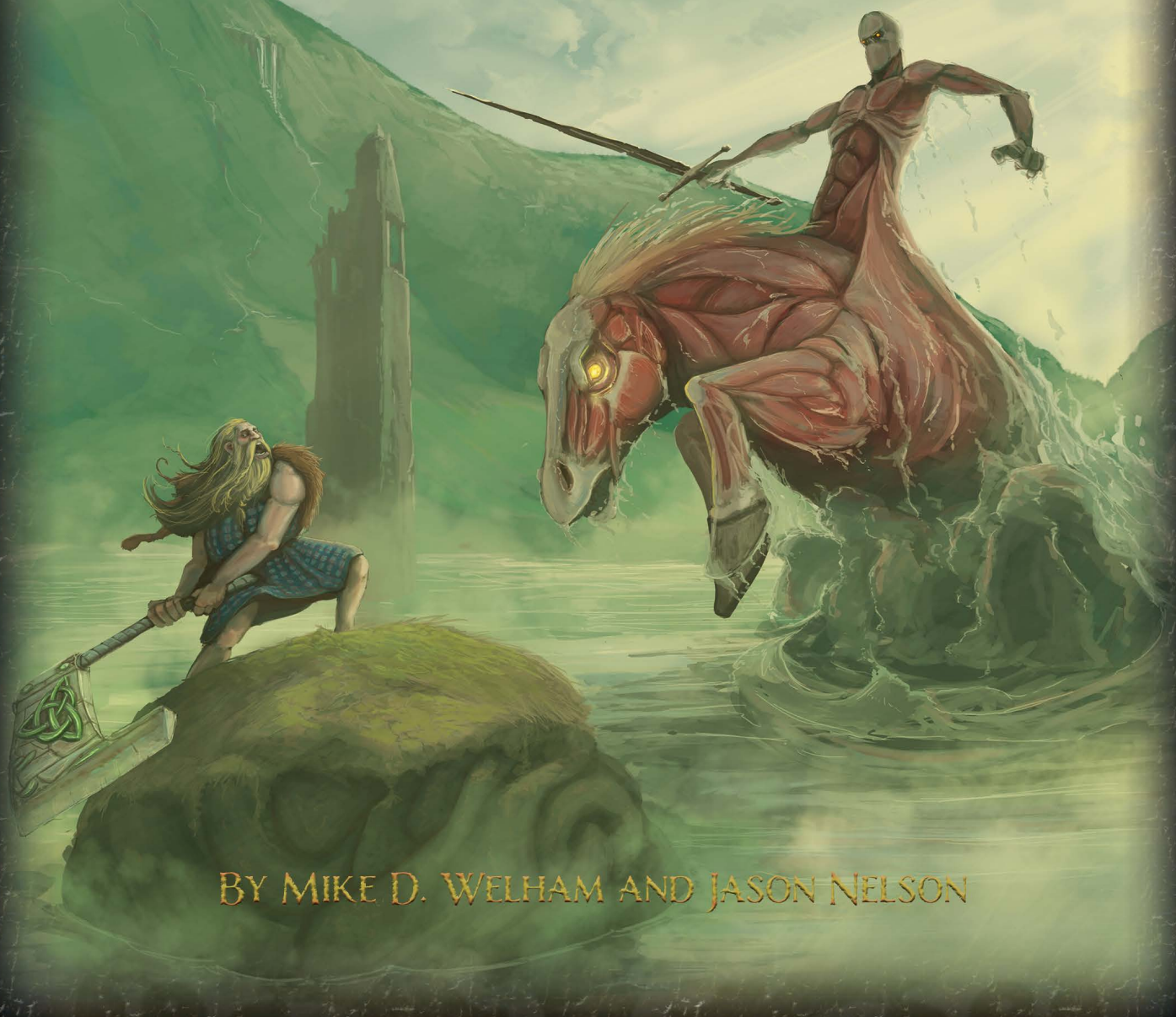




# MYTHIC MONSTERS CELTIC



BY MIKE D. WELHAM AND JASON NELSON

**PATHEFINDER**  
ROLEPLAYING GAME COMPATIBLE

MYTHIC PLUG-INS





# MYTHIC MONSTERS CELTIC



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## 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 work of conversion. 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. All classics, to be sure, but as the game has evolved 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. All brought to you by expert designers who know the mythic monster rules like no one else because they are the same authors that created the mythic monsters in Pathfinder Roleplaying Game Mythic Adventures.

## SPECIAL ELECTRONIC FEATURES

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

## ABOUT LEGENDARY GAMES

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

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

**Mythic Monsters: Celtic** brings you an awesome array of marvelous and menacing creatures from the misty moors and hollow hills of Celtic lands. Drawn from the myths and legends of ancient Scotland, Ireland, and Wales, these cunning creatures range from CR 1 to CR 18. Some are friendly if prone to dramatics and wild passions, like the invisible **pooka** and the romantic **gancanagh azata**, while others are not necessarily unfriendly but can be irascible and prickly, like the giant-kin **firbolg** and the bug-bodied **water leaper**. Some Celtic creatures are dangerous not from hate, but merely from an alien outlook on the relationships of the races, like the parasitic **apluachra** and the lake-loving **nixie**, but for others mischief is laden with malice like the **fuach gremlin**, the blood-hungry **spring-heeled jack**, and the savage half-bodied **fachen**, and the murderous water-centaur **nuckelavee**. Finally, Celtic culture is replete with dark omens and harbingers of death like the spirit-swarmed **nemhain** and the terrifying **death coach**. Plus you'll also find the brand-new minister of mortality, hastening the demise of all within its domain, with the elder doom spirit **cyrhyraeth**! As if a dozen and one monsters were not enough, you'll also find the heirs of Boudicca and her warrior women in the fantastic **blue-painted warrior archetype**, with both standard and mythic versions!

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!





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

MS	=	Mythic spell
MF	=	Mythic feat
MA	=	Mythic ability
MMA	=	Major mythic ability (counting as two abilities)

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

ACG	=	<i>Pathfinder Roleplaying Game Advanced Class Guide</i>
APG	=	<i>Pathfinder Roleplaying Game Advanced Player's Guide</i>
ARG	=	<i>Pathfinder Roleplaying Game Advanced Race Guide</i>
B1	=	<i>Pathfinder Roleplaying Game Bestiary</i>
B2	=	<i>Pathfinder Roleplaying Game Bestiary 2</i>
B3	=	<i>Pathfinder Roleplaying Game Bestiary 3</i>
B4	=	<i>Pathfinder Roleplaying Game Bestiary 4</i>
B5	=	<i>Pathfinder Roleplaying Game Bestiary 5</i>
MAdv	=	<i>Pathfinder Roleplaying Game Mythic Adventures</i>
OA	=	<i>Pathfinder Roleplaying Game Occult Adventures</i>
UC	=	<i>Pathfinder Roleplaying Game Ultimate Combat</i>
UE	=	<i>Pathfinder Roleplaying Game Ultimate Equipment</i>
UM	=	<i>Pathfinder Roleplaying Game Ultimate Magic</i>



## NAKED COURAGE

In some Celtic cultures, particularly the ancient Picts, courage in battle was displayed in the lack of armor or even clothing by warriors as they dashed into combat. In place of such adornments, they decorated their bodies with blue war paint, sometimes depicting stylized animals that embodied their ferocity and carried their spirits into battle, but also in flowing geometric patterns and symbols. Unarmored martial characters are a challenge to represent in the *Pathfinder Roleplaying Game* outside of swift strikers like the swashbuckler or monk, though the *savage barbarian*<sup>APG</sup> archetype certainly evokes this concept. For players who want to embody this kind of traditional Celtic warrior but relying on skill at arms rather than a bloody battle rage, the blue-painted warrior archetype below presents an alternative option.



## BLUE-PAINTED WARRIOR (FIGHTER ARCHETYPE)

Convicted in their beliefs and the blue symbols devoted to their deities, nations, or clanmates, blue-painted warriors have no need for armor. As they gain greater conviction, their symbols grant them magical assistance in combat.

**Weapon and Armor Proficiency:** A blue-painted warrior is not proficient with any type of armor. She is proficient with all simple and martial weapons and with all shields (excluding tower shields).

**Blue-Painted Symbols:** Many of the benefits granted by this archetype depend on the blue-painted warrior applying fresh symbols to herself every morning, a process that requires 1 hour of preparation during which she applies 1 sp per class level worth of blessed paint. Some class abilities provided by this archetype diminish in power the longer she goes without applying fresh symbols, and those are noted with each class ability. Additionally, she loses all benefits from her symbols if she wears armor or uses a tower shield.

**Armor Bonus (Ex):** A blue-painted warrior with freshly painted symbols gains an armor bonus to AC equal to half her class level (minimum +1). For every day she cannot apply new symbols, the armor bonus decreases by 1 (minimum +0).

**Bravery (Ex):** Starting at 2nd level, a blue-painted warrior with freshly painted symbols gains a +4 bonus on Will saves against fear. This bonus increases by +2 for every four levels beyond 2nd. At 14th level, she becomes immune to fear if she has freshly painted symbols. Without freshly painted symbols, this reverts to the base bravery ability. This ability modifies bravery.

**Symbolic Blessings (Sp):** At 3rd level, a blue-painted warrior can receive magical power for protection or greater might from her symbols. When she applies a fresh set of symbols, she chooses 1 spell-like ability from the following list: *bless*, *endure elements*, *divine favor*, *expeditious retreat*, *feather fall*, *jump*, *magic weapon*, *protection from chaos/evil/good/law*, *wrath*. These are the equivalent of 1st-level spells.

At 7th level, she can choose 1 additional spell-like ability from the previous list and 1 spell-like ability from the following list: *align weapon*, *bear's endurance*, *bull's strength*, *cat's grace*, *certain grip*, *lead blades*, *protection*



from arrows, resist energy, weapon of awe. These are the equivalent of 2nd-level spells.

At 11th level, she can choose 1 additional spell-like ability from each of the previous lists, and 1 spell-like ability from the following: *greater magic weapon*, *haste*, *heroism*, *keen edge*, *rage*, *righteous vigor*. These are the equivalent of 3rd-level spells.

