



# MYTHIC MONSTERS HEAVENLY HOST



**Pathfinder**  
ROLEPLAYING GAME COMPATIBLE

MYTHIC PLUG-INS





MYTHIC MONSTERS  
HEAVENLY HOST



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## CREDITS.....

**AUTHORS:** Jason Nelson, Jonathan H. Keith, and Sean K Reynolds

**ARTISTS:** Bob Greyvenstein, Michael Jaecks, Christopher Kimball, Rian Trost, and William Hendershot

**DESIGN AND LAYOUT:** Richard Kunz

**LEGENDARY GAMES TEAM MEMBERS:** Clinton J. Boomer, Benjamin Bruck, Matthew Goodall, Jim Groves, Tim Hitchcock, Jonathan H. Keith, Nicolas Logue, Jason Nelson, Richard Pett, Tom Phillips, Alistair Rigg, Mark Seifter, Tork Shaw, Mike Shel, Mike Welham, Neil Spicer, Todd Stewart, Russ Taylor, Greg A. Vaughan, Linda Zayas-Palmer, and Clark Peterson

**EDITING AND DEVELOPMENT:** Alistair J. Rigg and Jason Nelson

**PUBLISHER:** Jason Nelson

**EXECUTIVE PARTNER:** Neil Spicer

**BUSINESS DIRECTOR:** Rachel Ventura

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**Legendary Games**  
3734 SW 99th St.  
Seattle, WA 98126-4026  
[makeyourgamelegendary.com](http://makeyourgamelegendary.com)



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**NOTE:** THE FOLLOWING NOTATIONS ARE USED IN THE STAT BLOCKS CONTAINED IN THIS PRODUCT:

<sup>MF</sup> = MYTHIC FEAT

<sup>MA</sup> = MYTHIC ABILITY

<sup>MMA</sup> = MAJOR MYTHIC ABILITY (COUNTING AS TWO ABILITIES)

UNDERLINED TEXT INDICATES A RULES ELEMENT THAT IS DESCRIBED IN PATHFINDER ROLEPLAYING GAME MYTHIC ADVENTURES.





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

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

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

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



## SPECIAL ELECTRONIC FEATURES

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

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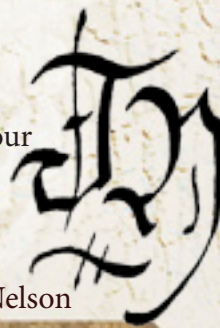
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# WHAT YOU WILL FIND INSIDE MYTHIC MONSTERS: HEAVENLY HOST

*Mythic Monsters: Heavenly Host* brings you a dozen and one celestial servants that bring down their beatific best from the realms empyreal and eternal, bringing justice like a flaming sword and righteousness like a mighty flowing river. These champions of all that is good and pure are a match and more for all the legions of the nether reaches of the planes, smiting demons, daemons, devils, and all their ilk with alacrity and elan, or living among mortals as watchful wardens ever ready to spring to the aid of the innocent. From CR 3 to 28, you'll find agathions and angels that wander the material world granting succor and companionship like the **cassisian angel** and the **silvanshee** and **vulpinal agathions**. You'll find celestial sentinels that guard the natural world and those that dwell therein like the **avoral** and **cetaceal** and the **monadic** and **movanic devas**, and wise counselors who look deeply into the hearts of mortals to lead them towards greater wisdom themselves, like the **astral deva** and the **draconal**, or bringing messages directly from the powers of good, like the **planetars**. Finally, you have the crusading swords of judgment, who destroy the wicked wherever they are found, like the proud **leonals** and the mighty **solars**. As if a dozen existing monsters were not enough, the **rhampholeal agathion** are clever spies for the followers of the light, infiltrating and uncovering corrupt cabals and bringing them down from within. For mortals wishing to follow the path of purity, we also introduce a system of **sacred feats**, which a hero cannot simply gain but must be earned by dedication and devotion to holy vows in service of the better angels of her nature.

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



- Jason Nelson



## THE GIFTS OF HEAVEN

Good-aligned outsiders frequently take an interest in the affairs of mortals, interceding when summoned or called as interplanar allies, but also taking it upon themselves to appear in visitations to the faithful and bringing messages from their divine patrons in the celestial realms. Mythic outsiders take this interest a step further by bestowing lasting gifts upon the truly faithful who are willing not merely to consult with them and ask their aid but that are willing to do a service for the powers of heaven in turn. When that task is completed, the mythic celestial can pronounce a resounding benediction upon the supplicant offering their service, which grants that individual the ability to take the following feat.

### SANCTIFIED SERVANT

Your acts of service to the powers of the upper planes have brought you their blessings.

**Prerequisite:** Cha 13, good alignment, able to speak Celestial, and you must have performed a service for a mythic outsider (minimum mythic rank 2) with the good subtype.

**Benefit:** You gain a +1 bonus on Charisma checks and Charisma-based skill checks made with good-aligned creatures, who can sense the aura of beneficence that surrounds you. You take a -1 penalty on such checks with evil-aligned creatures, save that on Intimidate checks you gain a +2 bonus instead of taking a penalty.

**Special:** This feat serves as the prerequisite for other sacred feats. An outsider with the good subtype is treated as if it had this feat for the purpose of meeting feat prerequisites.

**Mythic:** The bonuses granted by this feat are increased by 1, but the penalty on Charisma checks and Charisma-based skill checks (other than Intimidate) with evil creatures increases to -4. You may expend one use of your mythic power to suppress this penalty for 1 hour.

Once a character or creature has taken the Sanctified Servant feat, she becomes eligible to select additional feats from a new category, sacred feats. Ordinarily these feats must be taken using normal feat slots. In addition, a character with the Sanctified Servant feat can spend one month taking and honoring a vow similar to a monk vow (see *Pathfinder Roleplaying Game Ultimate Magic*), gaining one sacred feat as a bonus feat at the end of that month of prayerful discipline. If he breaks the vow he immediately loses the feat and additionally takes a -1 penalty on all d20 rolls for one week. A character taking such a vow does not gain additional points in his ki pool. A character can maintain multiple vows at the same time, gaining an additional bonus sacred feat for each vow, up to a maximum number of vows equal to her Charisma modifier (minimum 1). A sampling of additional sacred feats is presented here, but other similar feats may also exist that are tailored to specific races of good-aligned outsiders.

### HEALING HANDS (SACRED)

Your hands are blessed with the gift of healing others.

**Prerequisite:** Sacred Servant, channel energy or lay on hands ability, Heal 5 ranks.

**Benefit:** You are treated as if you were 2 levels higher for determining the effect and number of uses per day of any supernatural ability you create that heals hit point damage or any spell or spell-like ability of the conjuration (healing) subschool. However, these increased uses and increased effects apply only when you are using these healing spells or abilities on others, not yourself, and only if you touch the recipient when you activate the ability. If you trigger an area effect such as channel energy or a multi-target effect like *mass cure light wounds*, you may touch up to two targets to grant them this increased healing.

**Mythic:** You are treated as if you were 4 levels higher for determining the effect and number of uses per day of any supernatural ability you create that heals hit point damage or any spell or spell-like ability of the conjuration (healing) subschool. If you trigger an area effect or a multi-target effect, you may touch a number of targets equal to 3 plus one-third your mythic tier to grant them the increased healing provided by this feat.

### HEAVENLY HALO (SACRED)

The light of heaven is in your eyes and surrounds your head.

**Prerequisite:** Sacred Servant.

**Benefit:** You are crowned in light equal to a *light* spell (caster level equals your level). You can suppress or reactivate this glow as a standard action. Good-aligned creatures recognize this radiance as signifying your purity and devotion to the cause of good, and you gain a +2 sacred bonus on Diplomacy and Sense Motive checks when interacting with good-aligned creatures.

**Mythic:** You gain a +4 sacred bonus on Diplomacy and Sense Motive checks when interacting with good-aligned creatures, and once per day you can increase the illumination provided by your halo to the equivalent of *daylight*. You can create *daylight* more than once per day by expending one use of your mythic power for each use after the first.

### PURIFIED MAGIC (SACRED)

You can cleanse unrighteousness from magic items you wield, infusing them with holy power.

**Prerequisite:** Sanctified Servant, good alignment, ability to lay on hands or channel positive energy.

**Benefit:** When you activate a magic item that creates a spell effect, you can expend one use of your lay on hands or channel energy ability to modify that spell effect as if you had cast it using the Purified Spell feat. The magic item expends its normal charges or daily uses (or is consumed, in the case of a potion, scroll, or similar item) to create that effect.

**Mythic:** You can use this feat to modify a spell effect created by an adjacent ally's magic item as the Purify Spell feat. If you expend one use of your mythic power as an immediate action, you can use this feat to modify the effect of a magic item used by an ally within 10 feet times your mythic tier.



### PURIFIED SPELL (METAMAGIC, SACRED)

Your spells are infused with the power of pure good.

**Prerequisite:** Sanctified Servant, good alignment, ability to cast at least three different spells with the good descriptor.

**Benefit:** A purified spell gains the good descriptor and is infused with holy power. If it deals hit point damage, one-half of that damage is dealt as untyped sacred energy (akin to a *flame strike* spell) while the remaining damage is normal damage of its type. In addition, evil creatures take a -1 penalty on saving throws against a purified spell; this save penalty is increased to -2 for creatures with the evil subtype. A purified spell uses up a spell slot one level higher than the spell's actual level.

**Mythic:** If the purified spell you cast deals hit point damage, that damage is increased by 25% against evil creatures. If it does not deal hit point damage, you increase the save penalty for evil creatures by 1.

### PURIFY SPELL-LIKE ABILITY (SACRED)

Your spell-like abilities are infused with the power of pure good.

**Prerequisite:** Sanctified Servant, good alignment, ability to use a spell-like ability with the good descriptor.

**Benefit:** Choose one of the creature's spell-like abilities whose spell level does not exceed one-half the creature's caster level. The creature can use the chosen spell-like ability as a purified spell-like ability three times per day (or less; if the ability is normally usable only once or twice per day). A purified spell-like ability gains the good descriptor and is infused with holy power. If it deals hit point damage, one-half of that damage is dealt as untyped sacred energy (akin to a *flame strike* spell) while the remaining damage is normal damage of its type. In addition, evil creatures take a -1 penalty on saving throws against a purified spell-like ability; this save penalty is increased to -2 for creatures with the evil subtype.

**Mythic:** If the spell-like ability you have chosen to purify can be used more than three times per day, you can use this feat an additional number of times per day equal to one-half your mythic rank or tier (minimum 1). When you have expended your daily uses of this feat, you may choose to spend two uses of your mythic power as a free action to gain an additional use of the feat.

In addition, by expending two daily uses of this feat, you may purify a different spell-like ability you possess. This spell-like ability must be one whose spell level does not exceed one-half your caster level (round down). If you cannot use a purified spell-like ability at least twice per day, you cannot use this ability.

### SACRED SPELL RESISTANCE (SACRED)

Your resistance to magic is nigh-impervious against the powers of evil.

**Prerequisite:** Sacred Servant, spell resistance.

**Benefit:** Your spell resistance is increased by 4 against spells and spell-like abilities with the evil descriptor, as well as spells and spell-like abilities used by outsiders with the evil subtype.

**Special:** You can select this feat even if you do not possess natural spell resistance but instead gain that resistance from a spell, magic item, or other external effect; however, the feat does nothing when you are not using that spell, item, or effect; it applies only while you have spell resistance (from any source).

**Mythic:** Your spell resistance is increased by 1, plus one-third your mythic tier, against spells and spell-like abilities with the evil descriptor, as well as spells and spell-like abilities used by outsiders with the evil subtype.

### SANCTIFIED SNEAK (SACRED)

Your boldness in service to the powers of good help your aim strike true when attacking unprepared evil enemies.

**Prerequisite:** Sanctified Servant, sneak attack class feature

**Benefit:** When you successfully sneak attack an evil creature, you roll d8s instead of d6s to determine your sneak attack damage. In addition, any weapon you wield, including a natural weapon or unarmed strike, is considered good-aligned for the purpose of overcoming damage reduction on any attack that deals sneak attack damage.

**Mythic:** When you successfully sneak attack an evil creature, you may reroll a number of sneak attack dice equal to your mythic tier. You must accept the reroll result even if it is worse than the original die result.

### SANCTIFIED STRIKE (COMBAT, SACRED)

The power of heaven is infused into every blow you strike against the wicked with your chosen weapon.

