 5

NE Medium undead (incorporeal, mythic)

Init +8; Senses darkvision 60 ft.; Perception +15

Aura murderous intent<sup>MA</sup> (30 ft.)

## DEFENSE

AC 23, touch 23, flat-footed 19 (+9 deflection, +4 Dex)

hp 147 (10d8+102)

Fort +10, Ref +7, Will +11

Defensive Abilities incorporeal; channel resistance +2; DR 5/epic; Immune undead traits

Weaknesses bottle-bound (DC 22)

## OFFENSE

Speed fly 40 ft. (perfect)

Melee incorporeal touch +13 (6d8 plus 1d4 bleed and terrible wounds)

Special Attacks bleed (1d4), bloody possession<sup>MA</sup>, mythic power (4/day, surge +1d8), terrible wounds<sup>MA</sup>

## STATISTICS

Str —, Dex 18, Con —, Int 13, Wis 14, Cha 24

Base Atk +7; CMB +11; CMD 30

Feats Blind-Fight, Improved Initiative, Iron Will, Skill Focus (Intimidate)<sup>MF</sup>, Weapon Focus (incorporeal touch)<sup>MF</sup>

Skills Fly +25, Intimidate +26, Perception +15, Stealth +17, Survival +12

Languages Common

SQ blood slick<sup>MA</sup>, break control<sup>MA</sup>

## ECOLOGY

Environment any

Organization solitary

Treasure standard

## SPECIAL ABILITIES

**Blood Slick (Su)** Whenever a mythic polong enters or passes through a solid object, it leaves a thin coating of blood and gore on that object. This functions as the spell *grease*, except that it either coats the object or whatever space the mythic polong passes through, rather than a 10-foot square. The mythic polong can suppress or resume this ability at will. The caster-level for this effect is equal to the mythic polong's Hit Dice, and the saving throw DC is Charisma-based.

**Bloody Possession (Su)** As a standard action, a mythic polong can expend one use of mythic power in order to enter the body of an adjacent humanoid creature that is currently suffering from 1 or more points of bleed damage. The mythic polong visibly enters the creature's wounds as a fine red mist. This otherwise functions as the spell *greater possession*<sup>OA</sup> (DC 25), except that the victim suffers 1 point of Constitution damage each hour he is possessed. Creatures possessed in this way frequently bleed from the eyes and mouth during the possession, granting a +10 bonus on checks made to identify that the creature is possessed.

**Bottle-Bound (Su)** A mythic polong is bound to a bottle as part of the ritual to create it. A mythic polong must remain within 1 mile of its bottle, and regains 1d8+5 hit points for each hour it spends inside its bottle. If a mythic polong's bottle (AC 11, hardness 1, hp 1) is destroyed, the mythic polong is considered staggered until the bottle reforms in 24 hours. Once per day, a creature that possesses a mythic polong's

bottle can attempt to take control of the mythic polong for 24 hours as if the mythic polong were under the effect of a *dominate monster* spell. The mythic polong can attempt a DC 22 Will save to negate this effect. A creature that's controlling the mythic polong is immune to its murderous intent aura.

**Break Control (Su)** Once per day, when a creature that has taken control of the mythic polong with its bottle-bound ability gives the mythic polong an order, it can make a new Will save to attempt to end the effect. If it succeeds, the *dominate monster* effect ends, and the mythic polong gains a +4 morale bonus on attack and damage rolls made against that creature for the next 24 hours.

**Murderous Intent (Su)** A mythic polong generates a seething aura of unrestrained violence and malicious intent. As an immediate action, a mythic polong can attempt an Intimidate check to demoralize any creature entering its aura. A creature that doesn't become demoralized is immune to the mythic polong's aura for 24 hours. Whenever a mythic polong successfully intimidates a creature in this way, it gains a +2 morale bonus on attack and damage rolls against that creature for 24 hours. This is a mind-affecting fear effect.