Finally, at 15th level, she can choose 1 additional spell-like ability from each of the previous lists and 1 spell-like ability from the following: *divine power*, *persistent vigor*, *primal scream*, *spell immunity*, *stoneskin*. These are the equivalent of 4th-level spells.

She chooses these spell-like abilities while she applies her symbols in the morning and cannot change her selections until the next day. She can slot a lower-level spell-like ability in a higher-level slot (for example, choosing a 1st-level spell-like ability in place of a 2nd-level spell-like ability) when she makes her selections. If she has a high Constitution score, she receives bonus spell-like abilities per day. She also uses her Constitution modifier for concentration checks. These spell-like abilities apply only to the blue-painted warrior, but otherwise operate as per the listed spells.

In place of a spell-like ability, she can grant herself an enhancement bonus to her AC, or a combination of enhancement bonuses and armor special abilities with a total bonus equal to the spell level she replaces. She can only do this for one spell-like ability until she reaches 11th level, at which point she can replace up to two spell-like abilities, with a maximum of 1 from her most powerful list.

This ability replaces armor training.

**Shrug it Off (Ex):** At 19th level, a blue-painted warrior gains a 75% chance to negate critical hits or precision damage, as if she wore armor with the heavy fortification special ability, whenever she has freshly painted symbols. The *heavy fortification* special ability is reduced to *moderate fortification* (50% chance to negate critical hits and sneak attacks) on the first day she cannot apply new symbols, and is reduced to *light fortification* (25% chance to negate critical hits and sneak attacks) on the second day. She gains no benefit against critical hits or sneak attacks from this ability beyond the second day of not applying new symbols. This ability replaces armor mastery.

## MYTHIC BLUE-PAINTED WARRIOR CLASS FEATURES

A mythic blue-painted warrior becomes a beacon of hope for her allies and, by her example, inspires them to perform heroic deeds.

**Mythic Blue-Painted Symbols:** If a mythic blue-painted warrior cannot apply new symbols, she can instead expend one use of mythic power to retain her class abilities..

**Mythic Armor Bonus (Ex):** A mythic blue-painted warrior adds her mythic tier to her armor bonus. She can expend one use of mythic power to grant an ally within 30 feet an armor bonus equal to her mythic tier.

**Mythic Bravery (Ex):** A mythic blue-painted warrior is immune to fear from non-mythic sources regardless of her level, and her bonuses (and eventual immunity) apply to mythic sources. Additionally, she grants half her bonus (to a maximum of +4 at 10th level) to all allies within 30 feet who can see or hear her.

**Mythic Symbolic Blessings (Sp):** A mythic blue-painted warrior can choose to convert any spell-like ability she has prepared for its mythic version. Additionally, as a swift action, she can expend one use of mythic power to retain a spell-like ability she has used or to spontaneously swap out a spell-like ability for one of the same equivalent spell level or lower.

For spells that have multiple targets, a mythic blue-painted warrior can benefit her allies with the spell when she uses it. For spells that only have a single target, she can expend one use of mythic power to affect all allies within 30 feet with the spell.

**Mythic Shrug it Off (Ex):** At 19th level, a blue-painted warrior automatically negates critical hits and precision damage from non-mythic sources, regardless of whether she has freshly applied her symbols. The fortification ability applies to mythic sources, and is dependent on the freshness of her painted symbols. When she negates a critical hit or precision damage using this ability, she grants her allies within 30 feet who can see her a +4 morale bonus on attack and damage rolls for 1 minute.



## ALPLUACHRA

*This minuscule creature resembles a newt with three tails. It's covered in a transparent slime, and looks hungry.*

### MYTHIC ALPLUACHRA

CR 1/MR 1

#### XP 400

Pathfinder Roleplaying Game Bestiary 4

CN Diminutive fey (aquatic, mythic)

Init +1; Senses low-light vision; Perception +4

#### DEFENSE

AC 16, touch 15, flat-footed 15 (+1 Dex, +1 natural, +4 size)

hp 11 (1d6+8)

Fort +2, Ref +3, Will +2

Defensive Abilities choosy consumer<sup>MA</sup>, numbing slime<sup>MA</sup>

Weaknesses vulnerable to salt

#### OFFENSE

Speed 10 ft., swim 10 ft.

Melee bite +1 (1d2–3 plus numbing slime<sup>MA</sup>)

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

Space 1 ft.; Reach 0 ft.

#### STATISTICS

Str 4, Dex 13, Con 14, Int 4, Wis 11, Cha 11

Base Atk +0; CMB –3; CMD 4 (8 vs. trip)

Feats Skill Focus<sup>MF</sup> (Stealth)

Skills Escape Artist +5, Perception +4, Stealth +20, Swim +5

Languages Aklo

SQ amphibious

#### ECOLOGY

Environment temperate forests or fresh water

Organization solitary

Treasure none

#### SPECIAL ABILITIES

**Choosy Consumer (Ex)** A mythic alpluachra can expend one use of mythic power as an immediate action to avoid ingesting a harmful alchemical items, diseases, drugs, or poisons. This also allows the mythic alpluachra to negate the effects of a host eating salt or drinking salt water (the host still has to make its Fortitude save to avoid becoming sickened).

**Implant (Ex)** As a full-round action, an alpluachra can crawl into the mouth of a helpless creature (no more than three size categories larger than itself) and implant itself into the creature's throat. Once implanted, anything that the creature ingests is

instead consumed by the alpluachra, including such substances as elixirs and potions or ingested alchemical items, diseases, drugs, or poisons. Once the alpluachra is implanted, the host creature begins suffering the effects of starvation and thirst. Due in part to its numbing slime, an implanted alpluachra is difficult to detect. Each time the host creature ingests anything, it gains an automatic Perception check against the alpluachra's Stealth.

After the newt-like fey is detected, it can be removed either by consuming at least half a pound of salt or a gallon of salt water, by a remove disease spell cast on the host creature, or by treating the host with a successful DC 15 Heal check. When a Heal check made for this purpose fails by 5 or more, the host creature takes 1d6 points of damage. If the host attempts to remove the alpluachra by eating salt or drinking salt water, it must succeed at a DC 12 Fortitude save or become sickened for 1d8 hours from the reaction with the alpluachra. If the alpluachra dies or becomes unconscious, it is immediately detected by the host creature, and can be removed safely as a full-round action. While implanted, an alpluachra is considered helpless.

**Numbing Slime (Ex)** Any creature that deals damage to an alpluachra with a natural attack or an unarmed strike, comes into contact with an alpluachra, or is host to an alpluachra must succeed at a DC 12 Fortitude save or take a –4 penalty on all tactile Perception checks, as well as other skill checks requiring tactile senses (such as Disable Device and Sleight of Hand) for 24 hours. A host creature that fails this saving throw takes the penalty to detect the alpluachra implanted inside it. If the host creature succeeds at the saving throw, it can't be affected by the same alpluachra's numbing slime for another 24 hours.

A mythic alpluachra injects its numbing slime into a target it successfully hits with its bite attack.

**Vulnerable to Salt (Ex)** Half a pound of salt or a gallon of salt water poured over an alpluachra or consumed by a creature an alpluachra has implanted itself in deals 1d3 points of damage to the alpluachra.



## AZATA, GANCANAGH

*This incredibly handsome man's pointed ears and otherworldly grace betray an inhuman beauty.*

### MYTHIC GANCANAGH

CR 5/MR 2

XP 1,600

*Pathfinder Roleplaying Game Bestiary 5*

CG Medium outsider (azata, chaotic, extraplanar, good, mythic)

**Init** +6; **Senses** darkvision 60 ft., low-light vision; Perception +9

### DEFENSE

**AC** 20, touch 16, flat-footed 14 (+6 Dex, +4 natural)  
**hp** 62 (5d10+35)

**Fort** +4, **Ref** +10, **Will** +5

**Defensive Abilities** swashbuckler's blade<sup>MA</sup>; **DR** 5/cold iron or evil, plus epic; **Immune** electricity, petrification; **Resist** cold 10, fire 10

**Weaknesses** vulnerable to smoke

### OFFENSE

**Speed** 40 ft.

**Melee** +1 mithral rapier +12 (1d6+7/18–20)

**Special Attacks** fey flute<sup>MA</sup>, mythic power (2/day, surge +1d6)

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

At will—*charm person* (DC 16), *mirror image*, *suggestion* (DC 17)

1/day—*cure moderate wounds*, *good hope*

### STATISTICS

**Str** 12, **Dex** 23, **Con** 16, **Int** 15, **Wis** 12, **Cha** 21

**Base Atk** +5; **CMB** +6; **CMD** 22

**Feats** Combat Reflexes<sup>MF</sup>, Persuasive, Weapon Finesse

**Skills** Bluff +13, Diplomacy +15, Disguise +13, Intimidate +15, Knowledge (planes) +6, Perception +9, Perform (wind instruments) +15, Sense Motive +7, Stealth +10, Use Magic Device +10

**Languages** Celestial, Infernal, Sylvan; truespeech

**SQ** change shape (Small or Medium humanoid; *alter self*), gancanagh's grace, invigorating passion, true love's kiss<sup>MA</sup>

