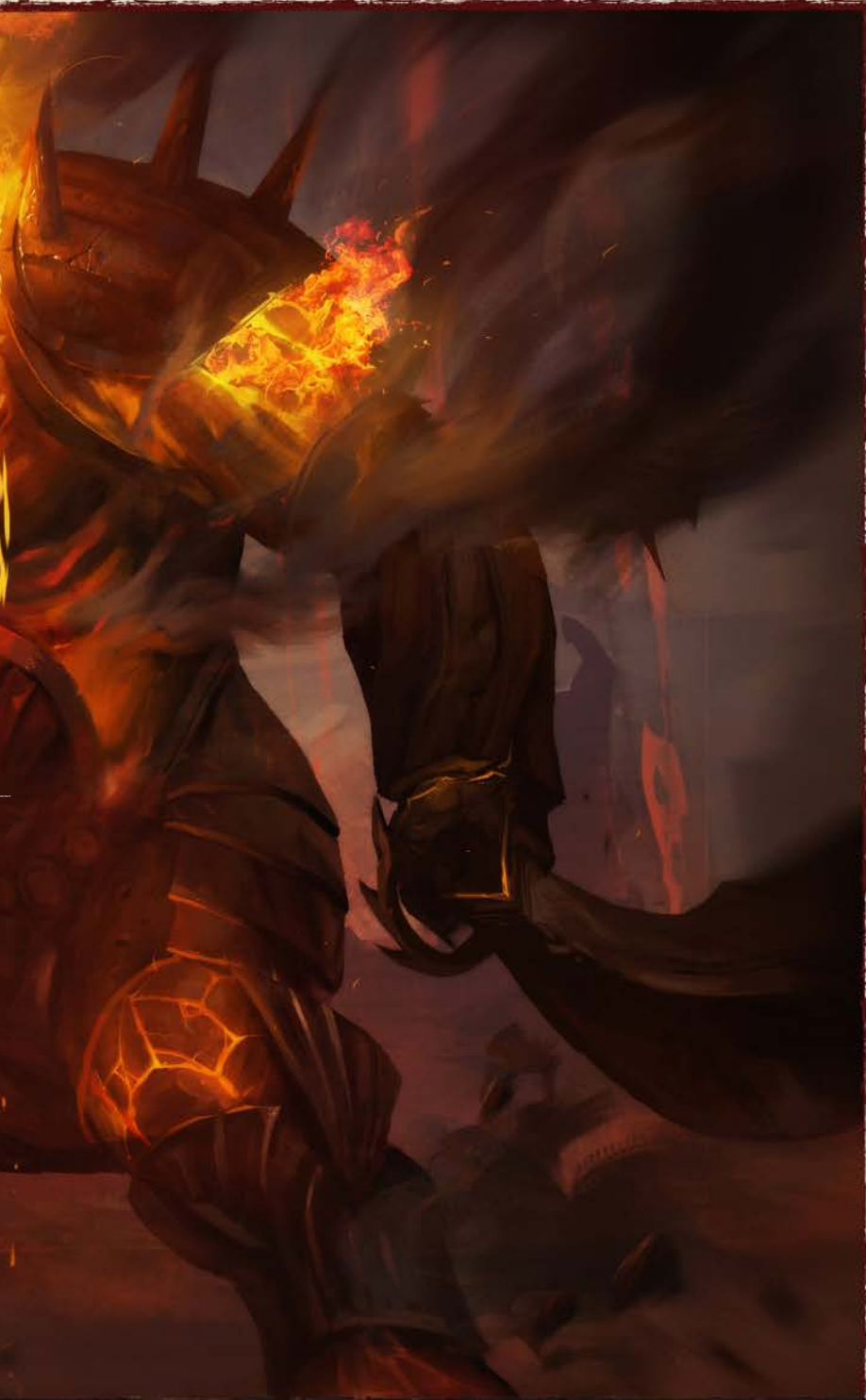




6 MYTHIC MONSTERS



The fire giant roared, his molten beard dripping down to scar the stones. Around him, the throne room of the great fortress lay in shambles, strewn with the steaming remains of those who had ruled it.

Seelah stood, sword at her side, and looked down at the carnage. She shook her head.

“Do you see?” she asked. “These were your rightful rulers—your own kin. And you killed them. So would your own minions kill you, given time. Thus does evil always consume itself in the end.”

The giant only roared again and raised his dripping blade.

Seelah raised her own sword in a salute, then put her head down and charged...

Just as mythic heroes can call upon power beyond reckoning, mythic monsters are greater than others of their kind. Some are empowered by deities or great magic and sent into the world to sow ruin and reap destruction. Others are instead relics of a bygone age when the power of creation itself flowed through the veins of every living being. Though not necessarily malevolent, these ancient creatures are a force to be respected and feared.

The rules in this book assume monsters that wield mythic power are rare in the world. Such creatures fall into one of two categories: powerful versions of existing monsters and entirely new breeds of monsters. You can easily create the first type of monster by using one of the mythic simple templates presented in this section (see page 224). Creating the second type of monster is more complicated, and requires adding the mythic subtype (see page 226) and custom abilities appropriate to the creature, with more powerful monsters gaining more abilities than weaker monsters.

This chapter includes over 40 example creatures—mythic versions of cyclopes, demons, dragons, elementals, giants, medusas, and other creatures of legend—each of which represents an ancient predecessor or powerful evolution of the non-mythic version found in the *Pathfinder RPG Bestiary*. Following these example monsters, this chapter continues with information on the mythic simple templates and mythic subtype, advice on how to create and balance new mythic monsters, and several new universal monster rules used by the monsters in this chapter.

MYTHIC MONSTER ORIGINS

Depending on your campaign, a mythic monster might be unique—the only one of a kind in the entire world or on all the planes—rare, or even relatively common. The following are some examples of how frequently mythic monsters could appear in a particular campaign.

- Some say there is only one mythic red dragon—the oldest living ancestor of all red dragons—and it sleeps for centuries at a time.
- A deadly pack of mythic trolls might rule over a hidden realm under the earth. Non-mythic trolls are the least of their kind, cast out because of their inborn weakness.
- There may be only two mythic medusas, both mourning their third sister who was slain by a hero centuries ago. They now breed giant snakes (with a mythic simple template) to send after the hero's descendants.
- A demon lord might imbue some of its servants with mythic power, making them captains and generals over the armies it's amassing to invade the mortal world.

How prevalent you want mythic creatures to be in your campaign is up to you, and their mythic abilities can be permanent or temporary.

MYTHIC RANK

A monster's mythic rank (MR) is a game statistic for monsters that's roughly equivalent to a mythic tier—monsters with only a little mythic power are 1st rank, and the greatest mythic monsters are 10th rank. Unlike PCs, monsters usually start with a specific mythic rank and that rank never changes. For example, a mythic troll is 2nd rank and is always going to be 2nd rank, unless the GM has a reason for its rank to increase—like if a tribe of trolls has an artifact that grants the trolls mythic power, and the longer it takes the PCs to deal with them, the more powerful the artifact makes these monsters.

In terms of power, mythic ranks and mythic tiers are similar, but not exactly the same. For any ability, spell, magic item, or other rule that requires a mythic tier or interfaces with the tier rules, a monster's mythic rank counts as its tier. For example, a sword that gains additional abilities when wielded by a character of 3rd tier or higher gains those bonuses when wielded by a monster of 3rd rank or higher. A few mythic monsters have mythic tier abilities identical to those available to PCs; a monster's mythic rank counts as its tier for any effects dependent on tier. For example, a monster with the parry spell guardian path ability (see page 30) uses its mythic rank to determine the level of spells it can parry with that ability.

It is possible for a low-CR creature to have a high mythic rank, or for a high-CR creature to have a low mythic rank. For a typical monster that's acquired mythic power, its rank is equal to half its original CR. For example, a CR 4 owlbear that becomes a mythic creature should be 2nd rank. To determine a mythic monster's final CR, add half its mythic rank to its original CR. For example, a 2nd rank mythic owlbear's final CR is 5 ($2 \times 1/2 + 4$). See Designing Encounters in Chapter 4 for more details (see page 128). All the monsters presented in this chapter use this typical MR value.

A creature shouldn't have both a mythic tier and a mythic rank. For example, a mythic creature that gains the vampire template (*Bestiary* 270) has a mythic tier, and a non-mythic creature that gains the mythic vampire template (see page 220) has a mythic rank, but a mythic creature that becomes a mythic vampire loses its tier and gains ranks instead, as explained in the mythic vampire template. Mythic templates and other effects that grant a creature a mythic rank should include information about what happens when a mythic creature gains that template or effect.

READING A MYTHIC MONSTER STAT BLOCK

Mythic monster stat blocks work just like non-mythic monster stat blocks, but have a few additional pieces of

information. The differences are summarized in the following section.

Name, CR, and MR: The monster's name is presented first, along with its challenge rating (CR), its mythic rank (MR), and three icons you can use to quickly identify the creature's role in the game. The monster's CR already factors in the CR increase it gets for having mythic ranks.

Init and Senses: Several mythic monsters have the Mythic Improved Initiative feat (see page 67), which allows the creature to expend one use of mythic power to treat its initiative roll as a 20. Because you rarely check the Feats entry for a monster when rolling initiative, it would be easy to forget that ability when using the monster. As a reminder of this ability, a monster with that feat has a superscript "M" after its initiative modifier. The listed initiative modifier already includes the additional bonus from the Mythic Improved Initiative feat.

Feats: The creature's feats are listed here. If a monster has a mythic feat from Chapter 2, that feat is identified with a superscript "M," such as "Improved Initiative^M" rather than "Mythic Improved Initiative." Most mythic feats improve non-mythic feats, and have the non-mythic feat as a prerequisite. In these cases, the non-mythic feat isn't listed along with the mythic feat—the superscript "M" indicates the creature has the mythic and non-mythic versions of that feat.

Special Attacks: All of the monsters presented in this chapter have the mythic subtype (see page 226), which grants them the mythic power universal monster ability (see page 227), allows them to expend uses of mythic power to add surge dice to d20 rolls, and may add other abilities as well. When running a monster with mythic power, always remember that it can use the surge ability—especially because some mythic creatures don't use mythic power for anything else, so that ability is necessary for the monster to keep up with and challenge mythic PCs. (Plus, part of the fun of using mythic rules is getting to use mythic surges, and the GM should get to do that, too.)

Environment: The mythic monsters presented here list the same environment as the non-mythic version of the creature—by default, mythic trolls prefer cold mountains like common trolls do, and mythic owlbears prefer temperate forests like common owlbears do. Of course, you can change the environment of a mythic monster to anything appropriate for your campaign, especially if the mythic monster is unique. For example, if you want the one mythic hydra in your world to live in the desert instead of in marshes like non-mythic hydras, that change serves to make the mythic hydra even more unusual and iconic.

Organization: The mythic monsters presented here list the same information on organization as the non-mythic versions of the creatures. These stat blocks make

no assumptions about the uniqueness or rarity of these mythic monsters in your campaign. This allows you to adapt existing encounters in printed adventures to a mythic campaign by replacing one, some, or all non-mythic creatures in a specific encounter with their mythic equivalents. For example, to challenge a group of mythic PCs in an adventure featuring an encounter with six trolls, you could replace any number of those trolls with mythic trolls—perhaps just the leader is a mythic troll, creating a slightly more difficult encounter, or perhaps all of them are mythic, resulting in a much harder challenge.

Treasure: Most of the mythic monsters presented here use the same treasure notation as their non-mythic counterparts. For example, trolls have standard treasure, so mythic trolls also have standard treasure. However, a mythic monster's CR will be higher than its non-mythic equivalent, so when awarding treasure you should account for the CR increase and adjust the monster's treasure accordingly. A mythic troll encountered with non-mythic trolls should have slightly better treasure because of its higher CR (just as a fiendish troll encountered with a gang of normal trolls should have better treasure). If a monster normally has NPC-type treasure (like an ogre does), the mythic version of that monster usually has better treasure than its non-mythic counterparts, since its CR is higher.

Mythic monsters—especially intelligent ones—may be more likely to use magical treasures found in their lairs, perhaps out of some instinctive cunning about the item or because the item was given to the monster by the entity that granted the monster its mythic power. For example, a mythic hydra with an *amulet of mighty fists +1* in its treasure hoard could be a sacred guardian created by the god of snakes, and the amulet could have been granted to the hydra by the god, giving the creature the full benefit of the item.

Special Abilities: These monsters include descriptions of the non-mythic monster's special abilities, so you don't need to reference the non-mythic monster in another book to use the mythic monster. In some cases, these descriptions are simplified or shortened to make room for the mythic monster's new abilities. If you have questions about how a monster's special ability works, refer to the full text of the non-mythic monster's original description in the *Bestiary*.

Description: Rather than repeating information about the original, non-mythic monster, this section presents information on the mythic version of the monster, such as suggesting how its origin or its role in the game differs from that of a non-mythic creature of its type. Unless otherwise stated, a mythic monster lives and acts very much like its non-mythic counterpart.

ABOLETH

A foul mist surrounds this huge, three-eyed, tentacled fish creature, and plates of hardened slime guard its body.

MYTHIC ABOLETH

CR 9/MR 3

XP 6,400
LE Huge aberration (aquatic, mythic)

Init +8^M; **Senses** darkvision 60 ft.; Perception +15

Aura mucus cloud (5 feet)

DEFENSE

AC 23, touch 9, flat-footed 22 (+1 Dex, +14 natural, -2 size)

hp 118 (9d8+78)

Fort +9, **Ref** +6, **Will** +11

DR 5/epic

OFFENSE

Speed 10 ft., swim 60 ft.

Melee 4 tentacles +11 (1d8+5 plus slime)

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

Special Attacks mucus mist, mythic power (3/day, surge +1d6)

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

At will—*hypnotic pattern* (DC 16), *illusory wall* (DC 18), *mirage arcana* (DC 19), *persistent image* (DC 19), *programmed image* (DC 20), *project image* (DC 21), *veil* (DC 20)

3/day—*dominate monster* (DC 23)

STATISTICS

Str 20, **Dex** 12, **Con** 22, **Int** 15, **Wis** 17, **Cha** 19

Base Atk +6; **CMB** +13; **CMD** 24

Feats Combat Casting, Improved Initiative^M, Iron Will^M, Lightning Reflexes, Weapon Focus (tentacle)

Skills Bluff +13, Intimidate +16, Knowledge (any one) +14, Perception +15, Spellcraft +14, Swim +25

Languages Aboleth, Aklo, Aquan, Undercommon

SQ slime armor

ECOLOGY

Environment any aquatic

Organization solitary, pair, brood (3-6), or shoal (7-19)

Treasure double

SPECIAL ABILITIES

Mucus Cloud (Ex) While underwater, an aboleth exudes a cloud of transparent slime. All creatures adjacent to an aboleth must succeed at a DC 20 Fortitude save each round or lose the ability to breathe air (but gain the ability to breathe water) for 3 hours. Renewed contact with an aboleth's mucus cloud and failing another save extends the effect for another 3 hours. The save DC is Constitution-based.

Mucus Mist (Ex) When exposed to the air, a mythic aboleth can release its mucus as a fine mist. This obscures vision like *obscuring mist* and has the same properties as its mucus cloud. Creatures that breathe water are able to breathe normally while within the cloud. The mist moves with the aboleth.

Slime (Ex) A creature hit by an aboleth's tentacle must succeed at a DC 20 Fortitude save or its skin and flesh transform into a clear, slimy membrane over the course of 1d4 rounds. The creature's new "flesh" is soft and tender, reducing its Constitution score by 4 as long as the transformation persists. If the creature's flesh isn't kept moist, it dries quickly and the victim takes 1d12 points of damage every 10 minutes. *Remove disease* and similar effects can restore an afflicted creature to normal, but immunity to disease offers no protection from this attack. The save DC is Constitution-based.

Slime Armor (Ex) A mythic aboleth can spend 1 minute to create an armorlike carapace from hardened slime. This gives it a +4 armor bonus, reduces its swim speed to 30 feet, and increases its land speed to 30 feet. The aboleth can dissolve the armor as a full-round action.

A mythic aboleth has exceptional magic, usually gained by staying alive long enough to see some of its dark experiments through to fruition. Brooding and brilliant, it seeks to conquer the dry lands.



BARGHEST, GREATER

An eerie green fire emerges from the obscenely large mouth of this strange humanoid combination of bat and wolf.

MYTHIC GREATER BARGHEST CR 8/MR 2



XP 4,800

LE Large outsider (evil, extraplanar, lawful, mythic, shapechanger)

Init +8; **Senses** darkvision 60 ft., scent; Perception +16

DEFENSE

AC 22, touch 11, flat-footed 20 (+2 Dex, +11 natural, -1 size)

hp 105 (9d10+56)

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

DR 10/epic and magic

OFFENSE

Speed 40 ft.

Melee *ghost touch bite* +15 (1d8+7/18-20/×3 plus burn and vorpal bite), 2 claws +15 (1d6+7)

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

Special Attacks burn (1d6, DC 18), goblin king, improved bite, mythic power (2/day, surge +1d6), vorpal bite

Spell-Like Abilities (CL 9th; concentration +13)

At will—*blink*, *invisibility sphere*, *levitate*, *misdirection*
1/day—*charm monster* (DC 18), *crushing despair* (DC 18),
dimension door, *mass bull's strength*, *mass enlarge*

STATISTICS

Str 25, **Dex** 15, **Con** 19, **Int** 18, **Wis** 18, **Cha** 18

Base Atk +9; **CMB** +17; **CMD** 29 (33 vs. trip)

Feats Combat Casting, Combat Reflexes, Great FortitudeSM, Improved Initiative, Lightning Reflexes

Skills Acrobatics +14 (+18 when jumping), Bluff +16, Climb +16, Diplomacy +16, Intimidate +16, Perception +16, Sense Motive +16, Stealth +10, Survival +16, Swim +16

Languages Common, Goblin, Infernal

SQ change shape (goblin or wolf, *polymorph*)

ECOLOGY

Environment any

Organization solitary or cult (1 plus goblin tribe)

Treasure standard

SPECIAL ABILITIES

Goblin King (Su) A mythic barghest has the inspire courage +2 and inspire competence +2 abilities of a 6th-level bard.

Goblins, goblin dogs, worgs, hell hounds, and barghests gain double the normal bonuses from this ability.

Improved Bite (Ex) A mythic barghest's bite has a critical threat range of 18-20 and critical multiplier of ×3.

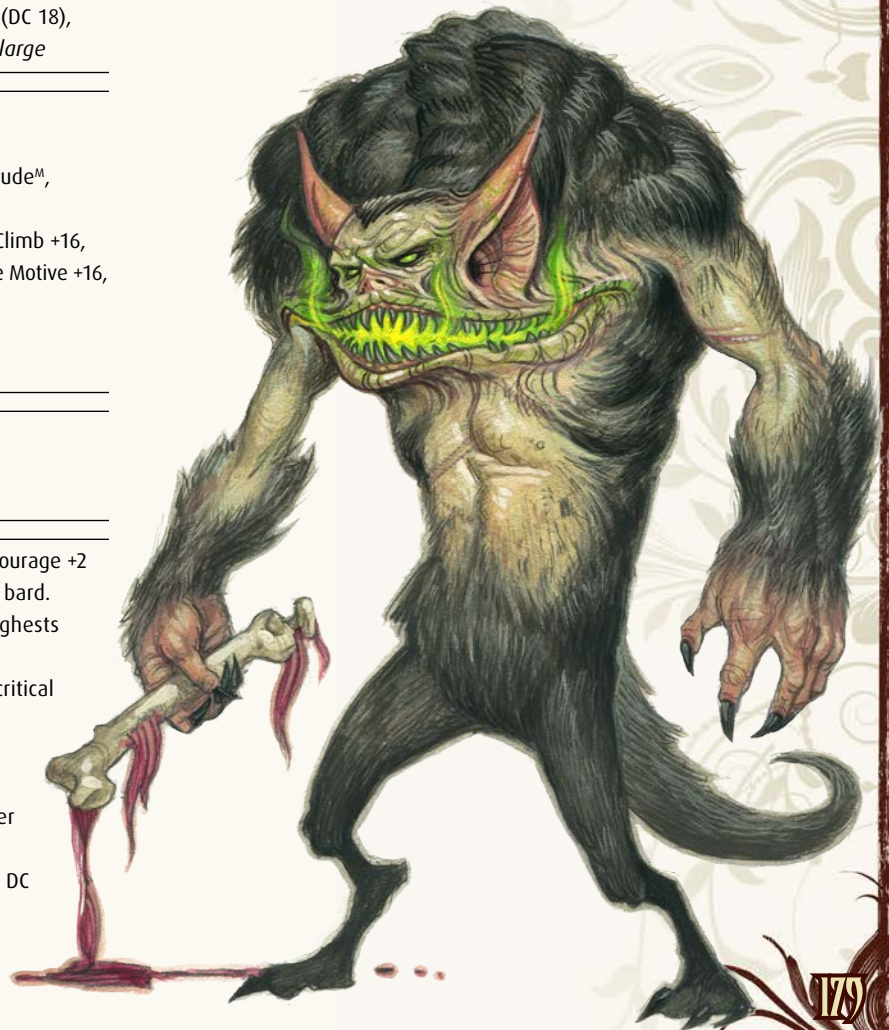
Vorpal Bite (Su) If a mythic greater barghest confirms a critical hit against a non-mythic opponent, it can expend one use of mythic power as a free action to bite off the opponent's head, instantly killing it (Fort DC 15 negates). The save DC is Constitution-based.

A mythic greater barghest is a near-divine offspring of one of the barghest gods. Infused with the power of foul planes, it leads great tribes of goblins, scaring their minions into something approaching discipline. Its presence is enough for hobgoblins and bugbears to treat goblins almost as equals, having seen the barghest's wrath at disobedience and infighting.

Mythic Barghest

Only exceptional barghests that feed on mythic humanoids can become mythic greater barghests. To create a mythic barghest, add the agile mythic simple template (see page 224) to a non-mythic barghest (*Pathfinder RPG Bestiary* 27).

If the mythic barghest uses its feed ability on a mythic humanoid's corpse, it gains a mythic growth point instead of a growth point. If a mythic barghest reaches 4 growth points, it transforms into a greater barghest with the agile mythic simple template and loses its mythic growth points. If a mythic barghest gains 4 mythic growth points, it transforms into a mythic greater barghest and loses the agile mythic simple template.



COCKATRICE

This beast is an unsettling combination of chicken and lizard, and its claws, beak, and wattles seem made of stone.

MYTHIC COCKATRICE

CR 4/MR 1

XP 1,200

N Small magical beast (mythic)

Init +3; **Senses** darkvision 60 ft., low-light vision; Perception +11

Aura petrification (30 feet)

DEFENSE

AC 17, touch 16, flat-footed 12 (+3 Dex, +2 dodge, +1 natural, +1 size)

hp 43 (6d10+10)

Fort +5, **Ref** +8, **Will** +3

Defensive Abilities stone plumage; **DR** 5/epic

OFFENSE

Speed 20 ft., fly 60 ft. (poor)

Melee bite +10 (1d4–2 plus petrification)

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

STATISTICS

Str 6, **Dex** 17, **Con** 11, **Int** 2, **Wis** 13, **Cha** 8

Base Atk +6; **CMB** +3; **CMD** 17

Feats Dodge^M, Skill Focus (Perception), Weapon Finesse

Skills Fly +6, Perception +11

ECOLOGY

Environment temperate plains

Organization solitary, pair, flight (3–5), or flock (6–12)

Treasure none

SPECIAL ABILITIES

Petrification (Su) A mythic cockatrice's bite causes flesh to calcify and harden—multiple bites can cause a living creature to fossilize into stone. Each time a creature is damaged by a mythic cockatrice's bite attack, it must succeed at a DC 13 Fortitude save or take 1d6 points of Dexterity damage as its flesh and bones stiffen and harden. If a creature's Dexterity score is reduced to 0 by a cockatrice's bite, that creature immediately turns completely to stone, as if petrified by a *flesh to stone* spell. Every day, a creature petrified by a cockatrice in this manner can attempt a new DC 12 Fortitude save; if it succeeds, the victim recovers from the petrification with a Dexterity score of 1 (and thereafter can be restored to full Dexterity by natural healing or magic as normal). If a petrified creature fails three of these Fortitude saves in a row, the petrified state becomes permanent. A creature restored to flesh via magic has any Dexterity damage caused by cockatrice bites removed, but not any existing Dexterity damage from other sources. A cockatrice is immune to the petrification ability of itself and of other cockatrices, but other petrification attacks affect them normally. The save DC is Constitution-based.

Petrification Aura (Su) A creature within 30 feet of a mythic cockatrice on its turn must successfully save or be subjected by petrification as if it had been bitten.

Stone Plumage (Su) Any weapon that strikes a mythic cockatrice takes 1d6 points of damage that bypasses the weapon's hardness. Any creature attacking the cockatrice with natural weapons or unarmed strikes takes 1d6 points of damage.

A mythic cockatrice is infused with stone, perhaps because of some aspect of its aging process, or its body has absorbed minerals from countless stony foes, or its incessant grooming has slowly petrified its own flesh. Even more aggressive and territorial than non-mythic kin, a mythic cockatrice recklessly attacks anything that intrudes on its territory.



CYCLOPS, GREAT

This enormous one-eyed humanoid has a horn protruding from its forehead and fists the size of tree trunks.

MYTHIC GREAT CYCLOPS CR 15/MR 6



XP 51,200

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CE Huge humanoid (giant, mythic)

Init +1; **Senses** low-light vision, see in darkness; Perception +22

Aura frightful presence (30 ft., DC 19)

DEFENSE

AC 32, touch 9, flat-footed 31 (+4 armor, +1 Dex, +19 natural, -2 size)

hp 243 (17d8+167)

Fort +12, **Ref** +6, **Will** +14

DR 10/epic; **Immune** electricity, fire

OFFENSE

Speed 35 ft. (50 ft. base)

Melee mwk greatclub +25/+20/+15 (3d8+21), gore +24 (1d8+14)

Ranged rock +12 (2d6+21)

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

Special Attacks contemptuous toss, earthquake, mythic power (6/day, surge +1d8), powerful charge (gore, 4d6+21), rock throwing (120 ft.)