**Prerequisite:** Sacred Servant, Weapon Focus.

**Benefit:** Whenever you strike an evil creature with any weapon in which you have weapon focus, you gain a +1 damage bonus. In addition, each time you select this feat you may select one weapon in which you have weapon focus. That weapon is treated as a good weapon for the purpose of overcoming damage reduction and also deals 1d4 points of damage to evil undead and outsiders with the evil subtype; this replaces the normal +1 damage bonus.

**Special:** You can select this feat more than once. Each time its effects apply to a different weapon with which you have Weapon Focus. This feat can be used in conjunction with manufactured weapons, natural weapons, and unarmed strikes.

**Mythic:** Your damage bonus from this feat is increased by 1, or by 2 against evil undead and outsiders with the evil subtype. If you expend one use of your mythic power, this bonus increases is doubled (tripled if you are 5th or higher mythic tier) for 1 minute.



## Agathion, Avoral

Great feathers sweep back from this fierce bird-man's brow, and long, clawed hands grow from the end of his wings.

### MYTHIC AVORAL

CR 11/MR 4

XP 12,800

Pathfinder Roleplaying Game Bestiary 2

NG Medium outsider (agathion, extraplanar, good, mythic)

**Init** +6; **Senses** darkvision 60 ft., detect magic, low-light vision, **mistsight**<sup>MA</sup>, *see invisibility*, *true seeing*; **Perception** +23

**Aura** fear aura (20 ft., DC 17)

### DEFENSE

**AC** 29, touch 17, flat-footed 22 (+6 Dex, +1 dodge, +12 natural)

**hp** 156 (9d10+107)

**Fort** +13, **Ref** +12, **Will** +6; +4 vs. poison

**Defensive Abilities** graceful withdrawal<sup>MA</sup>; **DR** 10/epic and evil or silver; **Immune** electricity, petrification; **Resist** cold 10, sonic 10; **SR** 24

### OFFENSE

**Speed** 40 ft., fly 90 ft. (good)

**Melee** 2 claws +16 (2d6+5), 2 wings +10 (2d6+5)

**Special Attacks** grasping talons<sup>MA</sup>, *magic missile salvo*<sup>MA</sup>, **mythic power** (4/day, surge +1d8), twin talons<sup>MA</sup>

**Spell-Like Abilities** (CL 9th; concentration +12)

**Constant**—*detect magic*, *see invisibility*, *speaking with animals*

**At will**—*aid*, *blur* (self only), *command* (DC 14), *detect magic*, *dimension door*, *dispel magic*, *gust of wind* (DC 15), *hold person* (DC 16), *light*, *magic circle against evil* (self only)

**3/day**—*lightning bolt* (DC 16), empowered *magic missile*

### STATISTICS

**Str** 17, **Dex** 20, **Con** 27, **Int** 15, **Wis** 16, **Cha** 16

**Base Atk** +9; **CMB** +12; **CMD** 29

**Feats** Dodge<sup>MF</sup>, Empower Spell-Like Ability (*magic missile*), Flyby Attack, Weapon Finesse<sup>MF</sup>, Weapon Focus (claw)

**Skills** Bluff +10, Diplomacy +7, Fly +22, Handle Animal +9, Intimidate +15, Knowledge (any one) +14, Perception +23,

Ride +7, Sense Motive +15, Spellcraft +11, Stealth +18; **Racial**

**Modifiers** Perception +8

**Languages** Celestial, Draconic, Infernal; *speaking with animals*, truespeech

**SQ** lay on hands (4d6, 7/day, as a 9th-level paladin), *true seeing*

### ECOLOGY

**Environment** any air (Nirvana)

**Organization** solitary, pair, or squad (3–6)

**Treasure** standard

### SPECIAL ABILITIES

**Graceful Withdrawal (Ex)** A mythic avoral may expend one use of mythic power to make a withdraw action as a move action. When it uses the withdraw action, it gains the benefit of evasion until the beginning of its next turn.

**Grasping Talons (Ex)** When a flying mythic avoral hits a Medium or smaller creature with both claw attacks in the same round, it may make a combat maneuver check to grapple

the creature with a +4 bonus. If the target is successfully grappled, making a grapple check to move the creature is a free action the avoral can take as part of its movement each round it remains in flight; it need not use a separate standard action to move the grappled creature. When a mythic avoral maintains its grapple on a creature it is carrying in this fashion, it rolls twice (once for each claw); if either check succeeds, it maintains the grapple, and it deals claw damage with each successful check. A mythic avoral does not gain the grappled condition when carrying a creature in this manner, but it cannot use its claws to attack, other than to damage the grappled creature while maintaining the grapple.

**Magic Missile Salvo (Su)** When a mythic avoral casts empowered *magic missile*, its missiles strike with the effect of the *Toppling Spell*<sup>UM</sup> metamagic feat. In addition, it can expend one use of mythic power to duplicate the mythic version of *magic missile* or two uses to duplicate the augmented mythic version of *magic missile*, as described in *Pathfinder Roleplaying Game Mythic Adventures*.

**True Seeing (Su)** This ability works like the *true seeing* spell (caster level 14th), except it only affects the avoral, the avoral must concentrate for 1 full round before it takes effect, and it remains as long as the avoral concentrates.

**Twin Talons (Ex):** A mythic avoral can attack with both claws as part of the same attack action, charge action, or standard action. If it hits the same target with both claws, it can attempt a drag combat maneuver against its target as a free action that does not provoke attacks of opportunity. If the maneuver succeeds, the avoral can move with its target after making its attack as far as the drag maneuver allows, even if its movement for the round would otherwise have been completed. The target is not grappled and is released at the end of the drag maneuver, which may result in a fall if dragged into the air or off of a wall, tree, or other high place. If both the avoral and the creature it dragged are willing, the dragged creature can hold on long enough to mount the avoral on its next turn as a move action and begin riding it. If the dragged creature is helpless, the avoral does not need to drop it and can carry it away.



# Agathion, Cetaceal

This mermaid-like creature has the torso and head of a long haired woman and the lower half of a sleek killer whale.

## MYTHIC CETACEAL

CR 18/MR 7

XP 153,600

Pathfinder Roleplaying Game Bestiary 2

NG Medium outsider (agathion, aquatic, extraplanar, good, mythic)

**Init** +8/-12,  **dual initiative**<sup>MA</sup>; **Senses** blindsense 60 ft., darkvision 60 ft., low-light vision, **mistsight**<sup>MA</sup>; Perception +28

**Aura** protective aura<sup>MA</sup> (20 ft.)

## DEFENSE

**AC** 37, touch 15, flat-footed 32 (+4 Dex, +1 dodge, +22 natural) (+4 deflection vs. evil)

**hp** 282 (17d10+189); regeneration 5 (evil weapons and spells)

**Fort** +17, **Ref** +16, **Will** +9; +4 vs. poison, +4 resistance vs. evil; **second save**<sup>MA</sup>

**DR** 10/epic and evil and silver; **Immune** cold, electricity, petrification; **Resist** sonic 10; **SR** 33

## OFFENSE

**Speed** 10 ft., swim 80 ft.

**Melee** +1 *shocking burst shortspear* +32/+27/+22/+17 (1d6+17 plus 1d6 electricity), tail slap +24 (1d6+6 plus push and stun<sup>MA</sup>)

**Special Attacks** encroaching ice<sup>MA</sup>, **mythic power** (7/day, surge +1d10), push (tail slap, 10 ft.), shockwave, sparking spear<sup>MA</sup>

**Spell-Like Abilities** (CL 15th; concentration +18)

**Constant**— *speak with animals*

**At will**— *detect thoughts* (DC 15),  *light*,  *lightning bolt* (DC 16),  *hold monster* (DC 18),  *message*,  *greater teleport* (self plus 50 lbs. of objects only)

**7/day**— *break enchantment*,  *cure serious wounds*,  *neutralize poison*,  *remove disease*

**3/day**— *empowered cone of cold* (DC 18),  *cure critical wounds*,  *greater restoration*,  *heal*

**1/day**— *awaken*,  *summon monster VIII* (water elementals only)

## STATISTICS

**Str** 35, **Dex** 19, **Con** 24, **Int** 14, **Wis** 18, **Cha** 17

**Base Atk** +17; **CMB** +29; **CMD** 44 (can't be tripped)

**Feats** Combat Casting<sup>MF</sup>, Dodge, Empower Spell-like Ability ( *cone of cold*), Improved Initiative, Lightning Reflexes, Mobility, Spell Penetration<sup>MF</sup>, Weapon Focus<sup>MF</sup> (shortspear), Wind Stance

**Skills** Diplomacy +12, Handle Animal +14, Heal +21, Knowledge (arcana) +22, Knowledge (nature) +19, Knowledge (planes) +22, Perception +28, Sense Motive +24, Stealth +24, Swim +20; **Racial Modifiers** +4 Perception

**Languages** Celestial, Draconic, Infernal;  *speak with animals*, truespeech

**SQ** amphibious, gift of regeneration<sup>MA</sup>, lay on hands (8d6, 11/day, as a 17th-level paladin)

## ECOLOGY

**Environment** any water (Nirvana)

**Organization** solitary, pair, or pod (3–6)

**Treasure** double (+1 *shocking burst shortspear*, other treasure)

## SPECIAL ABILITIES

**Encroaching Ice (Su)** As a full-round action, a mythic cetaceal may expend one use of mythic power to create a stationary field of ice crystals in a 60-ft.-radius spread centered on her. This encroaching fills all water within the area, plus spaces within 5 feet of the water's surface. Non-agathions in this area are affected as *black tentacles* (caster level 17th), with a +7 bonus on combat maneuver checks made to grapple non-mythic evil creatures. Creatures grappled by the encroaching ice take 2d6 points of cold damage in addition to the bludgeoning damage dealt by the ice. Mythic creatures with the fire subtype or affected by *heat metal*, *fire shield* (hot flames), or a similar effect automatically succeed on Escape Artist checks or grapple combat maneuvers to escape from the encroaching ice on their turn. Evil creatures with cold resistance lose 5 points of that cold resistance each round they end their turn within the encroaching ice; this lost resistance stacks and persists for as long as they remain within the encroaching ice, returning at a rate of 5 points per minute after they leave the area.

**Gift of Regeneration (Ex)** As a full-round action, a mythic cetaceal may suppress its regeneration ability for 1 hour in order to grant regeneration to good-aligned creatures nearby. While using this ability, any good creature beginning its turn within 20 feet of the mythic cetaceal gains regeneration 5 (evil weapons and spells) that round. This does not stack with any regeneration or fast healing a creature already possesses; it uses the better of the two effects. Good-aligned creatures also gain the ability to breathe water while this regeneration is active and for 7 rounds after they leave the area or after the effect ends. This effect persists for 1 full hour unless the mythic cetaceal expends one use of its mythic power as an immediate action to end it. If it does so, it cannot reactivate this ability for 1 hour.

**Protective Aura (Su)** Against attacks made or effects created by evil creatures, this ability provides a +6 deflection bonus to AC and a +6 resistance bonus on saving throws to anyone within 20 feet of the mythic cetaceal. Otherwise, it functions as a *magic circle against evil* effect and a *lesser globe of invulnerability*, both with a radius of 20 feet (caster level 17th). The defensive benefits from the circle are not included in a cetaceal's stat block. As a standard action, a mythic cetaceal may push evil creatures within its protective aura out beyond the edge of its effect by expending one use of mythic power per creature and making a combat maneuver check to bull rush them. If the check succeeds, affected evil creatures are pushed 20 feet away from the mythic cetaceal and must succeed on a DC 25 Fortitude save to avoid being stunned for 1 round. This forced movement does not provoke attacks of opportunity. The save DC is Constitution-based.



**Shockwave (Su)** Once per day, a cetaceal can release a 100-foot radius burst of energy. All creatures in the area take 17d6 damage; half of this damage is cold, and half is electricity (DC 25 Reflex save halves). The save DC is Constitution-based.

**Sparkling Spear (Su)** Whenever a mythic cetaceal deals electricity damage with its *shocking burst shortspear*, enemies within a 10-foot-radius burst take one-half the electricity damage dealt to the target (DC 25 Reflex negates). If the cetaceal expends one use of its mythic power, the electricity damage dealt by its spear (including this burst damage) bypasses the electricity resistance or immunity of non-mythic creatures, and one-half of this damage bypasses the electricity resistance or immunity of mythic creatures. The save DC is Constitution-based.

**Stun (Ex)** Any creature moved by a mythic cetaceal's push attack must succeed on a DC 25 Fortitude saving throw or be stunned for 1 round. The DC is Constitution-based. A mythic cetaceal may expend up to three uses of mythic power to increase the number of stunned rounds by the number of uses of mythic power expended.





# Agathion, Draconal

This noble creature seems to be part serpent, part humanoid, and part dragon, with great wings and a crown of horns.