### ECOLOGY

**Environment** any (Elysium)

**Organization** solitary

**Treasure** triple (+1 mithral rapier, other treasure)

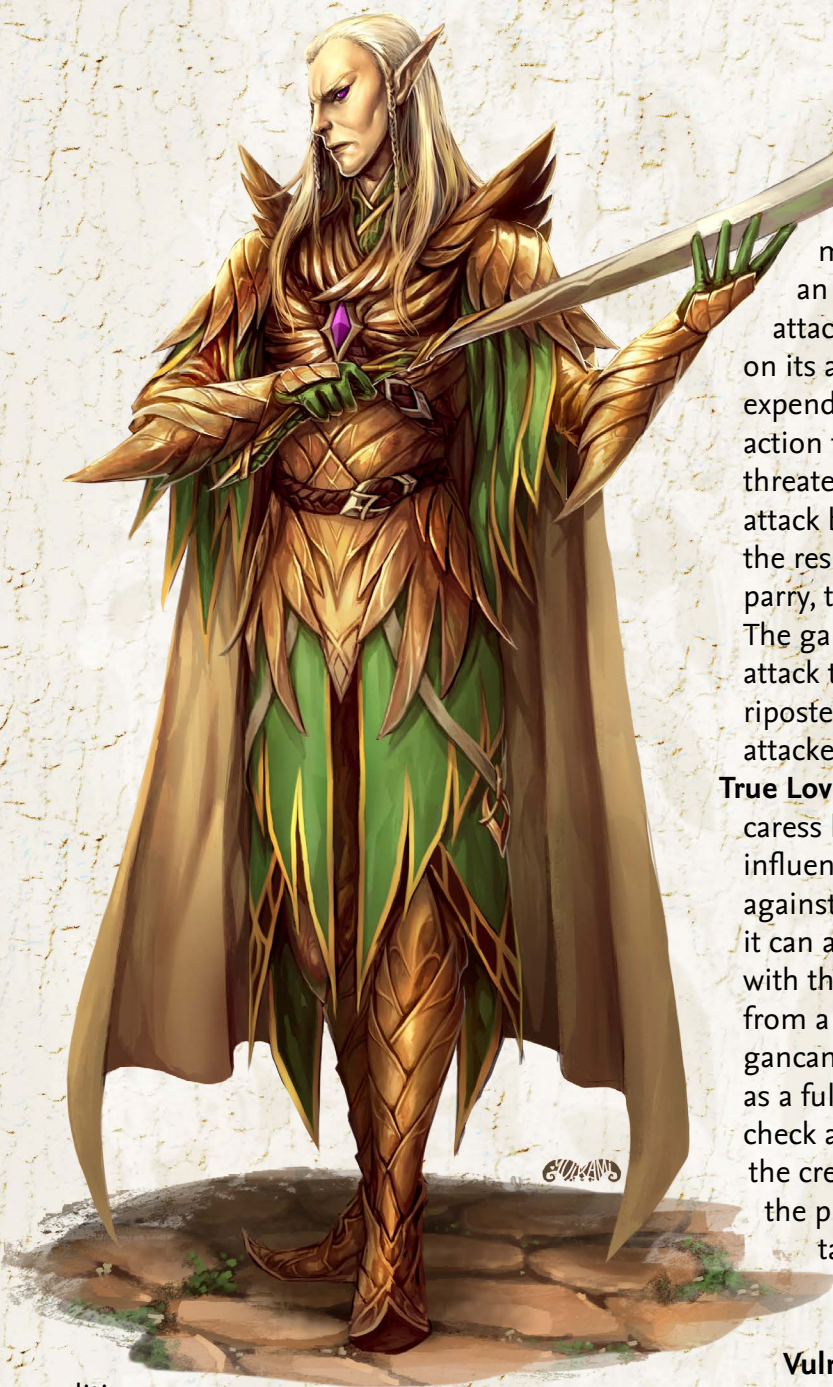
### SPECIAL ABILITIES

**Fey Flute (Su)** A mythic gancanagh can focus and empower his magic by playing delightful and inspiring haunting melodies on its flute. When it plays, it can affect all creatures within a 60-foot radius with its *charm person*, *good hope*, or *suggestion* spell-like abilities. A creature that successfully saves against any of these effects cannot be affected by the same flute for 24 hours, but can still be affected by the gancanagh's spell-like abilities as normal. Abilities used with the gancanagh's flute do not count toward his uses per day of his spell-like abilities, and if separated from his flute he may continue to use his standard abilities. The flute is masterwork, and if lost or destroyed the gancanagh can craft a replacement with 1 week of labor. The save DC is Charisma-based.

**Gancanagh's Grace (Su)** A gancanagh's otherworldly grace and flowing movement allow him to add his Dexterity modifier to damage rolls with his rapier in place of his Strength modifier.

**Invigorating Passion (Su)** A gancanagh's passion has the power to raise those who receive it to great heights. Any creature who performs an act of passion with a gancanagh, such as a kiss, gains a +1 competence bonus on attack rolls, gains 1 bonus Hit Die (d10) with the commensurate number of temporary hit points (apply the target's Constitution modifier, if any), and takes no penalties from the fatigued or exhausted





fatigued, or exhausted if it was already fatigued. This is a mind-affecting effect. The save DC is Charisma-based.

**Swashbuckler's Blade (Ex)** When any creature threatened by a gancanagh makes an attack, the gancanagh can spend an attack of opportunity to interfere with the attack, causing the attacker to take a -2 penalty on its attack roll. In addition, the gancanagh can expend 1 use of mythic power as an immediate action to parry an attack made by a creature it threatens, rolling a melee attack at its highest attack bonus; if the gancanagh's attack roll exceeds the result of the attack roll that provoked its parry, the attack is spoiled and deals no damage. The gancanagh can instead choose to allow the attack to deal half damage in order to attempt a riposte, taking an attack of opportunity against the attacker.

**True Love's Kiss (Su)** A gancanagh's kiss or loving caress banishes unwanted mental control or influence, acting as dispel magic (caster level 5th) against charm and compulsion effects, though it can affect a creature only once per 24 hours with this ability. If the target has a profane gift from a succubus or similar effect affecting it, the gancanagh can expend 1 use of its mythic power as a full-round action to attempt a caster level check against a DC equal to 11 plus the Hit Dice of the creature that struck the bargain. If successful, the profane gift is removed without harm to the target. If the gancanagh uses a mythic surge to boost this roll, it can roll its surge die twice and take the better result.

**Vulnerable to Smoke (Ex)** A gancanagh's lungs can't tolerate smoke. He takes a -4 penalty on all saving throws against smoke and cloud effects, such as stinking cloud and the smoke from pyrotechnics.

conditions.

These benefits last for 1 hour. At the end of that time, the creature must succeed at a DC 17 Fortitude save or become



## DEATH COACH

Two spectral horses pull this ornate, ghostly carriage, whose windows are blocked by dark, heavy curtains.

### MYTHIC DEATH COACH

CR 17/MR 7

#### XP 102,400

Pathfinder Roleplaying Game Bestiary 5

NE Huge undead (incorporeal, mythic)

**Init** +14/-6, **dual initiative**<sup>MA</sup>; **Senses** darkvision 60 ft., *deathwatch*, *lifesense*; Perception +30

**Aura** aura of doom (30 ft., DC 29)

#### DEFENSE

**AC** 35, touch 35, flat-footed 23 (+15 deflection, +10 Dex, +2 dodge, -2 size)

**hp** 319 (17d8+243)

**Fort** +13, **Ref** +15, **Will** +14

**Defensive Abilities** channel resistance +4, incorporeal, **second save**<sup>MA</sup>; **DR** 10/epic

**Immune** undead traits

#### OFFENSE

**Speed** 40 ft., fly 30 ft. (average); soulbound gallop

**Melee** incorporeal touch +20 (17d6 negative energy)

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

**Special Attacks** bargain with death<sup>MA</sup>, collect soul<sup>MA</sup>, driven to death<sup>MA</sup>, **mythic power** (7/day, surge +1d10+1, Lucky Surge), terrifying team<sup>MMA</sup>, terror<sup>MA</sup>

**Spell-Like Abilities** (CL 16th; concentration +27)

At will—*ghost sound* (DC 21), *scare* (DC 23), *distracting cacophony*<sup>UM</sup> (DC 24)

3/day—quicken *fear* (DC 25), *phantasmal killer* (DC 25)

#### STATISTICS

**Str** —, **Dex** 30, **Con** —, **Int** 15, **Wis** 18, **Cha** 33

**Base Atk** +12; **CMB** +24; **CMD** 43 (can't be tripped)

Feats Combat Reflexes, Dodge<sup>MF</sup>, Improved Initiative, Lightning Stance<sup>MF</sup>, **Lucky Surge**<sup>MF</sup>, Mobility, **Potent Surge**<sup>MF</sup>, Quicken Spell-Like Ability (*fear*), Skill Focus (Intimidate), Skill Focus (Perception), Wind Stance

**Skills** Fly +26, Intimidate +34, Knowledge (geography, history, local, nobility) +9, Perception +30, Sense Motive +13, Survival +21

**Languages** Abyssal, Common, Infernal (can't speak any language)

#### ECOLOGY

**Environment** any

**Organization** solitary

**Treasure** standard

#### SPECIAL ABILITIES

**Aura of Doom (Su)** The death coach's aura acts like an **aura of doom**<sup>UM</sup> with a radius of 30 feet. A creature that succeeds at its save is immune to that death coach's aura for 24 hours. This is a mind-affecting fear effect. The save DC is Charisma-based.

**Bargain with Death (Su)** When a non-good-aligned creature fails its save against the mythic death coach's collect soul ability, as a swift action the death coach may offer to spare the creature's life in exchange for completing a specified service or task, as a *geas/quest* spell, with no additional saving throw allowed. If the target accepts the death coach's bargain, it takes no damage from the collect soul effect and in fact gains the benefit of a permanent *death ward* spell (caster level 16th). This *death ward* does not affect effects created by the death coach. The target must willingly accept this *geas*, with no saving throw or spell resistance allowed.

If the creature later avoids fulfilling its task, it gains one permanent negative level each day (in addition to the normal penalties for ignoring a *geas*) until it resumes its task. These negative levels cannot be removed as long as the *geas* persists except by returning to the task assigned by the death coach, which removes one negative level per 24 hours spent in ardent pursuit of its duty. If the *geas* is removed by any effect other than a *miracle* or *wish*, the target is immediately affected once again by the death coach's collect soul ability, regardless of the distance between the target and the death coach. If the target survives, the death coach gains a psychic link to the target as a permanent *status* spell, and in addition it can expend 1 use of mythic power at will to use *discern location* to find the target.

