



MYTHIC MONSTERS: MOUNTS

BY JASON NELSON
WITH THE LEGENDARY GAMES DESIGN TEAM



MYTHIC PLUG-INS



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WELCOME TO ULTIMATE PLUG-INS: MYTHIC MONSTERS!

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

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

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



SPECIAL ELECTRONIC FEATURES

We've hyperlinked the electronic version of this product internally from the Table of Contents and externally with links to the [Pathfinder Reference Document](#), the official online compendium of game rules, as well as the [d20pfsrd.com](#). If it is in the core rulebook, we generally didn't link to it unless the rule is an obscure one. The point is not to supersede the game books, but rather to help support you, the player, in accessing the rules, especially those from newer books or that you may not have memorized.

ABOUT LEGENDARY GAMES

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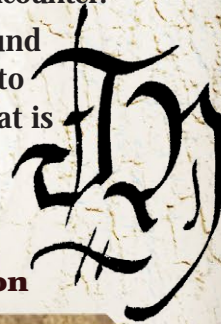
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WHAT YOU WILL FIND INSIDE MYTHIC MONSTERS: MOUNTS

A staple of fantasy stories from the oldest days is that legendary heroes often acquire a legendary steed along the way. From Bellerophon and the original Pegasus to faithful ponies like Bela and Bill, there is something about an amazing mount that elevates a great hero. This product presents mythic mounts both natural and supernatural, from the aforementioned **pony** and **pegasus** to the everyday **warhorse** and magnificent **sleipnir** and the legendary **pegasus champion**. In a fantasy game, player characters are liable to try riding just about anything, but in *Mythic Monsters: Mounts* we've tried to keep to creatures that spend most of their time with a rider in the saddle. Not every mount is equine, of course, so **mythic riding dogs**, **giant eagles**, **elephants**, and **rocs** get their due alongside the **hippogriff**, **hippocampus**, and of course the dread **nightmare** and its even nastier cousin, the **cauchemar**.

Mythic Monsters: Mounts diverges from the standard structure of other *Mythic Monsters* supplements, each of which presents a dozen and one creatures, 12 standard Pathfinder monsters converted into amazing mythic versions plus one brand-new creature, because mounts are not your usual everyday monsters. Sure, you could fight them, but more often they (or the villains of the campaign) are going to be fighting with them. Since this is a bit of a special case, we present for your gaming pleasure 20 mythic versions of your favorite steeds, all ready for the mythic mayhem your great heroes will encounter.

The *Mythic Monsters* series from Legendary Games sets aside the rich story and background that is our trademark, because it is focused on pure crunch, and there it absolutely lives up to 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



MYTHIC MOUNTS

ACQUIRING A MYTHIC MOUNT: MYTHIC mounts should not be available for sale but should be something PCs can research through sages, divinations, or Knowledge skills. Finding a mythic mount should be a quest in itself, and makes an excellent mythic trial for characters, as described in Chapter 4 of *Pathfinder Roleplaying Game Mythic Adventures*. They could also be acquired with the Leadership feat. A good rule of thumb for determining the equivalent level of a creature as a cohort is to add 4 to its CR, though you might reduce this to 3 if the mount and the PC share a compatible alignment or fit together well thematically.

Advanced Mounts: Some of the mounts described here are presented in two forms, one a mythic version of a species and the other a mythic version of an advanced creature of their species. Advanced creatures have been used to provide mythic mounts that are significantly less fragile and more useful over more of a character's lifespan than the ordinary, and even mythic, versions of their kind. Each advanced creature is among the finest and fittest of its species, and a few can even understand normal speech in a rudimentary fashion.

Animal Companions: Animal companions follow their own unique rules rather than being based directly on a standard monster stat block. However, several of the rules described below can help you add mythic qualities to your animal companion (or equivalent mount or companion), as can those described in the path abilities and feats in the *Pathfinder Roleplaying Game Mythic Adventures* rulebook.

Mount Templates: If you wish to further enhance the strength and survivability of mythic mounts, you can apply the **agile**, **invincible**, or **savage** mythic simple templates described in the Mythic Monster Advancement section of Chapter 6 of *Pathfinder Roleplaying Game Mythic Adventures*. The agile template is a perfect fit for mythic mounts legendary for their speed, like a light horse, pegasus, or hippocampus. The invincible template is ideal for mythic mounts designed to absorb unbelievable punishment, like an elephant or warhorse. Finally, the savage template is ideal for mythic mounts that are devastating allies on the battlefield in their own right, like the riding dog or nightmare. In rare cases, it may be appropriate to add the mythic **arcane** or **divine** simple template to a mount.

Training Mythic Mounts: For mythic animals and magical beasts with Intelligence 2 or less, they are generally more difficult to train than ordinary animals or magical beasts; however, once trained they can learn a great deal more. Add twice the mythic mount's mythic tier to the Handle Animal DC to train it. However, it can learn an additional number of tricks equal to its mythic tier, and once trained the DC to handle or push the animal to perform a trick or task it knows is reduced by 5.

Mythic Abilities: Each creature's mythic abilities are noted in their stat block with a superscript ^{MA}; abilities marked ^{MMA} are major mythic abilities that count as two abilities, while ^{MF} indicates mythic feats. In some cases, their mythic abilities are improved versions of existing abilities rather than entirely new powers. Mythic abilities that are underlined are described in Chapter 6 of *Pathfinder Roleplaying Game Mythic Adventures*.