**MYTHIC DRACONAL**

**CR 25/MR 10**

**XP 1,638,400**

*Pathfinder Roleplaying Game Bestiary 2*

NG Large outsider (agathion, extraplanar, good, mythic)

**Init** +16/-4, **dual initiative**<sup>MA</sup>; **Senses** blindsense 60 ft.,

darkvision 120 ft., low-light vision; Perception +48

**Aura** protective aura<sup>MA</sup> (20 ft.)

## DEFENSE

**AC** 46, touch 18, flat-footed 43 (+2 Dex, +1 dodge, +6 insight, +28 natural, -1 size) (+4 deflection vs. evil)

**hp** 424 (24d10+292); regeneration 10 (evil weapons and spells)

**Fort** +22, **Ref** +16, **Will** +17; +4 vs. poison, +4 resistance vs. evil

**Defensive Abilities** spell recoil<sup>MA</sup>; **DR** 15/epic, evil, and silver;

**Immune** one energy type (see Celestial Focus), electricity, petrification; **Resist** cold 10, sonic 10; **SR** 41

## OFFENSE

**Speed** 40 ft., fly 120 ft. (average)

**Melee** bite +41 (2d6+18 plus 1d6 energy), 2 claws +36 (1d8+8 plus 1d6 energy)

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

**Special Attacks** breath weapon (120-ft. line, 20d6 energy damage, Reflex DC 30 half, usable once every 1d4 rounds), lay on claws<sup>MA</sup>, **lingering breath** (2d6 energy, 10 rounds)<sup>MA</sup>, **mythic magic**<sup>MA</sup> 3/day, **mythic power** (10/day, surge +1d12), strip immunity<sup>MA</sup>

**Spell-Like Abilities** (CL 24th; concentration +30)

**Constant**—*speak with animals*

**At will**—*beast shape II, command* (DC 17), *detect thoughts, elemental body III* (air or water elementals only), *greater teleport* (self plus 50 lbs. of objects only), *gust of wind, hold monster* (DC 20), *identify, light, lightning bolt* (DC 19), *mage hand, message*

**7/day**—*break enchantment, cure serious wounds, neutralize poison, remove disease*

**3/day**—*control water, control weather, control winds, heal, plane shift* (DC 23)

**Cleric Spells Prepared** (CL 17th; concentration +23)

**9th**—*implosion* (DC 26), *storm of vengeance*<sup>D</sup> (DC 26)

**8th**—*demand*<sup>D</sup>, *earthquake, empowered blade barrier* (DC 23)

**7th**—*empowered breath of life, empowered flame strike* (DC 22), *holy word* (DC 24), *quicken invisibility purge, repulsion*<sup>D</sup> (DC 24)

**6th**—*animate objects, blade barrier*<sup>D</sup> (DC 23), *find the path, heal, heroes' feast, quickened remove paralysis*

**5th**—*breath of life, dispel evil*<sup>D</sup>, *flame strike* (DC 22), *greater command* (DC 22), *quicken shield of faith, true seeing*

**4th**—*cure critical wounds* (3), *freedom of movement, holy smite*<sup>D</sup> (DC 21), *repel vermin* (DC 21)

**3rd**—*bestow curse* (DC 20), *daylight, dispel magic, helping hand, magic vestment*<sup>D</sup>, *prayer, protection from energy*

**2nd**—*align weapon*<sup>D</sup> (good only), *calm emotions* (DC 19), *enthral, hold person* (DC 19), *lesser restoration* (2), *shield other*

**1st**—*bless, detect undead, divine favor*<sup>D</sup>, *obscuring mist, remove fear, sanctuary* (DC 18), *shield of faith*

**0 (at will)**—*detect poison, guidance, purify food and drink, stabilize*

<sup>D</sup> domain spell; **Domains** Good, Nobility

## STATISTICS

**Str** 46, **Dex** 15, **Con** 27, **Int** 24, **Wis** 24, **Cha** 23

**Base Atk** +24; **CMB** +43; **CMD** 62 (can't be tripped)

**Feats** Alertness<sup>MF</sup>, Combat Casting, Dodge, Empower Spell<sup>MF</sup>,

Greater Spell Penetration, Healing Hands, Improved Initiative<sup>MF</sup>, Iron Will, Power Attack, Quicken Spell<sup>MF</sup>, Skill Focus (Perception), Spell Penetration<sup>MF</sup>

**Skills** Acrobatics +25, Bluff +29, Diplomacy +26, Escape Artist +22, Heal +27, Intimidate +29, Knowledge (arcana) +30, Knowledge (nature) +27, Knowledge (planes) +34, Knowledge (religion) +31, Perception +50, Sense Motive +36, Spellcraft +27, Stealth +21, Use Magic Device +26; **Racial Modifiers** +4 Perception

**Languages** Celestial, Draconic, Infernal; speak with animals, truespeech

**SQ** celestial focus, circle of hands<sup>MA</sup>, divine insight, evil erosion<sup>MA</sup>, guardian of truth<sup>MA</sup>, lay on hands (10d6, 16/day, as a 20th-level paladin, plus Healing Hands feat), spell recoil gift<sup>MA</sup>

## ECOLOGY

**Environment** any air (Nirvana)

**Organization** solitary, pair, or flight (3-6)

**Treasure** double

## SPECIAL ABILITIES

**Celestial Focus (Ex)** A draconal's color indicates aspects of its power and attunement to the powers of the good planes (see Draconal Colors, in the creature's entry in *Pathfinder Roleplaying Game Bestiary 2*). These determine the draconal's breath weapon, the additional energy damage of its claw and bite attacks, additional resistances and immunities, and its additional domain choices (see Spells, below).

**Circle of Hands (Su)** A mythic draconal may use its lay on hands ability to heal multiple people, as long as those people are all touching the mythic draconal or each other. The mythic draconal may expend one or more uses of mythic power to add 2d6 hit points to the amount healed for each use of mythic power expended. All creatures in the circle of hands gain the same amount of healing; however, if any creature is healed to its maximum hit points any leftover healing is shared equally among all other members of the circle. If all creatures in the circle of hands are healed fully, any excess points of healing are lost.

**Divine Insight (Su)** A draconal adds its Charisma bonus as an insight bonus to Armor Class.



**Evil Erosion (Su)** Evil creatures beginning their turn within 60 feet of a mythic draconal take 1 point of Charisma damage (DC 28 Will negates), with this effect occurring every round for creatures that spend multiple rounds within this area. A creature whose Charisma damage equals its Charisma score stops taking Charisma damage but becomes unconscious for as long as it remains within 60 feet of the mythic draconal. An evil creature heals this Charisma damage at a rate of 1 point per minute it spends outside the area of this effect. The save DC is Charisma-based.

**Guardian of the Truth (Su)** As a standard action, a mythic draconal may expend one use of mythic power while touching a creature, causing that creature to take a -20 penalty on Bluff checks and become unable to knowingly lie for 24 hours. A successful DC 28 Will save negates the inability to lie and reduces the penalty on Bluff checks to -10. While the target is affected by this ability, the draconal can compel it to answer one yes or no question each round. If the target succeeds on a DC 28 Will save, he can remain silent; otherwise, it must give an answer to the question. This is a good-aligned curse effect. The save DC is Charisma-based.

**Lay on Claws (Su)** A mythic draconal may use its lay on hands ability as a melee touch attack to deal 10d6 damage to evil creatures.

**Protective Aura (Su)** Against attacks made or effects created by evil creatures, this ability provides a +6 deflection bonus to AC and a +6 resistance bonus on saving throws to anyone within 20 feet of the mythic draconal. Otherwise, it functions as a *magic circle against evil* effect and a *lesser globe of invulnerability*, both with a radius of 20 feet (caster level 17th). The defensive benefits from the circle are not included in a draconal's stat block. As a standard action, a mythic draconal may push evil creatures within its protective aura out beyond the edge of its effect by expending one use of mythic power per creature and making a combat maneuver check to bull rush them. If the check succeeds, affected evil creatures are pushed 20 feet away from the mythic draconal and must succeed on a DC 25 Fortitude save to avoid being stunned for 1 round. This forced movement does not provoke attacks of opportunity. The save DC is Constitution-based.

**Spell Recoil (Su)** When an evil creature makes a caster level check to overcome a mythic draconal's spell resistance and fails to overcome it, that creature takes damage equal to the difference between the mythic draconal's new spell resistance and the failed spell penetration result. The type of energy damage is based on the mythic draconal's celestial focus. In addition, a mythic draconal may expend one use of mythic power as an immediate action to increase its spell resistance by 10 against that spell or spell-like ability. If the caster level check fails to penetrate its increased spell resistance, its spell recoil damage bypasses any energy resistance or immunity possessed by the evil creature making the caster level check. Once this check is resolved, the mythic draconal's spell resistance returns to its regular level.

**Spell Recoil Gift (Su)** As a move action, a mythic draconal may expend one use of mythic power to transfer any amount of its spell resistance (up to its full amount) to any touched creature. The touched creature gains spell resistance equal to 10 plus the gifted points and the mythic draconal loses that amount. The touched creature also gains the benefit of the mythic draconal's spell recoil ability. The gift lasts for 1 hour unless the mythic draconal cuts it short by touching the creature again as a move action with the intent of rescinding the gift.

**Spells** Draconals cast spells as 17th-level clerics. Like clerics, they have access to two domains, selecting from the following list: Air, Good, Nobility, Weather, and two additional domain options based on their color (see below). The majority of draconals choose Good and Nobility as their domains (as represented by this stat block). Draconals have a domain spell slot at each spell level but do not gain the granted powers of their chosen domains, nor do they gain access to other cleric abilities.

**Strip Immunity (Su)** A mythic draconal can expend 1 use of mythic power as a move action to strip away the energy resistance or energy immunity (which must be of the same type as the mythic draconal's Celestial Focus) of a creature within 60 feet for 1 minute. If the monster expends two uses of its mythic power, it can target a number of creatures equal to one-half its mythic rank. If that energy resistance or immunity is gained from a temporary effect, that effect is automatically suppressed. If the energy resistance or immunity is part of a single effect with other functions, such as a polymorph effect, only the energy resistance or immunity itself is suppressed; any other functions are unaffected. If the target's energy resistance or immunity is a permanent ability, it is entitled to a DC 28 Will save to negate this effect (if the target is mythic) or reduce its duration to 1d4 rounds (if the target is non-mythic).



# Agathion, Leonal

This lion-headed humanoid has golden fur, sharp teeth, and long cat-like claws on its hands and feet.

## MYTHIC LEONAL

CR 15/MR 6

XP 51,200

Pathfinder Roleplaying Game Bestiary 2

NG Medium outsider (agathion, extraplanar, good, mythic)

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

Perception +19

**Aura** protective aura<sup>MA</sup> (20 ft.)

## DEFENSE

**AC** 33, touch 14, flat-footed 29 (+3 Dex, +1 dodge, +19 natural)  
(+4 deflection vs. evil)

**hp** 207 (14d10+130)

**Fort** +14, **Ref** +12, **Will** +6; +4 vs. poison, +4 resistance vs. evil

**Defensive Abilities** baleful rejoinder<sup>MA</sup>; **DR** 10/epic, evil, and silver; **Immune** electricity, fear, harmful mind-affecting effects, petrification; **Resist** cold 10, sonic 10; **SR** 29

## OFFENSE

**Speed** 60 ft.

**Melee** bite +25 (1d8+11 plus grab), 2 claws +26 (1d6+11)

**Special Attacks** lay on claws<sup>MA</sup>, mauling paws<sup>MA</sup>, **mythic power** (6/day, surge +1d8), pile on<sup>MA</sup>, pounce, rake (2 claws +23, 1d6+8), roar<sup>MA</sup>

**Spell-Like Abilities** (CL 14th; concentration +16)

**Constant**—speak with animals

**At will**—detect thoughts, fireball (DC 15), hold monster (DC 17)

**3/day**—cure critical wounds, neutralize poison, purified fireball (DC 15), remove disease, wall of force

**1/day**—heal

## STATISTICS

**Str** 33, **Dex** 17, **Con** 20, **Int** 14, **Wis** 14, **Cha** 15

**Base Atk** +14; **CMB** +25 (+29 grapple); **CMD** 39

**Feats** Ability Focus (roar), Dodge<sup>MF</sup>, Improved Initiative, Mobility<sup>MF</sup>, Purify Spell-like Ability (fireball), Spring Attack<sup>MF</sup>, Weapon Focus (claw)

**Skills** Acrobatics +24 (+36 jump), Handle Animal +19, Intimidate +19, Knowledge (any one) +19, Perception +19, Sense Motive +19, Spellcraft +16, Stealth +24; **Racial Modifiers** +4 Acrobatics, +4 Stealth

**Languages** Celestial, Draconic, Infernal; speak with animals, truespeech

**SQ** lay on hands (7d6, 9/day, as a 14th level paladin)

## ECOLOGY

**Environment** any land (Nirvana)

**Organization** solitary, pair, or pride (3–8)

**Treasure** standard

## SPECIAL ABILITIES

**Baleful Rejoinder (Ex)** A mythic leonal is immune to fear and harmful mind-affecting spells and effects. If subject to such an effect, a mythic leonal may expend one use of mythic power

as a free action make an Intimidate check to demoralize the creature that created the fear effect or mind-affecting effect, with a +6 bonus if that creature is a non-mythic creature. If the result of the Intimidate check exceeds the DC by 10 or more, the target is stunned for 1 round if a mythic creature whose mythic rank is less than the leonal's or for 1 round for every 10 points by which the check exceeded the DC for a non-mythic creature. This is in addition to causing that creature to become shaken.