**Collect Soul (Su)** When a death coach deals damage to a creature with its touch attack, it can





immediately attempt to collect the creature's soul, forcing the creature to attempt a DC 27 Fortitude save. Creatures under the effects of a fear effect take a -4 penalty on this save. A creature that succeeds at its save takes 3d6+16 points of damage. On a failed save, the creature takes 160 points of damage (as if affected by a CL 16 *finger of death*). If the death coach expends one use of mythic power when it uses this ability, it deals 240 points of damage plus 1d8 points of Constitution damage and is staggered for 7 rounds on a failed save. A creature succeeding on its save takes the damage listed above plus 1d4 points of Constitution damage, and is also staggered for 1 round.

The soul of a creature slain by this attack becomes trapped in the death coach's interior. A trapped soul can be restored to life only by a *miracle* or *wish*. This is a death effect, and a creature that succeeds at its save is immune to that death coach's collect soul ability for 24 hours. The


save DC is Charisma-based.

**Driven to Death (Ex)** A mythic death coach can take a standard action at any point during its movement; this is similar to the Flyby Attack feat, but can be used on the ground as well as when flying. Its movement provokes attacks of opportunity normally. It may expend 1 use of mythic power as a swift action to use this ability to take an additional standard action in the same round that it uses its terrifying team to trample opponents.

**Soulbound Gallop (Su)** When the death coach has trapped a soul with its collect soul ability, all of its movement speeds double. The doubling occurs before applying any other effects that increase its speed.

**Terrifying Team (Su)** A mythic death coach and its team can gallop through the spaces of other creatures, similar to the *trample*<sup>B1</sup> special attack but able to affect creatures of any size, dealing 8d6 points of negative energy damage to creatures in





its path (DC 29 Reflex half). In addition, creatures failing (or forgoing) their saving throw against the coach's terrifying team must attempt a Will save against the same DC or become frightened for 7 rounds; non-mythic creatures become shaken for 1 round even on a successful save. The save DC is Charisma-based.

**Terror (Su)** A creature damaged by the death coach's touch attack are stricken with fear, cowering for 1d3 rounds (DC 29 Will negates). If a target is protected against fear by a dispellable effect (such as *heroes' feast* or *mind blank*), the death coach's can attempt to dispel one such effect as a free action, as if it had cast *greater dispel magic* (CL 16th). This can temporarily suppress the abilities of a permanent magic item that protects its user against fear for 1d4 rounds, as if the *greater dispel magic* had targeted the item. If a creature's protection from fear is suppressed or dispelled, it must save immediately or be affected by the death coach's terror. If the target is a non-mythic living creature

with an innate immunity or resistance (including a saving throw bonus) to fear, the death coach can expend 1 use of its mythic power as a swift action to suppress that resistance or immunity for 1 minute (DC 29 Will negates). A mythic death coach can use this ability as a swift action against any one target that takes damage from its terrifying team. This is a mind-affecting fear effect. The save DC is Charisma-based.

The Mythic Lightning Stance feat appears in the ***Mythic Hero's Handbook*** and is reprinted here for ease of reference.

**Lightning Stance (Combat, Mythic)**

Your movements cannot be predicted.

**Prerequisites:** Lightning Stance<sup>CRB</sup>, 3rd mythic tier.

**Benefit:** If you move more than 5 feet, you gain 50% concealment for 1 round. If you expend one use of mythic power, you gain this concealment for one minute rather than 1 round.



## FACHEN

*This half-bodied monstrosity with an overly wide mouth and stringy hair hops about on a single leg, balancing in defiance of its awkward physical form. A single arm—centered on the creature's torso and formed of tightly corded muscle—and single eye round out the being's features.*

### MYTHIC FACHEN

CR 6/MR 2

XP 2,400

Pathfinder Roleplaying Game Bestiary 4

NE Medium aberration (mythic)

**Init** +1; **Senses** darkvision 60 ft.; Perception +9

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

### DEFENSE

AC 20, touch 14, flat-footed 16 (+1 Dex, +3 dodge, +6 natural)

**hp** 61 (7d8+30)

**Fort** +4, **Ref** +3, **Will** +8

**DR** 5/epic

### OFFENSE

**Speed** 30 ft.

**Melee** battleaxe +11 (1d8+6/x3), bite +6 (1d6+3)

**Special Attacks** blood rage<sup>MA</sup>, mythic power (2/day, surge +1d6)

### STATISTICS

**Str** 22, **Dex** 13, **Con** 15, **Int** 6, **Wis** 12, **Cha** 15

**Base Atk** +5; **CMB** +11; **CMD** 25 (29 vs. trip)

**Feats** Acrobatic, Cleave, Iron Will, Power Attack<sup>MF</sup>

**Skills** Acrobatics +13, Perception +9, Stealth +6

**Languages** Common

**SQ** incredible balance<sup>MA</sup>

### ECOLOGY

**Environment** temperate hills or plains

**Organization** solitary

**Treasure** none

### SPECIAL ABILITIES

**Blood Rage (Ex)** When a mythic fachen initially enters blood rage it unleashes a torrent of frightening invectives. The fachen can attempt to demoralize all creatures within 60 feet of the fachen that can hear it. It makes a single Intimidate check (with a +8 racial bonus) against all applicable creatures.

A mythic fachen can expend one use of mythic power as a free action at the beginning of its turn to make another Intimidate check to demoralize its foes.

**Fear (Su)** Each creature within a 30-foot radius that sees a fachen must succeed at a DC 15 Will save or be paralyzed by fear for 1d4 rounds. A creature that successfully saves is not subject to the same fachen's fear aura for 24 hours. This is a paralysis effect and a mind-affecting fear effect. The save DC is Charisma-based.

A mythic fachen that kills an opponent may expend one use of mythic power as a free action to force all creatures within 30 feet to succeed at the Will save again, even if the creature already made its initial save.

**Incredible Balance (Ex)** Despite its strange anatomy, a fachen is adept at keeping itself upright and out of danger. A fachen gains a +3 dodge bonus to AC and a +4 racial bonus to its CMD against trip combat maneuvers.

If a creature fails to trip a mythic fachen, the creature incurs an attack of opportunity from the mythic fachen. This applies even if the creature has the Improved Trip feat or any other ability that prevents attacks of opportunity for making trip attempts.



## FIRBOLG

*This burly, eight-foot-tall humanoid, dressed in a bearskin and equipped with a massive axe, has long, red hair and a bushy beard.*

### MYTHIC FIRBOLG

CR 5/MR 2

XP 1,600

*Pathfinder Roleplaying Game Bestiary 5*

N Large humanoid (giant, mythic)

Init +5; Senses low-light vision; Perception +8

### DEFENSE

AC 20, touch 10, flat-footed 20 (+3 armor, +1 Dex, +7 natural, –1 size)

hp 55 (6d8+28)

Fort +4, Ref +5, Will +6

**Defensive Abilities** regeneration 2 (epic weapon or mythic fire); DR 5/epic

### OFFENSE

Speed 40 ft.

**Melee** Huge greataxe +10 (3d8+9/x3)

**Ranged** rock +5 (2d6+12)

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

**Special Attacks** crushing blows<sup>MA</sup>, death's decree<sup>MA</sup>, mythic power (2/day, surge +1d6), oversized weapons, rock throwing (120 ft.)

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

At will—*reduce person* (DC 13)

1/day—*alter self*, *confusion* (DC 16), *detect magic*, *know direction*

### STATISTICS

Str 22, Dex 13, Con 14, Int 15, Wis 13, Cha 14

Base Atk +4; CMB +11; CMD 22

**Feats** Deflect Arrows<sup>MF</sup>, Improved Initiative, Lightning Reflexes

**Skills** Climb +12, Knowledge (nature) +6, Perception +8, Sense Motive +5, Stealth +1, Survival +8

Languages Common, Giant

### ECOLOGY

**Environment** temperate hills or forests

**Organization** solitary, pair, gang (3–8), clan (9–16), or

enclave (10–40)

**Treasure** standard (mwk studded leather armor, mwk greataxe, sack with other treasure)

### SPECIAL ABILITIES

**Crushing Blows (Ex)** A mythic firbolg weapons (including hurled rocks) ignore 5 points of hardness or damage reduction. In addition, whenever a mythic firbolg strikes a Medium or smaller creature with its weapon, the target must succeed on a DC 15 Fortitude save or have its armor bonus, natural armor bonus, or shield bonus (as chosen by the firbolg) reduced by 1. It cannot reduce this bonus below 0, and its blows do not affect enhancement bonuses. Armor and shields damaged in this way can be repaired as if they had the broken condition. Lost points of natural armor are regained at a rate of 1 point per day. *Lesser restoration* restores 1d4 points of lost natural armor, while *restoration* or *regenerate* restores all of it. The save DC is Constitution-based.

**Death's Decree (Su)** If a mythic firbolg would be killed, permanently incapacitated, or reduced below 0 hit points, as an immediate action it can expend 1 use of mythic power to heal itself as *breath of life*, or to remove the effect as *break enchantment*. If this negates the effect or restores the firbolg to positive hit points, it can expend 1 additional use of mythic power to pronounce a curse upon the creature that struck the blow as part of the same immediate action. The effect of this curse compels that creature to perform or avoid a specified action, affecting the target as *lesser geas* if it does not comply. The effect of the curse lasts for one year or until removed. These effects are supernatural, but the caster level for each is 6th level and save DCs, where applicable, are Charisma-based.