**Terrible Wounds (Su)** A mythic polong's touch deals slashing damage, and opens up terrible gashes. Each round a creature takes bleed damage from the polong's touch attack, it must succeed at a DC 20 Fortitude saving throw or take 2 points of Constitution damage. Additionally, all bleed damage and Constitution damage inflicted by the mythic polong is resistant to magical healing: anyone attempting to heal it magically must succeed on a caster level check (DC 21) or the attempt has no effect. Bleed damage and Constitution damage inflicted in this way can still be healed naturally. The save DC is mythic Charisma-based.





## TIBEROLITH

A bizarre thrum echoes from somewhere deep within this towering stone hulk, the ground roiling beneath the monolithic creature's stony feet as blue liquid runs down its shuddering body.

**MYTHIC TIBEROLITH** CR 12/MR 5

XP 19,200

Pathfinder Roleplaying Game Bestiary 4

NE Huge construct (mythic)

**Init** +9; **Senses** darkvision 60 ft., low-light vision; **Perception** +0

### DEFENSE

**AC** 31, touch 10, flat-footed 29 (+2 dodge, +21 natural, –2 size)

**hp** 187 (13d10+116)

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

**Defensive Abilities** spell trap; **DR** 10/adamantine and bludgeoning and epic; **Immune** acid, construct traits; **Resist** electricity 30; **SR** 29

### OFFENSE

**Speed** 30 ft.

**Melee** 2 slams +21 (3d8+10)

**Space** 15 ft.; **Reach** 15 ft.

**Special Attacks** corrosive strikes<sup>MA</sup>, mythic power (5/day, surge +1d8), shockwave<sup>MA</sup>, spell discharge<sup>MA</sup>

### STATISTICS

**Str** 30, **Dex** 11, **Con** —, **Int** —, **Wis** 11, **Cha** 1

**Base Atk** +13; **CMB** +25; **CMD** 35

**Feats** Improved Initiative<sup>B, MF</sup>, Lightning Reflexes<sup>B</sup>, Power Attack<sup>B, MF</sup>, Toughness<sup>MF</sup>

**SQ** rudimentary clockwork<sup>MA</sup>

### ECOLOGY

**Environment** any coastlines or water

**Organization** solitary, pair, or squad (3–4)

**Treasure** standard

### SPECIAL ABILITIES

**Corrosive Strikes (Ex)** A mythic tiberolith reduced to 130 or fewer hit points leaks acid, and deals an additional 1d6 points of acid damage with its slam attacks. If the mythic tiberolith is reduced to 80 hit or fewer hit points, it deals an additional 2d6 points of acid damage with its slam attacks, instead, and if it is reduced to 30 or fewer hit points, it deals an additional 3d6 points of acid damage, instead.

**Mindless Power Attack (Ex)** A mythic tiberolith gains Power Attack as a bonus feat, even though it is mindless.

**Rudimentary Clockwork (Su)** The puzzle boxes and simplistic mechanical components found in a mythic tiberolith are similar to a rudimentary clockwork. A mythic tiberolith gains Improved Initiative and Lightning Reflexes as bonus feats, and gains a +2 dodge bonus to AC. Additionally, a mythic creature can perform a special ritual to imbue a mythic tiberolith with additional mythic power. This takes 1 hour per use of mythic power to be transferred, up to a maximum of 5 hours for 5 additional uses of mythic power, which are expended by the creature performing the ritual. This allows the mythic tiberolith to have up to 10 uses of mythic power at any given time. Mythic power stored with this ability is expended last, and does not prevent the mythic tiberolith from regaining its normal daily uses. Uses of mythic power imbued in this way fade if not used within 1 week.

**Shockwave (Su)** Three times per day, a mythic tiberolith can unleash a burst of electricity. This blast deals 12d6 points of electricity damage to all creatures within 30 feet (Reflex DC 16 half). If the mythic tiberolith expends one use of mythic power when it activates this ability, the blast deals an additional 5d6 points of electricity damage, the saving throw DC increases to 20, and creatures that fail their Reflex save must make a secondary Fortitude save (DC 16) or be stunned for 1 round. A mythic tiberolith is immune to its shockwave and that of other tiberoliths. The save DC is Constitution-based.

**Spell Discharge (Su)** As long as a mythic tiberolith has a spell stored in its spell trap that has one or more targets and a range of touch or greater, each time it takes the attack or full attack action, it automatically expends one use of mythic power, and until the beginning of its next turn, whenever it hits a creature with one of its slam attacks, that creature is also affected as though by the spell stored in the spell trap. This immediately dissipates the spell from the spell trap.