Spell-Like Abilities (CL 12th; concentration +13) 1/day—*chain lightning* (DC 17)

STATISTICS

Str 38, **Dex** 13, **Con** 25, **Int** 7, **Wis** 14, **Cha** 12

Base Atk +12; **CMB** +28 (+30 bull rush or overrun); **CMD** 39 (41 vs. bull rush or overrun)

Feats Awesome Blow, Cleave^M, Critical Focus^M, Diehard, Endurance, Improved Bull Rush, Improved Overrun, Iron Will^M, Power Attack

Skills Perception +22

Languages Common, Cyclops, Giant

SQ flash of brutality

ECOLOGY

Environment any temperate or tropical

Organization solitary, colony (2–5), or tribe (6–14)

Treasure standard (mwk greatclub, hide armor, other treasure)

SPECIAL ABILITIES

Contemptuous Toss (Ex) When a mythic great cyclops uses Awesome Blow and expends a use of mythic power, its target flies up to 60 additional feet and takes 1d6 points of damage for every additional 20 feet traveled. If the cyclops uses its gore attack for this ability, it can hurl the target up to 60 feet upward instead of sideways.

Earthquake (Su) A mythic great cyclops can punch the ground and expend two uses of mythic power to cause an *earthquake*

(as the spell). Add the cyclops's rank to the save DCs for the earthquake's effects. Other mythic great cyclopes are not affected by the earthquake.

Flash of Brutality (Su) Once per day as a swift action, a great cyclops can gain a burst of savage inspiration. When it does, it doubles the threat range of all weapons, natural attacks, and rocks it attacks with until the start of its next turn. Once per day, when the cyclops reaches 0 or fewer hit points and is conscious because of its Diehard feat, this ability recharges, allowing it to use the ability a second time that same day.

Mythic great cyclopes are the first and oldest of their kind to succumb to visions of rage and destruction. Said to be the lost offspring of gods of lightning and the forge, they wield power over earth and energy, using it to blast open humanoid defenses so they can pluck out the tasty morsels within.



DEMON, MARILITH

This snake-bodied woman has six arms, yet her cruel weapons float in the air, glistening with poison.

MYTHIC MARILITH CR 21/MR 8

XP 409,600

CE Large outsider (chaotic, demon, evil, extraplanar, mythic)

Init +4; **Senses** darkvision 60 ft., *true seeing*; Perception +31

Aura *unholy aura* (DC 26)

DEFENSE

AC 40, touch 17, flat-footed 36 (+4 deflection, +4 Dex, +23 natural, -1 size)

hp 344 (16d10+256); fast healing 5

Fort +25, **Ref** +18, **Will** +13

DR 10/cold iron and epic and good; **Immune** cold, fire, electricity, poison; **Resist** acid 10; **SR** 32

OFFENSE

Speed 40 ft.

Melee +2 *longsword* +28/+23/+18/+13 (2d6+12/16-20 plus poison), 5 +2 *longswords* +28 (2d6+7/16-20 plus poison), tail slap +20 (2d6+5 plus grab)

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

Special Attacks constrict (tail slap, 2d6+15 plus crushing coils), greater infuse weapon, multiweapon mastery, mythic power (8/day, surge +1d10), poisoned weapons

Spell-Like Abilities (CL 16th; concentration +24)

Constant—*true seeing*, *unholy aura* (DC 26)

At will—*greater teleport* (self plus 50 lbs. of objects only), *project image* (DC 25), *telekinesis* (DC 23)

3/day—*blade barrier* (DC 24), *fly*, *heal* (self only)

1/day—*summon* (level 5, 1 marilith 20%, 1 nalfeshnee 35%, or 1d4 hezrous 60%)

STATISTICS

Str 31, **Dex** 19, **Con** 32, **Int** 18, **Wis** 18, **Cha** 27

Base Atk +16; **CMB** +27 (+29 disarm, +31 grapple); **CMD** 45 (47 vs. disarm, can't be tripped)

Feats Bleeding Critical^M, Combat Expertise^M, Combat Reflexes, Critical Focus^M, Improved Critical (longsword)^M, Improved Disarm, Power Attack, Weapon Focus (longsword)

Skills Acrobatics +23, Bluff +27, Diplomacy +27, Fly +18, Intimidate +27, Knowledge (engineering) +20, Perception +31, Sense Motive +23, Stealth +19, Use Magic Device +27; **Racial Modifiers** +8 Perception

Languages Abyssal, Celestial, Draconic; telepathy 100 ft.

SQ change shape (any animal, humanoid, or giant; *shapechange*)

ECOLOGY

Environment any (Abyss)

Organization solitary, pair, or platoon (1 marilith, 1-3 glabrezus, and 3-14 babaus)

Treasure double (6 mwk longswords, other treasure)

SPECIAL ABILITIES

Crushing Coils (Ex) A constricted creature must succeed at a DC 28 Fortitude save or lose consciousness for 1d8 rounds. The save DC is Strength-based.

Greater Infuse Weapon (Su) Any weapon a mythic marilith wields gains a +2 enhancement bonus and counts as a chaotic and evil cold iron weapon. She can expend two uses of mythic power as an immediate action to add the *dancing* special ability to all her manufactured weapons for 4 rounds.

Poisoned Weapons (Ex) As a swift action, a mythic marilith can lick one of her manufactured weapons to coat it with deathblade poison (*Pathfinder RPG Core Rulebook* 558).

A mythic marilith is a queen of chaos and evil, controlling a large territory in the Abyss and commanding a legion of demons.



DEMON, NALFESHNEE

This porcine demon has huge tusks and tiny wings, and its furred flesh oozes with greasy black-and-purple energy.

MYTHIC NALFESHNEE CR 17/MR 7



XP 102,400

CE Huge outsider (chaotic, demon, evil, extraplanar, mythic)

Init +12^M; **Senses** darkvision 60 ft., *true seeing*; Perception +32

Aura *unholy aura* (DC 25)

DEFENSE

AC 36, touch 13, flat-footed 35 (+4 deflection, +1 Dex, +23 natural, -2 size)

hp 287 (15d10+205); fast healing 5

Fort +22, **Ref** +10, **Will** +21

DR 10/epic and good; **Immune** fire, electricity, poison; **Resist** acid 10, cold 10; **SR** 28

OFFENSE

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

Melee bite +28 (3d8+15/18-20), 2 claws +28 (2d6+15/19-20 plus steal)

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

Special Attacks demonic knowledge, mythic power (7/day, surge +1d10), touch of chaos, unholy nimbus

Spell-Like Abilities (CL 12th; concentration +19)

Constant—*detect thoughts* (DC 19), *true seeing*, *unholy aura* (DC 25)

At will—*call lightning* (DC 20), *feeblemind* (DC 22), *greater dispel magic*, *greater teleport* (self plus 50 lbs. of objects only), *move earth*, *slow* (DC 20), *stone shape*, *stone tell*

3/day—*scrying*

1/day—*contact other plane*, *summon* (level 5, 1 nalfeshnee 20%, 1d4 hezrous 40%, or 1d4 vrocks 50%)

STATISTICS

Str 40, **Dex** 13, **Con** 29, **Int** 23, **Wis** 22, **Cha** 24

Base Atk +15; **CMB** +32 (+34 bull rush); **CMD** 47 (49 vs. bull rush)

Feats Awesome Blow, Cleave, Improved Bull Rush, Improved Critical (bite)^M, Improved Critical (claws), Improved Initiative^M, Iron Will^M, Power Attack^M

Skills Bluff +25, Diplomacy +25, Fly +11, Intimidate +22, Knowledge (arcana) +24, Knowledge (planes) +24, Knowledge (any one other) +21, Perception +32, Sense Motive +24, Spellcraft +24, Stealth +11, Use Magic Device +25;

Racial Modifiers +8 Perception

Languages Abyssal, Celestial, Draconic; telepathy 100 ft.

ECOLOGY

Environment any (Abyss)

Organization solitary or warband (1 nalfeshnee, 1 hezrou, and 2-5 vrocks)

Treasure standard

SPECIAL ABILITIES

Demonic Knowledge (Su) By expending one use of mythic power as a free action, the demon learns one weakness, vulnerability, or special defense of an opponent within reach.

Touch of Chaos (Sp) This functions like the Chaos domain granted power (*Core Rulebook* 42), except the demon can expend one use of mythic power as a free action to use this ability when it hits with a natural attack.

Unholy Nimbus (Su) Three times per day as a free action, the demon can create writhing colored lights on its body. One round later, the light bursts in a 60-foot radius. Any non-demon caught within this area must succeed at a DC 24 Will save or be dazed for 1d10 rounds as visions of madness hound it. The save DC is Charisma-based.

A mythic nalfeshnee gains its power by tricking or forcing other mythic beings to imbue it. It hoards its many valuable secrets as a dragon hoards gold.



DEMON, VROCK

This vulture-headed demon has great filthy wings, and a beak and claws ready to rip and tear.

MYTHIC VROCK

CR 11/MR 4



XP 12,800

CE Large outsider (chaotic, demon, evil, extraplanar, mythic)

Init +7; **Senses** darkvision 60 ft.; Perception +23

DEFENSE

AC 27, touch 12, flat-footed 24 (+3 Dex, +15 natural, -1 size)

hp 152 (9d10+103)

Fort +13, **Ref** +11, **Will** +6

DR 10/epic and good; **Immune** electricity, poison; **Resist** acid 10, cold 10, fire 10; **SR** 22

OFFENSE

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

Melee bite +14 (1d8+6 plus bleed), 2 claws +14 (2d6+6 plus bleed), 2 talons +14 (1d6+6 plus bleed)

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

Special Attacks bleed (1d6), entrapping vines, greater stunning screech, manic dance of ruin, mythic power (4/day, surge +1d8)

Spell-Like Abilities (CL 12th; concentration +15)

At will—*greater teleport* (self plus 50 lbs. of objects only), *telekinesis* (DC 18)

1/day—*heroism*, *mirror image*, *summon* (level 3, 1 vrock 35%)

STATISTICS

Str 23, **Dex** 17, **Con** 25, **Int** 14, **Wis** 16, **Cha** 16

Base Atk +9; **CMB** +16; **CMD** 29

Feats Cleave^M, Combat Reflexes^M, Improved Initiative, Lightning Reflexes, Power Attack, Stand Still^B

Skills Fly +13, Intimidate +15, Knowledge (planes) +14, Perception +23, Sense Motive +15, Spellcraft +14, Stealth +11, Survival +15; **Racial Modifiers** +8 Perception

Languages Abyssal, Celestial, Common; telepathy 100 ft.

ECOLOGY

Environment any (Abyss)

Organization solitary, pair, or gang (3-10)

Treasure standard

SPECIAL ABILITIES

Entrapping Vines (Ex) A mythic vrock can expend one use of mythic power as a swift action to release a cloud of spores from its body, affecting all adjacent non-demons. The spores deal 2d8 points of damage on the first round as they grow into ugly vines; for the next 10 rounds, they deal 1d6 points of damage and entrap the affected creatures (DC 21, 10 rounds, hardness 5, hp 10). The vines can be

destroyed by casting *bless* on the creatures or by sprinkling them with holy water. This is a disease effect. The save DC is Constitution-based.

Greater Stunning Screech (Su) Once per hour, a mythic vrock can emit a shrill screech. All non-demons within a 30-foot-radius spread must succeed at a DC 21 Fortitude save or be stunned for 1 round. If the vrock expends one use of mythic power, any creature that fails its save is staggered for 1d6 rounds after the stun ends. The save DC is Constitution-based.

Manic Dance of Ruin (Su) A mythic vrock can expend one use of mythic power to dance and chant as a full-round action, after which it releases a crackling wave of energy, dealing 5d6 points of electricity damage to all creatures within 100 feet (Reflex DC 17 for half). Each additional vrock that joins in the dance adds 1 to the DC and an additional 5d6 points of damage, up to a maximum of 20d6. The dance immediately ends and must be started anew if any of the participating vocks is slain, stunned, or otherwise prevented from dancing. The save DC is Charisma-based.

A mythic vrock is a violent creature of unrestrained rage that takes out its anger on anything weaker than itself.



DEVIL, BONE

Horns crown the skull of this winged, skeletal creature, and its long claws twitch like spider legs.

MYTHIC BONE DEVIL

CR 11/MR 4



XP 12,800

LE Large outsider (devil, evil, extraplanar, lawful, mythic)

Init +13^M; **Senses** darkvision 60 ft., see in darkness; Perception +19

Aura fear (5 ft., DC 19, 1d6 rounds)

DEFENSE

AC 29, touch 14, flat-footed 24 (+5 Dex, +15 natural, -1 size)

hp 145 (10d10+90)

Fort +12, **Ref** +12, **Will** +7

DR 10/epic and good; **Immune** fire, poison; **Resist** acid 10, cold 10; **SR** 22

OFFENSE

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

Melee bite +16 (1d8+7), 2 claws +16 (1d8+7 plus bleed), sting +16 (3d4+7 plus bleed and poison)

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

Special Attacks bleed (1d6), bone eruption, mythic power (4/day, surge +1d8), pain blast, pounce, rend (2 claws, 1d8+10)

Spell-Like Abilities (CL 12th; concentration +16)

Constant—fly

At will—*dimensional anchor*, *greater teleport* (self plus 50 lbs. of objects only), *invisibility* (self only), *major image* (DC 17), *wall of ice*

3/day—quicken *invisibility* (self only)

1/day—*summon* (level 4, 1 bone devil 35%)

STATISTICS

Str 25, **Dex** 21, **Con** 20, **Int** 16, **Wis** 15, **Cha** 18

Base Atk +10; **CMB** +18; **CMD** 33

Feats Alertness, Combat Reflexes^M, Improved Initiative^M, Iron Will, Quicken Spell-Like Ability (*invisibility*)

Skills Bluff +17, Diplomacy +17, Fly +20, Intimidate +17, Knowledge (planes) +16, Perception +19, Sense Motive +19, Spellcraft +16, Stealth +14

Languages Celestial, Common, Draconic, Infernal; telepathy 100 ft.

ECOLOGY

Environment any (Hell)

Organization solitary, pair, or inquisition (3–10)

Treasure standard

SPECIAL ABILITIES

Bone Eruption (Su) As a standard action, a mythic bone devil can expend two uses of mythic power to call to the bones of all enemies within a 20-foot-radius burst. The bones shudder and twist within each creature, dealing 10d6 points of damage and giving each creature the sickened condition for 1d6 rounds. A successful DC 20 Fortitude save halves the

damage and negates the sickened condition. If this damage kills a creature, some of its bones tear free from its body and fuse with the bone devil, healing it for 1d6 points of damage per Hit Die of the slain creature. Creatures immune to critical hits are immune to this ability. The save DC is Constitution-based.

Pain Blast (Su) Once per round as a free action, a bone devil can stimulate extreme pain in one creature within its reach. The creature takes a -4 penalty on attack rolls, skill checks, and ability checks until the start of the devil's next turn or until it moves at least 60 feet away from the devil.

Poison (Ex) Sting—injury; *save* Fort DC 20; *frequency* 1/round for 6 rounds; *effect* 1d3 Str damage; *cure* 2 consecutive saves. The save DC is Constitution-based.

Forged from the souls of the first heretics and blasphemers, mythic devils have an ancient legacy of torture and using secrets to lure mortal diabolists into temptation. A mythic bone devil leads Hell's inquisitors in the efforts to root out disobedience among other devils. The authority it wields is even more powerful than its formidable magic, and it commands respect and fear from even pit fiends and dukes of Hell.



DEVIL, ICE

Frozen barbs cover the almost skeletal form of this mantis-like creature, and its icy eyes shine with fiendish intelligence.

MYTHIC ICE DEVIL

CR 16/MR 6

XP 76,800
LE Large outsider (devil, evil, extraplanar, lawful, mythic)

Init +15^M; **Senses** all-around vision, darkvision 60 ft., see in darkness; Perception +27

Aura fear (10 ft., DC 24)

DEFENSE

AC 38, touch 14, flat-footed 33 (+5 Dex, +24 natural, -1 size)

hp 221 (14d10+144); regeneration 5 (good spells, good weapons)

Fort +15, **Ref** +14, **Will** +12

Defensive Abilities cold logic; **DR** 10/epic and good; **Immune** cold, fire, poison; **Resist** acid 10; **SR** 27

OFFENSE

Speed 40 ft., fly 60 ft. (good), ice burrowing 30 ft.

Melee +2 *frost spear* +23/+18/+13 (2d6+12/×3 plus 1d6 cold plus ice shards plus slow), bite +15 (2d6+3), tail slap +15 (1d8+3 plus slow)

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

Special Attacks entrap (DC 23, 1d10 rounds, hardness 5, hp 10), favored enemy +6, mythic power (6/day, surge +1d8), pounce

Spell-Like Abilities (CL 13th; concentration +20)

 Constant—*fly*

 At will—*cone of cold* (DC 22), *ice storm*, *greater teleport* (self plus 50 lbs. of objects only), *persistent image* (DC 22), *wall of ice* (DC 21)

 1/day—*summon* (level 4, 2 bone devils 50%)

STATISTICS

Str 25, **Dex** 21, **Con** 22, **Int** 25, **Wis** 22, **Cha** 24

Base Atk +14; **CMB** +22; **CMD** 37

Feats Alertness, Cleave, Combat Reflexes^M, Improved Initiative^M, Iron Will^M, Power Attack, Weapon Focus (spear)

Skills Acrobatics +22, Bluff +24, Diplomacy +24, Fly +13, Intimidate +21, Knowledge (planes) +24, Knowledge (any three others) +21, Perception +27, Sense Motive +27, Spellcraft +21, Stealth +18, Survival +23

Languages Celestial, Common, Draconic, Infernal; telepathy 100 ft.

ECOLOGY

Environment any (Hell)

Organization solitary, team (2–3), council (4–10), or contingent (1–3 ice devils, 2–6 horned devils, and 1–4 bone devils)

Treasure standard (+2 *frost spear*, other treasure)

SPECIAL ABILITIES

Cold Logic (Su) When a mythic ice devil's spell resistance protects it from a mind-affecting effect, it can expend one use of mythic power as an immediate action to turn that effect upon its source, as if using *spell turning*.

Favored Enemy (Ex) A mythic ice devil can expend one use of mythic power to gain a +6 favored enemy bonus

against one type of creature for 1 hour, as if it were a 14th-level ranger.

Ice Burrowing (Ex) This ability works like the burrow ability, but only through ice and snow (including magical ice such as a *wall of ice*).

Ice Shards (Su) A mythic ice devil's ice-tipped spear embeds jagged shards of supernaturally cold ice in its target. This functions as bleed (1d6), except the damage is cold damage. Dealing 5 or more points of fire damage to the target removes all ice shards. Creatures with the fire subtype are immune to this ability.

Slow (Su) A hit from a mythic ice devil's tail or spear induces numbing cold. The opponent must succeed at a DC 23 Fortitude save or be affected as though by a *slow* spell for 1d6 rounds. This effect comes from the devil, not its weapon; it is not a quality possessed by the spear itself. The save DC is Constitution-based.

A mythic ice devil is a master of strategy, able to adapt to the nature of its opponents and turn its enemy's attacks back at them. Its lean form and upright posture sets it apart from the stockier non-mythic ice devils.



DRAGON, BLACK

This sinuous and stinking dragon is covered in black scales, with massive horns curling up from its head.

MYTHIC MATURE ADULT BLACK DRAGON



XP 51,200 CR 15/MR 6

CE Large dragon (mythic, water)

Init +11^M; **Senses** blindsense 60 ft., darkvision 120 ft., low-light vision, mistsight; Perception +26

Aura frightful presence (210 ft., DC 21), stench (DC 24, 10 rounds)

DEFENSE

AC 37, touch 10, flat-footed 36 (+1 Dex, +27 natural, -1 size)

hp 260 (16d12+156)

Fort +16, **Ref** +11, **Will** +13

Defensive Abilities dragon blood (1d6 acid); **DR** 10/epic and magic; **Immune** acid, dragon traits, paralysis, sleep; **SR** 26

OFFENSE

Speed 60 ft., fly 200 ft. (poor), swim 60 ft.

Melee bite +26 (2d6+13 plus grab), 2 claws +24 (1d8+9 plus bleed), tail slap +19 (1d8+13 plus bleed), 2 wings +19 (1d6+4 plus bleed)

Space 10 ft.; **Reach** 5 ft. (10 ft. with bite)

Special Attacks bleed (1d4), breath weapon (80-ft.

line, 14d6 acid damage, Reflex DC 24 half, usable every 1d4 rounds), corrupt water, dragon fury (1d6 acid). mythic power (6/day, surge +1d8), lingering breath (2d6 acid, 6 rounds), swallow whole (1d6+9 bludgeoning and 1d6 acid damage, AC 23, 26 hp)

Spell-Like Abilities (CL 16th; concentration +19)

Constant—*Speak with animals* (reptiles only)

At will—*darkness* (70-ft. radius)

Spells Known (CL 5th; concentration +8)

2nd (5)—*blur*, *invisibility*

1st (7)—*alarm*, *mage armor*, *magic missile*, *obscuring mist*

STATISTICS

Str 29, **Dex** 12, **Con** 23, **Int** 14, **Wis** 17, **Cha** 16

Base Atk +16; **CMB** +26 (+30 grapple); **CMD** 37 (41 vs. trip)

Feats Alertness, Flyby Attack, Improved Initiative^M, Improved Vital Strike, Power Attack^M, Skill Focus (Stealth), Vital Strike, Weapon Focus (bite)^M

Skills Fly +14, Handle Animal +19, Intimidate +22, Knowledge (arcana) +21, Perception +26, Sense Motive +5, Spellcraft +21, Stealth +22, Swim +36

Languages Common, Draconic, Giant

SQ dragon cantrips, swamp stride, water breathing

ECOLOGY

Environment warm marshes

Organization solitary

Treasure triple

SPECIAL ABILITIES

Corrupt Water (Sp) Once per day, a black dragon can stagnate 10 cubic feet of still water within 210 feet, making it foul and unable to support water-breathing life. The ability spoils liquids containing water. Liquid-based magic items (such as potions) and items in a creature's possession must succeed at a Will save (DC 21) or become ruined. This ability is the equivalent of a 1st-level spell.

Swamp Stride (Ex) A black dragon can move through bogs and quicksand without penalty at its normal speed.

Water Breathing (Ex) A black dragon can breathe underwater indefinitely and can freely use its breath weapon, spells, and other abilities while submerged.

A mythic black dragon eyes can pierce fog to find prey. Its very flesh and blood is infused with deadly acid, and like a snake it can gulp down an entire meal without chewing. A mythic black dragon enjoys regurgitating a swallowed opponent to let it rot for a few days before eating it as an actual meal, or repeats this cycle on a living creature as cruel torture.



DRAGON, BLUE

Miniature bolts of electricity and a cloud of swirling sand surround this dragon's hulking, blue-scaled body.

MYTHIC MATURE ADULT BLUE DRAGON



XP 102,400 CR 17/MR 7

LE Huge dragon (earth, mythic)

Init +12^M; **Senses** blindsense 60 ft., darkvision 120 ft., low-light vision; Perception +24

Aura frightful presence (210 ft., DC 22)

DEFENSE

AC 39, touch 9, flat-footed 38 (+1 Dex, +30 natural, -2 size)

hp 295 (18d12+178)

Fort +17, **Ref** +12, **Will** +14

Defensive Abilities dragon blood (1d8 electricity), dust cloud;

DR 10/epic and magic; **Immune** dragon traits, electricity, fire, paralysis, sleep; **SR** 28

OFFENSE

Speed 40 ft., burrow 20 ft., fly 200 ft. (poor), sand glide

Melee bite +26 (2d8+12/19-20), 2 claws +24 (2d6+8), tail slap +22 (2d6+12), 2 wings +22 (1d8+4)

Space 15 ft.; **Reach** 10 ft. (15 ft. with bite)

Special Attacks bend bolt, breath weapon (100-ft. line of electricity or 50-ft. cone of sand, 14d8 electricity or 14d8 piercing, Reflex DC 25 half, usable every 1d4 rounds), crush, desert thirst, dragon fury (1d8 electricity), mythic power (7/day, surge +1d10), persuasive whisper, wild arcana (see page 14)

Spell-Like Abilities (CL 18th; concentration +10)

At will—*ghost sound*, *minor image*

Sorcerer Spells Known (CL 5th; concentration +8)

2nd (5)—*invisibility*, *resist energy*

1st (5)—*alarm*, *mage armor*, *shield*, *true strike*

STATISTICS

Str 27, **Dex** 12, **Con** 23, **Int** 16, **Wis** 17, **Cha** 16

Base Atk +18; **CMB** +28; **CMD** 39 (43 vs. trip)

Feats Combat Casting, Dazzling Display^M, Deadly Stroke^M, Hover, Improved Critical (bite), Improved Initiative^M, Multiattack, Shatter Defenses, Weapon Focus (bite)^M

Skills Bluff +24, Fly +14, Intimidate +24, Knowledge (arcana) +15, Knowledge (geography) +24, Knowledge (history) +15, Knowledge (local) +24, Perception +24, Spellcraft +15, Stealth +14, Survival +15

Languages Auran, Common, Draconic, Ignan

SQ dragon cantrips, sound imitation

ECOLOGY

Environment warm deserts

Organization solitary

Treasure triple

SPECIAL ABILITIES

Bend Bolt (Su) By expending one use of mythic power, a mythic blue dragon can bend the line of

its breath weapon once up to 90 degrees, and cause any creature that fails its save against the breath weapon to be stunned for 1 round.