**Oversized Weapons (Ex)** A firbolg can wield weapons sized as if the firbolg were one size category larger.



## GREMLIN, FUATH

*This waterlogged gremlin has lobster claws for hands and an almost canine face with webbed ears.*

### MYTHIC GREMLIN, FUATH

CR 2/MR 1

#### XP 600

*Pathfinder Roleplaying Game Bestiary 3*

CE Tiny fey (aquatic, mythic)

**Init** +5; **Senses** darkvision 120 ft., low-light vision; Perception +5

**Aura** choppy seas<sup>MA</sup> (30 ft.)

#### DEFENSE

**AC** 16, touch 13, flat-footed 15 (+1 Dex, +3 natural, +2 size)

**hp** 13 (1d6+10)

**Fort** +1, **Ref** +3, **Will** +3

**DR** 5/cold iron; **Resist** cold 10; **SR** 13

**Weaknesses** vulnerable to fire and sunlight

#### OFFENSE

**Speed** 20 ft., climb 10 ft., swim 30 ft.

**Melee** 2 claws +3 (1d3+1)

**Ranged** dart +3 (1d2+1)

**Space** 2–1/2 ft.; **Reach** 0 ft.

**Special Attacks** congeal water, mythic power (1/day, surge +1d6), wood warper<sup>MA</sup>

Spell-Like Abilities (CL 1st; concentration +0)

At will—*create water*, *prestidigitation*

1/day—*sleep* (DC 10)

#### STATISTICS

**Str** 7, **Dex** 13, **Con** 12, **Int** 10, **Wis** 13, **Cha** 8

**Base Atk** +0; **CMB** –1; **CMD** 7

**Feats** Improved Initiative, Toughness<sup>B</sup>, Weapon Finesse<sup>B, MF</sup>

**Skills** Climb +6, Escape Artist +5, Handle Animal +4, Perception +5, Stealth +13, Swim +10, Use Magic Device +3; **Racial Modifiers** +4 Handle Animal

**Languages** Aquan

**SQ** amphibious

#### ECOLOGY

**Environment** any water

**Organization** solitary, pair, mob (1 mythic fuath gremlin plus 3–12 fuath gremlins), or school (1 mythic fuath gremlin plus 13–20 fuath gremlins with 1–3 druids of 1st level and 2–5 reefclaws)

**Treasure** standard (6 darts, other treasure)

#### SPECIAL ABILITIES

**Aura of Choppy Seas (Su)** Within the radius of a mythic fuath's aura, open water becomes more turbulent, increasing DCs for Swim checks within it by 5. The fuath can expend one use of mythic power as a swift action to further increase the DC by 5. Water affected this way returns to its normal state one round after it leaves the fuath's aura.

**Congel Water (Su)** Once per day, a fuath can surround a creature in a thin layer of magically viscous water as a standard action at a range of 30 feet. A target that fails a DC 10 Reflex save becomes entangled and must hold its breath or risk drowning. The target or an adjacent creature can spend a full-round action on its turn scraping off the clinging fluid, allowing a new Reflex save with a +2 bonus; otherwise, the effect lasts for 1d4 minutes. A fuath can use this ability even if there is no source of water nearby. The save DC is Charisma-based and includes a +1 racial bonus.

**Vulnerable to Sunlight (Ex)** A fuath takes 1 point of Constitution damage after every hour it is exposed to sunlight. Water of a depth of at least 1 foot negates this harmful effect.

**Wood Warper (Sp)** Once per day, a mythic fuath can use *warp wood* as a spell-like ability (CL 8th) but only to affect boats or ships. A non-mythic creature cannot use *warp wood* to undo damage done by a mythic fuath using this ability.



## NEMHAIN

*A cloud of translucent humanoid spirits whirls around this ghostly desiccated corpse.*

### MYTHIC NEHMHAIN

CR 19/MR 7

XP 204,800

Pathfinder Roleplaying Game Bestiary 5

NE Medium undead (incorporeal, mythic)

**Init** +20MF; **Senses** darkvision 60 ft.; Perception +28

### DEFENSE

**AC** 37, touch 37, flat-footed 26 (+16 deflection, +9 Dex, +2 dodge)

**hp** 317 (18d8+236); profane regeneration 5 (electricity or good)

**Fort** +15, **Ref** +17, **Will** +20

**Defensive Abilities** channel resistance +4, incorporeal, profane resilience<sup>MA</sup>, whirl of spirits<sup>MA</sup>;

**DR** 10/epic; **Immune** cold, undead traits; **Resist** acid 10, fire 10

### OFFENSE

**Speed** fly 30 ft. (perfect)

**Melee** incorporeal touch +22 (3d8 plus 1d6 Con drain)

**Special Attacks** bound spirits<sup>MA</sup>, mythic power (7/day, surge +1d10), mythic spell-like abilities<sup>MA</sup>, reprisal<sup>MA</sup>

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

3/day—harm (DC 25), *slay living* (DC 24), *telekinesis* (DC 24)

1/day—*antilife shell*, *wall of force*

### STATISTICS

**Str** —, **Dex** 28, **Con** —, **Int** 23, **Wis** 25, **Cha** 29

**Base Atk** +13; **CMB** +22; **CMD** 50

**Feats** Combat Reflexes, Dodge<sup>MF</sup>, Flyby Attack, Improved Initiative<sup>MF</sup>, Iron Will, Lightning Reflexes<sup>MF</sup>, Lunge, Mobility<sup>MF</sup>, Toughness

**Skills** Bluff +27, Diplomacy +27, Fly +38, Intimidate +30, Knowledge (arcana, religion) +27, Perception +28, Sense Motive +28, Spellcraft +27, Stealth +30

**Languages** Common; telepathy 100 ft.

**SQ** object fortification<sup>MA</sup>, recall<sup>MA</sup>, rejuvenation<sup>MA</sup>

### ECOLOGY

**Environment** any

**Organization** solitary

**Treasure** standard

### SPECIAL ABILITIES

**Bound Spirits (Su)** A nemhain is surrounded by a whirling cloud of spirits that are bound to her—often the spirits of close relatives or friends she had in life. As a swift action, she can direct these bound spirits to strike at any creature within 30 feet as a ranged touch attack (with an attack bonus of +22). These spirits may be used to cause damage as if the nemhain had touched the target with her incorporeal touch, or they can be used to deliver a *harm* or *slay living* effect. Using these spirits to deliver one of these spell-like abilities is a swift action; the nemhain does not need to take a standard action to cast the spell-like ability, but it still counts against the number of times per day she can use that spell-like ability. The nemhain can also send these spirits as a group up to 1 mile away to act as scouts; they have a fly speed of 60 feet (perfect). She can observe and listen through them, but as long as they don't share her space, she can't use them to deliver ranged touch attacks. These spirits are impervious to almost all attacks and magic, save the following: *dispel evil*, *raise dead*, or *resurrection*. Such spells cause the spirits to vanish and to be useless to the nemhain for 1 hour. *True resurrection* makes the spirits useless for 24 hours.

A mythic nemhain can expend one use of mythic power as a free action to deliver ranged touch attacks or act as the caster for her spell-like abilities. She can also expend one use of mythic power as a free action, so her bound spirits can only be affected by spells cast by a mythic creature; this benefit lasts for 1 minute.

**Mythic Spell-Like Abilities (Su)** Three times per day a mythic nemhain may cast the mythic spell version of any of her corresponding spell-like abilities. The mythic nemhain 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.

**Object Fortification (Su)** A mythic nemhain can expend one use of mythic power to increase the hardness of the ritual object to which she is tied by 10 (to a maximum of 30). When she uses this ability, she loses one use of mythic power until the





object is destroyed or she rejuvenates (at which point the object loses the benefit of this ability).

**Profane Regeneration (Su)** This ability functions like regeneration except the nemhain possesses it despite the fact that she lacks a Constitution score. A nemhain reduced to 0 hit points is staggered instead of destroyed while her profane regeneration is active. As long as her profane regeneration is active, a nemhain ignores all damage that would reduce her hit points below 0.

**Profane Resilience (Su)** If a mythic nemhain succeeds on a Will save against a spell or effect that deals positive energy damage, she takes no damage from the spell or effect.

**Recall (Su)** A mythic nemhain can use a standard action to return to the location of her ritual object. This is a teleportation effect.

**Rejuvenation (Su)** All nemhains are tied to a ritual object used in their creation. This object is typically a large statue, pillar, or monolith. Until

this object is destroyed, a destroyed nemhain automatically rejuvenates back to full hit points 1d4 days after she is destroyed, always appearing adjacent to her ritual object.

When a mythic nemhain has been destroyed, her ritual object gains an *antipathy* effect that repels all living creatures (DC 25 Will save partially negates).

**Reprisal (Su)** As a full-round action that costs the mythic nemhain one use of mythic power, she can attack all creatures (to a maximum equal to her Dexterity modifier) that damaged her in the previous round. Each attack is resolved individually. Her reach increases to 10 feet when she uses this ability, returning to 5 feet at the end of her turn.

**Whirl of Spirits (Su)** While a mythic nemhain's bound spirits share her space, she gains total concealment (50% miss chance) and spell resistance 33.



## NIXIE

*This green-skinned fey has webbed hands and feet. Its hair is the color of seaweed, and is decorated with shells.*

### MYTHIC NIXIE

CR 1/MR 1

#### XP 400

Pathfinder Roleplaying Game Bestiary 3

N Small fey (aquatic, mythic)

**Init** +3; **Senses** low-light vision; **Perception** +6

#### DEFENSE

**AC** 15, touch 14, flat-footed 12 (+3 Dex, +1 natural, +1 size)

**hp** 15 (2d6+8)

**Fort** +1, **Ref** +6, **Will** +4

**Defensive Abilities** coat of mist<sup>MA</sup>; **DR** 5/cold iron; **SR** 12

#### OFFENSE

**Speed** 20 ft., swim 30 ft.

**Melee** short sword +5 (1d4+3/19-20)

**Ranged** light crossbow +5 (1d6/19-20)

**Special Attacks** fisher's touch<sup>MA</sup>, **mythic power** (1/day, surge +1d6)

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

3/day—*charm person* (DC 15)

1/day—*water breathing* (CL 12th)

#### STATISTICS

**Str** 7, **Dex** 16, **Con** 13, **Int** 12, **Wis** 13, **Cha** 18

**Base Atk** +1; **CMB** -2; **CMD** 11

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

**Skills** Bluff +9, Craft (any one) +5, Escape Artist +8, Handle Animal +6, Perception +6, Perform (sing) +8, Sense Motive +5, Stealth +12, Swim +10

**Languages** Aquan, Sylvan

**SQ** amphibious, wild empathy +12

#### ECOLOGY

**Environment** temperate water

**Organization** gang (2-4), band (6-11), or tribe (20-80)

**Treasure** standard (light crossbow with 20 bolts, short sword, other treasure)

### SPECIAL ABILITIES

**Coat of Mist (Su)** Whenever a mythic nixie is within 15 feet of a body of water, it gains the benefits of a *blur* spell. As an immediate action, the nixie can expend one use of mythic power to enhance this effect to duplicate *displacement* for up to 1 minute. This effect is suppressed if the nixie is forced away from the water. When immersed in water, this effect is provided by swirling silt, bubbles, and tiny glittering fish whirling around the nixie.