**Lay on Claws (Su)** A mythic leonal may use its lay on hands ability as a melee touch attack to deal 7d6 damage to evil creatures.

**Mauling Paws (Ex)** When a mythic leonal succeeds on a combat maneuver check to grapple a Medium or smaller creature, it can attempt a second combat maneuver check to trip the same target, with a +6 bonus if the target is a non-mythic creature or an evil mythic creature. It can also use this ability if it hits a Medium or smaller target with both claw attacks in the same round. In addition, if the mythic leonal hits any target with both claw attacks in the same round, it can expend one use of its mythic power as a free action to attempt a combat maneuver check to grapple that creature, with a +6 bonus on the check if the target is a non-mythic creature or an evil mythic creature.

**Pile On (Ex)** A mythic leonal gains a +2 circumstance bonus on attack rolls against targets with the grappled condition. This bonus is increased by 2 against evil creatures and by 2 against non-mythic creatures; these bonuses stack.

**Protective Aura (Su)** Against attacks made or effects created by evil creatures, this ability provides a +6 deflection bonus to AC and a +6 resistance bonus on saving throws to anyone within 20 feet of the mythic leonal. Otherwise, it functions as a *magic circle against evil* effect and a *lesser globe of invulnerability*, both with a radius of 20 feet (caster level 14th). The defensive benefits from the circle are not included in a leonal's stat block. As a standard action, a mythic leonal may push evil creatures within its protective aura out beyond the edge of its effect by expending one use of mythic power per creature and making a combat maneuver check to bull rush them. If the check succeeds, affected evil creatures are pushed 20 feet away from the mythic leonal and must succeed on a DC 22 Fortitude save to avoid being stunned for 1 round. This forced movement does not provoke attacks of opportunity. The save DC is Constitution-based.

**Roar (Su)** Three times per day, a mythic leonal can emit a powerful roar as a standard action. Each roar deals 2d6 points of sonic damage in a 60-foot cone-shaped spread (DC 24 Fortitude negates) and also affects non-good creatures in the area as *holy word*. If the mythic leonal expends one use of mythic power when using its roar, the sonic damage increases to 6d6 and the save DC against both the sonic damage and the *holy word* effect increases by 2 for mythic opponents and by 4 for non-mythic opponents. This is a sonic effect. The save DC is Constitution-based.



## Agathion, Silvanshee

This black cat has gray stripes, violet eyes, and an unusual white blaze on its chest.

### MYTHIC SILVANSHEE

CR 3/MR 1

XP 800

Pathfinder Roleplaying Game Bestiary 2

NG Tiny outsider (agathion, extraplanar, good, mythic)

**Init** +6; **Senses** darkvision 60 ft., low-light vision; Perception +10

### DEFENSE

**AC** 16, touch 14, flat-footed 14 (+2 Dex, +2 natural, +2 size)

**hp** 23 (2d10+12)

**Fort** +5, **Ref** +6, **Will** +2; +4 vs. poison

**DR** 5/evil or silver; **Immune** electricity, petrification; **Resist** cold 10, sonic 10; **SR** 14

### OFFENSE

**Speed** 30 ft., fly 90 ft. (good)

**Melee** bite +6 (1d3+2), 2 claws +6 (1d2+2)

**Space** 5 ft.; **Reach** 0 ft.

**Special Attacks** heroic strength, mythic master<sup>MA</sup>, **mythic power** (1/day, surge +1d6), pounce

**Spell-Like Abilities** (CL 2nd; concentration +3)

Constant—*know direction*, *nine lives*<sup>ARG</sup>, *speak with animals*

At will—*dancing lights*, *prestidigitation*, *stabilize*

1/day—*dimension door* (self plus 5 lbs. of objects only)

1/week—*commune* (6 questions, CL 12th)

### STATISTICS

**Str** 3, **Dex** 15, **Con** 12, **Int** 10, **Wis** 12, **Cha** 13

**Base Atk** +2; **CMB** +2; **CMD** 8 (12 vs. trip)

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

**Skills** Acrobatics +11, Climb +7, Fly +6, Knowledge (arcana) +5,

Knowledge (planes) +5, Perception +10, Stealth +19; **Racial**

**Modifiers** +4 Acrobatics, +4 Perception, +4 Stealth

**Languages** Celestial, Draconic, Infernal; *speak with animals*, truespeech

**SQ** cat's luck, felicitous friend<sup>MA</sup>, flight, lay on hands (1d6, 1/day, always as a 2nd-level paladin), spectral mist

### ECOLOGY

**Environment** any land (Nirvana)

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

**Treasure** standard

### SPECIAL ABILITIES

**Cat's Luck (Su)** A silvanshee adds its Charisma modifier as a luck bonus on all its saving throws. This bonus is already included in its stat block above. Once per day as a standard action, it can also grant this bonus to one ally within 30 feet for 10 minutes.

**Felicitous Friend (Sp)** A silvanshee is considered to be under a continuous *nine lives*<sup>ARG</sup> spell, though it can use its effects only once per day. If an ally of the silvanshee is adjacent to it when one of the triggering conditions for the *nine lives* spell occurs, that creature and the silvanshee can each spend a use of mythic power as an immediate action to share the benefit of

*nine lives* against that effect. If a creature harms a silvanshee, it can expend a use of mythic power as an immediate action to use *steal breath* (DC 13) as a spell-like ability against that creature. Using this ability does not provoke an attack of opportunity.

**Heroic Strength (Su)** Once per day, a silvanshee can grant itself a +8 enhancement bonus to Strength for 1 minute.

**Mythic Master (Su)** A good-aligned spellcaster with the Mythic Improved Familiar feat can call a mythic silvanshee as a familiar. A mythic silvanshee's master gains Mythic Spell Lore as a bonus feat as long as the mythic silvanshee is adjacent. However, the spells its master selects with this feat must have the good descriptor or must grant a luck bonus (or affect luck in some way, at the GM's discretion). Spells which can have multiple descriptors, such as *summon monster* and *planar binding*, can be selected with this feat but can be cast as mythic spells only when cast with the good descriptor. Its master also gains 1 additional use of mythic power per day, but this use can only be used to augment a spell with the good descriptor or to grant a luck bonus.

At the GM's option, instead of the silvanshee's master selecting any spells it wishes with the good descriptor or that grant luck bonuses, its master can instead choose the spells it gains from this Mythic Spell Lore feat from the domain spells of the Good or Luck cleric domain or the Agathion or Imagination subdomain.

**Spectral Mist (Su)** A silvanshee can assume an eerie, mist-like form roughly the size and shape of a cat. This ability has the same effect as a *gaseous form* spell, except the silvanshee retains its own DR and supernatural abilities and can move at its normal speed. It can remain in mist form up to 5 minutes per day. This duration does not have to be consecutive, but it must be used in 1-minute increments.





## Agathion, Vulpinal

From the black “socks” on its cheerfully bouncing legs to its large, perked ears and the whiskers at the end of its muzzle, this creature looks like nothing so much as a small, humanoid fox. Bits of clover and dew cling to its loose traveling clothes in places, but dirt and dust are nowhere to be seen, even on its feet and hand-like forepaws. Its amber eyes radiate a sense of supernatural calm as it puts a golden flute to its lips and plays a hauntingly beautiful melody.

### MYTHIC VULPINAL

CR 7/MR 3

XP 3,200

Pathfinder Roleplaying Game Bestiary 2

NG Small outsider (agathion, extraplanar, good, mythic)

**Init** +8; **Senses** darkvision 60 ft., detect evil, low-light vision;

Perception +12

**Aura** calm emotions aura<sup>MA</sup> (30 ft.)

### DEFENSE

**AC** 26, touch 15, flat-footed 22 (+4 armor, +4 Dex, +7 natural, +1 size)

**hp** 89 (7d10+51)

**Fort** +5, **Ref** +11, **Will** +7; +4 vs. poison

**DR** 10/epic and evil or silver; **Immune** electricity, petrification;

**Resist** cold 10, **sonic** 10; **SR** 20

### OFFENSE

**Speed** 30 ft.

**Melee** bite +12 (1d4+4), 2 claws +12 (1d3+4)

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

**Spell-Like Abilities** (CL 7th; concentration +10)

Constant—*detect evil*, *mage armor*, *speak with animals*

At will—*invisibility* (self only)

3/day—*charm monster* (DC 17), *dimension door* (self plus 50 lbs. of objects only), *dispel evil* (DC 18), *flame arrow*, *holy smite* (DC 17), *remove disease*

1/day—*major image* (DC 16)

### STATISTICS

**Str** 12, **Dex** 18, **Con** 17, **Int** 19, **Wis** 15, **Cha** 16

**Base Atk** +7; **CMB** +7; **CMD** 21

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

**Skills** Acrobatics +11 (+19 jump), Bluff +13, Knowledge (any one) +21, Knowledge (arcana) +21, Knowledge (planes) +21, Perception +12, Perform (any one) +13, Spellcraft +14, Stealth +18, Use Magic Device +10; **Racial Modifiers** +8 Acrobatics when jumping

**Languages** Celestial, Common, Draconic, Infernal; speak with animals, truespeech

**SQ** bardic knowledge +7, bardic performance<sup>MA</sup> (19 rounds, countersong, distraction, fascinate, inspire competence +3, inspire courage +2, *suggestion* (DC 16)), freedomson<sup>MA</sup>, gift of metamagic<sup>MA</sup>, lay on hands (3d6, 6/day, as a 7th-level paladin)

### ECOLOGY

**Environment** any land (Nirvana)

**Organization** solitary, pair, or team (3–12)

**Treasure** standard (masterwork musical instrument, other treasure)

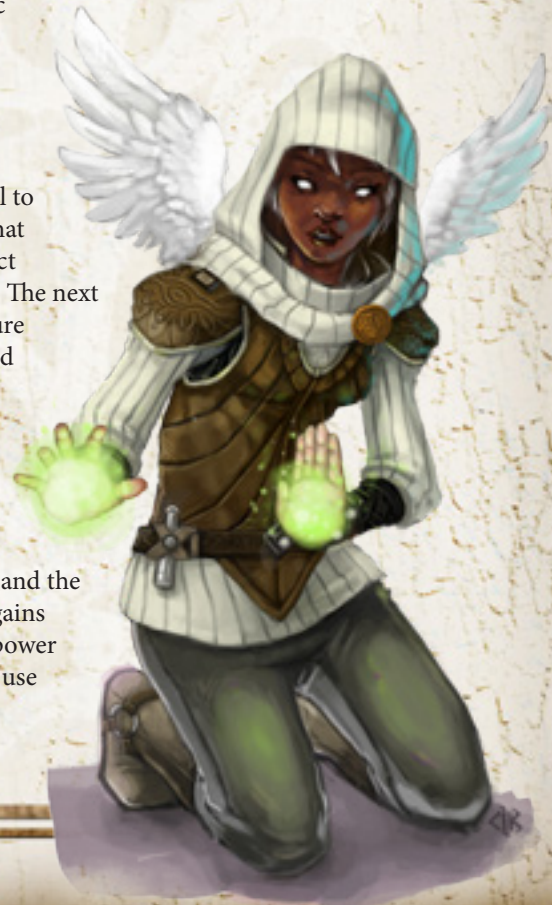
### SPECIAL ABILITIES

**Bardic Performance (Ex/Su)** A mythic vulpinal gains the bardic performance ability of a 7th-level bard and can begin a bardic performance as a move action.