MYTHIC FEATS

Companion Mythic Ability

Your companion gains a mythic ability characteristic of its kind.

Prerequisite: Animal companion, bonded mount, eidolon, or familiar with Mythic Companion feat or an animal companion, bonded mount, eidolon, or familiar whose master has the Mythic Companion path ability and is at least 3rd mythic tier.

Benefit: If a mythic version of your companion's creature type exists, it can select one mythic special ability from those possessed by mythic creatures of its type, subject to GM discretion. You cannot select a major mythic ability that counts as two mythic abilities.

Special: You can select this feat more than once. Each time, it applies to a different mythic special ability.

Mythic Trainer

You are a legendary trainer of beasts of all kinds.

Prerequisite: Expert trainer or wild empathy class feature, Handle Animal 5 ranks

Benefit: You ignore the normal-DC increase for training mythic creatures, and you gain a bonus equal to one-half your mythic tier on Handle Animal checks to train non-mythic creatures. Creatures you train can learn an additional number of tricks equal to your mythic tier, and if your bonus on a skill check to command or push a creature you have trained would be an automatic success, it is a free action for you to command or push that creature.

If you train an animal for 30 days, spending one use of your mythic power each day, you can awaken that creature as the spell, treating your caster level as twice your mythic tier.

MYTHIC PATH ABILITIES

3rd-Tier Champion Path Ability

Mythic Rider (Ex): If any effect would make you fall from the back of your mount or cause your mount to fall or become prone, you can spend one use of your mythic power as a free action to remain mounted or for your mount to remain standing (unless your mount is killed or knocked unconscious). In addition, you can spend one use of your mythic power attuning yourself to your mount. For the next 24 hours, your mount gains the hard to kill, recuperation, and mythic saves abilities as a creature whose mythic tier was 2 tiers lower than yours. If you have the unstoppable ability and use it on yourself while mounted, you may remove one of the listed effects from your mount at the same time; this may be a different effect from the one affecting you.

Trick Rider (Ex): You gain one bonus feat for every 2 mythic tiers you possess, which must be Animal Affinity, Skill Focus (Ride), or a mounted combat feat, or a mythic version of one of these feats.

3rd-Tier Guardian Path Ability

Mythic Rider (Ex): As the champion path ability.

Trick Rider (Ex): As the champion path ability.

6th-Tier Guardian Path Ability

Companion Mythic Ability (Su): You can awaken the mythic nature within your animal companion, cohort, eidolon, familiar, or bonded mount. This creature gains any one mythic monster special ability that a mythic or advanced mythic creature of its type possesses. If that ability can be used only by expending mythic power, your companion can instead use the ability three times per day.

MYTHIC BISON**CR 5/MR 2****XP 1,600***Pathfinder Roleplaying Game Bestiary* (herd animal, bison)**N** Large animal (mythic)**Init** +0; **Senses** low-light vision, scent; **Perception** +8**DEFENSE****AC** 19, touch 9, flat-footed 19 (+10 natural, -1 size)**hp** 58 (5d8+36)**Fort** +8, **Ref** +4, **Will** +1**DR** 5/epic; **Resist** cold 10**OFFENSE****Speed** 40 ft.**Melee** gore +11 (2d6+13)**Space** 10 ft.; **Reach** 5 ft.**Special Attacks** mythic power (2/day, surge 1d6), spirit stampede^{MA}, stampede, trample (2d6+13, DC 21)**STATISTICS****Str** 29, **Dex** 10, **Con** 19, **Int** 2, **Wis** 11, **Cha** 4**Base Atk** +3; **CMB** +13 (+16 bull rush); **CMD** 23 (26 vs. bull rush, 27 vs. trip)**Feats** Endurance, Improved Bull Rush^{MF}, Power Attack**Skills** Perception +8**SQ** rollover^{MA}, shaggy coat^{MA}**ECOLOGY****Environment** cold or temperate plains**Organization** solitary, pair, or herd (3-30)**Treasure** none**SPECIAL ABILITIES**

Rollover (Ex) A mythic bison can stand up from prone as a swift action, and can spend one use of its mythic power to do so without provoking attacks of opportunity. In addition, when a mythic bison is grappled, it can attempt to dislodge its attacker by rolling on top of it and crushing it to the ground. Treat this as a bull rush combat maneuver; if successful, the grapple is broken and the creature grappling the mythic bison takes 1d6+4 points of damage. Both the mythic bison and the grappler fall prone.

Shaggy Coat (Ex) A mythic bison's coat grants it cold resistance 10, and it may spend one use of its mythic power as an immediate action to gain cold immunity until the end of its next turn.

Spirit Stampede (Su) A mythic bison can spend one use of its mythic power to call up a pair of spirit-bison to stampede with it. These spirit-bison are intangible phantoms that persist for 1 minute and move with the mythic bison, one on either side, and allow the mythic bison to use its stampede ability by itself. The spirit-bison move through creatures and solid objects as they stampede with the mythic bison and do not affect them in any way; however, any creature failing its save against the mythic bison's trample attack while it uses this ability must make a Will save against the trample DC or become shaken for 1d4 rounds.