**Fisher's Touch (Su)** As a standard action, a mythic nixie can make a melee touch attack to polymorph a Medium or smaller creature into a Small or Medium-sized aquatic creature, as if using *baleful polymorph* (DC 15 Fortitude negates). This transformation lasts 1 round, after which the polymorphed creature can attempt a new saving throw each round at the end of its turn to end the effect. A humanoid polymorphed in this way takes a -2 penalty on saves against the nixie's *charm person* ability, which affects it as if it were still humanoid.

If the target is a non-mythic creature, the nixie can expend one use of mythic power when using this power to increase the duration to 24 hours, after which the target can attempt a new saving throw once per hour until it ends the effect. The save DC is Charisma-based.

**Lure (Su)** This ability functions just like a harpy's captivating song. A DC 15 Will save negates this effect. The save DC is Charisma-based.

**Shapeshift (Su)** A nixie can change shape to become any Small or Medium aquatic creature as if using *beast shape I* (CL 5th). A nixie can maintain this form indefinitely and can return to its normal shape as a free action.

**Wild Empathy (Ex)** This ability works like the druid ability of the same name. The nixie's total includes a +8 racial bonus on wild empathy checks.



## NUCKELAVEE

*A mounted horseman gallops forth, soaked head to toe in gore and waving a blade with wild abandon. Yet as he moves, it becomes clear that horse and rider are joined as one—a humanoid torso sprouting from equine withers—and the gore is a grisly vision of naked muscle and leaking veins.*

### MYTHIC NUCKELAVEE

CR 11/MR 4

XP 12,800

Pathfinder Roleplaying Game Bestiary 3

NE Large fey (aquatic, mythic)

**Init** +8; **Senses** low-light vision; Perception +17

**Aura** frightful presence (30 ft., DC 20), *putrefy food and drink*<sup>MA</sup> (10 ft.)

### DEFENSE

**AC** 28, touch 18, flat-footed 19 (+8 Dex, +1 dodge, +10 natural, –1 size)

**hp** 128 (11d6+90)

**Fort** +9, **Ref** +17, **Will** +10

**DR** 10/cold iron and epic; **Immune** disease, poison

### OFFENSE

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

**Melee** mwk longsword +12 (1d8+10/19–20), bite +11 (1d8+7 plus disease<sup>MA</sup> and reek of pollution<sup>MA</sup>), 2 hooves +6 (1d6+3 plus disease<sup>MA</sup>)

**Space** 10 ft.; **Reach** 5 ft.

**Special Attacks** breath weapon (30-ft. cone, 10d6 damage plus disease<sup>MA</sup> and reek of pollution<sup>MA</sup>, Reflex DC 21 for half, usable every 1d4 rounds), expedite corruption<sup>MA</sup>, *mythic power* (4/day, surge +1d8), trample (1d6+10, DC 22)

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

3/day—*control water*, *diminish plants*, *obscuring mist*

### STATISTICS

**Str** 24, **Dex** 26, **Con** 22, **Int** 13, **Wis** 17, **Cha** 21

**Base Atk** +5; **CMB** +13; **CMD** 32 (36 vs. trip)

**Feats** Dodge, Lightning Reflexes<sup>MF</sup>, Lightning Stance, Mobility<sup>MF</sup>, Spring Attack, Wind Stance

**Skills** Acrobatics +22 (+30 when jumping), Escape Artist +22, Intimidate +16, Knowledge (nature) +15, Perception +17, Stealth +18, Swim +29

**Languages** Aklo, Common, Sylvan

**SQ** amphibious, spread of sewage<sup>MA</sup>, undersized weapons

### ECOLOGY

**Environment** cold swamps or coastlines

**Organization** solitary

**Treasure** standard (masterwork sword, other treasure)

### SPECIAL ABILITIES

**Aura of Putrefy Food and Drink (Su)** A mythic nuckelavee can use a standard action to target a single potion within the aura's radius. Once per day, it can expend one use of mythic power as a swift action to double the aura's radius for 1 minute.

**Breath Weapon (Su)** A nuckelavee's breath weapon is a cone of withering foulness that causes painful welts, cramps, and bleeding, and only harms living creatures—this damage bypasses all energy resistance and damage reduction. Non-creature plants in the area are affected as if by a *blight* spell. Any creature that fails its Reflex save against the breath weapon must make a DC 21 Fortitude save or contract mortasheen (see below). The save DC is Constitution-based.

**Disease (Su) Mortasheen:** Contact; *save* Fort DC 21; *onset* immediate; *frequency* 1/day; *effect* 1d4 Con and target is fatigued; *cure* 2 consecutive saves. Animals take a –2 penalty on their saves against this disease. The save DC is Constitution-based.

Removing a mythic nuckelavee's mortasheen from a victim using magical means requires a mythic spell or a mythic creature casting a non-mythic spell.

A mythic nuckelavee can expend one use of mythic power as a free action to cause a creature to become highly contagious, spreading mortasheen to any other creature it touches or that touches it with natural weapons or unarmed strikes. The affected creature must succeed on a DC 17 Fort save to avoid contracting mortasheen.

**Expedite Corruption (Su)** As a standard action, a mythic nuckelavee can expend one use of mythic power to force all creatures infected with mortasheen within 180 feet of it to make new Fortitude saves against the disease. A success on this save counts toward the consecutive saves



needed to cure it.

**Reek of Pollution (Su)** A creature taking damage from a mythic nuckelavee's bite attack or its breath weapon is coated in pollution and must make a DC 21 Fortitude save or become sickened for 1d4 minutes. If the creature is already sickened due to this ability, it becomes nauseated for 1 round (this does not affect the duration of the sickened condition). Regardless of the result of the save, the creature incurs a -4 penalty on all Charisma-based checks involving other living creatures until it washes off the filth, requiring 2 gallons of water

and soap, or 1 gallon of alcohol. This is a poison effect, and the save DC is Constitution-based.

**Spread of Sewage (Su)** A mythic nuckelavee coats surfaces it walks upon with a layer of sewage. This gives it the benefit of *water walk* when it moves across liquids, and causes the spaces it moves through to become difficult terrain for 1 round after it moves through them (it ignores difficult terrain it creates this way). This allows other creatures to treat liquids affected by this ability as difficult terrain rather than a liquid surface.





## POOKA

*This creature combines the features of a sprightly girl and a black rabbit. A wicked, whimsical grin gleams on her face.*

### MYTHIC POOKA

CR 3/MR 1

#### XP 800

*Pathfinder Roleplaying Game Bestiary 4*

CN Tiny fey (mythic)

**Init** +7; **Senses** darkvision 60 ft., low-light vision, scent; **Perception** +8

#### DEFENSE

**AC** 17, touch 15, flat-footed 14 (+3 Dex, +2 natural, +2 size)

**hp** 24 (4d6+10); fast healing 2

**Fort** +2, **Ref** +7, **Will** +5

**DR** 5/cold iron or silver; **SR** 14

#### OFFENSE

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

**Melee** dagger +7 (1d2/19–20)

**Space** 2–1/2 ft.; **Reach** 0 ft.

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

**Spell-Like Abilities** (CL 6th; concentration +7)

At will—*detect magic*, *invisibility* (self only)

3/day—*minor image* (DC 13), *sleep* (DC 12)

1/day—*suggestion* (DC 13)

#### STATISTICS

**Str** 10, **Dex** 16, **Con** 13, **Int** 11, **Wis** 12, **Cha** 13

**Base Atk** +2; **CMB** +3; **CMD** 13

**Feats** Improved Initiative, Weapon Finesse<sup>MF</sup>

**Skills** Bluff +8, Diplomacy +8, Fly +18, Perception +8, Sense Motive +6, Stealth +18, Use Magic Device +6

**Languages** Common, Sylvan; telepathy (by touch only)

**SQ** change shape (2 of the following forms: cat, goat, rabbit [use stats for raccoon], or raven, *polymorph*), selective invisibility<sup>MA</sup>

#### ECOLOGY

**Environment** any

**Organization** solitary, pair, or ruse (1 mythic pooka plus 3–9 pookas)

**Treasure** standard

#### SPECIAL ABILITIES

**Poison (Su)** As a standard action, a pooka can blow across her palm and create a 5-foot-diameter cloud of intoxicating dust. The pooka decides when she uses this ability whether the dust acts as an inhaled poison or a mild intoxicant (equivalent to 1–2 glasses of beer).

*Pooka Dust (Su)* Inhaled; *save* Fort DC 13;

*frequency* 1/round for 6 rounds; *effect* 1d2 Wis and 1d2 Cha (or intoxication); *cure* 2 consecutive saves.

**Pooka Prank (Su)** As a standard action, a mythic pooka can attempt a combat maneuver check to trip or perform a dirty trick on a creature within 30 feet of her. She adds her Charisma modifier and mythic rank (typically, a total of +2) to the combat maneuver check.

A mythic pooka can expend one use of mythic power as a swift action to retain her *invisibility*, if applicable.

**Selective Invisibility (Su)** A mythic pooka can select any number of creatures to see her when she uses her *invisibility* spell-like ability. She typically does this to sow confusion among companions of the creatures able to see her.



## SPRING-HEELED JACK

*With jet-black skin and a small but menacing pair of horns, this goatated, impish creature wields a bloody knife and a wicked grin.*

### MYTHIC SPRING-HEELED JACK

CR 4/MR 1

XP 1,200

Pathfinder Roleplaying Game Bestiary 4

CE Small fey (mythic)

Init +5; Senses low-light vision; Perception +7

#### DEFENSE

AC 17, touch 16, flat-footed 12 (+5 Dex, +1 natural, +1 size)

hp 34 (4d6+18)

Fort +3, Ref +9, Will +4

#### OFFENSE

Speed 40 ft.