Desert Thirst (Su) A blue dragon can cast *create water* at will (CL equals its HD). Alternatively, it can destroy an equal amount of liquid in a 10-foot burst. Unattended liquids are instantly reduced to sand. Liquid-based magic items (such as potions) and items in a creature's possession must succeed at a DC 22 Will save or be destroyed. The save DC is Charisma-based.

Dust Cloud (Ex) Sand and dust swirls around a mythic blue dragon's body, attracted by its natural electrical charge. This provides the dragon with concealment but doesn't interfere with the dragon's senses or attacks in any way.

Persuasive Whisper (Sp) A mythic blue dragon can expend one use of mythic power to use *charm person* or *suggestion*. Its caster level for these abilities is equal to its Hit Dice.

Sound Imitation (Ex) A very young or older blue dragon can mimic any voice or sound it has heard by making a successful Bluff check against a listener's Sense Motive check.

A mythic blue dragon has powers over weaker minds, allowing it to influence events far from its lair. Its magic also influences sand and dust, giving it mastery over the aspects of its desert home.



DRAGON, GREEN

Strange shapes dart about within the acrid fog surrounding this green-scaled dragon, and a large horn rises from its snout.

MYTHIC VERY OLD GREEN DRAGON

XP 307,200 CR 20/MR 8

LE Gargantuan dragon (air, mythic)

Init -1; **Senses** blindsense 60 ft., darkvision 120 ft., low-light vision, greensight; Perception +32

Aura frightful presence (270 ft., DC 26)

DEFENSE

AC 41, touch 5, flat-footed 41 (-1 Dex, +36 natural, -4 size)

hp 342 (21d12+206); fast healing 5

Fort +18, **Ref** +11, **Will** +18

Defensive Abilities dragon blood (2d6 acid); **DR** 15/epic and magic; **Immune** acid, dragon traits, paralysis, poison, sleep; **SR** 31

OFFENSE

Speed 40 ft., fly 250 ft. (clumsy), swim 40 ft.

Melee bite +30 (4d6+19/18-20 plus grab), 2 claws +30 (2d8+13/18-20), tail slap +28 (2d8+19), 2 wings +28 (2d6+6)

Space 20 ft.; **Reach** 15 ft. (20 ft. with bite)

Special Attacks breath weapon (60-ft. cone, 18d6 acid damage, Reflex DC 26 half, usable every 1d4 rounds), crush, delirious breath, dragon fury (2d6 acid), mythic power (8/day, surge +1d10), swallow whole (2d6 bludgeoning and 2d6 acid damage, AC 24, 34 hp), tail sweep (DC 26, 2d6+19)

Spell-Like Abilities (CL 21st; concentration +27)

At will—*arcane eye*, *charm person* (DC 17), *entangle* (DC 17), *plant growth*, *suggestion* (DC 19)

Sorcerer Spells Known (CL 11th; concentration +17)

5th (5)—*polymorph*, *teleport*

4th (7)—*dimension door*, *ice storm*, *scrying* (DC 20)

3rd (7)—*dispel magic*, *displacement*, *haste*

2nd (8)—*alter self*, *detect thoughts* (DC 18),

locate object, *mirror image*,

see invisibility

1st (8)—*magic missile*, *shield*,

silent image (DC 17),

summon monster I,

ventriloquism (DC 17)

STATISTICS

Str 37, **Dex** 8, **Con** 23, **Int** 18,

Wis 19, **Cha** 22

Base Atk +21; **CMB** +38

(+42 grapple); **CMD** 47

(51 vs. trip)

Feats Alertness, Blinding

Critical, Cleave, Critical FocusSM,

Flyby Attack, Great Cleave, Improved

Critical (bite)SM, Improved Critical (claws)SM, Iron

WillSM, Multiattack, Power Attack

Skills Fly +9, Knowledge (arcana, local, and nature) +28, Perception +32, Sense Motive +6, Spellcraft +28, Stealth +11, Survival +28, Swim +45, Use Magic Device +30

Languages Common, Draconic, Elven, Giant, Sylvan

SQ camouflage, dragon cantrips, trackless step, water breathing, woodland stride

ECOLOGY

Environment temperate forests

Organization solitary

Treasure triple

SPECIAL ABILITIES

Camouflage (Ex) The dragon can use Stealth to hide in any sort of natural terrain, even if the terrain does not grant cover or concealment.

Delirious Breath (Su) Creatures who fail their saves against the dragon's breath weapon are either confused or nauseated for 1 round. The dragon chooses which effect to apply when it uses its breath weapon, and it can use only one effect per breath.

Water Breathing (Ex) A green dragon can breathe underwater indefinitely and can freely use its breath weapon, spells, and other abilities while submerged.

A mythic green dragon embodies the confusion and fear of becoming lost in a strange forest. It stalks its prey with surprising stealth and subterfuge, preferring the taste of terrified, maddened creatures.



DRAGON, RED

A ruddy glow emanates from beneath this dragon's red, gem-encrusted scales, like lava visible between cracks of cooling stone.

MYTHIC YOUNG RED DRAGON

XP 19,200 CR 12/MR 5

CE Large dragon (fire, mythic)

Init +10^M; **Senses** blindsense 60 ft., darkvision 120 ft., low-light vision, smoke vision, x-ray vision; Perception +15

DEFENSE

AC 27, touch 10, flat-footed 26 (+1 Dex, +17 natural, -1 size)

hp 165 (11d12+94); fast healing 5

Fort +11, **Ref** +8, **Will** +10

Defensive Abilities dragon blood (1d6 fire), fortification (50%);

DR 10/epic; **Immune** dragon traits, fire, paralysis, sleep

Weaknesses vulnerable to cold

OFFENSE

Speed 40 ft., fly 200 ft. (poor)

Melee bite +18 (2d6+10 plus grab), 2 claws +18 (1d8+8 plus grab), tail slap +13 (1d8+12), 2 wings +13 (1d6+4)

Space 10 ft.; **Reach** 5 ft. (10 ft. with bite)

Special Attacks breath weapon (40-ft. cone, 6d10 fire, Reflex DC 19 half, usable every 1d4 rounds), lingering breath (2d6 fire, 5 rounds), mythic power (5/day, surge +1d8), swallow whole (1d6 bludgeoning and 1d6 fire damage, AC 18, 16 hp)

Spell-Like Abilities (CL 11th; concentration +13)

At will—*detect magic*

Sorcerer Spells Known (CL 1st; concentration +3)

1st (3)—*shield, true strike*

0 (at will)—*mage hand, message, prestidigitation, read magic*

STATISTICS

Str 27, **Dex** 12, **Con** 19, **Int** 12, **Wis** 13, **Cha** 14

Base Atk +11; **CMB** +20 (+24 grapple); **CMD** 31 (35 vs. trip)

Feats Cleave, Improved Initiative^M, Improved Vital Strike, Iron Will^M, Power Attack^M, Vital Strike

Skills Appraise +15, Bluff +16, Fly +9, Intimidate +16, Perception +15, Sense Motive +15, Stealth +11

Languages Common, Draconic

SQ dragon cantrips

ECOLOGY

Environment warm mountains

Organization solitary

Treasure triple

SPECIAL ABILITIES

Smoke Vision (Ex) A very young red dragon can see perfectly in smoky conditions (such as those created by *pyrotechnics*).

A young mythic red dragon is the offspring of an older mythic dragon, inheriting its power and rage. It tends to gorge itself on livestock, then sleep for nearly a year, only to repeat this cycle when it awakens again.

MYTHIC WYRM RED DRAGON

XP 1,638,400 CR 25/MR 10

CE Gargantuan dragon (fire, mythic)

Init +12^M; **Senses** blindsight 60 ft., darkvision 120 ft., low-light vision, smoke vision, x-ray vision; Perception +35

Aura fire (10 ft., 2d6 fire), frightful presence (330 ft., DC 30)

DEFENSE

AC 50, touch 4, flat-footed 50 (-2 Dex, +46 natural, -4 size)

hp 518 (27d12+343); fast healing 5

Fort +24, **Ref** +13, **Will** +22

Defensive Abilities dragon blood (2d6 fire), fortification (50%); **DR** 20/epic and magic; **Immune** dragon traits, fire, paralysis, sleep; **SR** 36

Weaknesses vulnerable to cold

OFFENSE

Speed 40 ft., fly 250 ft. (clumsy)

Melee bite +40 (4d6+25/18-20 plus bleed and grab), 2 claws +40 (2d8+17/19-20 plus bleed and grab), 2 wings +38 (2d6+8), tail slap +38 (2d8+25)

Space 20 ft.; **Reach** 15 ft. (20 ft. with bite)

Special Attacks bleed (2d6), breath weapon (60-ft. cone, 22d10 fire damage, Reflex DC 32 half, usable every 1d4 rounds), crush, dragon fury (2d6 fire), lingering breath (4d6 fire, 10 rounds), manipulate flames, melt stone, mythic power (10/day, surge +1d12), sooty flame, swallow whole (2d6 bludgeoning and 2d6 fire damage, AC 28, 51 hp), tail sweep (DC 32, 2d6+25), wild arcana (see page 14)

Spell-Like Abilities (CL 27th; concentration +34)

At will—*detect magic, find the path, pyrotechnics* (DC 19), *suggestion* (DC 20), *wall of fire*

Sorcerer Spells Known (caster level 17th; concentration +24)

8th (4)—*discern location, iron body*

7th (7)—*insanity* (DC 24), *limited wish*^M, *spell turning*

6th (7)—*antimagic field*^M, *contingency*^M, *greater dispel magic*

5th (7)—*polymorph, telekinesis, teleport, wall of force*^M

4th (7)—*fear* (DC 21), *fire shield, greater invisibility, stonewall*^M

3rd (8)—*dispel magic*^M, *displacement, haste*^M, *tongues*

2nd (8)—*alter self, detect thoughts* (DC 19), *misdirection, resist energy*^M, *see invisibility*

1st (8)—*alarm, grease, magic missile*^M, *shield, true strike*^M

M Mythic spell

STATISTICS

Str 45, **Dex** 6, **Con** 29, **Int** 20, **Wis** 21, **Cha** 24

Base Atk +27; **CMB** +48 (+52 grapple); **CMD** 56 (60 vs. trip)

Feats Cleave, Critical Focus^M, Greater Vital Strike, Improved Critical (bite)^M, Improved Critical (claws), Improved Initiative^M, Improved Iron Will, Improved Vital Strike, Iron Will^M, Multiattack, Power Attack^M, Quicken Spell, Staggering Critical, Vital Strike

Skills Appraise +35, Bluff +37, Diplomacy +37, Fly +14, Intimidate +37, Knowledge (arcana) +35, Knowledge (history) +35, Perception +35, Sense Motive +35, Spellcraft +35, Stealth +16

Languages Abyssal, Common, Draconic, Dwarven, Giant, Orc
SQ dragon cantrips, mythic spellcasting (see page 50)

ECOLOGY

Environment warm mountains

Organization solitary

Treasure triple

SPECIAL ABILITIES

Fire Aura (Su) A wyrm red dragon is surrounded by an aura of intense heat. All creatures within 10 feet take 2d6 points of fire damage at the beginning of the dragon's turn.

Manipulate Flames (Su) A wyrm red dragon can control any fire spell within 110 feet of the dragon as a standard action. This ability allows it to move any fire effect in the area, as if it were the caster. This ability also allows it to reposition a stationary fire effect, although the new placement must be one allowed by the spell. Finally, for 1 round following the use of this ability, the dragon can control any new fire spell cast within its area of control, as if it were the caster. It can make all decisions allowed to the caster, including canceling the spell if it so desires.

Melt Stone (Su) The dragon can use its breath weapon to melt rock at a range of 100 feet, affecting a 55-foot-radius area. The area becomes lava to a depth of 1 foot. Any creature in contact with the lava takes 20d6 points of fire damage on the first round, 10d6 on the second, and none thereafter as the lava hardens and cools. If used on a wall or ceiling, treat this ability as an avalanche that deals fire damage.

Few creatures inspire such dread as the magnificently wrathful red dragons, and the ones with mythic power are even more fearful. They are the embodiments of destruction, hatred, and draconic arrogance. Magnificent and utterly frightening to behold, mythic red dragons possess a fierce beauty that exceeds all other dragons. From their powerful jaws, capable of snapping iron bars and the masts of ships, to their muscular tails, which can crash through stone walls as easily as whips break skin, red dragons reflect predatory superiority and murderous perfection. A mythic red dragon's body has cordlike muscles that allow it to move more quickly and gracefully than a creature of its size should have a right to.

Villains of the worst kind, mythic red dragons are unflinchingly evil in ways rarely matched even by other mythic evil creatures.

Their destructive impulses and wrathful fiery rampages surprise and delight the most heinous demons. These legendary dragons demand annual royal sacrifices or tribute in slaves, and think nothing of working their underlings to death.

An older mythic red dragon spends little time out of its lair, and when it does emerge it prefers to attack humanoid settlements away from the immediate vicinity, burning down buildings, dropping peasants from great heights, and demanding coins and other treasures. This raiding pattern makes it difficult for would-be dragonslayers to find the creature's actual lair.

Mythic red dragons use their magic to protect their lairs with a variety of protective spells. A typical lair also contains slave-built mundane traps, environmental hazards such as steam vents poisonous fumes, and (if within an active volcano) molten rock as part of its defenses.



DRAGON, WHITE

This dragon's white, ice-encrusted scales glitter like diamonds as it effortlessly makes its way across the snow.

MYTHIC JUVENILE WHITE DRAGON

XP 6,400 CR 9/MR 3

CE Medium dragon (cold, mythic)

Init +6; **Senses** blindsense 60 ft., darkvision 120 ft., low-light vision, snow vision; Perception +15

DEFENSE

AC 26, touch 12, flat-footed 24 (+2 Dex, +14 natural)

hp 124 (9d12+66)

Fort +10, **Ref** +8, **Will** +7

Defensive Abilities dragon blood (1d4 cold); **DR** 5/epic;

Immune cold, dragon traits, paralysis, sleep

Weaknesses vulnerable to fire

OFFENSE

Speed 60 ft., burrow 30 ft., fly 150 ft. (average), swim 60 ft.

Melee bite +15 (1d8+9), 2 claws +15 (1d6+6), 2 wings +10 (1d4+3)

Special Attacks breath weapon (30-ft. cone, 8d4 cold damage, Reflex DC 18 half, usable every 1d4 rounds), dragon fury (1d4 cold), ice slick, mythic power (3/day, surge +1d6), power slide, trample (1d6+9, DC 20)

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

Constant—*fog cloud*

STATISTICS

Str 23, **Dex** 14, **Con** 19, **Int** 10, **Wis** 13, **Cha** 10

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

Feats Alertness, Flyby Attack, Improved Initiative, Power Attack^M, Vital Strike^M

Skills Fly +14, Intimidate +12, Perception +15, Sense Motive +15, Stealth +14, Swim +26

Languages Draconic

SQ ice shape, icewalking

ECOLOGY

Environment cold mountains

Organization solitary

Treasure triple

SPECIAL ABILITIES

Ice Shape (Su) A young white dragon can shape ice and snow at will. This ability functions as *stone shape*, but only targets ice and snow, not stone. A white dragon's caster level for this effect is equal to its Hit Dice.

Ice Slick (Ex) Ice and slush persists from a mythic juvenile white dragon's breath weapon, coating all surfaces in the area and turning the area into difficult terrain for 1 minute per age category. The dragon can breathe at a location beyond its breath weapon range, coating it in ice and slush, instead of damaging creatures, in a radius equal to half its breath weapon range and at a range of 30 feet per age category (a 15-foot burst up to 120 feet for a mythic juvenile white dragon).

Icwalking (Ex) This ability works like the *spider climb* spell, but the surfaces the dragon climbs must be icy. The dragon can move across icy surfaces without penalty and does not need to make Acrobatics checks to run or charge on ice.

Power Slide (Ex) If a mythic juvenile white dragon deals trample damage to one or more opponents on ice, snow, frozen tundra, or a similar slippery surface, it can expend one use of mythic power to attempt an awesome blow combat maneuver against each damaged target, as if it had the Awesome Blow monster feat (*Bestiary* 314).

Snow Vision (Ex) A very young white dragon learns to see perfectly well in snowy conditions. A white dragon does not take any penalties on Perception checks while in snow.

A mythic white dragon's powers over ice and snow make it a perfect predator for its environment. Its hunger is barely kept in check by its human-level intelligence. It is fond of crashing into enemies and knocking them into ravines so they can be found and eaten later.



ELEMENTAL, AIR

This living tornado draws in all the air that surrounds it, hurling unrestrained objects as it moves.

MYTHIC ELDER AIR ELEMENTAL

XP 38,400 CR 14/MR 5

N Huge outsider (air, elemental, extraplanar, mythic)

Init +15; **Senses** darkvision 60 ft.; Perception +20

DEFENSE

AC 33, touch 20, flat-footed 21 (+11 Dex, +1 dodge, +13 natural, -2 size)

hp 202 (16d10+114)

Fort +14, **Ref** +21, **Will** +8

Defensive Abilities air mastery; **DR** 10/—; **Immune** elemental traits

OFFENSE

Speed fly 100 ft. (perfect)

Melee 2 slams +25 (4d8+11 plus grab)

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

Special Attacks create vacuum, elevated ejection, fast swallow, mythic power (5/day, surge +1d8), swallow whole (2d8+9 bludgeoning damage, AC 14, 20 hp, DR 10/—), whirlwind (at will, 10–60 ft. high, 2d8+9 damage, DC 27)

STATISTICS

Str 28, **Dex** 33, **Con** 18, **Int** 12, **Wis** 13, **Cha** 11

Base Atk +16; **CMB** +27 (+31 grapple); **CMD** 49

Feats Blind-Fight, Cleave^M, Combat Reflexes, Dodge, Flyby Attack, Improved Initiative^B, Iron Will^M, Mobility, Power Attack, Weapon Finesse^{B, M}

Skills Acrobatics +30, Escape Artist +30, Fly +34, Knowledge (planes) +20, Perception +20, Sense Motive +20, Stealth +22

Languages Auran

ECOLOGY

Environment any (Plane of Air)

Organization solitary, pair, or gang (3–8)

Treasure none

SPECIAL ABILITIES

Air Mastery (Ex) Airborne creatures take a -1 penalty on attack and damage rolls against a mythic air elemental.

Create Vacuum (Ex) As a standard action, a mythic elder air elemental can suck the air out of the lungs of creatures it has swallowed or that are trapped in its whirlwind (Fortitude DC 27 negates). Creatures that fail the save take 2d6 points of damage

and must attempt Constitution checks each round as if they had run out of breath. An affected character can't speak, use breath weapons, cast spells with verbal components, or do anything else that requires breathing. A trapped creature that succeeds at its save must succeed at a concentration check to cast spells. The air elemental can maintain this vacuum as a move action. If it stops, the trapped or swallowed creatures can breathe again. The save DC is Strength-based.

Elevated Ejection (Ex) When a mythic air elemental in whirlwind form ejects a trapped creature, it can do so from any point up to the whirlwind's current height, dropping the creature into the whirlwind's space or within the elemental's normal reach. The creature takes falling damage as normal. If the elemental expends one use of mythic power, it can instead throw a trapped creature as if using the uncanny grapple path ability (see page 23) with no grapple check needed.

Swallow Whole (Ex) A mythic air elemental can use this ability on a creature it has grabbed. If a trapped creature cuts itself free, the hole heals itself closed at the start of the elemental's next turn, allowing it to use swallow whole again.

A mythic elder air elemental is pure fury and strength, capable of throwing wooden splinters through stone walls and tearing creatures apart with fists of solid wind. Its greatest speed is within its empty core, able to suffocate enemies in moments.



ELEMENTAL, EARTH

This humanoid mountain of stone and earth strides forward on legs like pillars, a vast grove covering its back.

MYTHIC ELDER EARTH ELEMENTAL

XP 38,400 CR 14/MR 5

N Huge outsider (earth, elemental, extraplanar, mythic)

Init -1; Senses darkvision 60 ft., tremorsense 60 ft.;

Perception +20

DEFENSE

AC 29, touch 7, flat-footed 29 (-1 Dex, +22 natural, -2 size)

hp 218 (16d10+130)

Fort +15, Ref +4, Will +11

Defensive Abilities trap weapon; DR 10/—; Immune elemental traits

OFFENSE

Speed 20 ft., burrow 20 ft., earth glide

Melee 2 slams +26 (4d6+18/18-20)

Space 15 ft.; Reach 15 ft.

Special Attacks earth mastery, mythic power (5/day, surge +1d8), petrify, stun, trample (4d6+18, DC 30)

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

At will—stone shape

5/day—transmute mud to rock (DC 15)

STATISTICS

Str 34, Dex 8, Con 21, Int 12, Wis 13, Cha 11

Base Atk +16; CMB +30 (+34 bull rush or overrun, +32 sunder);

CMD 41 (43 vs. bull rush, overrun, or sunder)

Feats Awesome Blow, Cleave^M, Greater Bull Rush, Greater Overrun, Improved Bull Rush^B, Improved Critical (slam)^M, Improved Overrun, Improved Sunder, Power Attack^M

Skills Appraise +20, Climb +31, Knowledge (dungeoneering) +20, Knowledge (planes) +20, Perception +20, Sense Motive +20, Stealth +10

Languages Terran

SQ powerful blows (slam)

ECOLOGY

Environment any (Plane of Earth)

Organization solitary, pair, or gang (3-8)

Treasure none

SPECIAL ABILITIES

Earth Mastery (Ex) A earth elemental gains a +1 bonus on attack and damage rolls if both it and its foe are touching the ground. If an opponent is airborne or waterborne, the elemental takes a -4 penalty on attack and damage rolls. These modifiers apply to bull rush and overrun maneuvers, whether the elemental is initiating or resisting these kinds of attacks.

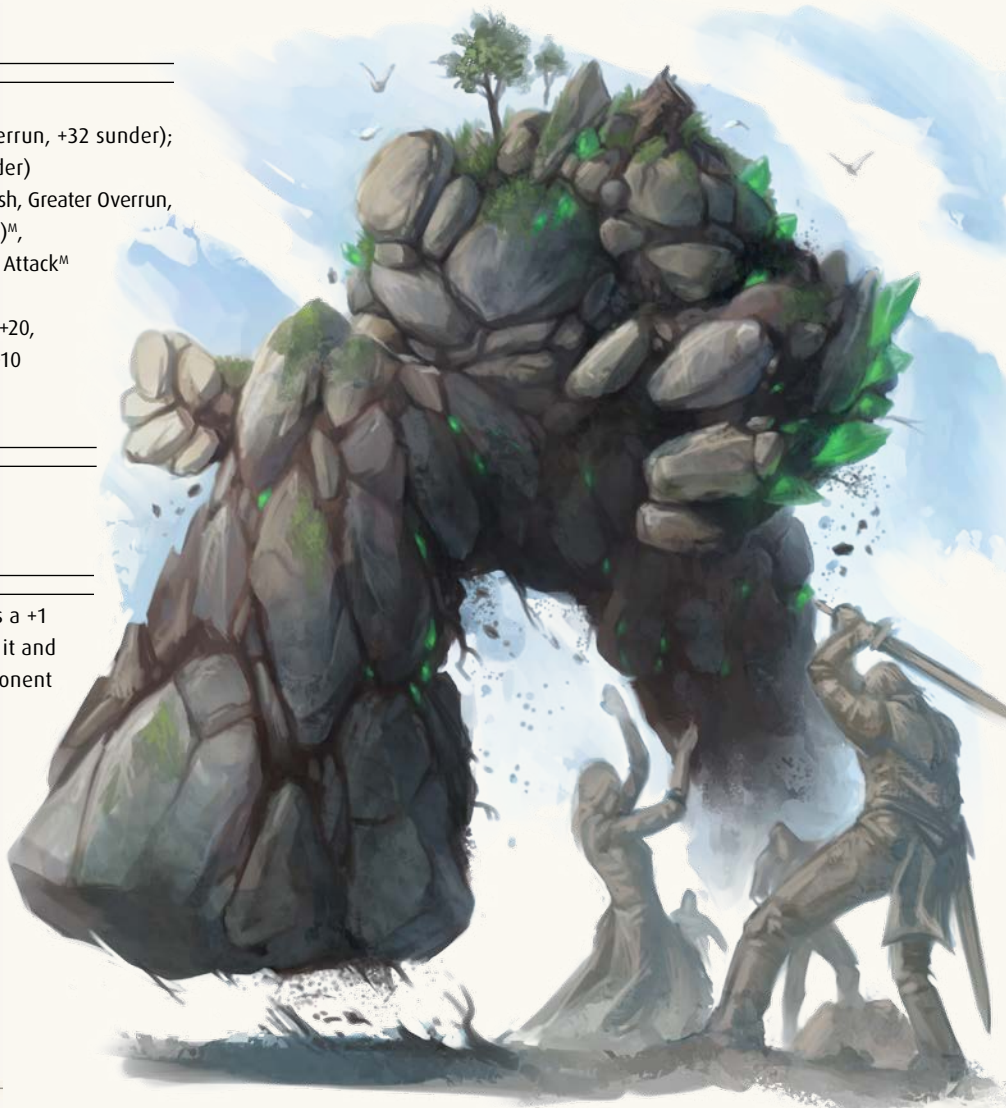
Petrify (Su) If it hits a target with a slam attack, a mythic earth elemental can

expend two uses of mythic power to permanently turn that target to stone. If the target succeeds at a DC 23 Fortitude save, it is slowed (as the spell) for 1d6 rounds instead of petrified. The save DC is Constitution-based.

Stun (Ex) If a mythic earth elemental strikes an opponent with two slams in 1 round, that creature must succeed at a DC 30 Fortitude save or be stunned for 1d6 rounds. The save DC is Strength-based.