Stampede (Ex) A stampede occurs if three or more creatures with stampede make a trample attack while remaining adjacent to each other. While stampeding, the creatures can trample Large or smaller foes and the trample's save DC increases by +2.



MYTHIC CAMEL**CR 2/MR 1****XP 600***Pathfinder Roleplaying Game Bestiary 2* (herd animal, camel)

N Large animal (mythic)

Init +3; **Senses** low-light vision, scent; **Perception** +5**DEFENSE****AC** 14, touch 12, flat-footed 11 (+3 Dex, +2 natural, -1 size)**hp** 21 (2d8+12)**Fort** +5, **Ref** +6, **Will** +0**OFFENSE****Speed** 50 ft.**Melee** bite +4 (1d4+6)**Space** 10 ft.; **Reach** 5 ft.**Special Attacks** mythic power (3/day, surge 1d6), spit (+3 ranged touch)**STATISTICS****Str** 18, **Dex** 16, **Con** 14, **Int** 2, **Wis** 11, **Cha** 4**Base Atk** +1; **CMB** +6; **CMD** 19 (23 vs. trip)**Feats** Endurance, Extra Mythic Power**Skills** Perception +5, Survival +0 (+5 in desert terrain)**SQ** desert traveler^{MA}, reservoir of life^{MA}**ECOLOGY****Environment** warm deserts**Organization** solitary**Treasure** none**SPECIAL ABILITIES**

Desert Traveler (Ex/Su) A mythic camel gains a +5 competence bonus to Survival checks in desert terrain and takes no movement penalties in sandy environments. In addition, a mythic camel can endure hot climates without harm as if using an *endure elements* spell, and by spending one use of its mythic power it can share this effect with its rider. Sharing this effect with its rider is a supernatural effect.

Reservoir of Life (Su) A mythic camel can go without food, sleep, or water as if wearing a *ring of sustenance*. By spending one use of its mythic power, it can share this effect with its rider for 24 hours. A mythic camel can also spend one use of its mythic power to remove the fatigued condition from itself or its rider, or to reduce the exhausted condition to fatigued.

Spit (Ex) Once per hour, a camel can regurgitate the contents of its stomach, spitting the foul material at a single target within 10 feet. The target must make a DC 13 Fortitude save or be sickened for 1d4 rounds. The save DC is Constitution-based.

MYTHIC DOG, RIDING**CR 1/MR 1****XP 400**

N Medium animal (mythic)

Init +2; **Senses** low-light vision, scent; **Perception** +8**DEFENSE****AC** 14, touch 12, flat-footed 12 (+2 Dex, +2 natural)**hp** 21 (2d8+12)**Fort** +5, **Ref** +5, **Will** +1**Defensive Abilities** piteous whine^{MA}**OFFENSE****Speed** 40 ft.**Melee** bite +3 (1d6+3 plus trip)**Special Attacks** mythic power (1/day, surge 1d6), trip, tugger^{MA}**STATISTICS****Str** 15, **Dex** 15, **Con** 15, **Int** 2, **Wis** 12, **Cha** 6**Base Atk** +1; **CMB** +3; **CMD** 15 (19 vs. trip)**Feats** Skill Focus (Perception)^{MF}**Skills** Acrobatics +6 (+14 when jumping), Perception +8,Survival +1 (+5 when tracking by scent); **Racial Modifiers** +4 Acrobatics when jumping, +4 Survival when tracking by scent**ECOLOGY****Environment** any**Organization** solitary, pair, or pack (3–12)**Treasure** none**SPECIAL ABILITIES**

Piteous Whine (Su) If its master or rider is temporarily or permanently incapacitated, unable to take actions, as an immediate action a mythic riding dog spends one use of its mythic power and begins a piteous whine that engenders sympathy for it and its master or rider and dissuades enemies from attacking either of them for 2 rounds, as the *miserable pity*^{UM} spell (DC 12 Will negates). The save DC is Wisdom-based.

Tugger (Ex) Whenever a mythic riding dog successfully trips a creature, it can immediately attempt a drag combat maneuver that does not provoke attacks of opportunity against the same target, normally dragging the target towards its master (or towards any allied mythic riding dogs, if it has no master), though if its master is flanked, affected by a fear effect, or unable to take actions, the mythic riding dog instead drags the target away from its master. Its master can direct which way the dog drags the target as an immediate action with a DC 10 Handle Animal check. The mythic riding dog can move as part of this drag maneuver even if it has already completed its move.

**MYTHIC ADVANCED RIDING DOG****CR5/MR 2****XP 1600****N** Medium animal (mythic)**Init** +4; **Senses** low-light vision, scent; **Perception** +10**DEFENSE****AC** 19, touch 14, flat-footed 15 (+4 Dex, +5 natural)**hp** 58 (5d8+36)**Fort** +8, **Ref** +8, **Will** +4**Defensive Abilities** piteous whine^{MA}; **DR** 5/epic**OFFENSE****Speed** 40 ft.**Melee** bite +10 (1d6+9 plus trip)**Special Attacks** mythic power (2/day, surge 1d6), trip, tugger^{MA}**STATISTICS****Str** 22, **Dex** 19, **Con** 19, **Int** 2, **Wis** 16, **Cha** 10**Base Atk** +3; **CMB** +9; **CMD** 23 (27 vs. trip)**Feats** Skill Focus (Perception)^{MF}, Step Up, Weapon Focus (bite)**Skills** Acrobatics +8 (+16 when jumping), Perception +10, Stealth +8, Survival +4 (+8 scent tracking), Swim +9; **Racial Modifiers** +4 Acrobatics when jumping, +4 Survival when tracking by scent**SQ** lick wounds^{MA}**ECOLOGY****Environment** any**Organization** solitary, pair, or pack (3–12)**Treasure** none**SPECIAL ABILITIES**