**Calm Emotions Aura (Su)** A mythic vulpinal's aura affects creatures within 30 feet as a *calm emotions* spell (DC 16 Will negates). Creatures within its aura of calm that deal damage to a living creature are sickened for 1d6 rounds (DC 16 Will negates); non-mythic creatures failing their save are stunned for 1 round and then sickened as above, and are sickened for 1 round even on a successful save. A creature that successfully saves is immune to that vulpinal's aura for 24 hours. The save DC is Charisma-based.

**Freedomsong (Su)** A mythic vulpinal may expend one use of mythic power when it makes a Perform check to grant a bonus to up to three creatures that can see or hear its performance. Each of these creatures gains a luck bonus equal to the mythic vulpinal's surge die on its next Escape Artist check, combat maneuver check to escape a grapple (or CMD to avoid being grappled), or on a saving throw made to resist a charm or compulsion effect. Using this bonus does not require an action, but the bonus must be used within 1 minute or it is lost. Each target can use this bonus on a different effect if desired. The vulpinal can target itself with this ability.

**Gift of Metamagic (Su)** As a move action, a mythic vulpinal may expend mythic power to grant one metamagic feat to a touched creature. It must expend a number of uses of mythic power equal to the level increase that the metamagic effect ordinarily requires. The next spell that the creature casts gains the gifted metamagic effect without requiring any level increase. If the target does not cast a spell within one minute, the effect is wasted and the mythic vulpinal regains one use of mythic power that it expended to use the ability.





## Angel, Astral Deva

This tall, human-like creature has feathery wings and a gentle inner radiance that makes it difficult to look directly at her.

### MYTHIC ASTRAL DEVA

CR 17/MR 7

XP 102,400

Pathfinder Roleplaying Game Bestiary

NG Medium outsider (angel, extraplanar, good, mythic)

**Init** +15/-5<sup>MF</sup>, **dual initiative**<sup>MA</sup>; **Senses** darkvision 60 ft., low-light vision; Perception +22

**Aura** protective aura, righteous aura<sup>MA</sup>

### DEFENSE

**AC** 36, touch 14, flat-footed 32 (+4 Dex, +22 natural); +4 deflection vs. evil

**hp** 272 (15d10+190)

**Fort** +16, **Ref** +13, **Will** +11; +4 vs. language-dependent effects and poison, +4 resistance vs. evil

**Defensive Abilities** faithful haven<sup>MA</sup>, **uncanny dodge**; **DR** 10/epic and evil; **Immune** acid, charm, cold, fear, petrification; **Resist** electricity 10, fire 10; **SR** 32

### OFFENSE

**Speed** 50 ft., fly 100 ft. (good)

**Melee** +2 *disrupting evil outsider bane warhammer* +25/+20/+15 (1d8+14/19-20/x4 plus stun) or slam +23 (1d8+12)

**Special Attacks** empyreal litany<sup>MA</sup>, merciful judge<sup>MA</sup>, **mythic power** (7/day, surge +1d10), **mythic spell-like abilities**<sup>MA</sup>, scroll of judgment<sup>MA</sup>

**Spell-Like Abilities** (CL 15th; concentration +22)

At will—*aid*, *continual flame*, *detect evil*, *discern lies* (DC 21), *dispel evil* (DC 22), *dispel magic*, *holy aura* (DC 25), *holy smite* (DC 21), *holy word* (DC 24), *invisibility* (self only), *litany of defense*, *litany of eloquence*, *litany of entanglement* (DC 20), *litany of escape*, *litany of righteousness*, *litany of sight*, *litany of thunder* (DC 22), *plane shift* (DC 24), *remove curse*, *remove disease*, *remove fear*

7/day—*cure light wounds*, *see invisibility*

1/day—*blade barrier* (DC 23), *heal*

### STATISTICS

**Str** 26, **Dex** 19, **Con** 25, **Int** 18, **Wis** 18, **Cha** 25

**Base Atk** +15; **CMB** +23; **CMD** 37

**Feats** Cleave<sup>MF</sup>, Flyby Attack, Great Cleave, Improved Critical<sup>MF</sup> (warhammer), Improved Initiative<sup>MF</sup>, Iron Will, Power Attack<sup>MF</sup>, Toughness

**Skills** Acrobatics +22, Craft (any one) +10, Diplomacy +22, Fly +26, Intimidate +22, Knowledge (planes) +22, Knowledge (religion) +22, Perception +22, Sense Motive +22, Stealth +22, Use Magic Device +19

**Languages** Celestial, Draconic, Infernal; truespeech

**SQ** change shape (Small or Medium humanoids; *alter self*), empty hand<sup>MA</sup>

### ECOLOGY

**Environment** any good-aligned plane

**Organization** solitary, pair, or squad (3-6)

**Treasure** double (+2 *disrupting evil outsider bane warhammer*)

### SPECIAL ABILITIES

**Empty Hand (Su)** A mythic astral deva can store an item in each hand as if wearing a *glove of storing*, typically its warhammer in one hand and its scroll of judgment in the other.

**Empyrean Litany (Su)** A mythic angel gains a number of "litany" spells equal to its mythic rank as spell-like abilities. In addition, a mythic angel is immune to all spells with "litany" in the title and gains a +4 bonus on saves against language-dependent effects.

**Faithful Haven (Su)** A mythic astral deva is immune to charm and fear effects, and non-evil allies within its protective aura gain a +4 morale bonus on saving throws against charm and fear effects. If a mythic astral deva expends one use of its mythic power, all non-evil allies within 20 feet also gain *sanctuary* (DC 18) and fast healing 1, or *mythic sanctuary* and fast healing 2 if it expends two uses of mythic power, for up to 7 hours. This effect ends for creatures that attack or leave the deva's protective aura.

**Merciful Judge (Su)** A mythic astral deva can end a challenge, judgment, quarry, smite, or similar effect used by a creature within 30 feet as a standard action, or an immediate action if it is the target of that ability. If the mythic astral deva expends one use of its mythic power when using this ability, all attacks and abilities used by that creature that deal hit point damage instead deal nonlethal damage for the next 7 rounds (DC 24 Will negates). The target can attempt a new save each round at the end of its turn to end this effect. Creatures with the evil subtype take a -2 penalty on their saves against this ability. The save DC is Charisma-based.

**Righteous Aura (Su)** All attacks within a mythic astral deva's protective aura are considered good-aligned for the purpose of overcoming damage reduction, and challenge, judgment, quarry, smite evil, and similar effects used by good allies against evil creatures within this aura function as though the character was 2 levels higher. This does not apply to its scroll of judgment. A mythic astral deva can expend one use of its mythic power to increase the effect of its protective aura to duplicate a mythic minor globe of invulnerability for 7 minutes.

**Scroll of Judgment (Su)** Seven times per day, a mythic astral deva can peruse the sacred scrolls it carries to proclaim judgment as a 15th-level inquisitor upon a living or undead sentient creature within 30 feet. The deva may grant the benefits of this judgment to itself or a good-aligned ally within 30 feet. The type of judgment declared cannot be changed without expending another use of this ability. If this scroll is destroyed (hardness 0, hp 7), the deva can recreate it as a full-round action; until it does so, it cannot use this ability (though any judgments already begun are not ended). Using this ability is a standard action (or a swift action if the deva expends one use of its mythic power).

**Stun (Su)** If an astral deva strikes an opponent twice in one round with its warhammer, that creature must succeed on a DC 25 Fortitude save or be stunned for 1d6 rounds. The save DC is Strength-based.



## Angel, Cassisian

This finely crafted golden helm is decorated with intricate filigree, and flutters gracefully through the air on feathered wings.

### MYTHIC CASSISIAN

CR 3/MR 1

XP 800

Pathfinder Roleplaying Game Bestiary 2

NG Small outsider (angel, extraplanar, good, mythic)

**Init** +0; **Senses** darkvision 60 ft., *detect evil*, low-light vision;

Perception +5

**Aura** lesser protective aura

### DEFENSE

**AC** 15, touch 11, flat-footed 15 (+4 natural, +1 size) (+2 deflection vs. evil)

**hp** 23 (2d10+12)

**Fort** +4, **Ref** +3, **Will** +2; +4 vs. poison, +2 resistance vs. evil

**DR** 5/cold iron or evil; **Immune** acid, cold, petrification; **Resist** electricity 10, fire 10

### OFFENSE

**Speed** fly 60 ft. (perfect)

**Melee** slam -1 (1d3-4)

**Special Attacks** breath weapon (15-ft. line, 1d6 cold or 1d6 fire, Reflex DC 12 half, usable every 1d4 rounds)

**Spell-Like Abilities** (CL 3rd; concentration +5)

Constant—*detect evil*, *know direction*

1/day—*aid*, *daylight*

1/week—*commune* (six questions, CL 12th)

### STATISTICS

**Str** 3, **Dex** 11, **Con** 12, **Int** 6, **Wis** 11, **Cha** 10

**Base Atk** +2; **CMB** -3; **CMD** 7 (can't be tripped)

**Feats** Iron Will<sup>MF</sup>

**Skills** Diplomacy +2, Fly +10, Knowledge (planes) +2, Knowledge (religion) +2, Perception +5, Sense Motive +4, Stealth +8

**Languages** Celestial, Draconic, Infernal; truespeech

**SQ** change shape (2 of the following forms: Small human-like angel, dove, dog, or Tiny fish, *polymorph*), golden glory<sup>MA</sup>, perfect memory, tower of iron will<sup>MA</sup>

### ECOLOGY

**Environment** any good-aligned plane

**Organization** solitary, pair, or squad (3-6)

**Treasure** none

### SPECIAL ABILITIES

**Golden Glory (Su)** A cassisian gains a +2 sacred bonus on concentration checks and caster level checks made to overcome spell resistance, and as a swift action it can share this ability with an adjacent good-aligned ally until the end of that ally's next turn. If that ally uses smite evil, challenge, judgment, quarry, or a similar ability against an evil creature during that time, that ally gains a +2 sacred bonus to AC for as long as that ability lasts (maximum 1 minute). In addition, when the cassisian or an adjacent good-aligned ally is attacked by an evil enemy using smite good, challenge, judgment,

quarry, or similar ability, the cassisian can expend one use of its mythic power as an immediate action to end that effect.

**Lesser Protective Aura (Su)** A cassisian has a lesser form of the protective aura possessed by more powerful angels. This protective aura grants the cassisian a +2 deflection bonus to its AC against evil foes, and a +2 resistance bonus on all saving throws made against evil effects or spells cast by evil creatures. This aura extends to a radius of 5 feet, but can only benefit one additional creature other than the cassisian at any one time. A cassisian's protective aura is fragile, and as soon as an evil creature successfully strikes the cassisian, or as soon as the cassisian fails a saving throw against an evil source, its protective aura fades away and is no longer applicable. The cassisian can reactivate its protective aura by spending 1 minute concentrating upon the task.

**Perfect Memory (Ex)** Though they are not particularly intelligent, cassisians have perfect memories and remember everything they see or hear. They can faultlessly recite conversations they heard hundreds of years before. They also have the power to erase portions of their own memories, which they do (usually under orders from superior angels) to protect sensitive information.

**Tower of Iron Will (Su)** A good-aligned mythic ally adjacent to a mythic cassisian can expend one use of its own mythic power as a free action when making a Will save against an effect created by a non-mythic opponent, allowing it to roll twice and select the better result. The cassisian can expend one use of its mythic power as an immediate action to allow an adjacent good-aligned ally to use this ability against an effect created by a mythic opponent, to add the cassisian's mythic surge to the saving throw against an effect created by a non-mythic opponent, or to allow a good-aligned ally to use this ability against a non-mythic effect without expending a use of its own mythic power.





## Angel, Monadic Deva

This angelic being has smooth skin, a muscular body, and large golden wings, and wields a large morningstar.