Melee mwk dagger +9 (1d3+5/19–20 plus frightful bleed<sup>MA</sup>)

Special Attacks breath weapon (15-ft. cone, 2d6 fire damage, Reflex DC 14 half, usable every 2d4 rounds), cape glide<sup>MA</sup>, frightening gaze, mythic power (1/day, surge +1d6), sneak attack +1d6, vault

Spell-Like Abilities (CL 4th; concentration +5)

Constant—feather fall, pass without trace

1/day—passwall

#### STATISTICS

Str 15, Dex 21, Con 14, Int 10, Wis 10, Cha 13

Base Atk +2; CMB +3; CMD 18

Feats Toughness, Weapon Finesse<sup>MF</sup>

Skills Acrobatics +12 (+16 when jumping), Bluff +6, Climb +9, Escape Artist +12, Perception +7, Sleight of Hand +10, Stealth +16; Racial Modifiers +4 Acrobatics when jumping

Languages Common, Sylvan

#### ECOLOGY

Environment any land

Organization solitary

Treasure double (masterwork dagger, other treasure)

#### SPECIAL ABILITIES

**Cape Glide (Ex)** A mythic spring-heeled jack can use his ragged cape to swoop and glide, allowing him to glide up to 30 feet horizontally for every 10 feet he descends. He can use this ability when leaping from a height, or in conjunction with his vault ability to jump 20 feet straight up before gliding. When gliding, as a swift action he can execute a

single turn of up to 180 degrees (as if he had the Wingover<sup>B1</sup> feat). He also can use a standard action during his movement (similar to the Flyby Attack feat) to use his breath weapon or make a single attack with his dagger.

**Frightful Bleed (Ex)** Creatures damaged by a mythic spring-heeled jack's dagger take 1 point of bleed damage. This bleed damage does not stack; however, it is increased to 1d3 if the target took sneak attack damage from the attack that caused the bleed damage. It is increased to 1d4 during any round in which the target is shaken, or to 1d6 if the target is frightened or panicked.

**Frightening Gaze (Su)** Any creature within a 10-ft. radius upon whom Spring-Heeled Jack's gaze falls is panicked for 1d6 rounds. A successful DC 13 Will save negates. The save DC is Charisma-based.

**Vault (Su)** Spring-Heeled Jack can jump up to 20 feet (vertically or horizontally in any combination) as a move action without provoking attacks of opportunity.





## WATER LEAPER

*This vicious monster has webbed wings, a mouth full of sharp teeth, and a long tail ending a black stinger.*

### MYTHIC WATER LEAPER

CR 3/MR 1

#### XP 800

*Pathfinder Roleplaying Game Bestiary 5*

N Small magical beast (aquatic, mythic)

**Init** +8MF; **Senses** darkvision 60 ft., low-light vision; Perception +6

#### DEFENSE

**AC** 15, touch 14, flat-footed 12 (+3 Dex, +1 natural, +1 size)

**hp** 32 (3d10+16)

**Fort** +5, **Ref** +6, **Will** +3

#### OFFENSE

**Speed** 20 ft., fly 20 ft. (clumsy), swim 30 ft.

**Melee** bite +5 (1d4+1), sting +5 (1d4+1 plus 1 bleed and jagged sting)

**Special Attacks** bleed (1), frightful shriek<sup>MA</sup>, jagged sting, **mythic power** (1/day, surge +1d6), water leap

#### STATISTICS

**Str** 12, **Dex** 16, **Con** 15, **Int** 7, **Wis** 14, **Cha** 13

**Base Atk** +3; **CMB** +3; **CMD** 16

**Feats** Flyby Attack, Improved Initiative<sup>MF</sup>

**Skills** Acrobatics +11 (+15 when jumping), Fly -3,

Perception +6, Stealth +11, Swim +9; **Racial**

**Modifiers** +4 Acrobatics (+8 when jumping)

**Languages** Aquan

**SQ** amphibious, powerful leaps<sup>MA</sup>

#### ECOLOGY

**Environment** any lakes or swamps

**Organization** solitary

**Treasure** standard

### SPECIAL ABILITIES

**Frightful Shriek (Su)** As a standard action, a mythic water leaper can unleash a sudden shriek, forcing all creatures within 30 feet that hear it to make a DC 13 Will save or become stunned for 1d2 rounds. A creature succeeding on its save is immune to the same mythic water leaper's frightful shriek for 24 hours. This is a fear effect. The save DC is Charisma-based, and includes its mythic rank.

**Jagged Sting (Ex)** A water leaper's sting causes dangerous shards too tiny for the eye to see to break off into the target's flesh and cause bleeding. A successful DC 15 Heal check stops the bleeding and removes the fragments.

However, magical and supernatural healing of any kind doesn't stop the bleeding and instead seals the fragments within the wound, increasing the bleed damage to 1d4 points and the Heal DC to stop the bleeding to 20. Further such healing still doesn't stop the bleed effect, but also doesn't increase the damage or Heal DC further.

**Powerful Leaps (Su)** A mythic water leaper can expend one use of mythic power as a swift action to grant itself a +20 bonus on Acrobatics checks made when jumping for the next 1d6 rounds.

**Water Leap (Ex)** Water leapers get their name from their uncanny ability to ambush prey by leaping out of the water. A water leaper that begins its turn in the water can make a special leaping charge attack. This special charge doesn't need to be in a straight line with respect to altitude, allowing the water leaper to leap out, up and over the rim of a boat, and down onto its prey. At the end of a water leap, the water leaper can make both a bite and a sting attack.



## CYHYRAETH

*This ghostly figure wears and tattered cloak and carries a wicked staff, both of which seem to disintegrate in the wind. Periodically, the figure hunches over as if feeling the effects of a wracking cough. A mournful moan accompanies the fit of coughing.*

### CYHYRAETH

CR 15/MR 6

### XP 51,200

NE Medium undead (incorporeal, mythic)

**Init** +12; **Senses** darkvision 60 ft.; Perception +20

### DEFENSE

**AC** 33, touch 33, flat-footed 24 (+14 deflection, +8 Dex, +1 dodge)

**hp** 260 (17d8+184)

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

**Defensive Abilities** channel resistance +4, incorporeal, natural invisibility, rejuvenation; **DR** 10/cold iron and epic; **Immune** undead traits

### OFFENSE

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

**Melee** incorporeal touch (staff) +22 (8d6/19–20 plus swirl of unseen mist<sup>MA</sup>), incorporeal touch (hand) +22 (5d6)

**Special Attacks** corpselight attraction<sup>MA</sup>, curse of accidents<sup>MA</sup>, doom staff<sup>MA</sup>, heart grip<sup>MA</sup>, mythic power (6/day, surge +1d8), tri-fold moan of demise<sup>MA</sup>

### STATISTICS

**Str** —, **Dex** 27, **Con** —, **Int** 13, **Wis** 16, **Cha** 27

**Base Atk** +12; **CMB** +20; **CMD** 45

**Feats** Combat Reflexes, Dodge, Following Step, Improved Initiative, Mobility<sup>MF</sup>, Spring Attack<sup>MF</sup>, Step Up, Step Up and Strike, Weapon Focus<sup>MF</sup> (incorporeal touch)

**Skills** Fly +16, Intimidate +27, Knowledge (arcana, local) +16, Perception +20, Spellcraft +17, Stealth +21

**Languages** Common

**SQ** cowering fear<sup>MA</sup>

### ECOLOGY

**Environment** any land (primarily coastlines)

**Organization** solitary

**Treasure** none

### SPECIAL ABILITIES

**Corpselight Attraction (Su)** When a cyhyraeth induces fear in another creature or causes a death

with its tri-fold moan of demise, as a free action it can call a will-o'-wisp to its side. The will-o'-wisp arrives at the beginning of the cyhyraeth's next turn. If the cyhyraeth expends one use of mythic power, it applies the agile mythic simple template to the will-o'-wisp.

**Cowering Fear (Su)** If a cyhyraeth succeeds at demoralizing a foe for more than 1 round, the foe spends the first round cowering. If the cowering creature begins its turn with additional rounds of demoralization remaining, the cyhyraeth can expend one use of mythic power as an immediate action to force the demoralize foe to remain cowering on the foe's turn.

**Curse of Accidents (Su)** Once per day as a full-round action, a cyhyraeth can curse a location or vessel no larger than 200 cubic feet in size. If the object is magical or attended, it receives a DC 26 Will save to avoid this effect. While the location suffers from the curse of accidents, a natural 1 on any attack roll, attribute check, or skill check performed within the location has a 50% chance to deal 5d6 points of damage (bypassing hardness) to the location, or to the creature that rolled the natural 1 and all those within 30 feet of the creature. This is a curse effect. The save DC is Charisma-based.

**Doom Staff (Su)** A cyhyraeth's incorporeal attack with its staff has a critical threat range of 19–20. When the cyhyraeth confirms a critical hit with its staff, it can attempt to demoralize the target as a free action.

**Heart Grip (Su)** A cyhyraeth can take an attack action to make an incorporeal touch attack with its hand; this attack suffers a –4 penalty. On a successful hit, the target must attempt a DC 26 Fortitude save. On a successful save, the target is stunned for 1 round; on a failure, the target is knocked unconscious. Slapping or wounding an affected creature, requiring a standard action, awakens the creature. By expending one use of mythic power as part of the attack, the cyhyraeth can either negate the penalty or use this ability as part of a full-attack action, allowing it to strike an opponent with its staff in addition to using this ability. The save DC is Charisma-based.

**Rejuvenation (Su)** A cyhyraeth reforms at its location



of origin in 2d4 days. To permanently destroy a cyhyraeth, the location of origin must have a *hallow* spell cast on it and, no deaths must occur within 300 feet of the location of origin during the cyhyraeth's period of rejuvenation.