**Spell Trap (Su)** When a mythic tiberolith is targeted by a spell that allows spell resistance and its spell resistance fails to protect it against that spell, the spell instead becomes trapped in the mythic tiberolith's magical runes. The runes can only trap one spell at a time; if a second spell would become trapped, the first spell affects the mythic tiberolith normally (including allowing a saving throw, if appropriate) and the second spell is trapped. A trapped spell dissipates harmlessly after 24 hours.



## TIDDALIK

This green bipedal frog has bright green eyes and constantly sweats water. Multicolored chalk markings form swirls and arrows on the frog's skin.

### TIDDALIK

CR 5/MR 2

XP 1,600

CN Medium magical beast (mythic)

Init +6; Senses darkvision 60 ft., low-light vision; Perception +7

### DEFENSE

AC 18, touch 12, flat-footed 16 (+2 Dex, +6 natural)

hp 62 (5d10+35); fast healing 5 (while immersed in water)

Fort +7, Ref +6, Will +3

DR 5/epic

Weaknesses vulnerability to hideous laughter

### OFFENSE

Speed 30 ft.

Melee bite +8 (1d8+3), tongue +5 touch (grab)

Space 5 ft.; Reach 5 ft. (10 ft. with tongue)

Special Attacks absorb liquid<sup>MA</sup>, deluge<sup>MA</sup>, mythic power (2/day, surge +1d6)

### STATISTICS

Str 16, Dex 15, Con 17, Int 6, Wis 14, Cha 11

Base Atk +5; CMB +8 (+12 grapple);

CMD 20

Feats Improved Initiative, Skill Focus

(Stealth), Weapon Focus<sup>MF</sup> (tongue)

Skills Acrobatics +7, Perception +7, Stealth +9

SQ locate water<sup>MA</sup>

### ECOLOGY

Environment warm deserts and forests

Organization solitary

Treasure none

### SPECIAL ABILITIES

**Absorb Liquid (Ex)** If a tiddalik starts its turn grappling an opponent with its tongue, its opponent must succeed on a DC 15 Fortitude save or take 1d2 points of Constitution damage; this damage increases to 1d4 against a creature with the water subtype. The victim also begins to suffer from dehydration (requiring a DC 10 Constitution check and adding +1 to the DC for each previous check). The save DC is Constitution-based.

Alternatively, the tiddalik can take a full-round action, which does not incur an attack of opportunity, to affect water it is touching as if by the lower water function of *control water* (CL 5th).

If the tiddalik absorbs water four times using either method within 10 rounds, it gains the giant creature template, changing its stats as follows: **Size** large; **AC** 19, touch 10, flat-footed 18; **hp** 72; **Fort** +9, **Ref** +5; **Melee** bite +7 (2d6+5), tongue +4 touch (grab); **Space** 10 ft.; **Reach** 10 ft.; **Str** 20, **Dex** 13, **Con** 21; **CMB** +11 (+15 grapple); **CMD** 22; **Skills** Acrobatics +6, Stealth +4.

The tiddalik can expend one use of mythic power as a swift action to grow after two times of absorbing liquid within 10 rounds.

**Deluge (Ex)** If a tiddalik is made to laugh, either by failing its Will save against *hideous laughter* or after three successful DC 25 Perform (comedy) checks, which must be completed within 10 rounds of each other, it unleashes stored water in a torrent as an immediate action. All creatures within 30 feet of the tiddalik take 6d6 points of bludgeoning damage and are knocked prone. A success on a DC 15 Reflex save halves the damage and negates the prone condition. The save DC is Dexterity-based.







Additionally, the area around the tiddalik is affected as if it used the raise water function of *control water* (CL 10th). The tiddalik reverts to its normal size (losing the giant creature template) after it releases the water, and it cannot use its absorb liquid ability for 1 hour afterwards. If it expends one use of mythic power, it can ignore this wait time.