### MYTHIC MONADIC DEVA

CR 15/MR 6

XP 51,200

Pathfinder Roleplaying Game Bestiary 2

NG Medium outsider (angel, aquatic, extraplanar, good)

**Init** +8; **Senses** darkvision 60 ft., detect evil, low-light vision;

Perception +29

**Aura** protective aura

### DEFENSE

**AC** 33, touch 14, flat-footed 29 (+4 Dex, +19 natural) (+4 deflection vs. evil)

**hp** 207 (14d10+130)

**Fort** +15, **Ref** +13, **Will** +10; +4 vs. poison; +4 resistance vs. evil

**Defensive Abilities** *block attacks*<sup>MA</sup>, *fortification* (50%)<sup>MA</sup>, *instantaneous aegis*<sup>MA</sup>; **DR** 10/epic and evil; **Immune** acid, cold, electricity, fire, death effects, energy drain, petrification; **SR** 29

### OFFENSE

**Speed** 40 ft., fly 90 ft. (good)

**Melee** +3 *morningstar* +28/+23/+18 (1d8+16 plus solid blow)

**Special Attacks** *elemental bane*<sup>MA</sup>, *elemental purge*<sup>MA</sup>, *expulsion of the damned*<sup>MA</sup>, *morningstar chain*<sup>MA</sup>, *mythic power* (6/day, surge +1d8)

**Spell-Like Abilities** (CL 10th; concentration +14)

Constant—*detect evil*

At will—*aid*, *charm monster* (DC 18, elementals only), *discern lies* (DC 18), *dispel evil* (DC 19), *dispel magic*, *holy smite* (DC 18), *invisibility* (self only), *plane shift* (DC 19), *remove curse*, *remove disease*, *remove fear*

3/day—*cure serious wounds*, *holy word* (DC 21), *mirror image*

1/day—*heal*, *hold monster* (DC 19), *holy aura* (DC 22)

### STATISTICS

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

**Base Atk** +14; **CMB** +25; **CMD** 39

**Feats** Alertness, Cleave, Great Fortitude<sup>MF</sup>, Improved Initiative<sup>MF</sup>, Iron Will<sup>MF</sup>, Power Attack, Toughness

**Skills** Diplomacy +21, Fly +25, Intimidate +21, Knowledge (planes) +21, Knowledge (religion) +21, Perception +29, Sense Motive +25, Stealth +21, Survival +21, Swim +33; **Racial**

**Modifiers** +4 Perception

**Languages** Celestial, Draconic, Infernal; truespeech

**SQ** amphibious

### ECOLOGY

**Environment** any good-aligned plane

**Organization** solitary, pair, or squad (3–6)

**Treasure** double (+3 *morningstar*, other treasure)

### SPECIAL ABILITIES

**Elemental Bane (Su)** A mythic monadic deva's morningstar is treated as a *bane* weapon against outsiders with the cold, fire, or elemental subtype.

**Elemental Purge (Su)** As a swift action, a mythic monadic deva may expend one use of mythic power to deal 6d6 damage to any elemental within 60 ft. If the elemental is a summoned non-mythic elemental, the monadic deva may attempt a caster level check to dispel the summons and banish it to its home plane as if it had cast *dispel magic*.

**Expulsion of the Damned (Su)** As a standard action, a mythic monadic deva may expend one use of its mythic power to push elementals and evil creatures away from it. All such creatures within 20 feet take 6d6 points of damage (DC 21 Fortitude half), and those failing their saving throw are pushed 20 feet directly away from the monadic deva, or 40 feet for non-mythic creatures. Pushed creatures that strike a solid barrier or a creature of their own size or larger stop and fall prone before entering that creature or barrier's space. The save DC is Constitution-based.

**Instantaneous Aegis (Su)** As a swift or immediate action, a mythic monadic deva may expend one use of mythic power to grant acid resistance 10, cold resistance 10, electricity resistance 10, fire resistance 10, sonic resistance 10, and DR 10/epic and evil to every good-aligned creature within 30 feet until the end of the deva's next turn. It may expand the radius to 60 feet by expending two uses of mythic power.

**Morningstar Chain (Su)** When a mythic monadic deva hits with its morningstar while using the full attack action, it may expend one use of mythic power as a swift action to make an additional attack using the same attack bonus against a creature it threatens that is adjacent to its original target. If this attack hits, it may make another attack against a creature it threatens adjacent to that target with a –5 penalty to hit, continuing to make additional attacks in this fashion until it misses or until there are no further valid targets adjacent to the previous target, similar to using the Great Cleave feat. Once these additional attacks are exhausted, the monadic deva may continue using its iterative attacks as normal.

**Solid Blow (Su)** If a monadic deva strikes an opponent twice in 1 round with its morningstar, that creature takes an extra 1d8+10 points of damage.



## Angel, Movanic Deva

This angel is all sharp lines and angles, muscular but lean, with large wings and a mighty flaming greatsword.

### MYTHIC MOVANIC DEVA

CR 12/MR 5

XP 19,200

Pathfinder Roleplaying Game Bestiary 2

NG Medium outsider (angel, extraplanar, good)

**Init** +7; **Senses** darkvision 60 ft., detect evil, low-light vision;

Perception +26

**Aura** protective aura

### DEFENSE

**AC** 29, touch 13, flat-footed 26 (+3 Dex, +16 natural) (+4 deflection vs. evil)

**hp** 200 (12d10+134)

**Fort** +14, **Ref** +11, **Will** +9; +4 vs. poison, +4 resistance vs. evil

**Defensive Abilities** nature's pacifism<sup>MA</sup>, protected life force, shield of life<sup>MA</sup>; **DR** 10/epic and evil; **Immune** acid, cold, electricity, fire, death effects, energy drain, petrification; **SR** 26

### OFFENSE

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

**Melee** +1 flaming greatsword +17/+12/+7 (2d6+7/19-20 plus 1d6 fire)

**Special Attacks** baneblade<sup>MA</sup>, mythic power (5/day, surge +1d8), purifying flame<sup>MA</sup>, severed link<sup>MA</sup>

**Spell-Like Abilities** (CL 8th; concentration +12)

Constant—detect evil

At will—*aid*, *discern lies* (DC 18), *dispel evil* (DC 19), *dispel magic*, *holy smite* (DC 18), *invisibility* (self only), *plane shift* (DC 19), *remove curse*, *remove disease*, *remove fear*

7/day—*cure serious wounds*

1/day—*antimagic field*, *awaken*, *holy aura* (DC 22)

### STATISTICS

**Str** 19, **Dex** 17, **Con** 22, **Int** 17, **Wis** 17, **Cha** 19

**Base Atk** +12; **CMB** +16; **CMD** 29

**Feats** Cleave<sup>MF</sup>, Great Cleave, Improved Initiative, Iron Will, Power Attack<sup>MF</sup>, Toughness, Vital Strike

**Skills** Diplomacy +19, Fly +22, Intimidate +19, Knowledge (planes) +18, Knowledge (religion) +18, Perception +26, Sense Motive +22, Stealth +18, Survival +20; **Racial Modifiers** +4 Perception

**Languages** Celestial, Draconic, Infernal; truespeech

### ECOLOGY

**Environment** any good-aligned plane

**Organization** solitary, pair, or squad (3–6)

**Treasure** double (+1 flaming greatsword, other treasure)

### SPECIAL ABILITIES

**Baneblade (Su)** As a move action, a mythic movanic deva may expend one use of mythic power to apply the bane quality to its greatsword, choosing any designated foe from the bane weapon quality list. The weapon retains this quality for 1 hour or until the deva uses this ability again to change the target of its bane.

**Nature's Pacifism (Ex)** Animals and plant creatures do not willingly attack a movanic deva, though they can be forced to do so by magic. If the deva deals lethal damage to a plant or animal, its protection against that creature ends; however, a mythic movanic deva's greatsword is treated as a +1 *merciful greatsword* when attacking animals and plants (though it functions as a +1 *flaming greatsword* against other creatures).

**Protected Life Force (Ex)** Movanic devas are never harmed by positive-dominant or negative-dominant planar traits.

**Purifying Flame (Su)** A movanic deva's *flaming greatsword* functions as a *flaming burst greatsword* against undead, and one-half of the fire damage it deals is treated as untyped damage that bypasses the fire resistance or immunity of evil creatures. When its sword is used to touch a good-aligned creature as a full-round action, that creature is outlined in purifying flames akin to *faerie fire* for 1 round, and at the end of that time it receives the simultaneous benefits of *remove curse*, *remove disease*, and *remove fear*. In addition, as a full-round action a mythic movanic deva can expend two uses of its mythic power while whirling its sword overhead. This creates a burst of light equivalent to *daylight* lasting 1 minute, centered on the deva, and all good-aligned creatures within 20 feet are limned in purifying flames as described above.

**Severed Link (Su)** When a mythic movanic deva damages an animal, plant, or undead creature with its greatsword, if the animal, plant, or undead creature was controlled by a non-mythic creature (including an undead creature's creator), the deva can attempt a caster level check opposed by the controller's caster level (or Hit Dice, if control is via a supernatural effect, such as the create spawn ability) plus 10. If the check succeeds, that control is ended and the creature becomes uncontrolled and free-willed. If the controller is within the animal, plant, or undead's line of sight when the control is ended, it immediately becomes hostile and attacks its former controller, gaining a +2 sacred bonus on attack rolls, damage rolls, and saving throws against that creature. If the target's controller is a mythic creature, the mythic movanic deva can expend one use of its mythic power as a swift action to use this ability, and the creator or controller adds its mythic rank or tier to the DC of the deva's caster level check.

**Shield of Life (Su)** Creatures within 10 ft. of a mythic movanic deva are unaffected by negative-dominant and positive-dominant planar traits, and living creatures gain negative energy resistance 10 and a +2 sacred bonus on saving throws against death effects and energy drain.



## Angel, Planetar

Muscular, bald, and tall, this humanoid creature has emerald skin and two pairs of shining, white-feathered wings.

### MYTHIC PLANETAR

CR 20/MR 8

XP 307,200

Pathfinder Roleplaying Game Bestiary

NG Large outsider (angel, extraplanar, good, mythic)

**Init** +16/−4<sup>MF</sup>, **dual initiative**<sup>MA</sup>; **Senses** darkvision 60 ft., *detect evil*, *detect snares and pits*, low-light vision, *true seeing*; Perception +28

**Aura** protective aura, righteous aura<sup>MA</sup>

### DEFENSE

**AC** 40, touch 13, flat-footed 36 (+4 Dex, +27 natural, −1 size)

**hp** 343 (17d10+250); regeneration 10 (evil weapons and effects)

**Fort** +20, **Ref** +11, **Will** +20; +4 vs. poison, +4 resistance vs. evil

**Defensive Abilities** *fortification* (50%)<sup>MA</sup>, fourfold wings<sup>MA</sup>;

**DR** 10/epic and evil; **Immune** acid, cold, petrification; **Resist** electricity 10, fire 10; **SR** 31 (35 vs. spells and spell-like abilities with the evil descriptor or used by outsiders with the evil subtype)

### OFFENSE

**Speed** 30 ft., fly 90 ft. (good)

**Melee** +3 *holy greatsword* +29/+24/+19/+14 (3d6+18/17−20 plus 1d6 cold) or slam +26 (1d6+10 plus 1d6 cold), 4 wings +21 (1d6+5 plus 1d6 cold)

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

**Special Attacks** flurry of feathers<sup>MA</sup>, master tactician<sup>MA</sup>, *mythic power* (8/day, surge +1d10), *nemesis*<sup>MA</sup>, touch of emerald ice<sup>MA</sup>

**Spell-Like Abilities** (CL 16th; concentration +23)

Constant — *detect evil*, *detect snares and pits*, *discern lies* (DC 20), *true seeing*

At will — *continual flame*, *dispel magic*, *holy smite* (DC 21), *invisibility* (self only), *lesser restoration*, *remove curse*, *remove disease*, *remove fear* (DC 18), *speak with dead* (DC 20)

3/day — *blade barrier* (DC 21), *flame strike* (DC 22), *power word stun*, *raise dead*, *waves of fatigue*

1/day — *earthquake* (DC 25), *greater restoration*, *mass charm monster* (DC 25), *waves of exhaustion*

**Spells Prepared** (CL 16th; concentration +24)

8th — *euphoric tranquility*<sup>APG</sup> (DC 26), *fire storm* (DC 26), *stormbolts*<sup>APG, MS</sup> (DC 26)

7th — *ethereal jaunt*, *holy word*<sup>MS</sup> (DC 25), *repulsion*, *waves of ecstasy*<sup>UM</sup> (DC 25)

6th — *banishment*<sup>MS</sup> (DC 24), *greater dispel magic*<sup>MS</sup>, *heal*, *mass cure moderate wounds* (DC 24)

5th — *break enchantment*, *dispel evil*<sup>MS</sup> (2, DC 23), *plane shift* (DC 23), *righteous might*

4th — *blessing of fervor*<sup>APG, MS</sup>, *death ward*, *dismissal* (DC 22), *divine power*, *terrible remorse*<sup>UM</sup> (DC 22)

3rd — *cure serious wounds* (2), *daylight*, *invisibility purge*, *summon monster III*, *wind wall*

2nd — *align weapon*, *bear's endurance* (2), *cure moderate wounds*, *delay poison*, *eagle's splendor*, *owl's wisdom*

1st — *bless* (2), *cure light wounds* (4), *shield of faith*<sup>MS</sup>

0 (at will) — *detect magic*, *purify food and drink*, *stabilize*, *virtue statistics*

**Str** 31, **Dex** 19, **Con** 26, **Int** 22, **Wis** 27, **Cha** 24

**Base Atk** +17; **CMB** +28; **CMD** 42

**Feats** Blind-Fight, Great Fortitude, Improved Critical

(greatsword), Improved Initiative<sup>MF</sup>, Intercept Charge<sup>ACG, B</sup>, Iron Will, Lightning Reflexes, Mythic Spell Lore<sup>MF</sup>, Power Attack<sup>MF</sup>, Sacred Spell Resistance, Toughness<sup>MF</sup>

**Skills** Acrobatics +24, Diplomacy +24, Fly +26, Heal +25, Intimidate +24, Knowledge (history) +23, Knowledge (planes) +26, Knowledge (religion) +23, Perception +28, Profession (soldier) +25, Sense Motive +28, Stealth +20

**Languages** Celestial, Draconic, Infernal; truespeech

**SQ** change shape (*alter self*), mythic spell-like abilities<sup>MA</sup>

### ECOLOGY

**Environment** any good-aligned plane

**Organization** solitary or pair

**Treasure** double (+3 *holy greatsword*)


### SPECIAL ABILITIES

**Flurry of Feathers (Ex)** As a standard action, a mythic planetar can unleash a flurry of flying feathers that deal 4d6 points of slashing damage (DC 25 Reflex half) to all creatures in a 10-foot-radius burst centered on the planetar. In addition, these feathers cling to evil creatures and sting their eyes, affecting them as glitterdust; a successful DC 25 Will save negates the blinding effect of this spell but not the clinging of the feathers. If the planetar expends one use of its mythic power, it can use this ability as a swift action; if it activates the ability as a standard action and expends one use of mythic power, the area of effect is increased to a 30-foot-radius burst. The save DC is Constitution-based.