**Swirl of Unseen Mist (Su)** When a cyhyraeth strikes a creature with its staff, it can expend one use of mythic power as a free action to cause the target to be affected as if by *fog cloud* (CL 17th), including creatures within 5 feet gaining concealment (20% miss chance) against the target, and creatures farther away gaining total concealment (50% miss chance against the target. Only the target can see the fog

cloud, and the cloud moves with the target. Wind disperses the *fog cloud* as per the spell.

**Tri-Fold Moan of Demise (Su)** As a move action, a cyhyraeth can release a groan as if it were near death. All living creatures within 120 feet of the cyhyraeth must attempt a DC 26 Will save. Upon the first failed save, affected creatures can hear subsequent moans from the cyhyraeth within 400 feet, even if they are deafened. Additionally, affected creatures incur a -2 penalty on all saving throws, take 50% more damage from damage dealing spells and effects, and take 2d6 points of extra damage from melee and ranged weapons as if the weapons possessed the bane weapon special ability. Upon a second failed save, affected creatures incur an additional -4 penalty on all saving throws, take maximum damage from damage-dealing spells and effects, and, when targeted for attacks, grant foes an additional 2 to the critical threat ranges of all their weapons, which automatically confirm critical hits against an affected creature. On a third failed save, affected creatures die. The effects from the first two failed saves last until the cyhyraeth's destruction; even if the cyhyraeth rejuvenates, affected creatures are still free from the effects. Additionally, a *mythic limited wish* spell or more powerful mythic spell removes these effects from an affected creature. This is a death effect. The save DC is Charisma-based.







A cyhyraeth is a spirit that arises after a tragic death has claimed its life along with others. Its hazy and indistinct appearance results from the many different echoes of those who died along with the spirit. While a cyhyraeth is intrinsically tied to the site of the tragedy, it is not limited to that site and travels to various locations, acting as a harbinger of death wherever it travels. It is attracted to imminent mass deaths, like those caused by a massive battle or an accident involving many casualties, or the imminent demise of powerful or important figures. The spirit keeps its ears open for rumors of upcoming conflicts or persistent problems at a site to determine the whereabouts of its next haunting. It also listens for news on traveling personages of interest.

Macabrely complementing its role as a harbinger of death, a cyhyraeth has a suite of preternatural capabilities allowing it hasten death wherever it appears. At important and troubled locales, it spends considerable time determining how events will transpire to trigger multiple deaths. While it does this, it imbues the location with a curse, such that any trivial accident compounds itself. A cyhyraeth prefers seagoing vessels as its primary targets, where a simple mistake by a ship's captain or during an innocuous task performed by the crew results in the ship foundering with all hands on board. Other targets for its curse are tenement buildings on the verge of collapse or areas beset by regular fires or by a virulent disease.

On a more personal level, a cyhyraeth lets loose with a moan not unlike that uttered by a person on the verge of death. Hearing the moan hastens the listener's death by causing it to become more susceptible to physical harm. Hearing the moan a total of three times causes the listener

to drop dead. While the cyhyraeth typically has a target chosen as the recipient of its inexorable death-bringing, its moan doesn't discriminate and affects all creatures within listening distance. The spirit desires to remain until it kills its intended target but is satisfied if it weakens its target and must flee because of stiff resistance.

A cyhyraeth is capable of protecting itself, but it won't directly attack foes unless it must defend itself. It can induce fear with its attacks, causing those who succumb to spend a brief time cowering. The spirit prefers the numbing terror it induces rather than causing its victims to flee in fright, which makes it easier to affect its targets with its deathly moan. A cyhyraeth can also cause fog, unseen by others, to swirl around an opponent; it uses this to confound combatants that prove adept at harming it. Finally, it can reach into a foe and temporarily materialize its hand around the creature's heart to disable the foe.

Destroying a cyhyraeth is difficult, since it rarely sticks around to allow its victims to complete the deed, and is half of the solution to eliminating it. Finding its location of origin, sanctifying the spot where it died, and ensuring no deaths occur on the site is the only way to truly rid the world of a cyhyraeth. Since the spirit wanders far afield from where it originated, discovering that site proves difficult (requiring a relevant DC 30 Knowledge check). Fortunately for victims of a cyhyraeth before its temporary destruction, the spirit seems to harbor no feelings of reprisal and carries on as it had before, witnessing and causing death, perhaps incidentally encountering former quarry.



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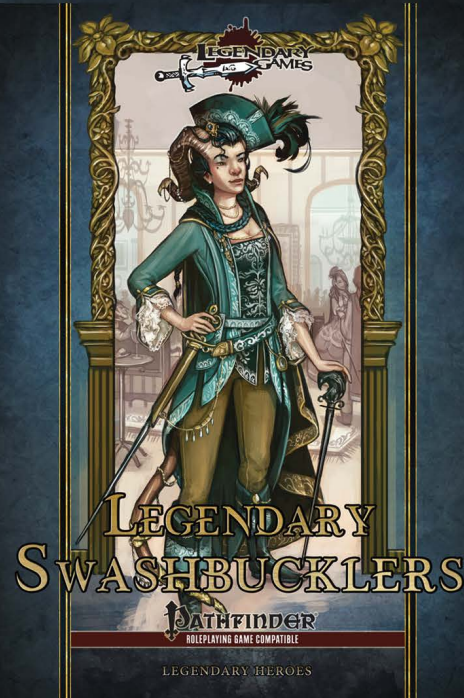
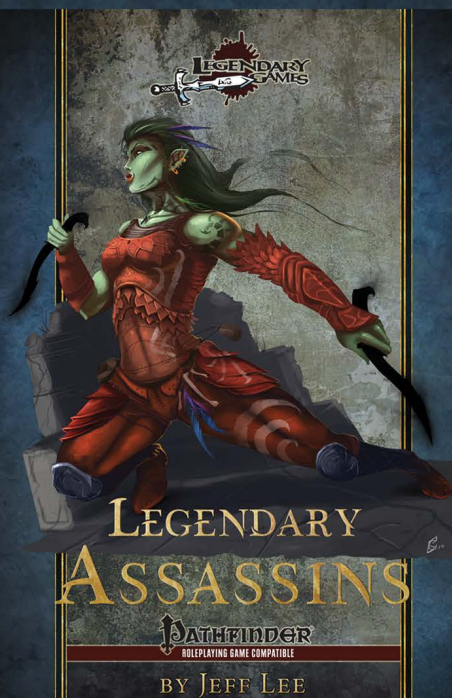
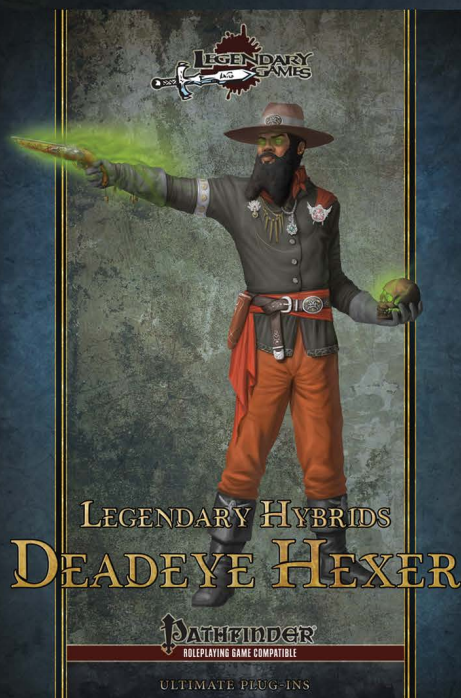
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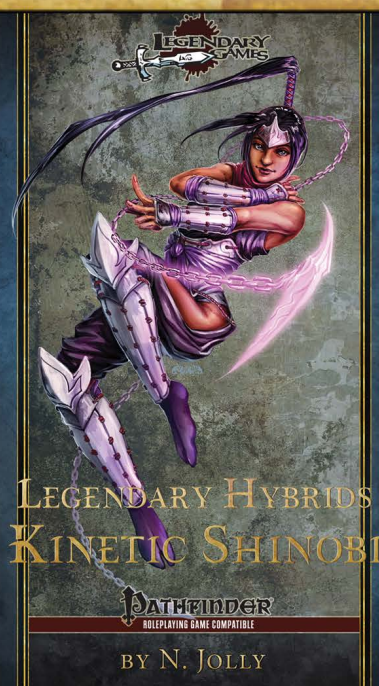
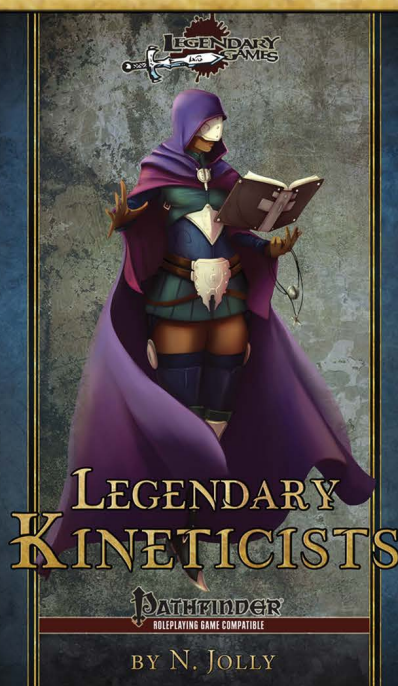
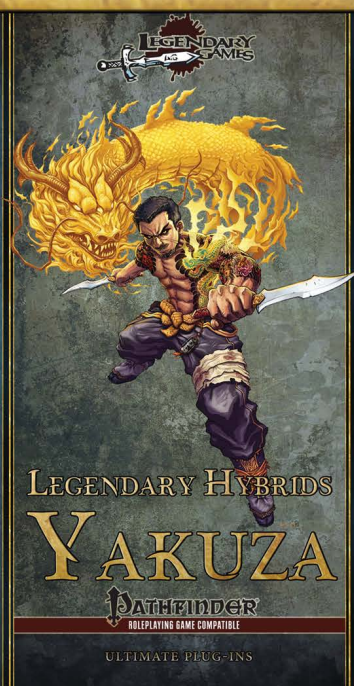
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