Lick Wounds (Su) As a standard action, an advanced mythic riding dog can stabilize a dying creature by licking its wounds. This ends any form of bleed damage and grants a +4 bonus to the target's next saving throw against disease or poison. If the dog spends one use of its mythic power, it provides the target with the benefits of one of the following spells (caster level 5th): *cure light wounds*, *delay pain*^{UM}, *delay poison*, *remove fear*, *remove sickness*^{UM}, or *surmount affliction*^{UM}. An advanced mythic riding dog can lick its own wounds.

Piteous Whine (Su) If its master is temporarily or permanently incapacitated, unable to take actions, as an immediate action a mythic riding dog spends one use of its mythic power and begins a piteous whine that engenders sympathy for its master and dis-

suades enemies from attacking for 2 rounds, as the *miserable pity*^{UM} spell (DC 15 Will negates). The save DC is Wisdom-based.

Tugger (Ex) Whenever a mythic riding dog successfully trips a creature, it can immediately attempt a drag combat maneuver that does not provoke attacks of opportunity against the same target, normally dragging the target towards its master (or towards any allied mythic riding dogs, if it has no master), though if its master is flanked, affected by a fear effect, or unable to take actions, the mythic riding dog instead drags the target away from its master. Its master can direct which way the dog drags the target as an immediate action with a DC 10 Handle Animal check. The mythic riding dog can move as part of this drag maneuver even if it has already completed its movement for that round.



MYTHIC DRAGON HORSE

CR 11/MR 4

XP 12,800

Pathfinder Roleplaying Game Bestiary 2

NG Large magical beast (air, mythic)

Init +11^{MF}; **Senses** darkvision 120 ft., know alignment, low-light vision; **Perception** +17

DEFENSE

AC 27, touch 13, flat-footed 23 (+3 Dex, +1 dodge, +14 natural, -1 size)

hp 145 (10d10+90)

Fort +12, **Ref** +10, **Will** +9

DR 5/epic; **Resist** cold 10, electricity 10, sonic 10

OFFENSE

Speed 60 ft., fly 120 ft. (good)

Melee 2 hooves +18 (2d6+9 plus 1d6 electricity)

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

Special Attacks arcing hooves^{MA}, breath weapons, flying charge, **mythic power** (4/day, surge 1d8), merciful strike^{MA}, **ride the lightning**^{MA}, **trample**^{MA} (2d6+14 plus 2d6 electricity, DC 24)

STATISTICS

Str 28, **Dex** 17, **Con** 21, **Int** 16, **Wis** 18, **Cha** 21

Base Atk +10; **CMB** +20; **CMD** 34 (38 vs. trip)

Feats Dodge, Flyby Attack, Improved Initiative^{MF}, Iron Will, Mobility^{MF}

Skills Fly +18, Knowledge (planes) +13, Perception +17, Sense Motive +14, Survival +14

Languages Auran, Common, Draconic; telepathy 100 ft
SQ shift planes, stormborn^{MA}

ECOLOGY

Environment any

Organization solitary

Treasure none

SPECIAL ABILITIES

Arcing Hooves (Su) When flying, a mythic dragon horse can attack with both hooves at the end of a charge. In addition, if a mythic dragon horse hits a creature with both hooves in the same round, lightning crackles between its hooves dealing an additional 2d10 points of electricity damage. All electricity damage from its hooves that is dealt to a creature in a single round should be totaled before applying any resistance to electricity that creature may possess.

Breath Weapons (Su) As a standard action, a dragon horse can breathe out a 30-foot cone of mist. This mist either deals 10d6 points of cold damage (DC 20

Reflex half), creates a region of fog in the area that lasts for 1 minute (similar to that created by a fog cloud spell), or creates a blast of severe wind (see the wind effects table) in the area. The dragon horse may use this breath weapon once every 1d4 rounds. The save DC is Constitution-based.

Flying Charge (Ex) A dragon horse gains a +4 bonus on damage rolls if it charges while flying.

Know Alignment (Su) Dragon horses automatically know the alignment of any creature they can see.

Merciful Strike (Su) A mythic dragon horse takes no penalty to attack rolls when attacking to deal nonlethal damage with its hooves (though the electricity damage they deal remains lethal damage). A mythic dragon horse can spend one use of its mythic power to grant its hooves the merciful magical weapon ability for 1 minute; this effect applies to both the bludgeoning and electricity damage dealt by its hooves.

Ride the Lightning (Sp) Once per minute, a mythic dragon horse can spend one use of its mythic power to use *ride the lightning*^{UM} as a spell-like ability, with a duration of one round.

Shift Planes (Su) A dragon horse can enter the Ethereal Plane, Astral Plane, Plane of Air, or Material Plane once per day as a standard action. This functions as *plane shift*, but the dragon horse can only bring up to two other willing creatures with it, and only if they are on its back.