Trap Weapon (Ex) A mythic earth elemental's body traps manufactured weapons that damage it. A manufactured weapon that deals hit point damage to the elemental (after subtracting its DR) is stuck fast unless the wielder succeeds at a DC 30 Reflex save. A creature can spend a standard action to attempt a DC 30 Strength check to remove a stuck weapon. Weapons that deal only bludgeoning damage are immune to this ability. The elemental can release any number of stuck weapons as a free action. The save DC is Strength-based.

Infused with the power and wisdom of the deepest, oldest stone, a mythic elder earth elemental is a rocky bulwark against progress and change. They use innate magic and their very bodies to block enemy advances and preserve treasures of the earth.



ELEMENTAL, FIRE

This blazing conflagration is vaguely humanoid in shape, its horned visage almost too bright to look upon.

MYTHIC ELDER FIRE ELEMENTAL

XP 38,400 CR 14/MR 5

N Huge outsider (elemental, extraplanar, fire, mythic)

Init +13; **Senses** darkvision 60 ft.; Perception +20

Aura frightful presence (60 ft., DC 18), shroud of flame (15 ft., 2d6 fire, DC 22), smoke cloud (10 ft., DC 22)

DEFENSE

AC 32, touch 19, flat-footed 21 (+9 Dex, +2 dodge, +13 natural, -2 size)

hp 202 (16d10+114)

Fort +14, **Ref** +19, **Will** +8

DR 10/—; **Immune** elemental traits, fire

Weaknesses vulnerable to cold

OFFENSE

Speed 60 ft.

Melee 2 slams +23 (2d8+8 plus burn)

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

Special Attacks blinding blaze, burn (2d10, DC 22), inferno, mythic power (5/day, surge +1d8)

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

At will—*produce flame*

5/day—*flame arrow, wall of fire*

STATISTICS

Str 26, **Dex** 29, **Con** 18, **Int** 12, **Wis** 13, **Cha** 11

Base Atk +16; **CMB** +26; **CMD** 47

Feats Blind-Fight, Combat Reflexes^M, Dodge^M, Improved Initiative^B, Iron Will^M, Lightning Stance, Mobility, Spring Attack, Weapon Finesse^B, Wind Stance

Skills Acrobatics +28 (+40 when jumping), Climb +27, Escape Artist +28, Intimidate +19, Knowledge (planes) +20, Perception +20, Sense Motive +20

Languages Ignan

ECOLOGY

Environment any (Plane of Fire)

Organization solitary, pair, or gang (3–8)

Treasure none

SPECIAL ABILITIES

Blinding Blaze (Su) A mythic fire elemental can expend one use of mythic power as a swift action to burn brightly, granting it a blinding gaze attack. This gaze causes permanent blindness and has a range of 60 feet. A creature that succeeds at a DC 22 Fortitude save is instead dazzled for 1 round. Fire elementals are immune to this blindness. The save DC is Constitution-based.

Inferno (Ex) A mythic fire elemental can expend one use of mythic power as an

immediate action to lose its vulnerability to cold for 1 round. During this time, any fire damage it deals ignores fire resistance and fire immunity.

Shroud of Flame (Ex) Any creature within a mythic fire elemental's reach must succeed at a DC 22 Reflex save at the start of its turn or take 2d6 points of fire damage. The elemental can suppress or reactivate this ability at will as a free action. The save DC is Constitution-based.

Smoke Cloud (Ex) As a swift action, a mythic fire elemental can create a choking cloud of smoke. This cloud is equivalent to that of *pyrotechnics* and lasts 1 minute. Fire elementals are immune to the effects of this ability.

A mythic elder fire elemental is a living fragment of the original fires at the heart of its home plane. Having learned the patience of a slow burn, it lacks both the recklessness of younger fire elementals and the urge to inspire fear in the hearts of flammable mortals. It enjoys using smoke to scatter opponents so it can chase them down and set them alight.



ELEMENTAL, WATER

Thousands of gallons of water rise up to become a tentaced face, a bulbous body, and four long tentacular appendages.

MYTHIC ELDER WATER ELEMENTAL

XP 38,400 CR 14/MR 5

N Huge outsider (elemental, extraplanar, mythic, water)

Init +6; **Senses** darkvision 60 ft.; Perception +20

DEFENSE

AC 30, touch 16, flat-footed 22 (+6 Dex, +2 dodge, +14 natural, -2 size)

hp 202 (16d10+114)

Fort +14, **Ref** +18, **Will** +6

DR 10/—; **Immune** elemental traits

OFFENSE

Speed 20 ft., swim 90 ft.

Melee 4 slams +24 (2d10+10/18-20 plus grab)

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

Special Attacks drench, fast swallow, mythic power (5/day, surge +1d8), pressure wave, smother, swallow whole (2d10+10 bludgeoning damage, AC 14, 20 hp, DR 10/—), vortex (at will, 10-60 ft., 2d10+10 damage, DC 28), water mastery

STATISTICS

Str 30, **Dex** 22, **Con** 19, **Int** 12, **Wis** 13, **Cha** 11

Base Atk +16; **CMB** +28 (+30 bull rush or sunder, +32 grapple);

CMD 48 (50 vs. bull rush or sunder)

Feats Cleave, Dodge^M, Great Cleave, Improved Bull Rush, Improved Critical (slam)^M, Improved Sunder, Lightning Reflexes, Power Attack^M

Skills Acrobatics +25, Escape

Artist +25, Knowledge (planes) +20, Perception +20, Sense Motive +20, Stealth +17, Swim +37.

Languages Aquan

ECOLOGY

Environment any
(Plane of Water)

Organization
solitary, pair, or
gang (3-8)

Treasure none

SPECIAL ABILITIES

Drench (Ex) The elemental's touch puts out nonmagical flames of Large size or smaller. The creature can dispel magical fire it touches as *dispel magic* (caster level 16th).

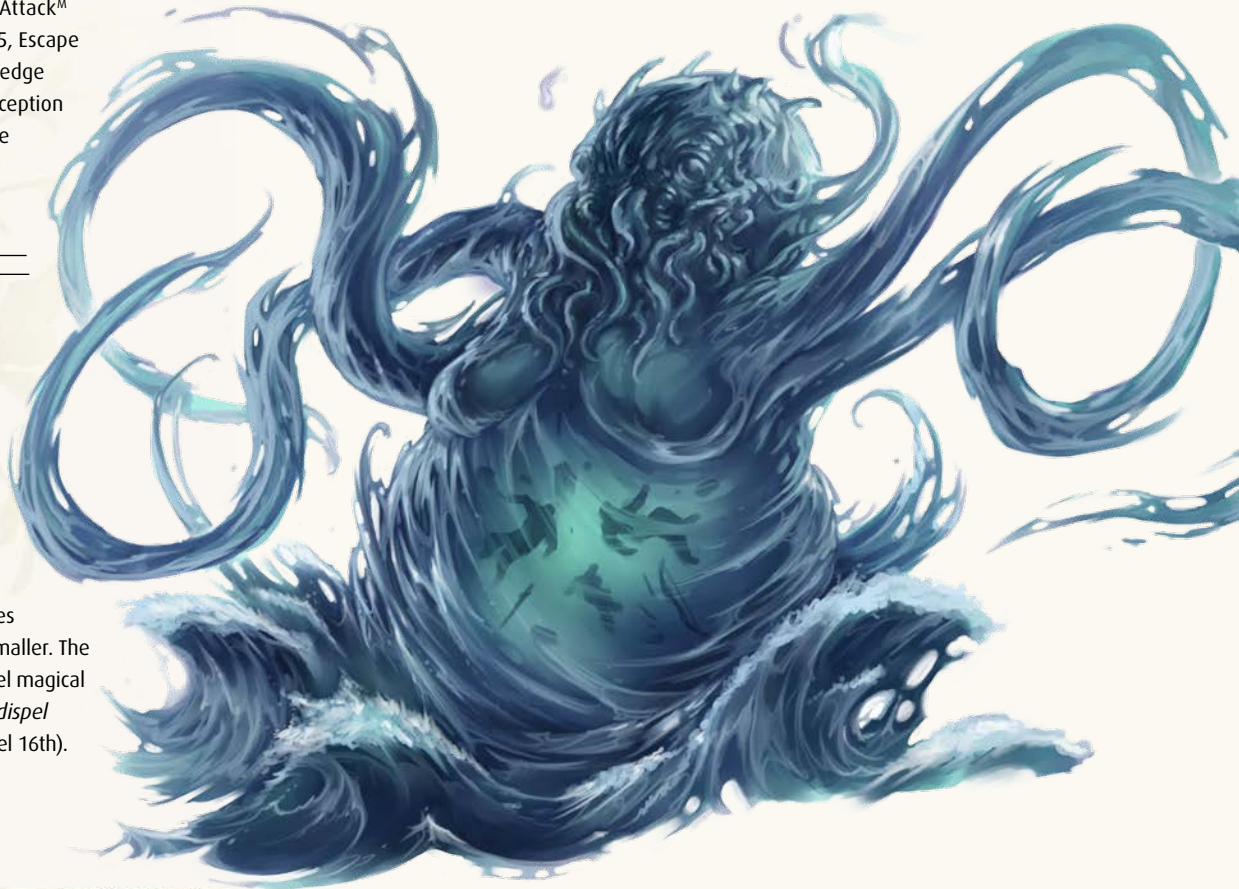
Pressure Wave (Su) A mythic water elemental can expend one use of mythic power to create a 60-foot-radius burst of pressurized water. Creatures in the area must attempt a DC 22 Fort save. Success means the creature is sickened for 1d4 rounds; failure means the creature is nauseated for 1d4 rounds and sickened for 1d4 rounds after that. If the elemental expends two uses of mythic power, creatures nauseated by this ability also take slam damage. Creatures with the aquatic or water subtypes are immune to this ability. The save DC is Constitution-based.

Swallow Whole (Ex) The elemental can use this ability on a creature it has grabbed. If a trapped creature cuts itself free, the hole heals itself closed at the start of the elemental's next turn, allowing it to use swallow whole again.

Vortex (Su) A water elemental can create a whirlpool as a standard action, at will (as a whirlwind [Bestiary 306], but only underwater and cannot leave the water).

Water Mastery (Ex) If a water elemental and its opponent are touching water, the elemental gains a +1 bonus on attack rolls, damage rolls, and bull rush and overrun combat maneuver checks. If it or the opponent are touching the ground, the elemental takes a -4 penalty on attack rolls, on damage rolls, and to its CMD to resist bull rush and overrun attempts.

A mythic water elemental comes from the unknowable depths of its home plane, predating the current civilizations and gods. A witness to ancient and bizarre acts of life-creation, it is unconcerned about the interests of mortal creatures.



ETTIN

Flies buzz around this bestial, two-headed giant, and maggots squirm in the folds of its skin.

MYTHIC ETTIN

CR 8/MR 3



XP 4,800

CE Large humanoid (giant, mythic)

Init +3; **Senses** low-light vision; Perception +12

Aura stench (DC 17, 10 rounds)

DEFENSE

AC 22, touch 8, flat-footed 22 (+3 armor, -1 Dex, +11 natural, -1 size)

hp 89 (10d8+44)

Fort +9, **Ref** +2, **Will** +5

Defensive Abilities two brains; **DR** 5/epic

OFFENSE

Speed 40 ft.

Melee 2 flails +13/+13 (2d6+7)

Ranged 2 javelins +5 (1d8+7)

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

Special Attacks mythic power (3/day, surge +1d6), powerful charge (flail, 4d6+10), superior two-weapon fighting

STATISTICS

Str 25, **Dex** 8, **Con** 15, **Int** 6, **Wis** 10, **Cha** 11

Base Atk +7; **CMB** +15 (+17 overrun); **CMD** 24

Feats Cleave^M, Improved Initiative, Improved Overrun, Iron Will, Power Attack^M

Skills Handle Animal +8, Perception +12;

Racial Modifiers +4 Perception

Languages pidgin of Giant, Goblin, and Orc

ECOLOGY

Environment cold hills

Organization solitary, pair, gang (3–6), troupe (1–2 plus 1–2 brown bears), band (3–6 plus 1–2 brown bears), or colony (3–6 plus 1–2 brown bears and 7–12 orcs or 9–16 goblins)

Treasure standard (studded leather, 2 flails, 4 javelins, other treasure)

SPECIAL ABILITIES

Two Brains (Ex) Anytime a mythic ettin attempts a Will saving throw, it rolls twice and uses the better result.

A mythic ettin is descended from a sordid lineage of mythic hill giants, mythic stone giants, and at least one mythic orc. Angrier, filthier, and stronger than other ettins, it is a leader of its kind, and is better at keeping a band or colony together for months or years.

VARIANT MYTHIC ETTINS

Some mythic ettins are strongly related to one of their ancestral races, and have different mythic abilities.

Hillblood Ettin (CR 8/MR 3)

A hill-giant-dominant mythic ettin loses its powerful charge and stench abilities but gains a mythic hill giant's earth bond and ground pound abilities (see page 200).

Orcblood Ettin (CR 8/MR 3)

An orc-dominant mythic ettin loses its stench and two brains abilities, but gains blood rage and feral savagery (see page 227).

Stoneblood Ettin (CR 8/MR 3)

A stone giant-dominant mythic ettin loses its powerful charge and stench abilities, but gains a stone giant's improved rock catching (*Bestiary* 151) and rock throwing.



GARGOYLE

This living stone statue takes the shape of a horned and winged humanoid, and green acid drips from its mouth.

MYTHIC GARGOYLE

CR 5/MR 2

XP 1,600
CE Medium monstrous humanoid (earth, mythic)

Init +6; **Senses** darkvision 60 ft.; Perception +5

DEFENSE

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

hp 62 (5d10+35)

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

DR 10/epic and magic

OFFENSE

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

Melee bite +8 (1d4+3), 2 claws +8 (1d6+3), gore +8 (1d4+3)

Special Attacks breath weapon (60-ft. line, 6d6 acid damage, Reflex DC 15 half, usable every 1d4 rounds), mythic power (2/day, surge +1d6)

STATISTICS

Str 17, **Dex** 14, **Con** 16, **Int** 6, **Wis** 11, **Cha** 7

Base Atk +5; **CMB** +8; **CMD** 20

Feats Improved Initiative, Iron Will^M, Skill Focus (Fly)

Skills Fly +12, Perception +5, Stealth +11 (+17 +6 in stony environs);

Racial Modifiers +2 Stealth (+8 +6 in stony environs)

Languages Common, Terran

SQ freeze, opportunistic movement, possess statue

ECOLOGY

Environment any

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

Treasure standard

SPECIAL ABILITIES

Freeze (Ex) A gargoyle can hold itself so still it appears to be a statue. A gargoyle that uses freeze can take 20 on its Stealth check to hide in plain sight as a stone statue.

Opportunistic Movement (Ex) A mythic gargoyle can rapidly move to take advantage of an opponent's weakened defenses. When an opponent within 30 feet takes an action that provokes an attack of opportunity, as an immediate action the mythic gargoyle can expend one use of mythic power to move up to 40 feet, ending its movement next to the creature that provoked the attack of opportunity and making an attack of opportunity against that creature. The gargoyle's movement from this ability doesn't provoke attacks of opportunity.

Possess Statue (Su) A mythic gargoyle can expend one use of mythic power to possess and animate a Medium stone statue within 100 feet. The possessed statue functions as a non-mythic gargoyle and lasts as long as the statue is in range

and the gargoyle concentrates. When using this ability, the gargoyle's actual body is immobile (as if using its freeze ability) and helpless. It can stop using this ability as a move action. If the statue is destroyed, the gargoyle's life force returns to its own body.

A mythic gargoyle is a king or queen among its kind, usually gaining its power from an earth deity, a mythic gem embedded in its chest, or centuries of exposure to powerful magic. It has a distinct appearance, and other members of its wing slowly shift to match its look.

Mythic Kapoacinth

An aquatic mythic gargoyle is nearly identical to a mythic gargoyle, but usually has an electricity breath weapon instead of acid. Some have the ability to possess coral or wood statues instead of stone.



GIANT, FIRE

This giant's hair, beard, and skin are made of lava, and its armor and weapon glow with a dull heat.

MYTHIC FIRE GIANT

CR 12/MR 5



XP 19,200

LE Large humanoid (fire, giant, mythic)

Init -1; **Senses** low-light vision; Perception +14

Aura choking ash (10 ft., DC 23)

DEFENSE

AC 29, touch 8, flat-footed 29 (+8 armor, -1 Dex, +13 natural, -1 size)

hp 197 (15d8+130)

Fort +15, **Ref** +4, **Will** +9

Defensive Abilities backlash (see page 21), rock catching;

DR 10/epic; **Immune** fire

Weaknesses vulnerable to cold

OFFENSE

Speed 30 ft. (40 ft. base)

Melee greatsword +22/+17/+12 (3d6+16/19-20 plus 4d6 fire) or 2 slams +21 (1d6+11 plus 4d6 fire)

Ranged rock +10 (1d8+16 plus 4d6 fire)

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

Special Attacks fire vortex, lava weapons, precision (see page 24), mythic power (5/day, surge +1d8), rock throwing (120 ft.)

STATISTICS

Str 33, **Dex** 9, **Con** 23, **Int** 10, **Wis** 14, **Cha** 10

Base Atk +11; **CMB** +23 (+25 overrun or sunder); **CMD** 34 (36 vs. overrun or sunder)

Feats Cleave^M, Great Cleave, Improved Overrun, Improved Sunder, Iron Will^M, Martial Weapon Proficiency (greatsword), Power Attack^M, Weapon Focus (greatsword)

Skills Climb +15, Craft (any one) +8, Intimidate +11, Perception +14

Languages Common, Giant

ECOLOGY

Environment warm mountains

Organization solitary, gang (2-5), band (6-12 plus 35% noncombatants and 1 adept or cleric of 1st-2nd level), raiding party (6-12 plus 1 adept or sorcerer of 3rd-5th level, 2-5 hell hounds, and 2-3 trolls or ettins), or tribe (20-30 plus 1 adept, cleric, or sorcerer of 6th-7th level; 1 fighter or ranger of 8th-9th level as king; and 17-38 hell hounds, 12-22 trolls, 7-12 ettins, and 1-2 young red dragons)

Treasure standard (half-plate, greatsword, other treasure)

SPECIAL ABILITIES

Choking Ash (Su) Any creature that starts its turn in the giant's aura is nauseated for 1 round (Fortitude DC 23 negates). The ash provides the giant with 50% concealment against ranged attacks. Strong wind or fire-quenching magic disperse it for 1d4 rounds. The save DC is Constitution-based.

Fire Vortex (Su) A mythic fire giant can expend one use of mythic power to create a vortex of fire within 30 feet. The vortex is 5 feet wide at its base, 15 feet wide at the top, and 30 feet tall. Any creature starting its turn adjacent to the vortex takes 6d6 points of fire damage, and any creature passing through it takes 15d6 fire damage. A successful DC 23 Reflex saving throw halves this damage. The fire giant can move the vortex up to 20 feet as a move action. If the vortex moves through a creature, that creature must succeed at a saving throw against the vortex to avoid taking damage. The vortex lasts for 5 rounds. The save DC is Constitution-based.

Lava Weapons (Su) All melee and ranged attacks made by the fire giant deal an additional 4d6 points of fire damage. This ability replaces the heated rock ability of non-mythic fire giants.

A mythic fire giant burns like the heart of a volcano. Wielding weapons of flame and ash, it brands enemies with its fury and strength.



GIANT, HILL

Like barnacles made of rock, stone growths encrust the feet of this thick-bodied giant.

MYTHIC HILL GIANT

CR 9/MR 3



XP 6,400

CE Large humanoid (giant, mythic)

Init -1; **Senses** low-light vision; Perception +6

DEFENSE

AC 24, touch 8, flat-footed 24 (+4 armor, -1 Dex, +12 natural, -1 size)

hp 119 (10d8+74)

Fort +12, **Ref** +2, **Will** +3

Defensive Abilities dense mind, rock catching; **DR** 5/epic

OFFENSE

Speed 30 ft. (40 ft. base)

Melee greatclub +16/+11 (2d8+12 plus trip) or
2 slams +14 (1d8+8)

Ranged rock +6 (1d8+12)

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

Special Attacks ground pound, mythic power (3/day, surge +1d6), rock throwing (120 ft.), trip (greatclub)

STATISTICS

Str 27, **Dex** 8, **Con** 21, **Int** 8, **Wis** 10, **Cha** 7

Base Atk +7; **CMB** +16; **CMD** 25

Feats Cleave^M, Intimidating Prowess, Martial Weapon Proficiency (greatclub), Power Attack, Weapon Focus (greatclub)^M

Skills Climb +11, Intimidate +13, Perception +6

Languages Giant

SQ earth bond

ECOLOGY

Environment temperate hills

Organization solitary, gang (2-5), band (6-8), raiding party (9-12 plus 1d4 dire wolves), or tribe (13-30 plus 35% noncombatants plus 1 barbarian or fighter chief of 4th-6th level, 11-16 dire wolves, 1-4 ogres, and 13-20 orc slaves)

Treasure standard (hide armor, greatclub, other treasure)

SPECIAL ABILITIES

Dense Mind (Ex) If a mythic hill giant fails its saving throw against a hostile mind-affecting effect, at the start of its turn it automatically expends one use of mythic power (if it has any) as a free action to reroll its saving throw against the effect. It rerolls for each ongoing mind-affecting effect each turn.

Earth Bond (Ex) A mythic hill giant gains a +2 bonus on attack rolls, weapon damage rolls, and saves while touching the ground (including a stone or earthen floor in a building). As a standard action, a hill giant touching the ground can expend one use of mythic power to rejuvenate itself, gaining the benefits of *cure critical wounds* and *restoration*.

Ground Pound (Ex) As a standard action, a mythic hill giant can expend one use of mythic power and hit the ground with a bludgeoning weapon. Choose one intersection within reach; creatures touching the ground within a 20-foot burst centered on that intersection take double the damage normally dealt by that bludgeoning weapon (Reflex DC 23 for half). Creatures that fail their saves are knocked prone and moved 5 feet directly away from chosen intersection. This ability has no effect on creatures with the earth bond ability. The save DC is Strength-based.

A mythic hill giant is a relic from an earlier age, smarter than its degenerate kin and gifted with magic of stone and earth. Some seek to rule, creating tribes with their non-mythic kin and using smaller beings as serfs. Others prefer lives of solitude, intolerant of all other creatures.



GOLEM, FLESH

Electricity constantly arcs between the bolts and rivets that hold this amalgamated creature's flesh together.

MYTHIC FLESH GOLEM

CR 9/MR 3



XP 6,400

N Large construct (mythic)

Init -1; **Senses** darkvision 60 ft., low-light vision; Perception +10

DEFENSE

AC 23, touch 8, flat-footed 23 (-1 Dex, +15 natural, -1 size)

hp 145 (10d10+90); fast healing 5

Fort +3, **Ref** +2, **Will** +3

DR 5/adamantine and epic; **Immune** construct traits, magic

OFFENSE

Speed 30 ft.

Melee 2 slams +16 (2d8+6 plus 1d10 electricity plus sparking slams)

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

Special Attacks berserk, greater rage (10 rounds/day), mythic brawler, mythic power (3/day, surge +1d6)

STATISTICS

Str 22, **Dex** 9, **Con** —, **Int** 6, **Wis** 11, **Cha** 1

Base Atk +10; **CMB** +17; **CMD** 26

Feats Blind-Fight, Cleave, Power Attack^M, Toughness^M, Weapon Focus (slam)

Skills Perception +10

Languages none

ECOLOGY

Environment any

Organization solitary or gang (2-4)

Treasure none

SPECIAL ABILITIES

Berserk (Ex) When a mythic flesh golem enters combat, there is a cumulative 1% chance each round that the golem goes berserk. A berserk golem attacks the nearest living creature or smashes some object smaller than itself if no creature is within reach, then moves on to spread more destruction. If the golem's creator is within 60 feet and succeeds at a DC 20 Charisma check, she regains control of the golem by speaking firmly and persuasively to it. If the golem is inactive for 1 minute, its berserk chance resets to 0%.

Immunity to Magic (Ex) A mythic flesh 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.

- A mythic magical attack that deals cold or fire damage slows a mythic flesh golem (as the *slow* spell) for 2d6 rounds (no save).
- A magical attack that deals electricity damage (other than the golem's own sparking slam)

ends any slow effect on the golem and heals 1 point of damage for every 3 points of damage the attack would otherwise deal; (the golem gets no save against these attacks). If the amount of healing would cause the golem to exceed its full normal hit points, it gains any excess as temporary hit points.

Mythic Brawler (Ex) The mythic flesh golem can spend a use of its mythic power to attempt a combat maneuver as a swift action with no attack of opportunity for the attempt.

Sparking Slams (Su) If a mythic flesh golem strikes an opponent twice in 1 round with its slams, that creature takes an additional 2d10 points of electricity damage. A flesh golem cannot use its electricity attacks to deal electricity damage to itself.

A mythic flesh golem retains an unnatural level of electrical energy from the process that created it. This grants it limited intelligence, extra strength, and the ability to shock its opponents.



GRIFFON

This majestic beast combines the features of a sleek black eagle and the strong, lean musculature of a panther.

MYTHIC GRIFFON

CR 5/MR 2



XP 1,600

N Large magical beast (mythic)

Init +2; **Senses** darkvision 60 ft., low-light vision, scent; Perception +12

DEFENSE

AC 19, touch 11, flat-footed 17 (+2 Dex, +8 natural, -1 size)

hp 62 (5d10+35)

Fort +7, **Ref** +6, **Will** +4

DR 5/epic

OFFENSE

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

Melee bite +8 (1d6+4 plus grab), 2 talons +10 (1d6+4)

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

Special Attacks mythic power (2/day, surge +1d6), pounce, power dive, rake (2 claws +8, 1d4+4)

STATISTICS

Str 18, **Dex** 15, **Con** 16, **Int** 5, **Wis** 13, **Cha** 8

Base Atk +5; **CMB** +10 (+14 grapple); **CMD** 22 (26 vs. trip)

Feats Flyby Attack^R, Iron Will, Skill Focus (Perception), Weapon Focus (talons)^M

Skills Acrobatics +10, Fly +6, Perception +12; **Racial Modifiers** +4 Acrobatics, +4 Perception

Languages Common (cannot speak)

ECOLOGY

Environment temperate hills

Organization solitary, pair, or pride (6-10)

Treasure incidental

SPECIAL ABILITIES

Power Dive (Ex) A flying mythic

griffon can move up to four times its speed when it charges. If its charge begins 40 or more feet above its target, its first attack deals double damage. It must be flying downward at an angle of 45 degrees or steeper to use this ability.