**Fourfold Wings (Ex)** A mythic planetar gains 4 wing attacks it can use as secondary natural weapons. It can use these wings for defense rather than attacking, gaining a +1 cover bonus to AC for each wing it uses in this fashion (this bonus stacks), and it can provide this cover bonus to itself or to any creature within its reach. A mythic planetar can use all four of its wings to provide total cover in one direction as if it were wielding a tower shield, though it cannot fly while doing so.

**Master Tactician (Ex)** Mythic planetars are consummate strategists, always able to come up with the ideal tactic for the situation. A mythic planetar gains one teamwork feat as a bonus feat, and three times per day as a swift action it can provide this bonus feat to all allies within 60 feet for 1 minute. By spending one use of its mythic power as a free action, a mythic planetar can exchange one teamwork feat it knows for any other teamwork feat for which it qualifies. The teamwork feat it exchanges must not be a prerequisite for any other feat. A mythic planetar always gains the benefits of teamwork feats as if its allies possessed the same teamwork feats.





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**Mythic Spell-Like Abilities (Su)** Three times per day, a mythic planetar may cast the mythic spell version of any of its corresponding spell-like abilities. It must expend the same amount of mythic power that would normally be required to cast a mythic spell, treating its mythic rank as its mythic tier for the purpose of qualifying to use augmented versions of mythic spells.

**Nemesis (Su)** Mythic planetars study the enemies of heaven and learn how best to combat them. Each mythic planetar may choose one outsider race with evil subtype. All of its attacks deal +1d6 damage against outsiders of that type, and the planetar can detect that creature type at will as a swift action. This functions like *detect undead*, but the planetar may detect its nemesis in a 120-foot cone or a 60-foot-radius emanation centered on its self. It can detect such creatures within 30 feet as if it had blindsense. A mythic planetar can expend one use of its mythic power as a swift or immediate action to gain the benefits of uncanny dodge and improved uncanny dodge (treating its Hit Dice as its rogue level) against creatures of that subtype for 1 minute.

**Righteous Aura (Su)** All attacks within a mythic planetar's protective aura are considered good-aligned for the purpose of overcoming damage reduction, and challenge, judgment, quarry, smite evil, and similar effects used by good allies against evil creatures within this aura function as though the character was 2 levels higher. A mythic planetar can expend one use of its mythic power to increase the effect of its protective aura to duplicate a mythic *minor globe of invulnerability* for 7 minutes.

**Spells** Planetars cast divine spells as 16th-level clerics. They do not gain access to domains or other cleric abilities.

**Touch of Emerald Ice (Su)** A mythic planetar's translucent pale green flesh is cold to the touch to all creatures, but it freezes the flesh of evil creatures. A planetar's natural attacks and any weapon it wields deal 1d6 points of cold damage to evil creatures, and this bypasses any cold resistance or immunity possessed by non-mythic outsiders with the evil subtype unless they also have the cold subtype. This damage also applies against any evil creature striking a mythic planetar with a natural weapon, unarmed strike, or melee touch attack. In addition, when a mythic planetar confirms a critical hit against an evil creature in melee, a shard of its icy flesh splinters into the wound (DC 26 Reflex negates) and spreads a paralyzing chill through the target, dealing 1d6 points of Dexterity damage per round. The target can remove this icy shard as a standard action with a successful DC 26 Strength check or Reflex save. A mythic planetar can expend one use of its mythic power as a swift action to use this power after any successful melee attack, even if it is not a critical hit. The save DC is Constitution-based.



## Angel, Solar

This towering humanoid creature has shining topaz eyes, metallic skin, and three pairs of white wings.

### MYTHIC SOLAR

CR 28/MR 10

XP 4,915,200

Pathfinder Roleplaying Game Bestiary

NG Large outsider (angel, extraplanar, good, mythic)

**Init** +11/-9, **dual initiative**<sup>MA</sup>; **Senses** darkvision 60 ft., *detect evil*, *detect snares and pits*, low-light vision, *true seeing*; Perception +34

**Aura** protective aura, righteous aura<sup>MA</sup>

### DEFENSE

**AC** 56, touch 15, flat-footed 50 (+12 armor, +6 Dex, +29 natural, -1 size)

**hp** 485 (22d10+364); regeneration 15 (evil artifacts, effects, and spells)

**Fort** +27, **Ref** +16, **Will** +24; +4 vs. poison, +4 resistance vs. evil

**Defensive Abilities** gleaming skin<sup>MA</sup>, impervious flesh<sup>MA</sup>, indomitable paragon<sup>MA</sup>, **DR** 20/-; **Immune** acid, blindness, cold, dazzling, gaze weapons, petrification; **Resist** electricity 10, fire 10; **SR** 39

### OFFENSE

**Speed** 50 ft., fly 150 ft. (good)

**Melee** +5 *dancing holy greatsword* +35/+30/+25/+20 (3d6+18/19-20)

**Ranged** +5 *holy composite longbow* +33/+28/+23/+18 (2d6+14/x3)

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

**Special Attacks** heavenly hunter<sup>MA</sup>, **mythic power** (10/day, surge +1d12), shafts of light<sup>MA</sup>, unstoppable shot<sup>MA</sup>

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

Constant—*detect evil*, *detect snares and pits*, *discern lies* (DC 21), *true seeing*

At Will—*aid*, *animate objects*, *commune*, *continual flame*, *dimensional anchor*, *greater dispel magic*, *holy smite* (DC 21), *imprisonment* (DC 26), *invisibility* (self only), *lesser restoration*, *remove curse*, *remove disease*, *remove fear*, *resist energy*, *summon monster VII*, *speak with dead* (DC 20), *waves of fatigue*

3/day—quicken *blade barrier* (DC 23), *earthquake* (DC 25), *heal*, *mass charm monster* (DC 25), *permanency*, *resurrection*, *waves of exhaustion*

1/day—*greater restoration*, *power word blind*, *power word kill*, *power word stun*, *prismatic spray* (DC 24), *wish*

**Spells Prepared** (CL 20th, concentration +29)

9th—*gate*, *implosion*<sup>MS</sup> (DC 29), *mass heal*, *miracle*, *storm of vengeance* (DC 29)

8th—*dimensional lock*, *fire storm*<sup>MS</sup> (DC 26), *holy aura*<sup>MS</sup> (DC 26), *mass cure critical wounds* (2)

7th—*destruction* (DC 25), *ethereal jaunt*, *holy word*<sup>MS</sup> (DC 25), *regenerate*<sup>MS</sup>, *repulsion*<sup>MS</sup>

6th—*banishment* (DC 26), *heal*, *heroes' feast*, *undeath to death* (DC 26), *word of recall*

5th—*break enchantment*<sup>MS</sup>, *breath of life*, *dispel evil* (DC 25), *plane shift* (DC 25), *righteous might*, *steal power*<sup>MS</sup>, *symbol of sleep* (DC 24)

4th—*blessing of fervor*<sup>APG</sup>, *cure critical wounds*, *death ward*, *deathless*<sup>MS</sup>, *dismissal* (DC 24), *divine power*, *neutralize poison*

3rd—*cure serious wounds*, *daylight*, *invisibility purge*, *magic circle against evil*, *prayer*, *protection from energy*<sup>MS</sup>, *wind wall*

2nd—*bear's endurance*, *bull's strength*, *consecrate*, *cure moderate wounds*, *eagle's splendor*, *owl's wisdom*, *resist energy*

1st—*bless*, *cure light wounds* (3), *divine favor*, *entropic shield*, *shield of faith*

0 (at will)—*detect magic*, *purify food and drink*, *stabilize*, *virtue*

### STATISTICS

**Str** 28, **Dex** 24, **Con** 34, **Int** 23, **Wis** 29, **Cha** 25

**Base Atk** +22; **CMB** +32; **CMD** 49

**Feats** Deadly Aim<sup>MF</sup>, Flyby Attack, Great Fortitude, Improved Initiative, Iron Will, Manyshot<sup>MF</sup>, Mythic Spell Lore<sup>MF</sup>, Point-Blank Shot, Power Attack, Quicken Spell-like Ability (*blade barrier*), Rapid Shot<sup>MF</sup>, Spell Penetration<sup>MF</sup>

**Skills** Acrobatics +29, Diplomacy +29, Fly +31, Knowledge (history) +28, Knowledge (nature) +28, Knowledge (planes) +31, Knowledge (religion) +28, Perception +34, Sense Motive +34, Spellcraft +28, Stealth +25, Survival +31

**Languages** Abyssal, Aklo, Celestial, Common, Draconic, Infernal; truespeech

**SQ** angelic armory<sup>MF</sup>, change shape (*alter self*), eyes of the sun<sup>MF</sup>

### ECOLOGY

**Environment** any good-aligned plane

**Organization** solitary or pair

**Treasure** double (+3 *celesial plate*, +5 *dancing greatsword*, +5 *composite longbow* [+9 Str bonus])

### SPECIAL ABILITIES

**Angelic Armory (Su)** A mythic solar wears *celestial plate armor*, which is destroyed if the mythic solar is slain. In addition, weapons wielded by a mythic solar gain the holy property, though they lose this property when wielded by others.

**Eyes of the Sun (Su)** A mythic solar cannot be blinded or dazzled and is immune to gaze weapons. In addition, the terrible radiance from its eyes functions as a gaze weapon that affects evil creatures within 30 feet as a *sunbeam* spell (DC 28 Fortitude negates blindness and halves damage). The save DC is Charisma-based.

**Gleaming Skin (Ex)** A mythic solar's flesh is as reflective as a polished golden mirror, reflecting ordinary light and magical energy. In bright light, non-good creatures within 50 feet are automatically dazzled (no save), and any creature beginning its turn adjacent to the solar is blinded for 1d4 rounds (DC 28 Reflex negates). Creatures can avoid being dazzled or blinded by averting their gaze or closing their eyes, as if this were a gaze attack. The save DC is Charisma-based.



In addition to reflecting natural light, rays and magical ranged touch attacks have a 20% miss chance when targeting a mythic solar, and effects that are deflected have a 20% chance of being redirected toward another target (chosen randomly) within 50 feet; otherwise, they are simply harmlessly deflected away. As an immediate action, the solar can expend one use of its mythic power to increase its reflectiveness to 50% for 1 minute. The chance to redirect the attack at another creature is likewise increased to 50%, and if the attack is redirected and the caster of the effect is within 50 feet the solar can choose to reflect the effect directly back at the caster rather than rolling randomly. Gaze weapons, patterns, magical effects with the light descriptor, and light-based effects such as prismatic spray and searing light have the same chance of being reflected (if targeting the solar) or simply to not affect the solar (if they affect an area) as rays. A mythic solar can expend one use of its mythic power to move through a non-mythic prismatic wall or prismatic sphere without harm.