Stormborn (Ex) A mythic dragon horse gains resistance 10 against cold, electricity, and sonic damage. As an immediate action, it can spend one use of its mythic power to gain immunity to one of these types of damage until the end of its next turn.

MYTHIC EAGLE, GIANT**CR 4/MR 1****XP 1,200***Pathfinder Roleplaying Game Bestiary*

NG Large magical beast (mythic)

Init +3; **Senses** darkvision 60 ft., low-light vision, piercing gaze^{MA}; **Perception** +15**DEFENSE****AC** 16, touch 12, flat-footed 13 (+3 Dex, +4 natural, -1 size)**hp** 36 (4d10+14)**Fort** +5, **Ref** +7, **Will** +3**Defensive Abilities** evasion**Offense****Speed** 10 ft., fly 80 ft. (average)**Melee** 2 claws +7 (1d8+4), bite +7 (1d6+4)**Space** 10 ft.; **Reach** 5 ft.**Special Attacks** mythic power (1/day, surge 1d6), twin talons^{MA}**STATISTICS****Str** 18, **Dex** 17, **Con** 12, **Int** 10, **Wis** 15, **Cha** 11**Base Atk** +4; **CMB** +9; **CMD** 22**Feats** Alertness, Flyby Attack, Eagle Eyes^{MFB}**Skills** Fly +8, Perception +15, Sense Motive +4; **Racial****Modifiers** +4 Perception**Languages** Auran (can't speak)**ECOLOGY****Environment** temperate mountains**Organization** solitary, pair, or eyrie (3-12)**Treasure** none**SPECIAL ABILITIES****Piercing Gaze (Ex)** A mythic giant eagle gains Eagle Eyes as a bonus feat.

In addition, whenever it attacks a target with a miss chance due to concealment or total concealment it can roll twice and select the better result. In addition, a mythic giant eagle can spend one use of its mythic power to ignore miss chances due to concealment or total concealment until the beginning of its next turn.

Twin Talons (Ex) A mythic giant eagle can attack with both claws as part of the same attack action, charge action, or standard action. If the eagle 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 eagle 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 eagle and the creature it dragged are willing, the dragged creature can hold on long enough to mount the eagle on its next turn as a move action and begin riding it.



MYTHIC ADVANCED GIANT EAGLE**CR 8/MR 3****XP 4,800***Pathfinder Roleplaying Game Bestiary*

NG Large magical beast (mythic)

Init +7; **Senses** darkvision 60 ft., low-light vision, piercing gaze^{MA}; **Perception** +22**DEFENSE****AC** 24, touch 16, flat-footed 17 (+7 Dex, +8 natural, -1 size)**hp** 106 (9d10+57)**Fort** +9, **Ref** +13, **Will** +7**Defensive Abilities** evasion; **DR** 5/epic**OFFENSE****Speed** 10 ft., fly 160 ft. (average)**Melee** 2 claws +14 (2d6+6/19-20/x3), bite +14 (1d6+6)**Space** 10 ft.; **Reach** 5 ft.**Special Attacks** aerial interception^{MA}, mythic power (3/day, surge 1d6), powerful charge^{MA} (2 claws, 4d6+9), twin talons^{MA}**STATISTICS****Str** 22, **Dex** 24, **Con** 16, **Int** 14, **Wis** 19, **Cha** 15**Base Atk** +9; **CMB** +16; **CMD** 33**Feats** Alertness, Death from Above^{UC}, Eagle Eyes^{MF, B}, Flyby Attack, Improved Critical (claws)^{MF}, Improved Natural Attack (claws)**Skills** Acrobatics +18 (+10 when jumping), Climb +10, Fly +16, Knowledge (geography) +10, Perception +22, Sense Motive +10, Stealth +6, Swim +10; **Racial Modifiers** +4 Perception**Languages** Auran, Celestial, Common**ECOLOGY****Environment** temperate mountains**Organization** solitary or pair**Treasure** none**SPECIAL ABILITIES****Aerial Interceptor (Ex)**

A mythic advanced giant eagle has a fly speed of 160 feet and gains a +2 circumstance bonus on attack rolls when

it attacks an airborne target as part of a readied action or attack of opportunity. In addition, a mythic giant eagle can spend one use of its mythic power as an immediate action to ready an action to charge an airborne target.

Piercing Gaze (Ex) A mythic giant eagle gains Eagle Eyes as a bonus feat. In addition, whenever it attacks a target with a miss chance due to concealment or total concealment it can roll twice and select the better result. In addition, a mythic giant eagle can spend one use of its mythic power to ignore miss chances due to concealment or total concealment until the beginning of its next turn.

Twin Talons (Ex) A mythic advanced giant eagle can attack with both claws as part of the same attack action, charge action, or standard action. If the eagle 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 eagle 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 eagle and the creature it dragged are willing, the dragged creature can hold on long enough to mount the eagle on its next turn as a move action and begin riding it.