**Locate Water (Su)** A tiddalik can spend ten minutes to concentrate on the location of the nearest source of pure water measuring at least 10 gallons within a 5-mile radius. It can find water hidden behind natural barriers regardless of thickness, but it cannot discover water within manufactured objects, including worked stone. For each additional ten minutes of concentration, it can extend the radius an additional mile.

**Vulnerability to Hideous Laughter (Su)** A tiddalik does not gain a bonus on its saving throws against *hideous laughter* if a creature of a type different than it casts the spell. Additionally, it incurs a cumulative –1 penalty for each failed save.

A tiddalik automatically fails its initial save against *mythic hideous laughter*.

A tiddalik is typically shorter than a human and looks thin to the point of emaciation when it holds no water. When full of water, it bloats considerably, becoming nearly the size of a horse, and it loses all pretense of a humanoid appearance. It typically remains rooted in place during the day to avoid sweating out the water it hoards jealously, while it travels at night to find bodies of water it can absorb into its body. Depending on how thirsty it gets, it rests peacefully in water reaching halfway up to its head, or it stands among dry, cracked ground. Purportedly, the tiddalik was an ordinary frog which morphed into a humanoid form as it grew to a disproportionate size—and acquired an equally disproportionate thirst. Theories for the tiddalik's powerful thirst run the gamut from the original frog insulting a deity to the frog accidentally swallowing a one-way portal to the Plane of Water. Whatever the cause of the frog's overwhelming desire for water, it unleashes the water uncontrollably when something makes it laugh.

## ECOLOGY

A tiddalik is a walking ecological disaster regardless of how it reacts with respect to water. When it is thirsty, it dries out the land and kills plants, animals, and humanoids dependent on life-giving water. Oddly, killing a tiddalik does not return the water, and many people have learned the hard way that destroying a tiddalik ultimately leads to their own destruction. However, making it laugh is equally fraught with danger, since gushing water accompanies its gales of laughter. This watery release causes immediate damage to everything around it and eventually floods the land upon which it stands, as the water level rises several feet in short order. The best way to deal with a tiddalik is to return it to one of the places where it consumed all the water and trick it into returning the water to its source. Unfortunately, the tiddalik usually contains more water than the basin it dried out, so floods are still inevitable.

## HABITAT AND SOCIETY

A tiddalik lives anywhere with a warm climate. Considering its sometimes unquenchable thirst, it seems like the tiddalik would be more suited to cooler locales, but it becomes sluggish in such environments. A tiddalik must have fresh water, so it spends most of its time near lakes and other sources of fresh water. It avoids the ocean, since seawater makes it sick. Though not highly intelligent, a tiddalik has learned to keep its thirst hidden and tries not to overly dry out sources of water necessary for nearby settlements. As a tiddalik learns of its ability to absorb water from other creatures, it makes its way to populated areas, where it can desiccate a victim. It manages to curtail its killings by supplementing this source of water with nearby ponds and lakes. It also tries to keep its greed for water to a minimum to avoid transforming into a giant frog and giving itself away. A tiddalik is subconsciously aware of the effect laughter has on it. Even if it has not experienced the effects firsthand, it avoids situations where it might find something funny and irrepressibly stream water from its body.





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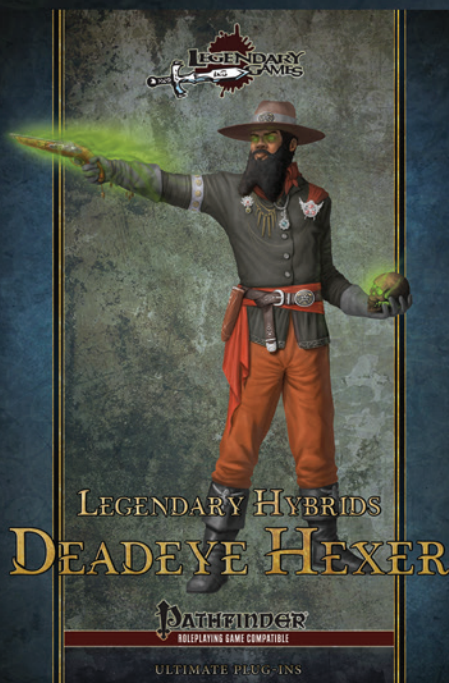
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