A mythic griffon is a superior specimen—perhaps augmented by magic, blessed by a nature goddess, or the descendant of an exceptional line of mighty griffons dating back to the first of its kind. Stronger and faster than other griffons, it is aware of its superiority (even though it is no more intelligent than a non-mythic griffon) and will only consent to a truly heroic rider who respects it as an equal rather than as a mere steed.

If approached by a suitable rider, a mythic griffon is no more difficult to train than a non-mythic griffon. The eggs of a mythic griffon usually sell for twice as much as those of a common griffon, though there is no way to tell if a particular hatchling is mythic until it is several weeks or months old. Mythic griffons are extremely protective of their mates, eggs, and offspring, and may spend the rest of their lives in the search for vengeance against thieves or murderers—even working with lesser beings as allies or riders.

A mythic griffon who cannot find a suitable griffon mate may consort with unicorns, awakened horses, or mythic horses or unicorns. The offspring of such unions is usually a hippogriff (*Pathfinder RPG Bestiary* 2 156), but in rare cases is a mythic hippogriff. Because of prejudice against a hippogriff's animal-level intelligence, a mythic griffon usually leaves its offspring once they are grown.

A mythic griffon can carry up to 400 pounds as a light load, 800 pounds as a medium load, and 1,200 pounds as a heavy load.



HELL HOUND

This brawny hound is wreathed in flames, and its footsteps leave burning prints that sputter and smoke.

MYTHIC HELL HOUND

XP 1,200 CR 4/MR 1

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

Init +5; **Senses** darkvision 60 ft., scent; Perception +8

DEFENSE

AC 17, touch 11, flat-footed 16 (+1 Dex, +6 natural)

hp 47 (5d10+20)

Fort +6, **Ref** +5, **Will** +1

DR 5/epic; **Immune** fire

Weaknesses vulnerable to cold

OFFENSE

Speed 40 ft.

Melee bite +9 (2d6+3 plus burn)

Special Attacks breath weapon (10-ft. cone, 2d6 fire plus clinging flames, Reflex DC 14 half, usable every 1d4 rounds), burn (1d6, DC 14), mythic power (1/day, surge +1d6)

STATISTICS

Str 15, **Dex** 13, **Con** 15, **Int** 6, **Wis** 10, **Cha** 6

Base Atk +5; **CMB** +7; **CMD** 18 (22 vs. trip)

Feats Improved Initiative, Run, Weapon Focus (bite)^M

Skills Acrobatics +9 (+13 when jumping), Perception +8, Stealth +14, Survival +8; **Racial Modifiers** +5 Stealth

Languages Infernal (can't speak)

ECOLOGY

Environment any (Hell)

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

Treasure incidental

SPECIAL ABILITIES

Clinging Flames (Ex) A creature that takes damage from a mythic hell hound's breath weapon also catches on fire (using the save DC for its burn ability).

MYTHIC NESSIAN WARHOUND

XP 12,800 CR 11/MR 4

LE Large outsider (evil, extraplanar, fire, lawful, mythic)

Init +6; **Senses** darkvision 60 ft., scent, see in darkness; Perception +14

DEFENSE

AC 28, touch 11, flat-footed 26 (+6 armor, +2 Dex, +11 natural, -1 size)

hp 166 (12d10+100)

Fort +13, **Ref** +10, **Will** +6

DR 10/epic; **Immune** fire

Weaknesses vulnerable to cold

OFFENSE

Speed 40 ft.

Melee bite +22 (2d8+9/18-20 plus burn plus trip), 2 claws +20 (2d6+9 plus burn)

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

Special Attacks breath weapon (30-ft. cone, 10d6 fire plus clinging flames, Reflex DC 21 half, usable every 1d4 rounds), burn (1d6, DC 21), mythic power (4/day, surge +1d8)

Spell-Like Abilities (CL 12th; concentration +10)
3/day—*dimension door*, *locate creature*

STATISTICS

Str 29, **Dex** 15, **Con** 21, **Int** 4, **Wis** 14, **Cha** 6

Base Atk +12; **CMB** +22; **CMD** 34 (38 vs. trip)

Feats Alertness, Improved Critical (bite)^M, Improved Initiative, Skill Focus (Stealth), Skill Focus (Survival), Weapon Focus (bite)^M

Skills Acrobatics +15 (+19 when jumping), Perception +14, Sense Motive +4, Stealth +17, Survival +17; **Racial Modifiers** +5 Stealth

Languages Infernal

ECOLOGY

Environment any (Hell)

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

Treasure standard (+2 *chain shirt barding*)

A mythic hell hound is a prince among the wolves of Hell, feral but still subservient to the archdevils. Allowed to run wild, they are the original creatures from which the "tamer" common hell hounds were made.



HYDRA

This seven-headed serpent has serrated fangs, and moves with incredible speed despite its massive bulk.

MYTHIC HYDRA

CR 9/MR 3



XP 6,400

N Huge magical beast (mythic)

Init +1/-19, dual initiative; **Senses** darkvision 60 ft., low-light vision, scent; Perception +12

DEFENSE

AC 20, touch 9, flat-footed 19 (+1 Dex, +11 natural, -2 size)

hp 117 (7d10+79); fast healing 7

Fort +10, **Ref** +8, **Will** +4

DR 5/epic

OFFENSE

Speed 40 ft., swim 40 ft.

Melee 7 bites +8 (1d8+3 plus bleed)

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

Special Attacks bleed (1), mythic power (3/day, surge +1d6), pounce, push (bite, 10 ft.)

STATISTICS

Str 17, **Dex** 12, **Con** 20, **Int** 2, **Wis** 11, **Cha** 9

Base Atk +7; **CMB** +12; **CMD** 23 (can't be tripped)

Feats Combat Reflexes^M, Iron Will, Lightning Reflexes, Toughness^M

Skills Perception +12, Swim +11; **Racial Modifiers**

+2 Perception

SQ hydra traits, regenerate head

ECOLOGY

Environment temperate marshes

Organization solitary

Treasure standard

SPECIAL ABILITIES

Fast Healing (Ex) A mythic hydra's fast healing ability is equal to its current number of heads (minimum fast healing 5). This fast healing applies only to damage dealt to the hydra's body.

Hydra Traits (Ex) A mythic hydra can be killed by severing all of its heads or slaying its body. Any attack that is not an attempt to sever a head affects the body, including area attacks or attacks that cause piercing or bludgeoning damage. To sever a head, an opponent must make a sunder attempt with a slashing weapon targeting a head. A head is considered a separate weapon with hardness 0 and hit points equal to the hydra's Hit Dice. To sever a head, an opponent must deal enough damage to reduce the head's hit points to 0 or fewer. Severing a head deals damage to the hydra's body equal to the hydra's current Hit Dice. A hydra can't attack with a severed head, but takes no other penalties.

Regenerate Head (Ex) When a mythic hydra's head is destroyed, two heads regrow in 1d4 rounds. A mythic hydra can't have more than twice its original number of heads at any one time. To prevent new heads from growing, at least 5 points of acid or fire damage must be dealt to the stump (a touch attack to hit) before they appear. Acid or fire damage from area attacks can affect stumps and the body simultaneously. A hydra doesn't die from losing heads until all its heads are cut off and the stumps are seared by acid or fire.

A mythic hydra is a deadly combination of bites, lunges, speed, and durability. Descended from the very first of its kind, it may run wild. Or created whole by some divine agent, it could be placed as a guardian of a sacred site or a portal to the underworld. Some mythic hydras are reputed to have poisonous breath and blood, or to be so toxic that they corrupt the ground they crawl upon.



LAMIA

This creature has the head and upper body of a beautiful woman, the lower body of a lion, and long, serpentine tail.

MYTHIC LAMIA

CR 7/MR 3



XP 3,200

CE Large monstrous humanoid (mythic, shapechanger)

Init +3; **Senses** darkvision 60 ft., low-light vision; Perception +15

Aura seduction (DC 16)

DEFENSE

AC 24, touch 14, flat-footed 19 (+3 Dex, +2 dodge, +10 natural, -1 size)

hp 97 (9d10+48)

Fort +7, **Ref** +9, **Will** +11

DR 5/epic

OFFENSE

Speed 60 ft.

Melee +1 scimitar +13/+8 (1d6+5/18-20), 2 claws +12 (1d4+2), touch +7 (1d4 Wisdom drain)

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

Special Attacks mythic power (3/day, surge +1d6), pounce, Wisdom drain

Spell-Like Abilities (CL 9th; concentration +11)

At will—*disguise self*, *ventriloquism*

3/day—*charm monster* (DC 16), *major image* (DC 15), *mirror image*, *suggestion* (DC 15)

1/day—*deep slumber* (DC 15)

Sorcerer Spells Known (CL 6th;

concentration +8)

3rd (3)—*haste*

2nd (6)—*death knell* (DC 14), *invisibility*

1st (7)—*cure light wounds*, *divine favor*, *mage armor*, *magic missile*

0 (at will)—*dancing lights*, *daze* (DC 12), *detect magic*, *ghost sound* (DC 12), *mage hand*, *mending*, *prestidigitation*

STATISTICS

Str 18, **Dex** 16, **Con** 14, **Int** 13, **Wis** 17, **Cha** 15

Base Atk +9; **CMB** +14; **CMD** 28 (32 vs. trip)

Feats Dodge^M, Great Fortitude, Iron Will, Mobility, Spring Attack^M

Skills Bluff +10, Diplomacy +5, Disguise +7, Intimidate +11, Knowledge (religion) +4, Perception +15, Stealth +15, Survival +12;

Racial Modifiers +4 Bluff, +4 Stealth

Languages Abyssal, Common

SQ change shape (giant constrictor snake, lamia matriarch, or lion; *polymorph*), undersized weapons

ECOLOGY

Environment temperate desert

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

Treasure double (+1 scimitar, other treasure)

SPECIAL ABILITIES

Aura of Seduction (Su) Any creature within 30 feet of a mythic lamia must succeed at a DC 16 Will save or become fascinated. A creature that succeeds at this save is immune to the lamia's aura for 24 hours. This is a mind-affecting effect. The save DC is Charisma-based.

Spells A mythic lamia casts spells as a 6th-level sorcerer, and can cast spells from the cleric list as well as those normally available to a sorcerer. Cleric spells are considered arcane spells for a mythic lamia.

Wisdom Drain (Su) A lamia drains 1d4 points of Wisdom each time she hits with her melee touch attack. (Unlike with other kinds of ability drain attacks, a lamia does not heal any damage when she uses her Wisdom drain.)

Lamias try to use this power early in an encounter to make foes more susceptible to *charm monster* and *suggestion*.

A mythic lamia dabbled in dark pacts or strange magic in an attempt to break the ancient curse that gives her a monstrous form, but instead gained the ability to change her shape as well as other magical abilities. Impressed by her progress but angered by her lack of complete success, she continues her research and plotting.

Lamia Matriarch

In most cases, a mythic lamia will permanently transform into a lamia matriarch (*Bestiary* 2175), losing her mythic power as she stabilizes in that form. A lamia matriarch that gains mythic power gains the mythic lamia's aura of seduction, a tail slap attack, grab, and constrict. She increases her sorcerer caster level to 8th and usually learns spells that aid her minions, such as *freedom of movement* and *rage*. She may use her touch attack to drain Wisdom or drain one use of mythic power from the target and regain one of her own uses of mythic power (save negates).



LICH

This armored undead human wields a heavy mace and wears the trappings of a devil-worshiper.

MYTHIC LICH

CR 17/MR 7



XP 102,400

Human lich cleric of Asmodeus 13

LE Medium undead (augmented humanoid, human, mythic)

Init +13^M; **Senses** darkvision 60 ft., spell perception; Perception +29

Aura fear (60 ft., DC 28)

DEFENSE

AC 36, touch 14, flat-footed 34 (+7 armor, +2 deflection, +2 Dex, +15 natural)

hp 209 (13d8+147)

Fort +16, **Ref** +9, **Will** +21

Defensive Abilities channel resistance +8, creeping paralysis;

DR 15/bludgeoning and epic and magic; **Immune** cold, electricity, undead traits; **SR** 32

OFFENSE

Speed 30 ft.

Melee +1 heavy mace +9/+4 (1d8), touch +3 (1d8+6 plus paralyzing touch)

Special Attacks channel negative energy 10/day (DC 23, 7d6), hand of the acolyte (11/day), inspired spell, mythic power (7/day, surge +1d10), mythic spells 2/day, paralyzing touch (DC 28), scythe of evil (6 rounds, 2/day)

Domain Spell-Like Abilities (CL 13th; concentration +21)

11/day—touch of evil (6 rounds)

2/day—dispelling touch

Cleric Spells Prepared (CL 13th; concentration +21)

7th—*blasphemy*^D (DC 25), *destruction* (DC 27), *ethereal jaunt*

6th—*antimagic field*^D, *blade barrier*^M (DC 24), *harm*^M (2, DC 26)

5th—*dispel good*^D, *flame strike*^M (DC 23), *greater command* (DC 23), *slay living* (2, DC 25)

4th—*chaos hammer*^M (DC 22), *freedom of movement*, *poison* (DC 24), *spell immunity*, *unholy blight*^M (2, DC 22)

3rd—*bestow curse* (2, DC 23), *contagion* (DC 23)^M, *dispel magic*^D, *invisibility purge*, *meld into stone*, *protection from energy*

2nd—*align weapon*^D (evil only), *calm emotions* (DC 20), *darkness*, *desecrate*, *hold person* (DC 20), *resist energy*, *spiritual weapon*^M

1st—*bane* (DC 19), *cause fear* (DC 21), *deathwatch*, *entropic shield*, *identify*^D, *obscuring mist* (2)

0 (at will)—*bleed* (DC 20), *detect magic*, *purify food and drink*, *read magic*

D Domain spell; **Domains** Evil, Magic; **M** Mythic spell

STATISTICS

Str 8, **Dex** 14, **Con** —, **Int** 15, **Wis** 26, **Cha** 20

Base Atk +9; **CMB** +8; **CMD** 22

Feats Combat Casting, Craft Wondrous Item, Extra Channel, Improved Channel^M, Improved Initiative^M, Iron Will, Mythic Spell Lore^B, Spell Focus (necromancy)^M, Toughness^M

Skills Heal +16, Intimidate +18, Knowledge (arcana, religion) +18, Perception +29, Sense Motive +27, Spellcraft +26, Stealth +9;

Racial Modifiers +8 Perception, +8 Sense Motive, +8 Spellcraft, +8 Stealth

Languages Abyssal, Common

SQ mythic phylactery, rejuvenation

Combat Gear

ECOLOGY

Environment any

Organization solitary

Treasure NPC gear (*potions of invisibility* [2], +3 chain shirt, +1 heavy mace, amulet of natural armor +3, belt of incredible dexterity +2, cloak of resistance +3, headband of mental prowess +4 [Wis, Cha], ring of protection +2, other treasure)

A mythic lich is an undead spellcaster who gave up standard mythic path abilities in favor of abilities that preserve her existence and enhance her unnatural power.

CREATING A MYTHIC LICH

“Mythic lich” is an acquired template that can be added to any creature with the lich template (referred to hereafter as the base lich). A mythic lich uses the base lich’s stats and abilities except as noted here.

Mythic Subtype: A mythic lich gains the mythic subtype, with a rank equal to half the CR of the base lich. A mythic lich gains additional abilities depending on the base lich’s CR instead of the mythic abilities it would get for having a rank. The mythic lich 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 lich’s CR according to its mythic rank (this template doesn’t increase the base lich’s CR other than from the mythic rank). Note that a mythic lich’s abilities on Table 6–1 depend on the base lich’s CR, not the final CR of the mythic lich.

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

Channel Resistance (Su): A mythic lich’s channel resistance increases to +8. At 8th tier, it increases to +12. At 10th rank, the lich becomes immune to channeled energy from non-mythic sources (except when used to heal undead).

Creeping Paralysis (Su): A creature that strikes a mythic lich with a natural weapon, unarmed strike, or non-reach manufactured weapon, or otherwise touches the lich must save or be affected by the lich’s paralyzing touch ability. This triggers only once per round per creature.

Mythic Phylactery (Su): A mythic lich’s phylactery can’t be harmed by non-mythic sources. At 8th rank, the phylactery

TABLE 6-1: MYTHIC LICH ABILITIES

Base Lich's CR	Mythic Rank	Mythic Abilities
12-13	6th	Channel resistance +8, creeping paralysis, mythic phylactery, mythic potency, mythic spells, spell resistance
14-15	7th	Augmented spellcasting, spell perception
16-17	8th	Channel resistance +12, immediate counterspell
18-19	9th	Enhanced spellcasting, sustained by magic
20+	10th	Channel resistance (immunity), formidable animation

becomes a minor artifact, and can be destroyed by only one specific method.

Mythic Potency (Su): A mythic lich adds its rank to the save DCs for its fear aura and paralyzing touch abilities.

Mythic Spells (Su): A mythic lich gains Mythic Spell Lore as a bonus feat. The lich has a pool of magical power it can draw upon for casting mythic spells. Up to twice per day, it can use this power to cast a mythic spell without expending any uses of mythic power.

Spell Resistance (Su): A mythic lich gains spell resistance equal to 11 + the base lich's CR (before adding the lich's mythic rank to its SR from the mythic subtype).

Augmented Spellcasting (Su): At 7th rank, a mythic lich selects one of the following archmage or hierophant abilities: arcane surge (see page 14), inspired spell (see page 32), recalled blessing (see page 32), or wild arcana (see page 14). Once chosen, this selection can't be changed.

Spell Perception (Su): At 7th rank, a mythic lich automatically notices spellcasting within 60 feet. The lich automatically pinpoints the location of the caster, identifies the spell being cast, and knows the intended target or area of the spell.

Immediate Counterspell (Su): At 8th rank, a mythic lich can expend one use of mythic power as an immediate action to attempt to counter a spell. The lich must use a spell, spell slot, or dispel magic to counterspell as normal. This ability allows the lich to counterspell without first readying an action.

Enhanced Spellcasting (Su): At 9th rank, a mythic lich gains the ability to treat its 1st-level spells like cantrips or orisons. If the mythic lich is a spontaneous caster, its 1st-level spells known don't consume spell slots and can be used again. If the mythic lich prepares spells, its 1st-level spell slots aren't expended when cast and can be used again. Using metamagic feats or other abilities that alter the spell slot of a spell aren't affected by this ability (for example, a quickened *magic missile* uses a 5th-level spell slot and is expended when cast).

Sustained by Magic (Su) At 9th rank, each time a mythic lich casts a spell it regains hit points equal to three times the level of the spell slot used to cast the spell.

Formidable Animation (Su): At 10th rank, a mythic lich gains a +4 deflection bonus to AC and a +4 resistance bonus on saving throws. Any opponent attempting a dispel check against an effect on the lich rolls twice and uses the lower result. Anytime the lich attempts a dispel check, it rolls twice and uses the higher result.



MANTICORE

This fearsome creature has the body of a lion, the wings of a dragon, the face of a snarling man, and a tail of dripping spikes.

MYTHIC MANTICORE

CR 6/MR 2



XP 2,400

LE Large magical beast (mythic)

Init +2; **Senses** darkvision 60 ft., low-light vision, scent; Perception +9

DEFENSE

AC 19, touch 11, flat-footed 17 (+2 Dex, +8 natural, -1 size)

hp 77 (6d10+44)

Fort +9, **Ref** +7, **Will** +3

DR 5/epic

OFFENSE

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

Melee bite +11 (1d8+6), 2 claws +11 (2d4+6)

Ranged 4 spikes +9 (1d6+6 plus poison)

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

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

STATISTICS

Str 22, **Dex** 15, **Con** 18, **Int** 7, **Wis** 12, **Cha** 9

Base Atk +6; **CMB** +13; **CMD** 25 (29 vs. trip)

Feats Flyby Attack, Hover, Weapon Focus (spikes)SM

Skills Fly -3, Perception +9, Survival +4 (+8 when tracking); **Racial**

Modifiers +4 Perception, +4 Survival when tracking

Languages Common

ECOLOGY

Environment warm hills and marshes

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

Treasure standard

SPECIAL ABILITIES

Poison (Ex) Spike—injury; save Fort DC 17; frequency 1/round for 6 rounds; effect 1d4 Str; cure 2 consecutive saves.

Skewer (Ex) If a mythic manticore confirms a critical hit with a spike, the spike pins the target to the ground or a nearby surface. If the target is using winged flight, the spike snares its wings. The target is considered grappled by the manticore (though the manticore is not considered to be grappling) and must escape the grapple to move from its square. A flying creature must escape on its turn or plummet to the ground. As a swift action, a mythic manticore can expend one use of mythic power to skewer all targets hit by its spikes that turn, even if the attacks weren't critical hits.

Spikes (Ex) With a snap of its tail, a mythic manticore can loose a volley of four spikes as a standard action (make an attack roll for

each spike). This attack has a range of 180 feet with no range increment. All targets must be within 30 feet of each other. The creature can launch only 24 spikes in any 24-hour period.

A mythic manticore is a nightmarish creature, perhaps the result of crossbreeding with poisonous drakes, decadent sphinxes, or aberrant chimeras. A voracious eater, a mythic manticore may devour an entire corpse, as well as its weapons and armor, leaving nothing but a bloody stain on the ground and a few organs it finds unpalatable. Any metal bits it eats are digested and used to grow its deadly spikes. Some are known to dine on giant venomous snakes and spiders with the intent of making their poison even more powerful.

A mythic manticore uses its thrown spikes to hold prey in place from a distance so it can leap upon it and tear it apart. It is especially fond of skewering the wings of a flying creature, forcing it to plummet to the ground where it becomes easy pickings. Its weakness-inducing poison makes it especially dangerous to winged mounts, as the poisoned creature may find itself unable to carry a rider.



MEDUSA

This unnatural woman has scaled skin, white bird wings, and long snake-hair that hangs past her feet.

MYTHIC MEDUSA

CR 9/MR 3



XP 6,400

LE Medium monstrous humanoid (mythic)

Init +10^M; **Senses** all-around vision, darkvision 60 ft.; Perception +18

DEFENSE

AC 23, touch 13, flat-footed 20 (+3 Dex, +10 natural)

hp 115 (9d10+66)

Fort +7, **Ref** +11, **Will** +8

DR 5/epic

OFFENSE

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

Melee mwk bastard sword +10/+5 (1d10/19-20 plus poison), 2 snake bites +12 (1d6+3 plus poison)

Ranged mwk longbow +13/+8 (1d8/x3 plus poison)

Space 5 ft.; **Reach** 5 ft. (10 ft. with snake bite)

Special Attacks mythic power (3/day, surge +1d6), petrifying gaze, poison, poison weapons, summon snake, unpetrify

STATISTICS

Str 10, **Dex** 17, **Con** 18, **Int** 12, **Wis** 15, **Cha** 19

Base Atk +9; **CMB** +9; **CMD** 22

Feats Improved Initiative^M, Lightning Reflexes, Point-Blank Shot, Precise Shot, Weapon Finesse^M

Skills Bluff +13, Disguise +13, Fly +7, Intimidate +16, Perception +18, Stealth +15; **Racial Modifiers** +4 Perception

Languages Common

ECOLOGY

Environment temperate marshes and underground

Organization solitary

Treasure double (mwk bastard sword, mwk longbow with 20 arrows, other treasure)

SPECIAL ABILITIES

Petrifying Gaze (Su) Turn to stone permanently, 30 feet, Fortitude DC 18 negates. The save DC is Charisma-based.

Poison (Ex) Snake bite; *save* Fort DC 18; *frequency* 1/round for 6 rounds; *effect* 1d4 Con; *cure* 2 consecutive saves. The save DC is Constitution-based.

Poison Weapons (Ex) A mythic medusa can spend a standard action to apply her snake poison to her sword or to two arrows, and normally poisons her weapons in advance.

Summon Snake (Sp) As a full-round action, a mythic medusa can summon an emperor cobra (*Bestiary* 2 252) or 1d3 amphisbaenas (*Bestiary* 2 25) as if using a *summon monster* spell. The summoned snakes are immune to the medusa's gaze attack and remain for 8 rounds before disappearing.

Unpetrify (Su) A mythic medusa can expend one use of mythic power to return a petrified creature to

life (as if using *stone to flesh*) for 1 minute. The creature is under the medusa's control (as if using *dominate monster*) and reverts to a statue at the end of this time. If the medusa expends three uses of mythic power, the creature remains unpetrified for 24 hours instead of 1 minute. A typical petrified victim in a mythic medusa's lair is a half-elf fighter 6 (*Pathfinder RPG NPC Codex* 82) or human warrior 6 (*NPC Codex* 268).

A mythic medusa is one of the near-immortal progenitors of the medusa race, who mate with humanoids in order to produce weaker (but still deadly) offspring. With deadly poison, power over snakes, and the ability to animate and command those she has turned to stone, a mythic medusa is a dangerous foe who can't be easily overcome by mirrored shields and blindfolds; she waits, strikes, and retreats, allowing her minions and venom to weaken her foes before she is ready to take their lives.



MINOTAUR

With eyes blazing red and magical runes glowing on its horns, this mighty beast has the body of a man and the head of a bull.