MYTHIC ELEPHANT**CR 9/MR 3****XP 6,400***Pathfinder Roleplaying Game Bestiary***N Huge animal (mythic)****Init** +0; **Senses** low-light vision, scent; **Perception** +20**DEFENSE****AC** 20, **touch** 8, **flat-footed** 20 (+12 natural, -2 size)**hp** 128 (11d8+79)**Fort** +14, **Ref** +7, **Will** +6**DR** 10/epic**OFFENSE****Speed** 40 ft.**Melee** **gore** +16 (2d8+10 plus toss), **slam** +16 (2d6+10 plus grab)**Space** 15 ft.; **Reach** 10 ft.**Special Attacks** **mythic power** (3/day, surge 1d6), **thrashing trunk**^{MA}, **toss**^{MA}, **trample** (2d8+15, DC 25)**STATISTICS****Str** 30, **Dex** 10, **Con** 21, **Int** 2, **Wis** 13, **Cha** 7**Base Atk** +8; **CMB** +20 (+22 bull rush; +24 grapple); **CMD** 30 (32 vs. bull rush, 34 vs. trip)**Feats** **Endurance**, **Great Fortitude**^{MF}, **Improved Bull Rush**, **Iron Will**, **Power Attack**^{MF}, **Skill Focus** (Perception)**Skills** **Perception** +20, **Swim** +14**SQ** **jungle march**^{MA}**ECOLOGY****Environment** warm plains or jungle**Organization** solitary or herd (6-30)**Treasure** none**SPECIAL ABILITIES**

Jungle March (Su) A mythic elephant (and any creature riding on it) can pass easily through natural undergrowth, trees, thorns, and briars without impediment or damage. By spending one use of its mythic power, a mythic elephant and its rider(s) can move through magically manipulated vegetation without impediment or harm for 1 minute, such as that produced by *entangle*, *plant growth*, *spike growth*, or *wall of thorns*. This provides no protection against attacks by creatures of the plant type.

Thrashing Trunk (Ex) When a mythic elephant grapples a Medium or smaller creature, the mythic elephant is not considered grappled. In addition, if a mythic elephant begins its turn, grappling a Medium or smaller creature, when it makes a grapple check to maintain the grapple and/or pin the target, it can also use that creature as an improvised weapon in place of its slam attack. It can use the grappled creature to make a melee attack or a ranged attack with a 10-foot range increment. The mythic elephant takes the usual -4 penalty to attack rolls with an improvised weapon, and a successful attack deals 2d6 points of damage plus the elephant's Strength modifier to both the target of the attack and to the grappled creature. If the grappled creature is smaller than Medium size, reduce the damage die size by one step for each size category smaller than Medium. A mythic elephant may spend one use of its mythic power to negate the attack roll penalty for using an improvised weapon and to increase the damage to 2d6 plus 1-1/2 times its Strength modifier for 1 minute.

Toss (Ex) When a mythic elephant hits a Large or smaller creature with its gore attack, it can attempt a bull rush combat maneuver against that target as a free action. If the maneuver succeeds, the target is pushed away in a direction chosen by the mythic elephant and falls prone.



**MYTHIC ADVANCED HIPPOCAMPUS****CR 3/ MR 1****XP 800***Pathfinder Roleplaying Game Bestiary 2***N** Large magical beast (aquatic, mythic)**Init** +1; **Senses** darkvision 60 ft., low-light vision, scent;**Perception** +8**DEFENSE****AC** 17, touch 10, flat-footed 16 (+1 Dex, +7 natural, -1 size)**hp** 41 (3d10+25)**Fort** +7, **Ref** +4, **Will** +4**OFFENSE****Speed** 5 ft., swim 60 ft.**Melee** bite +7 (1d4+5), tail slap +2 (1d4+2)**Space** 10 ft.; **Reach** 5 ft.**Special Attacks** mythic power (3/day, surge 1d6), splash^{MA}**STATISTICS****Str** 20, **Dex** 13, **Con** 19, **Int** 2, **Wis** 16, **Cha** 15**Base Atk** +3; **CMB** +9; **CMD** 20**Feats** Extra Mythic Power, Skill Focus (Swim), Toughness**Skills** Perception +8, Swim +16**SQ** sea stallion^{MA}, water dependency**ECOLOGY****Environment** any water**Organization** solitary, pair, or school (3–16)**Treasure** none**SPECIAL ABILITIES**

Sea Stallion (Su) By spending one use of its mythic power, a hippocampus can grant its rider the ability to breathe water for up to 1 hour. If its rider can already breathe water, it can instead grant the ability to attack underwater without penalty as if using *freedom of movement* for 1 hour. This does not confer any of the other benefits of *freedom of movement*. These abilities apply only as long as the rider remains mounted on the mythic hippocampus. The rider may dismount from the hippocampus, holding his breath while away from the creature, and return to it and resume breathing water, but the duration of this effect continues to elapse even while the rider is dismounted.

Splash (Ex) As a standard action, a mythic hippocampus can smash its tail against the water, churning up a powerful wave that drenches a 10-foot cone-shaped burst, extinguishing any nonmagical fires in that area. This splash also acts as a bull rush combat maneuver against any creatures in the area. If a mythic hippocampus can spend one use of its mythic power while using this ability, any creatures that are successfully bull rushed are also knocked prone.

Water Dependency (Ex) A mythic hippocampus can survive out of the water for 1 minute per point of Constitution. Beyond this limit, a mythic hippocampus runs the risk of suffocation, as if it were drowning.