**Heavenly Hunter (Ex)** A mythic solar takes no penalty on Survival checks when tracking and moving at any speed, and it can track creatures that do not leave tracks, including flying or swimming creatures or creatures moving through the void such as in the Astral or Ethereal Plane. As a standard action, a mythic solar can designate any creature it can see as its quarry, as the ranger class feature. If the creature it designates has the evil subtype, the mythic solar can expend one use of its mythic power to gain the benefits of the improved quarry class feature. Once a mythic solar has designated a creature as its quarry, it can spontaneously cast any divination spell on the cleric class spell list by sacrificing a prepared spell of the same or higher level, though such divinations can be used only to locate or otherwise gather information about the solar's designated quarry. It can also expend mythic power to use the mythic versions of such divination spells, even if it does not normally know the mythic spell in question.

**Impervious Flesh (Ex)** A mythic solar's damage reduction is increased to DR 20/–, and weapons or effects that would normally overcome its damage reduction no longer do so, including a paladin's smite evil or mythic effects such as a mythic champion's fleet charge or a mythic trickster's surprise strike. The solar's damage reduction applies even against spells, supernatural abilities, and other magical effects that deal bludgeoning, piercing, and slashing damage. A mythic solar also gains immunity to bleed effects, though this immunity can be bypassed on a critical hit with an epic weapon, mythic spell, or the natural weapon of a mythic creature with mythic rank 10.

**Indomitable Paragon (Ex)** Whenever a mythic solar would take ability damage, ability drain, temporary or permanent penalties to ability scores, or temporary negative levels, it reduces that damage, drain, penalty, or number of levels by 5. In addition, a mythic solar can expend one use of its mythic power as a free action to end any one of the following effects currently affecting it: bleed, blinded, confused, cowering, dazed, dazzled, deafened, entangled, exhausted, fascinated, fatigued, frightened, nauseated, panicked, paralyzed, shaken, sickened, staggered, or stunned. It can use this ability at the beginning of its turn if one of the above conditions would prevent the dragon from taking actions. The dragon can also negate permanent conditions such as feblemind, insanity, a permanent negative level, or petrification by expending two uses of its mythic power if the condition resulted from a non-mythic effect, or 3 uses of its mythic power if it was from a mythic effect.

**Righteous Aura (Su)** All attacks within a mythic solar's protective aura are considered good-aligned for the purpose of overcoming damage reduction, and challenge, judgment, quarry, smite evil, and similar effects used by good allies against evil creatures within this aura function as though the character was 2 levels higher. A mythic solar can expend one use of its mythic power to increase the effect of its protective aura to duplicate a mythic *minor globe of invulnerability* for 7 minutes.

**Shafts of Light (Su)** Arrows shot by a mythic solar glow with heavenly light as they streak toward their targets. Its ammunition gains the *limning*<sup>UE</sup> property, and additionally gain the *keen* property when used against evil targets. In addition, a mythic solar can expend one use of its mythic power as a free action to grant its arrows the *brilliant energy* property for 1 minute.

**Solar Flare (Su)** As a swift action, a mythic solar can convert any arrow it shoots into a shaft of pure light that strikes as a ranged touch attack, affecting the target as *searing light*. It can use this ability in conjunction with its unstoppable shot special attack. When this shaft of light strikes a creature, as a free action a mythic solar may elect to forgo the normal damage from *searing light* and expend one use of mythic power to trigger a *sunburst* (DC 25) centered on the target, affecting a 20-foot-radius burst. Either spell effect has a caster level of 20th.

**Unstoppable Shot (Ex)** A mythic solar gains this champion mythic path ability, as described in *Pathfinder Roleplaying Game Mythic Adventures*.



## Agathion, Rhampholeal

This diminutive chameleon lizard wears a light, loose tunic and has numerous knives strapped to its limbs.

### AGATHION, RHAMPHOLEAL

CR 8/MR 3

XP 4,800

NG Small outsider (agathion, extraplanar, good, mythic)

**Init** +6; **Senses** darkvision 60 ft., low-light vision, *see invisibility*; Perception +14

### DEFENSE

**AC** 25, touch 17, flat-footed 19 (+6 Dex, +8 natural, +1 size)

**hp** 96 (7d10+58)

**Fort** +6, **Ref** +11, **Will** +6; +4 vs. poison

**Defensive Abilities** all-around vision, mirror dodge<sup>MA</sup>, titan's bane<sup>MA</sup>, **DR** 5/epic and evil or silver; **Immune** electricity, petrification; **Resist** cold 10, sonic 10; **SR** 21

### OFFENSE

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

**Melee** +1 *demon-bane dagger* +15/+10 (1d3+6/19–20 plus poison); *demon-bane bite* +12 (1d6+6 plus poison) or *demon-bane tongue* +12/+7 touch (grab plus poison)

**Ranged** +1 *demon-bane dagger* +15/+10 (1d3+3/19–20 plus poison)

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

**Special Attacks** bardic performance 17 rounds/day (countersong, distraction, fascinate [DC 16], inspire competence +2, inspire courage +2, suggestion [DC 16]), *demon-bane*<sup>MA</sup>, grab (Medium), poison, pull (tongue, 5 ft.), sneak attack +3d6, tongue

**Spell-Like Abilities** (CL 7th; concentration +10)

Constant—*protection from evil*, *see invisibility*, *speak with animals*

At will—*dancing lights*, *magic weapon*, *prestidigitation*

3/day—*blur* (self only), *charm person* (DC 14), *dimension door* (self plus 50 lbs. of objects only), *dispel magic*, *hold person* (DC 15), *invisibility* (self only), *minor image* (DC 15), *seek thoughts*<sup>APG</sup> (one touched target; DC 16), *silence* (DC 15), *true strike*

### STATISTICS

**Str** 15, **Dex** 23, **Con** 18, **Int** 15, **Wis** 12, **Cha** 16

**Base Atk** +7; **CMB** +8 (+12 grapple); **CMD** 24

**Feats** Antagonize<sup>MF</sup>, Multiattack, Weapon Finesse<sup>MF</sup>, Weapon Focus (bite)

**Skills** Acrobatics +10, Climb +10, Diplomacy +13, Intimidate +13, Knowledge (geography) +9, Knowledge (planes) +12, Perception +15, Perform (oratory) +12, Sense Motive +11, Stealth +24 (+32 when still); **Racial Modifiers** +4 Perception, +4 Stealth (+12 when still)

**Languages** Celestial, Draconic, Infernal; *speak with animals*; truespeech

**SQ** lay on hands (3d6, 6/day, as a 7th-level paladin), mindworm tongue, supreme stealth<sup>MA</sup>

### ECOLOGY

**Environment** temperate and warm desert, forest, or urban (extraplanar)

**Organization** solitary, pair, or squad (3–6)

**Treasure** standard (4 mwk daggers, other treasure)

### SPECIAL ABILITIES

**Demon-Bane (Ex)** Against demons and creatures native to the Abyss, a rhampholeal's natural and manufactured weapons gain the *bane* weapon special ability. The weapons' enhancement bonuses are +2 better than their actual bonuses and they deal an extra 2d6 points of damage against these foes.

**Mindworm Tongue (Su)** A rhampholeal gains a +2 bonus on its spell-like ability DCs against any creature it is grappling with its tongue.

**Mirror Dodge (Su)** This functions as the trickster path ability, as described in *Pathfinder Roleplaying Game Mythic Adventures*.

**Poison (Ex)** A rhampholeal's poison glands are in its mouth, and constantly apply poison to its bite and tongue attack. When preparing for combat, it can apply this poison to a dagger as a swift or move action. *Rhampholeal poison*: Bite, tongue, or weapon—contact or injury; *save* Fort DC 17; *frequency* 1/round for 6 rounds; *effect*

1d2 Dex; *cure*

2 consecutive

saves.





**Supreme Stealth (Ex)** Creatures cannot detect a rhampholeal using scent and must make normal Perception checks to do so. In addition, a rhampholeal can expend one use of its mythic power as a swift action to make itself undetectable to blindsight (including blindsense) or tremorsense for 3 minutes.

**Titan's Bane (Ex)** This functions as the trickster path ability, as described in *Pathfinder Roleplaying Game Mythic Adventures*.

**Tongue (Ex)** A rhampholeal can grab a foe with its tongue and draw the victim to its mouth. This tongue attack has a reach of 10 feet. The attack does no damage, but allows the creature to grab. A rhampholeal does not gain the grappled condition while using its tongue in this manner.

A rhampholeal is a chameleon-like celestial who acts as a scout on behalf of celestial patrols, and hunts or assassinates demons on its own time. They usually patrol remote desert and forest areas in search of their hated foes, always on the lookout for the Abyss trying to get a foothold on other planes. With a hunched posture and wearing only a simple clothing, a rhampholeal might be mistaken for a small troglodyte or lizardfolk, but its high-quality daggers and habit of rotating its eyes in different directions indicate it is something far more intelligent. The original rhampholeals were born of the souls of the most passionate and goodly mortal bards, but long ago their nature changed, and now they only arise from the souls of good mortals who actively hunt evil.

Long ago, the rhampholeals were the most beloved entertainers of the celestial courts, traveling the good planes to perform before the archangels, empyreal lords, the nobles of the agathions. They were ladies and fellows of infinite jest and excellent fancy, creating memorable turns of phrase, amazing feats of acrobatics, unforgettable dramatic performances, and moving soliloquies and sonnets. They made the best toasts at weddings and feasts, used their honeyed words to smooth over disagreements, and inspired the guardians of the heavens to stand strong against the forces of evil. In their role as the providers of joy and merriment, they were sheltered and protected from the horrors of the war against the fiends.

That changed when a large force of demons infiltrated and attacked a meeting between the celestials and axiomites to discuss a foray against the Abyss. The fiends killed hundreds and tortured a hundred more, forcing the survivors to watch every act of pain and humiliation. When a force of planetars dispersed the demons and freed the victims, the once-joyous rhampholeals had suffered great physical and psychological damage, and the greatest healing magic was not enough to help them. For nine years, the survivors cloistered themselves within Nirvana, and when they emerged, they performed for their own kind a cautionary tale of depravity and horror.

Until that point, the other rhampholeals had only heard stories of the kinds of evil demons were capable of, but the masterful empathic play by their own scarred kindred made the experience vividly real. They turned to the greatest of their kind—the heralds known as the Five and Three—and asked for their soulflesh to be retuned so that they might scrutinize and confront evil.

The heralds wept multicolored tears of sorrow, but agreed, and transformed the entire host.

No longer would the rhampholeals use their magic and color-changing to lift hearts and make friends. They became Nirvana's scouts, spies, and assassins, hiding in plain sight, stealing secrets from enemy minds, and slicing demonic flesh with tiny deadly cuts. Small and seemingly inoffensive, they can blend with shadows, smoke, or foliage, strike fear into the hearts of the brave, and inspire others to strike true.

## HABITAT AND SOCIETY

Rhampholeals are comfortable alone, among their own kind, or working with other good beings. Although their grim role as Nirvana's assassins gives them a reputation as taciturn and serious, when not on a mission they are remarkably chatty, almost aggressively loquacious, as if deep down they wish to remember the garrulous entertainers many of them used to be, and the only way to channel that energy outside of combat is to be verbose and vicarious.

An excited rhampholeal might describe a particular successful mission with great animation and a staccato monologue of its thoughts, changing color and using illusion to augment its story, or wax poetic about its mortal life or a friend it knew centuries before, but it only uses this kind of speech in small groups and of people it trusts. If expecting to face off against a known opponent, it would rehearse an intimidating speech to be said to its incapacitated or terrified foe before it struck a killing blow. It has memorized dozens of possible statements to use to challenge enemies, encourage allies, or spend as its last words. Despite its vengeful focus as a sneak and killer, a rhampholeal is still a theatrical creature at heart, and it enjoys presenting itself as the creeping thing in the dark that evil itself is afraid to confront—the Abyss's phantom, bogeyman, and demon to demons.

## ECOLOGY

A rhampholeal is a physical incarnation of a heroic mortal soul, and is sustained by air rather than food and water. Although they can eat and drink, and were once known for their appreciation of fine cuisine and spirits, now they avoid these practices except to be minimally polite.

Like all agathions, a rhampholeal has a gender, but it does not reproduce among its own kind—new rhampholeals appear when the right sort of mortal soul reaches Nirvana. It can change its skin color at will like a chameleon, and normally uses this to signal its mood; a rhampholeal's friends learn to recognize specific colors and patterns much as they'd read a human ally's flashing eyes, flushed cheeks, or creased brow. It has perfect control over these changes and never risks revealing betraying its feelings when it does not want others to know. A slain rhampholeal usually takes on bright colors that contrast with its surroundings, its performer's soul taking one last opportunity to present a bit of artistry before it is annihilated.



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