MYTHIC MINOTAUR

CR 6/MR 2

XP 2,400
CE Large monstrous humanoid (mythic)

Init +0; **Senses** darkvision 60 ft.; Perception +12

DEFENSE

AC 17, touch 9, flat-footed 17 (+8 natural, -1 size)

hp 72 (7d10+34)

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

Defensive Abilities natural cunning; **DR** 5/epic; **SR** 17

OFFENSE

Speed 30 ft.

Melee mwk greataxe +12/+7 (3d6+7/x3), gore +11 (1d6+2)

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

Special Attacks mythic power (2/day, surge +1d6), oubliette, powerful charge (gore, 2d6+7)

STATISTICS

Str 21, **Dex** 10, **Con** 15, **Int** 7, **Wis** 10, **Cha** 8

Base Atk +7; **CMB** +13 (+17 bull rush); **CMD** 23 (25 vs. bull rush)

Feats Great Fortitude, Greater Bull Rush, Improved Bull Rush, Power Attack^M
Skills Intimidate +5, Perception +12, Stealth +2, Survival +10; **Racial Modifiers** +4 Perception, +4 Survival

Languages Giant

SQ maze mastery

ECOLOGY

Environment temperate ruins or underground

Organization solitary, pair, or gang (3–4)

Treasure standard (mwk greataxe, other treasure)

SPECIAL ABILITIES

Maze Mastery (Su) A mythic minotaur can designate an area no greater than 100 feet on a side (typically a maze, underground labyrinth, or other confusing structure) as its personal lair. As a move action, the minotaur can teleport from one point in its lair to any other point in its lair, as if using *greater teleport*. In addition, whenever the minotaur must make a saving throw while inside its lair, it can roll twice and take the higher result. A mythic minotaur can change its lair once per week. A minotaur can share its lair with other creatures (including other minotaurs or mythic minotaurs) without interfering with this ability.

Natural Cunning (Ex) Although a mythic minotaur is not especially intelligent, it possesses innate cunning and logical ability. This gives it immunity to *maze* spells and prevents it from ever becoming lost. Further, it is never caught flat-footed.

Oubliette (Su) Whenever a mythic minotaur hits a creature with its gore attack as part of a powerful charge, the target must succeed at a DC 15 Will save or be sent into an extradimensional prison, as the *maze* spell but lasting for 1d4+1 rounds. The save DC is Wisdom-based and includes a +2 racial modifier.

A mythic minotaur is but one or two generations removed from the original curse-born minotaurs that founded their race. Once created to punish to those who disobey or circumvent the orders of the gods, they use their innate magic to imprison, stalk, and consume humanoids—especially the descendants of the royal line whose blasphemy inspired the creation of this new race. Some mythic minotaurs are worshiped as demigods by primitive or fear-stricken humanoids, and accept sacrifices of young men and women to sate their hunger. They usually have custom armor and weapons appropriate for their large, inhuman frames, offered as gifts by worshipers or made by enslaved blacksmiths.



MUMMY

This regal mummy reeks of preservative spices and wears the clothing and jewelry of a wealthy pharaoh.

MYTHIC MUMMY

CR 7/MR 3



XP 3,200

LE Medium undead (mythic)

Init +0; **Senses** darkvision 60 ft.; Perception +16

Aura despair (30 ft., paralyzed for 1d4 rounds, Will DC 16 negates)

DEFENSE

AC 23, touch 10, flat-footed 23 (+13 natural)

hp 92 (8d8+56); fast healing 5

Fort +4, **Ref** +2, **Will** +8

DR 5/—; **Immune** undead traits

Weaknesses vulnerable to fire

OFFENSE

Speed 20 ft.

Melee slam +15 (1d8+12 plus mummy rot)

Special Attacks create spawn, mythic power (3/day, surge +1d6)

STATISTICS

Str 26, **Dex** 10, **Con** —, **Int** 6, **Wis** 15, **Cha** 15

Base Atk +6; **CMB** +14; **CMD** 24

Feats Power Attack^M, Skill Focus (Perception), Toughness^M,
Weapon Focus (slam)

Skills Perception +16, Stealth +11

Languages Common

SQ change shape (any humanoid; *alter self*), desert mastery

ECOLOGY

Environment any

Organization solitary, warden squad (2–6), or guardian detail (7–12)

Treasure standard

SPECIAL ABILITIES

Create Spawn (Su) As a swift action, a mythic mummy can expend one use of mythic power to transform a slain opponent into a non-mythic mummy with the advanced simple template. The new mummy is under the command of the mummy that created it, and remains enslaved until the mythic mummy's death, at which time it becomes a free-willed creature. The spawn retains none of the abilities it had in life

Desert Mastery (Su) A mythic mummy can command earth and sand within 100 feet to create a variety of spell-like effects. As a standard action, a mummy can reduce rock to sand (as *transmute rock to mud*) or create lifelike shapes made from sand (as *major image*, though these shapes collapse if disbelieved or attacked). The mummy can expend one use of mythic power to summon a giant advanced sandman (*Bestiary* 2 236). The mummy's caster level equals its Hit Dice for these effects.

Despair (Su) All creatures within a 30-foot radius that see a mummy must succeed at a DC 18 Will save or be paralyzed by fear for 1d4 rounds. A creature only has to attempt this save against a particular mummy's despair ability once every 24 hours. This is a paralysis and mind-affecting fear effect. The save DC is Charisma-based and includes a +2 racial bonus.

Mummy Rot (Su) Curse and disease—slam; save Fort DC 18; onset 1 minute; frequency 1/day; effect 1d6 Con and 1d6 Cha; cure —. This otherwise functions like standard mummy rot. The DC is Charisma-based and includes a +2 racial bonus.

A mythic mummy is the preserved and animated remains or royalty—the honored dead a common mummy is compelled to protect. Wielding powers over sand and able to create new minions to replace the fallen, a mythic mummy is a formidable opponent. Its used to absolute obedience from living and undead subjects. If awakened from its eternal rest, a mythic mummy uses its magic to appear as it did in life, though if angered or surprised it may reveal its undead form.



OGRE

This immense, muscular giant wears heavy scale mail and wields a club adorned with a giant claw.

MYTHIC OGRE

CR 4/MR 1

XP 1,200
CE Large humanoid (giant, mythic)

Init -1; **Senses** darkvision 60 ft., low-light vision; **Perception** +6

DEFENSE

AC 19, touch 8, flat-footed 19 (+5 armor, -1 Dex, +6 natural, -1 size)

hp 50 (5d8+28)

Fort +7, **Ref** +0, **Will** +3

Defensive Abilities iron resilience; **DR** 5/epic

OFFENSE

Speed 30 ft. (40 ft. base)

Melee mwk greatclub +9 (2d8+7)

Ranged javelin +1 (1d8+5)

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

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

STATISTICS

Str 21, **Dex** 8, **Con** 17, **Int** 6, **Wis** 10, **Cha** 7

Base Atk +3; **CMB** +9; **CMD** 18

Feats Iron Will^M, Toughness, Weapon Focus (greatclub)

Skills Climb +7, **Perception** +6

Languages Giant

ECOLOGY

Environment temperate or cold hills

Organization solitary, pair, gang (3-4), or family (5-16)

Treasure standard (mwk scale mail, mwk greatclub, 4 javelins, other treasure)

SPECIAL ABILITIES

Iron Resilience (Ex) Once per round, a mythic ogre can ignore an attack that would reduce it to negative hit points or kill it. The ogre takes no damage from the attack. As an immediate action, a mythic ogre can expend one use of mythic power to use this ability to ignore all attacks from one creature for 1 round.

Rising Fury (Ex) Each time a mythic ogre takes damage, it gains a +2 morale bonus on damage rolls until the end of its next turn. This bonus increases by +2 each time the ogre takes damage, up to a maximum of +10. At the end of the ogre's turn, this damage bonus resets to +0.

A mythic ogre is an example of inbreeding going exactly right, the perfect combination of hardiness and fast maturity without any

significant deformities that would hamper its ability to hunt. Able to evade death like a monstrous cockroach and prone to violent outbursts like a berserk child, a mythic ogre has all the qualities common ogres admire, and easily takes over the family unit by browbeating others into submission. Some even manage to dominate hill giant tribes with sheer numbers, making the next generation taller and stronger.

Ogre Dragonslayer

Sometimes the hilly terrain of a mythic ogre's tribe overlaps with that of a red dragon. If the dragon breeds, the ogres respond to the threat of hatchlings by hunting down the dragon and its offspring and fashioning armor and weapons out of their enemies' bloody remnants. Some of these families eventually develop fire resistance, a trait they pass on to their offspring.



OWLBEAR

This beast has the general size and shape of a great bear, yet the head and feathers of an owl.

MYTHIC OWLBEAR CR 5/MR 2 

XP 1,600

N Large magical beast (mythic)

Init +7^M; **Senses** darkvision 60 ft., low-light vision, scent; Perception +12

DEFENSE

AC 17, touch 10, flat-footed 16 (+1 Dex, +7 natural, -1 size)

hp 67 (5d10+40)

Fort +10, **Ref** +5, **Will** +2

DR 5/epic; **SR** 16

OFFENSE

Speed 30 ft.

Melee bite +9 (1d8+5), 2 claws +9 (1d6+5 plus grab)

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

Special Attacks disorienting pounce, mythic power (2/day, surge +1d6), pounce, rend (2 claws, 1d6+7)

STATISTICS

Str 21, **Dex** 12, **Con** 18, **Int** 2, **Wis** 12, **Cha** 10

Base Atk +5; **CMB** +11 (+15 grapple); **CMD** 22 (26 vs. trip)

Feats Great Fortitude, Improved Initiative^M, Skill Focus (Perception)

Skills Perception +12

ECOLOGY

Environment temperate forests

Organization solitary, pair, or pack (3-8)

Treasure incidental

SPECIAL ABILITIES

Disorienting Pounce

(Ex) A creature that a mythic owlbear hits when using its pounce ability is automatically staggered for 1 round.

A mythic owlbear may have been created by a mythic mage, or adopted as the favored pet of a mythic druid. Though as short-tempered and bloodthirsty as other owlbears, a mythic owlbear has the sense to avoid or flee foes more powerful than itself.



OWLBEAR, THE FIRST

This owlbear seems lean and especially mean, and moves with a spookily silent grace.

THE FIRST OWLBEAR CR 10/MR 4 

XP 9,600

Advanced mythic owlbear

N Large magical beast (mythic)

Init +10^M; **Senses** darkvision 60 ft., low-light vision, scent; Perception +16

DEFENSE

AC 23, touch 11, flat-footed 21 (+2 Dex, +12 natural, -1 size)

hp 165 (10d10+110); fast healing 5

Fort +16, **Ref** +9, **Will** +7

DR 5/epic; **SR** 21

OFFENSE

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

Melee bite +17 (2d6+8), 2 claws +18 (1d8+8 plus grab)

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

Special Attacks disorienting pounce, mythic power (4/day, surge +1d8), pounce, rend (2 claws, 1d8+12)

STATISTICS

Str 27, **Dex** 14, **Con** 24, **Int** 2, **Wis** 14, **Cha** 10

Base Atk +10; **CMB** +19 (+23 grapple);

CMD 31 (35 vs. trip)

Feats Great Fortitude, Improved Initiative^M, Iron Will^M, Skill Focus (Perception), Weapon Focus (claws)

Skills Fly +5, Perception +16

SQ immortal (see page 13)

ECOLOGY

Environment temperate forests

Organization solitary, pair, or pack (3-8)

Treasure incidental

Though created long ago, the very first owlbear still lives. Fecund, nomadic and cantankerous, the First Owlbear's offspring are always owlbears, whether the mother is a bear, a giant owl, or an owlbear. He brings his "harem" of mates with him when he hunts, driving them off when he tires of their company or food becomes scarce.

PHOENIX

This flaming bird burns as brightly as the sun.

MYTHIC PHOENIX

CR 18/MR 7



XP 153,600

NG Gargantuan magical beast (fire, mythic)

Init +12; **Senses** darkvision 60 ft., *detect magic*, *detect poison*, low-light vision, *see invisibility*, *true seeing*; Perception +37

Aura shroud of flame (20 ft., 4d6 fire, DC 26)

DEFENSE

AC 37, touch 16, flat-footed 27 (+8 Dex, +2 dodge, +21 natural, -4 size)

hp 280 (20d10+170); regeneration 10 (cold or evil)

Fort +17, **Ref** +20, **Will** +14

Defensive Abilities self-resurrection; **DR** 15/epic and evil;

Immune fire; **SR** 29

Weaknesses vulnerable to cold

OFFENSE

Speed 30 ft., fly 90 ft. (good)

Melee bite +25 (3d6+9 plus burn), 2 talons +25 (2d8+9/19-20 plus burn plus grab)

Space 20 ft.; **Reach** 20 ft.

Special Attacks burn (2d6, DC 25), incinerate, mythic power (7/day, surge +1d10)

Spell-Like Abilities (CL 18th; concentration +24)

Constant—*detect magic*, *detect poison*, *see invisibility*, *true seeing*
At will—*continual flame*, *cure critical wounds*, *greater dispel magic*, *remove curse*, *wall of fire*

3/day—*fire storm* (DC 24), *greater restoration*, *heal*, *mass cure critical wounds*, *quicken wall of fire*

STATISTICS

Str 29, **Dex** 27, **Con** 20, **Int** 25, **Wis** 22, **Cha** 22

Base Atk +20; **CMB** +33 (+37 grapple); **CMD** 53

Feats Blinding Critical, Combat ReflexesSM, Critical Focus, DodgeSM, Flyby Attack, Improved Critical (talons), Improved Initiative, Iron WillSM, MobilitySM, Quicken Spell-Like Ability (*wall of fire*)

Skills Acrobatics +31, Diplomacy +26, Fly +29, Intimidate +26, Knowledge (nature) +27, Knowledge (any two others) +27, Perception +37, Sense Motive +26; **Racial Modifiers** +8 Perception

Languages Auran, Celestial, Common, Ignan

SQ death throes, mirror dodge (see page 18), parry spell (see page 30)

ECOLOGY

Environment warm desert and hills

Organization solitary

Treasure standard

SPECIAL ABILITIES

Death Throes (Su) When killed, a mythic phoenix explodes in a blinding flash that deals 75 points of damage (half of this is fire damage, the other half is holy damage) to anything within 50 feet (Reflex DC 25 for half). The save DC is Constitution-based.



Incinerate (Su) Any

creature killed by fire damage from a mythic phoenix is entirely destroyed, leaving behind only a trace of fine ash. The creature's magical equipment is unaffected.

Self-Resurrection (Su) Unless its body is completely destroyed by an effect such as *disintegrate*, a slain mythic phoenix remains dead for only 1d4 rounds, emerging fully healed from its remains as if brought back to life via *resurrection*. A phoenix can self-resurrect only once per year. If a phoenix dies a second time before that year passes, its death is permanent. A mythic phoenix that dies within the area of a *mythic desecrate* spell cannot self-resurrect until the spell ends, at which point the phoenix immediately resurrects. A phoenix brought back to life by other means never gains negative levels as a result.

Shroud of Flame (Su) A mythic phoenix can cause its feathers to burst into fire as a free action. As long as its feathers are burning, any creature within reach must succeed at a DC 25 Reflex save each round to avoid taking 4d6 points of fire damage at the start of its turn. A creature that attacks the phoenix with natural or non-reach melee weapons takes 1d6 points of fire damage (no save) with each successful hit. The save DC is Constitution-based.

A mythic phoenix is appointed by the gods to watch over the birth, death, and renewal of significant things—such as heroes, religions, or even entire worlds. It uses its powers to destroy evils that would interfere with the great cycle.

RAKSHASA

Fine jewelry and clothing accentuate this tiger-headed figure's striped fur and formidable fangs.

MYTHIC RAKSHASA

CR 12/MR 5



XP 19,200

LE Medium outsider (mythic, native, shapechanger)

Init +14^M; **Senses** darkvision 60 ft., scent; Perception +14

DEFENSE

AC 35, touch 21, flat-footed 29 (+5 Dex, +1 dodge, +5 insight, +14 natural)

hp 165 (10d10+110)

Fort +9, **Ref** +12, **Will** +8

Defensive Abilities telepathic dodge; **DR** 15/epic and good and piercing; **SR** 27

OFFENSE

Speed 40 ft.

Melee +1 *kukri* +16/+11 (1d4+6/15–20), bite +5 (1d6+3), claw +10 (1d4+5)

Special Attacks *detect thoughts*, *modify memory*, mythic power (5/day, surge +1d8), wild arcana (see page 14)

Spells Known (CL 7th; concentration +12)

4th (5)—*charm monster* (DC 19), *dimension door*

3rd (7)—*lightning bolt*^M (DC 18), *suggestion*^M (DC 18), *vampiric touch*

2nd (7)—*acid arrow*, *invisibility*^M, *minor image* (DC 17), *mirror image*

1st (8)—*charm person* (DC 16), *mage armor*, *magic missile*^M, *shield*, *silent image*^M (DC 16)

0 (at will)—*dancing lights*, *detect magic*, *ghost sound* (DC 15), *mage hand*, *mending*, *message*, *prestidigitation*

M Mythic spell

STATISTICS

Str 16, **Dex** 20, **Con** 22, **Int** 13, **Wis** 13, **Cha** 21

Base Atk +10; **CMB** +13; **CMD** 34

Feats Combat Expertise^M, Dodge, Improved Critical (*kukri*), Improved Initiative^M, Weapon Finesse^M

Skills Bluff +22, Diplomacy +18, Disguise +26, Perception +14, Perform (any one) +18, Sense Motive +14, Stealth +18; **Racial Modifiers** +4 Bluff, +8 Disguise

Languages Common, Infernal, Undercommon

SQ change shape (any humanoid; *alter self*), mythic spellcasting (see page 50)

ECOLOGY

Environment any

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

Treasure double (+1 *kukri*, other treasure)

SPECIAL ABILITIES

Detect Thoughts (Su) A rakshasa can *detect thoughts* as the spell (CL 18th). It can suppress or resume this ability as a free action. When a rakshasa uses this ability, it always functions as if it had spent 3 rounds concentrating and thus

gains the maximum amount of information possible. A creature can resist this effect with a successful DC 20 Will save. The save DC is Charisma-based.

Modify Memory (Sp) A mythic rakshasa can expend one use of mythic power as a swift action to modify the memory of a creature whose mind it is reading, as the *modify memory* spell (CL 18th). The creature can resist with a successful DC 20 Will save. The save DC is Charisma-based.

Telepathic Dodge (Su) A mythic rakshasa gains an insight bonus to its AC against creatures whose minds it can read. It doesn't need to use its *detect thoughts* ability to gain this bonus. The rakshasa doesn't gain this bonus against creatures that are mindless or whose minds can't be read (such as from a *mind blank* spell).

A mythic rakshasa is a natural mind reader and uses its abilities to tempt great heroes into failure and ruin—all toward to ultimate goal of seeding an entire civilization's destruction.



SKELETON

Its eyes glowing like bluish-white flames amid the shadows of its kingly helm, this skeleton wields two fearsome scimitars.

MYTHIC HUMAN SKELETON CR 1/MR 1



XP 400

NE Medium undead (mythic)

Init +7^M; **Senses** darkvision 60 ft.; Perception +0

DEFENSE

AC 15, touch 12, flat-footed 13 (+2 Dex, +3 natural)

hp 17 (2d8+8)

Fort +0, **Ref** +2, **Will** +3

Defensive Abilities channel resistance +2; **DR** 5/bludgeoning;

Immune cold, undead traits

OFFENSE

Speed 30 ft.

Melee 2 scimitars +3 (1d6+2/18-20)
or 2 claws +3 (1d4+2)

Special Attacks mythic power (1/day, surge +1d6), relentless, superior two-weapon fighting

STATISTICS

Str 15, **Dex** 14, **Con** —, **Int** —, **Wis** 10, **Cha** 10

Base Atk +1; **CMB** +3; **CMD** 15

Feats Improved Initiative^{B, M}

ECOLOGY

Environment any

Organization any

Treasure standard (2 scimitars, other treasure)

A mythic skeleton is an animated corpse created with mythic magic such as *mythic animate dead*. It has an unnatural cunning that belies its mindless nature and a natural instinct for killing.

Creating a Mythic Skeleton

“Mythic skeleton” is an acquired template that can be added to any creature with the skeleton template (referred to hereafter as the base skeleton).

Mythic Subtype: A mythic skeleton gains the mythic subtype, with a rank equal to half the CR of the base skeleton. Instead of gaining additional abilities according to its CR, it always gains channel resistance +2, relentless, and superior two-weapon fighting. The mythic skeleton 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 skeleton’s CR according to its mythic rank (this template doesn’t increase the base skeleton’s CR other than from the mythic rank).

Hit Dice: A mythic skeleton’s Hit Dice are determined as though it were a zombie (*Bestiary* 288) instead of a skeleton.

Relentless (Ex): Any melee attack made against a mythic skeleton provokes an attack of opportunity from the skeleton.

Superior Two Weapon Fighting (Ex): A mythic humanoid skeleton usually fights with a scimitar in each hand. It does not take a penalty on attack or damage rolls for attacking with two weapons.

Other Mythic Skeletons

Other types of skeletons have the following additional or altered abilities.

Mythic Bloody Skeleton: Destroying a mythic bloody skeleton in the area of a non-mythic *bless* spell doesn’t prevent it from returning to unlife.

Mythic Burning Skeleton: Add half the burning skeleton’s mythic rank to its fiery aura damage and melee attack fire damage. Add its mythic rank to the DC of its fiery death ability.

Mythic Skeletal Champion

To create a mythic skeletal champion, increase its channel resistance by +2, and add the mythic subtype, additional Hit Dice as if the skeletal champion were a zombie of its size, and mythic abilities according to the base skeletal champion’s Hit Dice.



SPHINX

This woman has the upper body of a human queen, the lower body of a lion, a snake-headed tail, and great eagle wings.

MYTHIC SPHINX

CR 10/MR 4



XP 9,600

N Large magical beast (mythic)

Init +5; **Senses** darkvision 60 ft., *detect magic*, low-light vision, *see invisibility*; Perception +21

DEFENSE

AC 25, touch 10, flat-footed 24 (+1 Dex, +15 natural, -1 size)

hp 142 (12d10+76)

Fort +11, **Ref** +9, **Will** +10

DR 10/epic; **Resist** electricity 30, fire 30; **SR** 21

OFFENSE

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

Melee 2 claws +18 (2d8+7/18-20)

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

Special Attacks mythic power (4/day, surge +1d8), pounce, rake (2 claws +18, 2d8+7/18-20), riddle, sphinx's curse

Spell-Like Abilities (CL 12th; concentration +17)

Constant—*comprehend languages*, *detect magic*, *read magic*, *see invisibility*, *tongues*

At will—*statue* (self only)

3/day—*clairaudience/clairvoyance*, *feblemind* (DC 20)

1/day—*greater dispel magic*, *legend lore*, *locate object*, *remove curse*

1/week—any one of the following: *symbol of fear* (DC 21), *symbol of pain* (DC 20), *symbol of persuasion* (DC 21), *symbol of sleep* (DC 20), *symbol of stunning* (DC 22); all symbols last for 1 week maximum

STATISTICS

Str 24, **Dex** 13, **Con** 16, **Int** 18,

Wis 19, **Cha** 21

Base Atk +12; **CMB** +20; **CMD** 31 (35 vs. trip)

Feats Alertness, Combat Casting, Hover, Improved Critical (claws)^M, Improved Initiative, Iron Will^M

Skills Bluff +15, Diplomacy +15, Fly +7, Intimidate +15, Knowledge (any two) +6, Perception +21, Sense Motive +19, Spellcraft +12

Languages Common, Draconic, Sphinx; *comprehend languages*, *read magic*, *tongues*

ECOLOGY

Environment warm deserts and hills

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

Treasure double

SPECIAL ABILITIES

Riddle (Su) A mythic sphinx can expend one

use of mythic power to ask a riddle of up to 12 creatures within 100 feet. Each creature is compelled (Will DC 21 negates) to give an answer within 1 minute (creatures in combat when the sphinx uses this ability gain a +4 bonus on the saving throw). The sphinx gets a +4 bonus on attack rolls, damage rolls, and saving throws against any creature that refuses to answer (via a successful saving throw), can't answer (including if it's in an area of *silence*), answers incorrectly, or flees the sphinx instead of answering. The bonuses from failing to solve the riddle last for 24 hours. The need to answer is a compulsion, mind-affecting, language-dependent enchantment effect. The save DC is Charisma-based.

Sphinx's Curse (Su) A mythic sphinx can expend one use of mythic power when it damages an opponent with a claw attack to curse its opponent with bleeding wounds (Will DC 21 negates). Whenever a cursed target takes piercing or slashing damage, it takes 1d6 points of bleed damage every round for the next 1d6 rounds. This bleed damage stacks with itself and with all other bleed effects. A creature that strikes the killing blow against a mythic sphinx must succeed at a saving throw or become cursed (this requires no uses of mythic power from the sphinx). The save DC is Charisma-based.

A mythic sphinx is often given a task by a deity, such as watching over a city, testing a great mortal hero, or guarding an artifact. She is gifted with magic to compel obedience and curse those who would defy her commands or interfere with her task.



TREANT

Standing upright and powerful, this mighty tree-person channels nature's fury into green energy in its gnarled hands.

MYTHIC TREANT CR 10/MR 4 

XP 9,600

NG Huge plant (mythic)

Init -1; **Senses** low-light vision; Perception +17

DEFENSE

AC 25, touch 7, flat-footed 25 (-1 Dex, +18 natural, -2 size)

hp 146 (12d8+92)

Fort +13, **Ref** +3, **Will** +10

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

Weaknesses vulnerable to fire

OFFENSE

Speed 30 ft.