MYTHIC ADVANCED HIPPOGRIFF**CR 3/MR 1****XP 800***Pathfinder Roleplaying Game Bestiary 2***N Large magical beast (mythic)****Init** +5; **Senses** darkvision 60 ft., low-light vision, scent; **Perception** +11**DEFENSE****AC** 21, touch 16, flat-footed 14 (+4 Dex, +2 dodge, +5 natural, -1 size)**hp** 48 (4d10+26)**Fort** +8, **Ref** +9, **Will** +4**OFFENSE****Speed** 40 ft., fly 100 ft. (average)**Melee** bite +7 (1d6+4), 2 claws +7 (1d4+4)**Space** 10 ft.; **Reach** 5 ft.**Special Attacks** mythic power (1/day, surge 1d6), piercing screech^{MA}**STATISTICS****Str** 19, **Dex** 20, **Con** 18, **Int** 2, **Wis** 16, **Cha** 13**Base Atk** +4; **CMB** +9; **CMD** 25 (29 vs. trip)**Feats** Dodge^{MF}, Wingover**Skills** Fly +9, **Perception** +11; **Racial Modifiers** +4**Perception****SQ** aerial aid^{MA}**ECOLOGY****Environment** temperate hills or plains**Organization** solitary, pair, or flight (7–12)**Treasure** none**SPECIAL ABILITIES**

Aerial Aid (Ex) While flying, a mythic hippogriff can use the aid another action to assist any ally within 30 feet. In addition, if an ally within 100 feet falls a mythic hippogriff can spend one use of its mythic power as an immediate action to move up to its speed and catch that ally in midair. The ally falls 5 feet for every 10 feet the mythic hippogriff must travel to reach him; if the hippogriff intercepts the ally before it hits the ground, it can make a melee touch attack to catch the ally. If the al-

ly's weight (in addition to any weight the mythic hippogriff already carries) exceeds its heavy load, the ally still falls but any falling damage it takes is halved, and the mythic hippogriff must make a DC 15 Fly check or be dragged down as well, taking half normal falling damage based on the height at which it tried to catch the ally.

Piercing Screech (Ex) Once per minute as a standard action, a mythic hippogriff can emit a powerful screech that deafens all non-hippogriffs within a 30-foot radius spread for one minute (DC 16 Fortitude negates). Creatures adjacent to the hippogriff are stunned for 1 round on a failed save and deafened for 1 round even on a successful save. A mythic hippogriff can use this ability as a swift action during a surprise round. A mythic hippogriff's rider gains a +2 circumstance bonus to this saving throw if it takes preparations to protect its ears. The save DC is Constitution-based.



MYTHIC ADVANCED HEAVY WARHORSE CR 6/MR 2

XP 2,400

Pathfinder Roleplaying Game Bestiary (horse)

N Large animal (mythic)

Init +4; **Senses** low-light vision, scent; **Perception** +9**DEFENSE****AC** 17, touch 13, flat-footed 13 (+4 Dex, +4 natural, -1 size)**hp** 81 (6d8+54)**Fort** +12, **Ref** +9, **Will** +5**DR** 5/epic**OFFENSE****Speed** 50 ft.**Melee** 2 hooves +8 (1d6+5), bite +8 (1d4+5)**Space** 10 ft.; **Reach** 5 ft.**Special Attacks** kickback^{MA}, mythic power (2/day, surge 1d6)**STATISTICS****Str** 20, **Dex** 18, **Con** 21, **Int** 3, **Wis** 17, **Cha** 11**Base Atk** +4; **CMB** +10; **CMD** 24 (28 vs. trip)**Feats** Diehard^B, Endurance, Great Fortitude, Heavy Armor Proficiency^B, Light Armor Proficiency^B, Medium Armor Proficiency^B, Run^B, Toughness^{MF}**Skills** Acrobatics +8 (+16 when jumping), **Perception** +9, **Swim** +9**Languages** Common (can't speak)**SQ** armored steed^{MA}, to the last breath^{MA}, tricks (attack, come, defend, down, guard, and heel)**ECOLOGY****Environment** temperate plains**Organization** solitary or pair**Treasure** none**SPECIAL ABILITIES****Armored Steed (Ex)** An advanced mythic heavy warhorse is proficient in all types of armor, and it reduces the armor check penalty for any armor it wears by 3. In addition, its movement is not slowed when wearing medium or heavy armor.**Kickback (Ex)** Whenever a mythic heavy warhorse is attacked by a creature that is flanking it, that attack provokes a hoof attack from the warhorse that is resolved prior to the flanking attack. If the attack of opportunity hits, the mythic heavy warhorse can make an immediate bull rush combat maneuver against the target. If the maneuver succeeds and the target is pushed farther away from the warhorse than its reach, its attack is ruined.**To the Last Breath (Su)** A mythic heavy warhorse gains Diehard as a bonus feat. In addition, when a mythic heavy warhorse is knocked below 0 hit points, it can spend one use of its mythic power as an immediate action to gain fast healing 2 and a +2 morale bonus on attack rolls, saving throws, and ability checks for one minute.**MYTHIC LIGHT HORSE CR 2/MR 1**

XP 600

Pathfinder Roleplaying Game Bestiary (horse)

N Large animal (mythic)