Melee 2 slams +19 (3d6+10/18-20)

Ranged rock +7 (2d6+15)

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

Special Attacks mythic power (4/day, surge +1d8), rock throwing (180 ft.), trample (3d6+15, DC 26), druidic magic

Spell-Like Abilities (CL 10th; concentration +14; save DCs are Wisdom-based)

7/day—*animal messenger*, *calm animals* (DC 15), *create water*, *entangle* (DC 15), *magic fang*, *neutralize poison*, *quench* (DC 17), *sleep* (DC 15), *wind wall*, *wood shape*

3/day—*cure*

serious wounds, *darkness*, *rusting grasp*, *shout*

(DC 18), *summon nature's ally IV*

1/day—*call lightning storm* (DC 19)

STATISTICS

Str 31, **Dex** 8, **Con** 21, **Int** 12, **Wis** 18, **Cha** 13

Base Atk +9; **CMB** +21 (+23 sunder); **CMD** 32 (34 vs. sunder)

Feats Alertness, Improved Critical^M (slam), Improved Sunder, Iron Will, Power Attack, Weapon Focus^M (slam)

Skills Diplomacy +9, Intimidate +9, Knowledge (nature) +9, Perception +17, Sense Motive +10, Stealth -9 (+7 in forests); **Racial Modifiers** +16 Stealth in forests

Languages Common, Sylvan, Treant; treespeech

SQ animate trees, double damage against objects, drink deep, woodland stride

ECOLOGY

Environment any forest

Organization solitary or grove (2-7)

Treasure standard

SPECIAL ABILITIES

Animate Trees (Sp) A mythic treant can animate and control up to two trees within 180 feet at will. It takes 1 full round for a tree to uproot itself, after which it moves at a speed of 10 feet and fights as a non-mythic treant (*Bestiary* 266). It has only one slam attack, lacks the treant's animation and rock-throwing abilities, and has the treant's vulnerability to fire. If the treant terminates the animation, moves out of range, or is incapacitated, the tree immediately takes root wherever it is and returns to its normal state. If the treant expends one use of mythic power when it animates a tree, the tree remains animated and under the treant's control up to a range of 1 mile, and it doesn't count toward the treant's limit of controlling up to two trees at a time.

Double Damage Against Objects

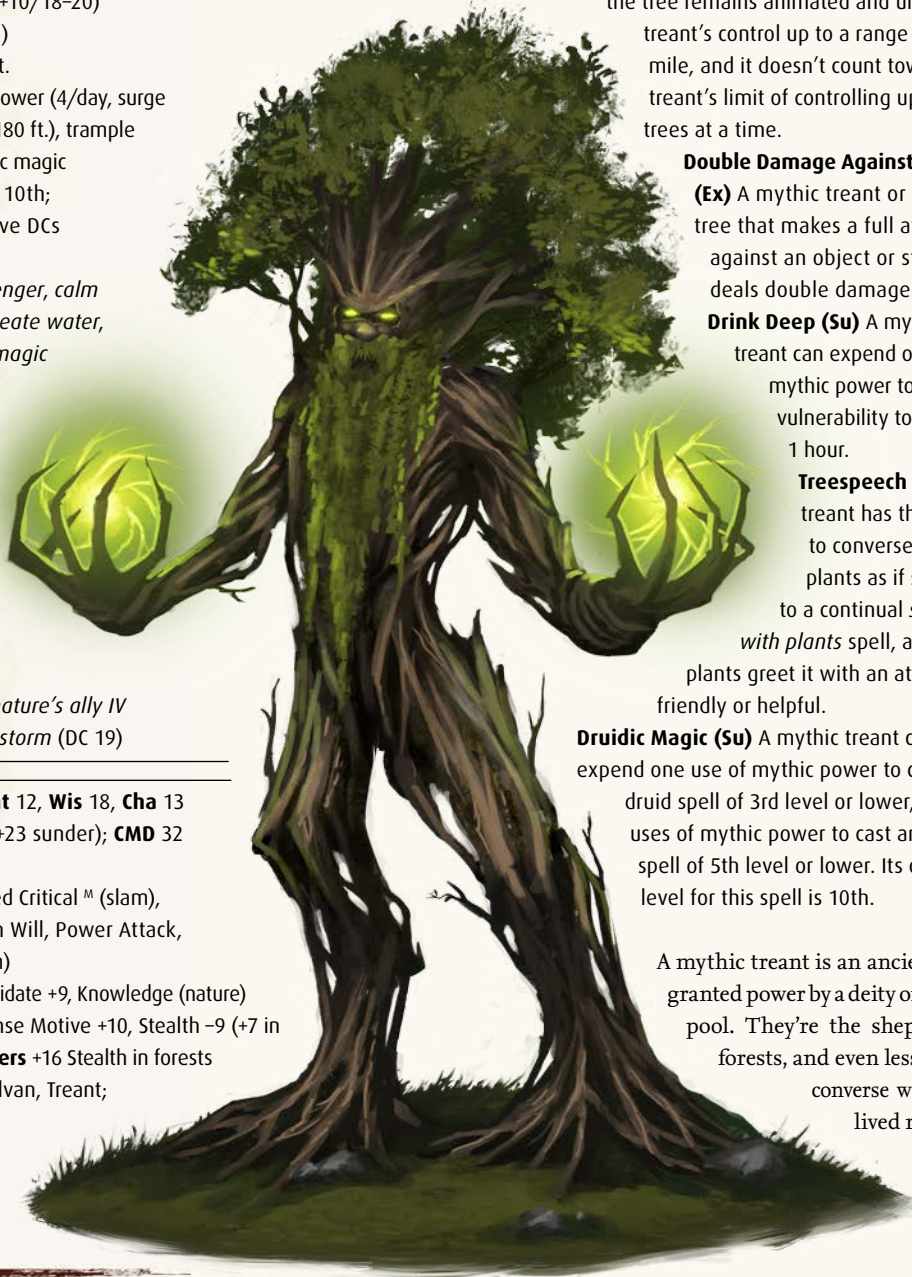
(Ex) A mythic treant or animated tree that makes a full attack against an object or structure deals double damage.

Drink Deep (Su) A mythic treant can expend one use of mythic power to lose its vulnerability to fire for 1 hour.

Treespeech (Ex) A treant has the ability to converse with plants as if subject to a continual *speak with plants* spell, and most plants greet it with an attitude of friendly or helpful.

Druidic Magic (Su) A mythic treant can expend one use of mythic power to cast any druid spell of 3rd level or lower, or two uses of mythic power to cast any druid spell of 5th level or lower. Its caster level for this spell is 10th.

A mythic treant is an ancient entity granted power by a deity or magical pool. They're the shepherds of forests, and even less likely to converse with short-lived races.



TROLL

This giant humanoid has massive tusks, warty green hide sprouting bone spikes, and forearms thicker than its meaty legs.

MYTHIC TROLL

CR 6/MR 2



XP 2,400

CE Large humanoid (giant, mythic)

Init +2; **Senses** darkvision 60 ft., low-light vision, scent; Perception +8

DEFENSE

AC 18, touch 11, flat-footed 16 (+2 Dex, +7 natural, -1 size)
hp 79 (6d8+52); regeneration 5 (acid or fire, see primal vigor)
Fort +11, **Ref** +4, **Will** +3
Defensive Abilities primal vigor; **DR** 5/epic

OFFENSE

Speed 30 ft.
Melee bite +9 (1d8+6), 2 claws +9 (1d6+6)
Space 10 ft.; **Reach** 10 ft.
Special Attacks feral savagery (rend), mythic power (2/day, surge +1d6), rend (2 claws, 1d6+9 plus bleed 5 plus feral savagery)

STATISTICS

Str 23, **Dex** 14, **Con** 23, **Int** 6, **Wis** 9, **Cha** 6
Base Atk +4; **CMB** +11; **CMD** 23
Feats Intimidating Prowess, Iron Will^M, Skill Focus (Perception)
Skills Intimidate +10, Perception +8
Languages Giant

ECOLOGY

Environment cold mountains
Organization solitary or gang (2-4)
Treasure standard

SPECIAL ABILITIES

Primal Vigor (Su) If a mythic troll takes damage during a round, its regeneration increases by 5 at the start of its next turn, to a maximum of 25. If the troll is at full hit points at the start of its turn, its regeneration decreases by 5, to a minimum of 5. Damaging the troll with acid or fire only partially suppresses its regeneration. On its turn following this damage, the troll regenerates only half the normal number of hit points (for example, a troll with regeneration 15 would heal 7 hit points) and can die normally on that round.

A mythic troll's skin is nearly as hard as stone, with bony growths, ornamental head spikes, and oversized teeth adding to its already grotesque visage.

Ice Troll (CR 5/MR 2)

A mythic ice troll (*Bestiary* 2 271) gains bleed 5 (when it uses rend), feral savagery (rend), and primal vigor as its mythic abilities.

Jotund Troll (CR 18/MR 7)

A mythic jotund troll (*Pathfinder RPG Bestiary* 3 272) gains bleed 5 (with bite), block attacks, feral savagery (full attack), fortification, ferocity, immunity to acid and cold, and primal vigor.

Moss Troll (CR 4/MR 1)

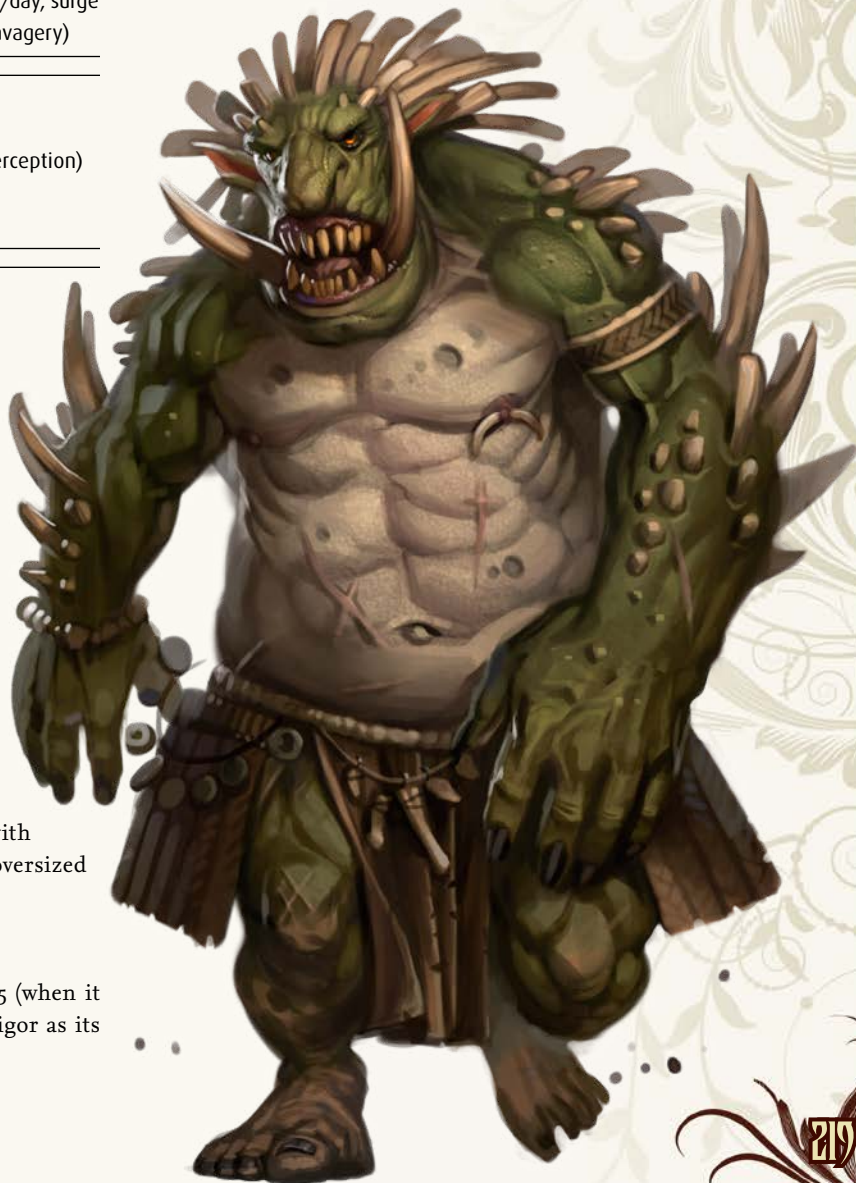
A mythic moss troll (*Bestiary* 3 273) gains ferocity and primal vigor as its mythic abilities.

Rock Troll (CR 7/MR 3)

A mythic rock troll (*Bestiary* 2 272) gains bleed 5 (with rend) and primal vigor. It can expend one use of mythic power as a free action to ignore sunlight petrification for 1 minute.

Scrag (CR 6/MR 2)

A mythic scrag's primal vigor activates even if it is out of water and would not otherwise be able to use its regeneration ability.



DAMPIRE

This aristocratic figure could easily pass for human if not for the grave-pale skin, red eyes, and long fangs.

MYTHIC VAMPIRE

CR 10/MR 4

XP 9,600

Human vampire fighter 7

NE Medium undead (augmented humanoid, human, mythic)

Init +12^M; **Senses** darkvision 60 ft.; Perception +17

DEFENSE

AC 29, touch 16, flat-footed 24 (+3 armor, +1 deflection, +4 Dex, +1 dodge, +10 natural)

hp 117 (7d10+74); fast healing 5

Fort +11, **Ref** +10, **Will** +4 (+2 vs. fear)

Defensive Abilities bravery +2; channel resistance +8; **DR** 10/epic and magic and silver; **Immune** undead traits; **Resist** cold 10, electricity 10

Weaknesses vampire weaknesses

OFFENSE

Speed 30 ft.

Melee +1 *longsword* +19/+14 (1d8+12/19–20 plus energy drain), slam +15 (1d4+4 plus energy drain)

Ranged mwk light crossbow +12 (1d8/19–20)

Special Attacks blood drain, children of the night (ghouls or shadows), create spawn, dominate (DC 17), energy drain (2 levels, DC 17), mythic power (4/day, surge +1d8), negative energy focus, scabrous claws, weapon training (heavy blades +1)

STATISTICS

Str 26, **Dex** 18, **Con** —, **Int** 14, **Wis** 10, **Cha** 19

Base Atk +7; **CMB** +15; **CMD** 31

Feats Alertness^B, Combat Reflexes^B, Deceitful, Disruptive^M, Dodge^B, Greater Weapon Focus (longsword), Improved Initiative^{B, M}, Lightning Reflexes^B, Mobility, Power Attack, Quick Draw, Toughness^B, Vital Strike, Weapon Focus (longsword), Weapon Specialization (longsword)

Skills Bluff +21, Climb +14, Disguise +6, Intimidate +14, Perception +17, Ride +8, Sense Motive +17, Stealth +15; **Racial Modifiers** +8 Bluff, +8 Perception, +8 Sense Motive, +8 Stealth

Languages Common, Draconic, Undercommon

SQ armor training 2, change shape (dire bat or wolf, *beast shape II*), gaseous form, overcome weakness (garlic, sunlight), shadowless, *spider climb*

ECOLOGY

Environment any

Organization solitary or family (vampire plus 2–8 spawn)

Treasure NPC gear (*potion of inflict serious wounds*, +1 bolts (10), +1 leather armor, +1 longsword, mwk light crossbow, *cloak of resistance* +2, *ring of protection* +1, other treasure)

A mythic vampire has ties to the earliest of its kind, being either one of the first vampires or the offspring of such ancient creatures.

CREATING A MYTHIC VAMPIRE

“Mythic vampire” is an acquired template that can be added to any creature with the vampire template (referred to hereafter as the base vampire). A mythic vampire uses the base vampire’s stats and abilities except as noted here.

Mythic Subtype: A mythic vampire gains the mythic subtype, with a rank equal to half the CR of the base vampire. A mythic vampire gains additional abilities depending on the base vampire’s CR instead of the mythic abilities it would get for having a rank. The mythic vampire 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 vampire’s CR according to its mythic rank (this template doesn’t increase the base vampire’s CR other than from the mythic rank). Note that a mythic vampire’s abilities on Table 6–2 depend on the base vampire’s CR, not the final CR of the mythic vampire.

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

Negative Energy Focus (Su): A mythic vampire’s energy drain ability triggers once per successful melee attack with melee weapons or natural attacks, up to a maximum of once per round for every 2 mythic ranks the vampire has.

Overcome Weakness: If a mythic vampire begins its turn in an area of direct sunlight, it is nauseated (rather than staggered), takes 10 points of damage, and loses its fast healing ability for that round. The vampire is still destroyed on the second round. At higher ranks, it can overcome or ignore other vampire weaknesses or aversions, as follows: garlic (4th rank), mirrors and holy symbols (6th rank), invitation (8th rank), running water (10th rank).

Scabrous Claws (Su): As an immediate action, a mythic vampire can expend one use of mythic power to grow claws on its hands, allowing it to make claw attacks or slam attacks. The claw attacks deal the same damage as its slams (including energy drain) plus 1d6 points of bleed damage. The claws last for 1 hour or until dismissed by the vampire as a free action.

Channel Resistance (Su): At 3rd rank, a mythic vampire’s channel resistance increases to +8. At 6th rank, it increases to +12. At 9th rank, it increases to +16.

Children of the Eclipse (Su): At 4th rank, a mythic vampire can use its children of the night ability to call forth bat swarms, rat swarms, or wolves once per hour instead of once per day. Once per day, the mythic vampire can use children of the night to call forth 2d6 ghouls or 1d6+1 shadows. At 7th rank, once per day the mythic vampire can use children of the night to call forth 1d6 wraiths or mohrgs.

Mist Shapes (Su): At 5th rank, a mythic vampire can summon and sculpt mist into realistic shapes as the *major*

TABLE 6-2: MYTHIC VAMPIRE ABILITIES

Base Vampire's CR	Mythic Rank	Mythic Abilities
4-5	2nd	Negative energy focus, overcome weakness (sunlight), scabrous claws
6-7	3rd	Channel resistance +8
8-9	4th	Children of the eclipse (ghouls or shadows), overcome weakness (garlic)
10-11	5th	Mist shapes
12-13	6th	Channel resistance +12, mastermind, overcome weakness (mirrors and holy symbols), telekinesis
14-15	7th	Children of the eclipse (wraiths or mohrgs), flight
16-17	8th	Create mythic spawn, overcome weakness (invitation)
18-19	9th	Blood omen, channel resistance +16
20+	10th	Eclipse, overcome weakness (running water)

image spell. A shape created in this way lasts for as long as the mythic vampire can see and concentrate upon it. In areas of particularly dense mist, this ability functions as *mirage arcana* instead of *major image*.

Mastermind (Su): At 6th rank, as a standard action a mythic vampire can see, hear, and speak through the body of a creature it has dominated. The mythic vampire can use this ability indefinitely on one creature at a time, as long as it and the creature under its control remain on the same plane. A mythic vampire using this ability can't move, but is still aware of its surroundings and can end this ability as a free action.

Telekinesis (Sp): At 6th rank, a mythic vampire can expend one use of mythic power to use the spell *telekinesis* with a caster level equal to the mythic vampire's CR.

Flight (Su): At 7th rank, a mythic vampire can expend one use of mythic power as an immediate action to gain a fly speed equal to double its base speed (perfect maneuverability) for 1 hour. When it activates this ability, the vampire chooses whether to manifest bat-like wings or to float unnaturally. If it manifests wings, it gains a bonus on Intimidate checks equal to its rank. If it chooses to float, it gains a bonus on Stealth checks equal to its rank.

Create Mythic Spawn: At 8th rank, a mythic vampire can expend one use of mythic power when using create spawn to cause the victim to rise as undead in 1 hour instead of 1d4 days. The mythic vampire can expend two uses of mythic power when using create spawn to create a mythic vampire instead of a vampire spawn or non-mythic vampire.

Blood Omen (Su): At 9th rank, a mythic vampire can expend two uses of mythic power as a standard action to drain blood from all creatures within 30 feet. Each creature must succeed at a Fortitude saving throw (DC 10 + 1/2 the vampire's HD + the vampire's Cha modifier) or be affected by the vampire's blood drain ability. The mythic vampire gains the normal benefits of all blood drained in this manner.

Eclipse (Su): At 10th rank, a mythic vampire can expend one use of its mythic power to blot out the power of the sun in a 1-mile radius. This entire area is affected by the spell *deeper darkness* for 1 hour. The mythic vampire's can see through this darkness.



WORG

A terrifying darkness surrounds this giant wolf.

MYTHIC WORG

CR 3/MR 1



XP 800

NE Medium magical beast (mythic)

Init +2; **Senses** darkvision 60 ft., low-light vision, scent; Perception +11

Aura darkness (30 ft., 1 step)

DEFENSE

AC 15, touch 12, flat-footed 13 (+2 Dex, +3 natural)

hp 36 (4d10+14)

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

OFFENSE

Speed 50 ft.

Melee bite +7 (1d8+4 plus trip)

Special Attacks fear cone (30 ft., DC 12), mythic power (1/day, surge +1d6)

STATISTICS

Str 17, **Dex** 15, **Con** 13, **Int** 6, **Wis** 14, **Cha** 10

Base Atk +4; **CMB** +7; **CMD** 19 (23 vs. trip)

Feats Run, Skill Focus (Perception)^M

Skills Perception +11, Stealth +9, Survival +5; **Racial Modifiers** +2 Perception, +2 Stealth, +2 Survival

Languages Common, Goblin

ECOLOGY

Environment temperate forests and plains

Organization solitary, pair, or pack (3-11)

Treasure incidental

SPECIAL ABILITIES

Darkness Aura (Su) As a free action, a mythic worg can activate its darkness aura, which reduces the light level within 30 feet of it by one step. This never reduces the light level to supernatural darkness. Multiple worgs within range can reduce the light level multiple steps. Because a mythic worg has darkvision and low-light vision, this ability never interferes with its own vision. It can end this ability as a free action.

A mythic worg is a creature of fear and foul darkness, usually born under an ominous new moon or by the intervention of a deity of shadows and terror. Many serve vampires, protecting their masters from hunters and hazardous daylight.

WORG, WINTER WOLF

This giant wolf's fur is so white it's almost blinding to behold.

MYTHIC WINTER WOLF

CR 6/MR 2



XP 2,400

NE Large magical beast (cold, mythic)

Init +5; **Senses** darkvision 60 ft., low-light vision, scent; Perception +11

DEFENSE

AC 19, touch 10, flat-footed 18 (+1 Dex, +9 natural, -1 size)

hp 77 (6d10+44)

Fort +9, **Ref** +6, **Will** +3

DR 5/epic; **Immune** cold

Weaknesses vulnerable to fire

OFFENSE

Speed 50 ft.

Melee bite +11 (1d8+9 plus 1d6 bleed and 1d6 cold and trip)

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

Special Attacks bleed (1d6), breath weapon (15-ft. cone, 6d6 cold and *slow* for 2 rounds, Reflex DC 17 half, usable every 1d4 rounds), lingering breath (2d6 cold, 2 rounds), mythic power (2/day, surge +1d6)

STATISTICS

Str 22, **Dex** 13, **Con** 18, **Int** 9, **Wis** 13, **Cha** 10

Base Atk +6; **CMB** +13; **CMD** 24 (28 vs. trip)

Feats Improved Initiative, Run, Skill Focus (Perception)^M

Skills Perception +11, Stealth +4 (+10 in snow), Survival +5; **Racial Modifiers** +2 Perception, +2 Stealth (+8 in snow), +2 Survival

Languages Common, Giant

ECOLOGY

Environment cold forests and plains

Organization solitary, pair, or pack (6-11)

Treasure standard

A mythic winter wolf is usually a leader among its kind. Many form alliances with frost giants or ice witches for mutual benefit.



WYVERN

This serpentine dragon has huge wings, two taloned legs, and a tail stinger, and its blue scales are mottled with other colors.

MYTHIC WYVERN

CR 8/MR 3

XP 4,800

N Large dragon (mythic)

Init +8^M; **Senses** darkvision 60 ft., low-light vision, scent; Perception +18

DEFENSE

AC 22, touch 10, flat-footed 21 (+1 Dex, +12 natural, -1 size)

hp 103 (7d12+58)

Fort +9, **Ref** +6, **Will** +8

DR 5/epic; **Immune** dragon traits, paralysis, sleep; **Resist** acid 10, cold 10, electricity 10, fire 10

OFFENSE

Speed 20 ft., fly 100 ft. (average)

Melee bite +11 (2d6+5 plus grab), sting +11 (1d8+5 plus poison), 2 wings +6 (1d8+2)

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

Special Attacks power lift, mythic power (3/day, surge +1d6), rake (2 talons +10, 1d6+5), swallow whole (1d6+5 bludgeoning, AC 14, 10 hp)

STATISTICS

Str 21, **Dex** 12, **Con** 18, **Int** 7, **Wis** 12, **Cha** 9

Base Atk +7; **CMB** +13 (+17 grapple); **CMD** 24

Feats Flyby Attack, Improved Initiative^M, Iron Will^M, Skill Focus (Perception)

Skills Fly +9, Perception +18, Sense Motive +11, Stealth +7;

Racial Modifiers +4 Perception

Languages Draconic

ECOLOGY

Environment temperate or warm hills

Organization solitary, pair, or flight (3–6)

Treasure standard

SPECIAL ABILITIES

Poison (Ex) Sting—injury; *save* DC 17; *frequency* 1/round for 6 rounds; *effect* 1d4 Constitution damage; *cure* 2 consecutive saves. The save DC is Constitution-based.

Power Lift (Ex) A mythic wyvern can expend one use of mythic power to withdraw as a move action (instead of a full-round action), moving up to its speed instead of double. It can even move straight up. If it's grappling a creature, the wyvern can bring the grappled creature with it. Usually a wyvern uses this ability to carry off its prey and drop it from above onto a hard surface. Since this is a move action, the wyvern can damage its target, withdraw, and drop its target all in the same round.

A mythic wyvern has one or more true dragons in its recent ancestry, making it strong and resilient. Despite its greater power and ego, it is more inclined to accept a rider than other wyverns, perhaps because it recognizes the value of an alliance.

Variant Mythic Wyverns

Some mythic wyverns are closely related to one specific type of chromatic dragon. These lose their energy resistances and the power lift ability, but gain the energy immunity and breath weapon of the appropriate chromatic dragon (80 foot line or 40 foot cone, DC 17, 8d6 energy damage, 1d4 rounds).



MYTHIC MONSTER ADVANCEMENT

This section addresses how to turn a non-mythic monster into a mythic monster and how to create an entirely new mythic creature. Just as characters' abilities depend on their mythic tier, monsters' abilities depend on their mythic rank (MR), with a higher rank meaning a creature has additional mythic abilities.

MYTHIC SIMPLE TEMPLATES

The following simple templates can be used to turn any monster into a mythic creature. A creature given one of these templates counts as a mythic creature for the purposes of spells, abilities, and magic items even though it doesn't have the mythic subtype (see page 226). Note that because it doesn't have the mythic subtype, it doesn't gain the many benefits of having the mythic subtype—the creature only gains the benefits described in the simple template.

Agile (MR 1, CR +1)

Creatures with the agile template are quick and deadly, moving faster than their normal counterparts and striking with incredible speed and agility. An agile creature's quick and rebuild rules are the same.

Rebuild Rules: **Init** +20 bonus; **AC** +2 dodge bonus; **hp** mythic bonus hit points (see the sidebar on page 225); **Defensive Abilities** evasion (as the rogue class feature); **Speed** +30 feet for all movement types (up to double the creature's base movement speed); **Special Attacks** dual initiative (see page 227).

Arcane (MR 1 or 2, CR +1)

Creatures with the arcane template are infused with arcane power, capable of casting a limited number of arcane spells. If the creature has 11 or more Hit Dice, this simple template grants a mythic rank of 2 instead of 1. An arcane creature's quick and rebuild rules are the same.

Rebuild Rules: **AC** +2 deflection bonus; **hp** mythic bonus hit points (see sidebar); **SR** gains SR equal to its new CR + 11; **Special Attacks** mythic magic (see page 227), simple arcane spellcasting (see page 228).

Divine (MR 1 or 2, CR +1)

Creatures with the divine template can call upon the power of the gods, allowing them to cast a limited number of divine spells. If the creature has 11 or more Hit Dice, this simple template grants a mythic rank of 2 instead of 1. A divine creature's quick and rebuild rules are the same.

Rebuild Rules: **Aura** aura of grace (creature and all allies within 10 feet receive a +2 sacred bonus on saving throws—or a profane bonus if the templated creature is evil); **AC** +2 deflection bonus; **hp** mythic bonus hit points

(see sidebar); **Special Attacks** mythic magic (see page 227), simple divine spellcasting (see page 228).

Invincible (MR 1 or 2, CR +1)

Creatures with the invincible template are incredibly difficult to harm. They can withstand immense punishment and continue to fight. If the creature has 11 or more Hit Dice, this simple template grants a mythic rank of 2 instead of 1. An invincible creature's quick and rebuild rules are the same.

Rebuild Rules: **AC** increase natural armor bonus by 2 (or 4 if the creature has 11 or more Hit Dice); **hp** mythic bonus hit points (see the sidebar on page 225); **Defensive Abilities** gains DR and resistance to all types of energy as per Table 6-3, as well as block attacks (see page 226) and second save (see page 228).

TABLE 6-3: INVINCIBLE TEMPLATE DEFENSES

Hit Dice	Energy Resistance	DR
1-4	5	—
5-10	10	5/epic
11+	15	10/epic

Savage (MR 1 or 2, CR +1)

Creatures with the savage template are untamed, primordial versions of their non-mythic cousins. Their claws are sharper, their fangs larger, and their hides thicker. If the creature has 11 or more Hit Dice, this simple template grants a mythic rank of 2 instead of 1. A savage creature's quick and rebuild rules are the same.

Rebuild Rules: **AC** increase natural armor bonus by 2; **hp** mythic bonus hit points (see the sidebar on page 225); **Defensive Abilities** gains DR and resistance to all types of energy as per Table 6-4; **Special Attacks** all attacks gain bleed 1 (this stacks with itself), feral savagery (full attack) (see page 227).

TABLE 6-4: SAVAGE TEMPLATE DEFENSES

Hit Dice	Energy Resistance	DR
1-4	5	—
5-10	10	5/epic
11+	15	10/epic

BUILDING A MYTHIC CREATURE

In addition to using a mythic simple template, there are two ways to create a new mythic monster. The first is to take an existing monster, give it the mythic subtype, and add abilities as described in that subtype. The second method is to create an entirely new monster with the mythic subtype and incorporate additional abilities into the final monster. Both methods are described beginning on page 225.

Modify an Existing Monster

Making a mythic monster out of an ordinary monster is fairly straightforward—just follow these steps.

Step 1—Determine its mythic rank (MR). Divide your monster's CR by 2 to get its approximate mythic rank. If the result is not a whole number, it just means you have some flexibility in choosing the MR. For example, if your monster is a CR 7 chimera, half of 7 is 3.5, which means you can try it at MR 3 or MR 4. It's easier to start with a lower MR—you can always increase the MR later if you need the monster to be a little more powerful.

Step 2—Add the mythic subtype. The mythic subtype is described on page 226. The modifications to the creature's ability scores, hit points, and other game statistics depend on your monster's MR.

Step 3—Add additional mythic abilities. As described in the mythic subtype, the monster gains a number of mythic abilities equal to its MR + 1.

Step 4—Evaluate the monster at its final CR. Your monster's final CR is its initial CR + 1/2 its MR (round down; minimum 1). Use Table 6–8: Monster Statistics by CR (see page 229) to evaluate whether the monster's abilities are appropriately challenging for its final CR. If a creature's mythic abilities complement its non-mythic abilities particularly well, that mythic creature may be too powerful for its final CR. If a creature's mythic abilities don't interact with its non-mythic abilities, that creature may be too weak for its final CR. If either of these situations occur, make adjustments to the creature so it better fits the intended CR.

If the creature is too weak and you rounded the creature's MR down in Step 1, you can round up instead (adjusting the modifiers from the mythic subtype). If the creature is too strong and you rounded the creature's MR up in Step 1, you can round down instead (adjusting the modifiers from the mythic subtype).

Once the creature's abilities and statistics fit its CR, you're done.

Create a New Monster

Creating a new mythic monster is especially challenging because you're basically creating a monster with two CRs—an initial CR, which determines its appropriate mythic rank and thus how many mythic abilities it gets, and its final CR, which determines appropriate values for its AC, hit points, damage per round, and so on. Though it's possible to create the monster all at once with a particular CR and MR in mind, it's generally easier to build it in several steps (some of which are very similar to the steps for modifying an existing monster).

Step 1—Estimate its final CR. Knowing the intended CR of your new monster is critical. This target helps determine the starting power level for your monster in the later steps,

MYTHIC BONUS HIT POINTS

A creature with one of the mythic templates listed on page 224 gains additional hit points according to its Hit Die type. A creature with d6 Hit Dice gains 6 hit points per mythic rank, a creature with d8 Hit Dice gains 8 hit points per rank, and a creature with d10 or d12 Hit Dice gains 10 hit points per rank.

and means you won't have to reconfigure your monster if it's too weak or too powerful. For example, you might want a CR 7 mythic monster to challenge a 5th-level mythic party.

Step 2—Determine its mythic rank (MR). Divide your final CR by 2.5 to get the approximate mythic rank of your monster. If the result is not a whole number, it just means you have some flexibility in choosing the MR. For example, if your final CR is 7, dividing that by 2.5 is 2.8, so your monster could be 2nd rank or 3rd rank. It's generally easier to start with a lower MR—you can always increase the MR later if you need the monster to be a little more powerful.

Step 3—Determine its initial CR. Subtract half the MR from the final CR to get the initial CR. If the final CR is 7 and the MR is 2, half of 2 is 1, so the initial CR is $7 - 1 = 6$.

Step 4—Build a new monster for that initial CR. This is identical to the process for creating a non-mythic monster. Follow the guidelines in the *Pathfinder RPG Bestiary*, creating a creature balanced for its CR, or starting with a base creature known to be appropriate for its CR and altering that monster to suit your purposes.

The next three steps make the creature mythic.

Step 5—Add the mythic subtype. The mythic subtype is described on page 226. The modifications to the creature's ability scores, hit points, and so on depend on its MR.

Step 6—Add additional mythic abilities. As described in the mythic subtype, the monster gains a number of mythic abilities equal to its MR + 1.

Step 7—Evaluate the monster at its final CR. Your monster's final CR is its initial CR + 1/2 its MR (which should be close to your estimate from Step 1). If half the MR isn't an even number, round down to get the monster's final CR. Use Table 6–8: Monster Statistics by CR (see page 229) to evaluate whether the monster's abilities are appropriately challenging for its final CR. If a creature's mythic abilities complement its non-mythic abilities particularly well, that mythic creature may be too powerful for its final CR. If a creature's mythic abilities don't interact with its non-mythic abilities, that creature may be too weak for its final CR. If either of these situations occur, make adjustments to the monster so it better fits the intended CR.

If the monster is too weak and the MR from Step 2 isn't a whole number, increase the monster's MR by 1 (adjusting

TABLE 6-5: MYTHIC SUBTYPE ABILITIES

Mythic Rank	Ability Bonus	Mythic Feat	Surge Die Type
1st	—	1st	1d6
2nd	1st	—	1d6
3rd	—	2nd	1d6
4th	2nd	—	1d8
5th	—	3rd	1d8
6th	3rd	—	1d8
7th	—	4th	1d10
8th	4th	—	1d10
9th	—	5th	1d10
10th	5th	—	1d12

the modifiers from the mythic subtype). If the monster is too strong and you have to round down to get its final CR, compare the monster to the statistics for the next highest CR. Once the monster's abilities and statistics fit its CR, you're done.

MYTHIC SUBTYPE

A creature with this subtype is infused with mythic power and is capable of terrible and awe-inspiring feats. Creatures with the mythic subtype gain the following abilities.

Mythic Rank: A creature with the mythic subtype gains 1 to 10 mythic ranks, representing its overall mythic power. Its rank is generally equal to 1/2 its original CR.

Natural Armor Bonus: Add the creature's mythic rank to its natural armor bonus. A creature without natural armor has an effective natural armor bonus of +0.

Bonus Hit Points: A creature with d6 Hit Dice gains 6 hit points per mythic rank, a creature with d8 Hit Dice gains 8 hit points per rank, and a creature with d10 or d12 Hit Dice gains 10 hit points per rank. Note that this is the same number of bonus hit points the creature would gain if it had a mythic simple template (as described in the sidebar on page 225).

Damage Reduction: A creature with 5 to 10 Hit Dice gains DR 5/epic. A creature with 11 or more Hit Dice gains DR 10/epic.

If the creature already has damage reduction, it adds epic to the qualities needed to bypass that reduction. If the damage reduction granted from this subtype has a larger numerical value than the creature's original damage reduction, increase the creature's original damage reduction to the amount of the epic DR. For example, a monster with DR 5/bludgeoning that gains DR 10/epic from the mythic subtype gains DR 10/bludgeoning and epic.

Spell Resistance: If the creature has spell resistance, add its mythic rank to its spell resistance.

Mythic Power: The creature gains the mythic power and surge universal monster abilities (see pages 227 and 228).

The monster's surge die depends on its rank, as summarized in Table 6-5: Mythic Subtype Abilities.

Ability Bonus: At 2nd rank and every 2 ranks thereafter, the monster gains a permanent +2 bonus to an ability score. If it has multiple bonuses, it can apply them to the same ability score or to different ability scores.

Mythic Feats: At 1st rank and every 2 ranks thereafter, the monster gains a mythic feat. It must meet all of the prerequisites for this feat.

Additional Mythic Abilities: The monster gains a number of mythic abilities equal to its MR + 1. Such abilities can be drawn from the mythic path abilities in Chapter 1 or the mythic abilities listed with the monsters in this chapter, or it can be a new ability you create by taking inspiration from those abilities. These abilities should be thematically appropriate for the creature.

Some new monster abilities are especially powerful; at the GM's discretion, they can count as two abilities toward this total. For example, the mythic fire giant's fire vortex ability could count as two mythic abilities (see page 199).

In place of a mythic ability, the monster may gain a universal monster ability, such as rend or pounce, either from an existing Bestiary or from this book.

CR: When you're finished adding abilities to the monster, add 1/2 the monster's mythic rank to its CR to determine its new CR. Evaluate the monster at its new CR using Table 6-8: Monster Statistics by CR to make sure it falls within the expected values for its new CR.

XP: Change the creature's XP award to match its new CR (*Core Rulebook* 398).

NEW UNIVERSAL MONSTER RULES

Like the universal monster rules in the *Bestiary*, the following rules are referenced (but not repeated) in mythic monster stat blocks. Each rule includes a format guide for how it appears in a monster's listing and its location in the stat block.

Block Attacks (Ex): Once per round, when the creature is hit by a melee or ranged attack, it can attempt a melee attack using its highest attack bonus. If this result exceeds the result from the attack against it, the creature is unaffected by the attack (as if the attack had missed).

Format: block attacks; *Location:* Defensive Abilities.

Dragon Blood (Su): The mythic dragon's blood and other fluids are infused with acid, cold, electricity, or fire, matching the dragon's breath weapon energy type. Every time the dragon is damaged by a piercing or slashing weapon, the attacking creature takes energy damage according to Table 6-6: Dragon Blood Damage (or double damage if the attack is a critical hit). Using a reach weapon does not endanger the attacker in this way. If the dragon has the swallow whole ability, it adds this damage to its swallow whole damage.

TABLE 6-6: DRAGON BLOOD DAMAGE

Dragon Size	Points of Energy Damage
Medium or smaller	1d4
Large	1d6
Huge	1d8
Gargantuan	2d6
Colossal	2d8

Format: dragon blood (2d6 fire); *Location:* Defensive Abilities.

Dragon Cantrips (Su): If the mythic dragon is able to cast arcane spells, it automatically knows all cantrips for its equivalent spellcasting class and can cast them at will.

Format: dragon cantrips; *Location:* SQ.

Dragon Fury (Su): If a mythic dragon confirms a critical hit with a natural weapon, it adds its dragon blood damage to the damage dealt by the natural attack.

Format: dragon fury (1d6 fire); *Location:* Special Attacks.

Dual Initiative (Ex): The monster gets two turns each round, one on its initiative count and another on its initiative count – 20. For example, if the monster's initiative is 23, for its first turn it could make a full attack (and take a 5 foot step) at initiative 23, and for its second turn at initiative 3 it could take a move action and cast a spell. This allows the monster to perform two actions per round that normally take an entire round, such as using a *summon monster* spell. For the purposes of spells and effects that have a duration of a round or longer or trigger at the beginning of the creature's round or the start of its turn such as saving throws against ongoing effects or taking bleed damage), only the monster's first turn each round counts toward such durations.

Format: +21/+1; *Location:* Initiative.

Feral Savagery (Su): Under the circumstances listed in the monster's stat block—such as when it makes a full attack or a rend attack—it can immediately attempt an additional attack against an opponent. This attack is made using the creature's full base attack bonus, plus any modifiers appropriate to the situation. This additional attack doesn't stack with similar means of gaining additional attacks, such as the *haste* spell or a *speed* weapon. This ability doesn't grant an extra action, so you can't use it to cast a second spell or otherwise take an extra action in the round.

Format: feral savagery (full attack); *Location:* special attacks.

Fortification (Ex): The monster has an 50% chance to treat any critical hit or sneak attack as a normal hit, as if wearing *moderate fortification* armor.

Format: fortification (50%); *Location:* Defensive Abilities.

Greensight (Su): The monster can see through thick plant matter as though it were transparent, usually with a range of 60 feet. Leaves, vines, greenery, and undergrowth offer no concealment to the monster's sight, though solid wood still blocks its line of sight.

Format: greensight 60 ft.; *Location:* Senses.

Lingering Breath (Su): The creature can expend one use of mythic power as a free action when it uses its breath weapon to make the area radiate energy damage (of the same type as the breath weapon) for 1 round per mythic rank. Any creature in, entering, or passing through the breath weapon's area during this duration takes damage according to the creature's size. This ability has no effect on breath weapons that do not deal energy damage.

Format: lingering breath (2d6 fire, 5 rounds); *Location:* Special Attacks.

TABLE 6-7: LINGERING BREATH DAMAGE

Creature Size	Points of Energy Damage
Medium or smaller	2d4
Large	2d6
Huge	2d8
Gargantuan	4d6
Colossal	4d8

Mistsight (Ex): The monster can see through fog, mist, and murky water as if they were perfectly clear, ignoring the miss chance for these obstructions, up to its normal range of vision.

Format: mistsight; *Location:* Senses.

Mythic Magic (Su): Up to three times per day, when the creature casts a spell, it can cast the mythic version instead (as with all mythic spells, the creature must expend mythic power to cast a mythic spell in this way).

Format: mythic magic 3/day; *Location:* Special Attacks.

Mythic Power (Su): The mythic monster can draw upon a wellspring of power to accomplish amazing deeds and cheat fate. Each day, it can expend a number of uses of mythic power equal to its mythic rank. This amount is its maximum amount of mythic power. If an ability allows it to regain mythic power, it can never gain more than this amount. The monster automatically has the surge ability (see page 228), and can use this mythic power to activate it. It may have other abilities that rely on mythic power.

Format: mythic power (3/day, surge +1d6); *Location:* Special Attacks.

Poisonous Blood (Ex): Any creature that confirms a critical hit against the monster with a piercing or slashing melee weapon is sprayed with poison. (Melee weapons with reach don't endanger their users in this way.) The type of poison depends on the monster. Unless otherwise stated, this poison uses the poison's normal DC, though some monsters might have a poison DC that's Constitution-based.

Format: poisonous blood (dragon bile); *Location:* Defensive Abilities.

Powerful Blows (Ex): The specified attack adds 1-1/2 times the creature's Strength bonus on damage rolls instead of its normal Strength bonus or half its Strength bonus.

Format: powerful blows (slam); *Location:* SQ.

Sand Glide (Ex): This ability functions like the earth elemental's earth glide ability, but works only on sand, dirt, and other fine-grained solid matter. The creature's speed using sand glide as the same as its base speed.

Format: sand glide; *Location:* Speed.

Second Save (Ex): Whenever the creature fails a saving throw against an effect with a duration greater than 1 round, it can keep trying to shake off the effect. At the start of its turn, if it's still affected, it can attempt the save one more time as a free action. If this save succeeds, the effect affects the creature as if it had succeeded at its initial saving throw. If the effect already allows another saving throw on a later turn to break the effect (such as for *hold monster*), this ability is in addition to the extra saving throw from the effect.

Format: second save; *Location:* after saving throws.

Simple Arcane Spellcasting: The creature gains the ability to cast spells from the sorcerer/wizard spell list. Select a number of spells with total spell levels equal to twice the creature's CR. No spell for this ability should have a level higher than $1 + \frac{1}{2}$ the creature's CR. A 0-level spell counts as $\frac{1}{2}$ spell level toward this total. The creature can cast each of these spells once per day. Its caster level is equal to its Hit Dice. It uses the higher of its Intelligence or Charisma modifiers to determine its spell DCs.

Format: simple arcane spellcasting; *Location:* Special Attacks.

Simple Divine Spellcasting: The creature gains the ability to cast spells from the cleric or druid spell list. Select a number of spells with total spell levels equal to twice the creature's CR. No spell for this ability should have a level higher than $1 + \frac{1}{2}$ the creature's CR. A 0-level spell counts as $\frac{1}{2}$ spell level toward this total. The creature can cast each of these spells once per day. Its caster level is equal to its Hit Dice. It uses its Wisdom or Charisma (whichever is higher) to determine its spell DCs.

Format: simple divine spellcasting; *Location:* Special Attacks.

Smother (Ex): If the creature's grappled opponent is holding its breath, the monster can force that opponent to expel or consume some of its breath, or can otherwise reduce the time remaining until the target has to attempt checks to avoid suffocation (*Core Rulebook* 445).

If the monster succeeds at a grapple check against the opponent, the remaining duration for which the opponent can hold its breath decreases by 1d6 rounds. If this reduces the remaining time that the creature can hold its breath to 0 rounds or fewer, the DCs of its suffocation checks increase by 5. For example, if the monster is grappling a creature that has 10 rounds remaining before it has to attempt suffocation checks, a successful grapple check reduces that duration by 1d6 rounds.

If the monster has another ability (such as constrict) that harms the opponent when it succeeds at a grapple

check, it can automatically use the smother ability when it succeeds at the grapple check to use the other ability.

Format: smother; *Location:* Special Attacks.

Steal (Ex): The creature can attempt a steal combat maneuver (*Pathfinder RPG Advanced Player's Guide* 322) against its opponent as a free action without provoking attacks of opportunity if it hits with the specified attack.

Format: steal; *Location:* individual attacks.

Surge (Su): The monster can call upon its mythic power to overcome difficult challenges. It can expend one use of mythic power to increase any d20 roll it just made by rolling 1d6 and adding it to the result. Using this ability is an immediate action taken after the original roll is made and the results are revealed. The bonus die gained by using this ability increases to 1d8 at 4th rank, 1d10 at 7th rank, and 1d12 at 10th rank. The monster can use this ability even if it's mindless or of animal-level intelligence.

Surge doesn't have a separate entry in the monster stat block—the surge die is listed in the mythic power ability.

X-Ray Vision (Su): The monster can see through solid matter as if wearing a *ring of x-ray vision*. This is as exhausting as if the monster were actually using the ring.

Format: x-ray vision; *Location:* Senses.

EVALUATING MONSTER STATISTICS

Table 6–8: Monster Statistics by CR is an expansion of the table of the same name on page 291 of the *Bestiary*, listing approximate statistics for monsters up to CR 30 (the information for CR 1–20 is identical to that presented in the *Bestiary*). These values are rough guidelines. You'll notice that many of the existing monsters in this book don't follow these guidelines exactly. Most monsters excel in one of these areas (usually in the amount of damage dealt), but lag in one or two other areas to balance them out. For example, a monster might have higher damage than what's listed in the table, but have a lower AC and hit points. The entries on the table are as follows.

CR: This is the approximate CR of the monster. This number might change as the design progresses.

Hit Points: This is the approximate hit point total for the monster. A creature with a particularly high AC, especially large saving throw bonuses, or a number of resistances might have a lower number. Outsiders and constructs typically have lower hit point totals.

Armor Class: This is the average AC for a creature of this CR. When it comes time to design the creature's protections, keep this number in mind. Creatures whose hit point totals are above average typically have lower AC to compensate.

High Attack: This is the average total attack bonus for a creature of this CR that is primarily a melee or ranged combatant. Creatures with a higher than normal average damage typically have a lower attack value to compensate.

TABLE 6-8: MONSTER STATISTICS BY CR

CR	Hit	Armor	High	Low	Average Damage		Primary	Secondary	Good	Poor
	Points	Class	Attack	Attack	High	Low	Ability DC	Ability DC	Save	Save
1/2	10	11	1	0	4	3	11	8	3	0
1	15	12	2	1	7	5	12	9	4	1
2	20	14	4	3	10	7	13	9	5	1
3	30	15	6	4	13	9	14	10	6	2
4	40	17	8	6	16	12	15	10	7	3
5	55	18	10	7	20	15	15	11	8	4
6	70	19	12	8	25	18	16	11	9	5
7	85	20	13	10	30	22	17	12	10	6
8	100	21	15	11	35	26	18	12	11	7
9	115	23	17	12	40	30	18	13	12	8
10	130	24	18	13	45	33	19	13	13	9
11	145	25	19	14	50	37	20	14	14	10
12	160	27	21	15	55	41	21	15	15	11
13	180	28	22	16	60	45	21	15	16	12
14	200	29	23	17	65	48	22	16	17	12
15	220	30	24	18	70	52	23	16	18	13
16	240	31	26	19	80	60	24	17	19	14
17	270	32	27	20	90	67	24	18	20	15
18	300	33	28	21	100	75	25	18	20	16
19	330	34	29	22	110	82	26	19	21	16
20	370	36	30	23	120	90	27	20	22	17
21	400	37	31	24	130	98	27	20	23	18
22	440	39	32	25	140	105	28	21	23	18
23	480	40	33	26	150	113	29	22	24	19
24	520	42	35	27	165	124	30	23	25	20
25	560	43	36	28	180	135	30	24	26	21
26	600	44	37	29	195	145	31	25	27	22
27	640	45	38	30	210	155	32	26	28	23
28	680	46	39	31	225	165	33	27	29	24
29	720	47	40	32	240	175	34	28	30	25
30	760	48	41	33	255	185	35	29	31	26

Low Attack: This is the average total attack bonus for a creature of this CR that doesn't rely upon melee or ranged attacks to deal damage. This includes most creatures that mainly use spells and spell-like abilities in combat.

Average Damage: This is the average amount of damage dealt by a creature of this CR if all of its attacks are successful. To determine a creature's average damage, add the average value for all of the damage dice rolled (as determined by Table 1-5: Average Die Results on page 293 of the *Bestiary*) to the damage modifier for each attack.

A creature that relies on melee or ranged weapons in combat should have average damage within the range of high and low damage.

A creature with higher than normal attack bonuses often deals less damage, and a creature with lower than normal attack bonuses often deals more damage.

Primary Ability DC: This is the average difficulty class (DC) for any spells, spell-like abilities, and special abilities (such as breath weapons) possessed by a creature of this CR that relies on such attacks in combat. If an ability is particularly powerful, it might have a lower DC to compensate for that.

Secondary Ability DC: This is the average DC for spells and special abilities for a creature that does not rely on such attacks in combat. Generally, an ability's DC should not be lower than this number.

Good Save: This is the average saving throw bonus for a creature of this CR, if the saving throw is one of the creature's good saving throws.

Poor Save: This is the average saving throw bonus for a creature of this CR, if the saving throw is one of the creature's poor saving throws.