Init +4; **Senses** low-light vision, scent; **Perception** +8**DEFENSE****AC** 16, touch 13, flat-footed 12 (+4 Dex, +3 natural, -1 size)**hp** 46 (4d8+28)**Fort** +9, **Ref** +10, **Will** +4**Defensive Abilities** evasion^{MA}**OFFENSE****Speed** 80 ft.**Melee** 2 hooves +2 (1d4+2)**Space** 10 ft.; **Reach** 5 ft.**Special Attacks** mythic power (1/day, surge 1d6)**STATISTICS****Str** 20, **Dex** 18, **Con** 21, **Int** 2, **Wis** 17, **Cha** 11**Base Atk** +3; **CMB** +9; **CMD** 23 (27 vs. trip)**Feats** Endurance, Lightning Reflexes^{MF}, Run^B**Skills** Acrobatics +8 (+16 when jumping), **Perception** +8, **Swim** +9**SQ** docile, run like the wind^{MA}**ECOLOGY****Environment** temperate plains**Organization** solitary, pair, or herd (3-30)**Treasure** none**SPECIAL ABILITIES****Docile (Ex)** Unless specifically trained for combat (see the Handle Animal skill), a mythic light horse's hooves are treated as secondary attacks.**Run Like the Wind (Ex)** A mythic light horse has a speed of 80 feet, and when it uses the charge, double move, run, or withdraw action, it gains improved evasion and total concealment (50% miss chance) until the beginning of its next turn. The concealment provided by this feat applies only to the horse, not its rider. When using one of these actions, the horse can also spend one use of its mythic power to double its speed until the beginning of its next turn.

MYTHIC NIGHTMARE**CR 6/MR 2****XP 2,400***Pathfinder Roleplaying Game Bestiary*

NE Large outsider (evil, extraplanar, mythic)

Init +8^{MF}; **Senses** darkvision 60 ft.; **Perception** +10**DEFENSE****AC** 21, **touch** 11, **flat-footed** 19 (+2 Dex, +10 natural, -1 size)**hp** 77 (6d10+44)**Fort** +9, **Ref** +7, **Will** +3**DR** 5/epic**OFFENSE****Speed** 40 ft., fly 90 ft. (good)**Melee** bite +9 (1d4+4), 2 hooves +7 (1d6+2 plus 1d4 fire)**Space** 10 ft.; **Reach** 5 ft.**Special Attacks** death's ride^{MA}, dream smoke^{MA}, **mythic power** (2/day, surge 1d6), smoke, trample^{MA} (1d6+6 plus 2d4 fire, DC 17)**Spell-Like Abilities** (CL 6th; concentration +7)1/day—*plane shift* (self and rider only)**STATISTICS****Str** 18, **Dex** 15, **Con** 18, **Int** 13, **Wis** 13, **Cha** 12**Base Atk** +6; **CMB** +11; **CMD** 23 (27 vs. trip)**Feats** Improved Initiative^{MF}, Multiattack, Run**Skills** Fly +13, Intimidate +10, Knowledge (planes) +10,**Perception** +10, **Sense Motive** +10, **Stealth** +7, **Survival** +10**Languages** Abyssal, Infernal**ECOLOGY****Environment** any (Abaddon)**Organization** solitary**Treasure** none**SPECIAL ABILITIES**

Death's Ride (Su) As a standard action, a mythic nightmare can spend one use of its mythic power to tempt a nonevil creature to climb onto its back to ride it. This is similar to a *suggestion* (DC 17 Will negates) but is not language-dependent and affects only Medium or smaller creatures that are physically suited to riding a horse-like creature. Upon mounting, the target becomes fascinated by the experience and in its euphoria does not notice when the mythic nightmare begins draining its life away. Every minute the target remains on the mythic nightmare's back, it must make a DC 17 Fortitude save or gain a negative level; the mythic nightmare gains 5 temporary hit points each time the save is failed. These temporary hit points stack, up to a maximum of 50.

Each time the target gains a negative level, it can make a Sense Motive check opposed by the mythic nightmare's Intimidate check to realize what is happening and break the fascinate effect. Even if no longer fascinated, the rider is considered grappled by the mythic nightmare (though the nightmare is not considered grappled by its rider) and must break free of the grapple in order to dismount. The save DC is Constitution-based.

Dream Smoke (Su) By spending one use of its mythic power, a mythic nightmare can exhale a warm soporific mist rather than the acrid, choking smoke it usually exhales. Creatures within the dream smoke fall asleep for 1d6 rounds on a failed DC 17 Fortitude save rather than becoming sickened for 1d6 minutes. Creatures that fall asleep from the dream smoke are affected upon awakening as a *nightmare* spell (DC 17 Will negates). The save DC is Constitution-based.

Smoke (Su) In battle, a nightmare exhales smoke that chokes and blinds foes, filling a 15-foot cone each round as a free action. Anyone in the cone must succeed on a DC 17 Fortitude save or become sickened until 1d6 minutes after leaving the area. This smoke acts as obscuring mist for the purposes of concealment. The smoke persists for 1 round. The save DC is Constitution-based.



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MYTHIC NIGHTMARE CAUCHEMAR**CR 14/MR 5****XP 38,400***Pathfinder Roleplaying Game Bestiary***NE Huge outsider (evil, extraplanar, mythic)****Init** +11^{MF}; **Senses** darkvision 60 ft.; **Perception** +20**DEFENSE****AC** 31, **touch** 10, **flat-footed** 29 (+2 Dex, +21 natural, -2 size)**hp** 225 (14d10+148)**Fort** +16, **Ref** +11, **Will** +7**DR** 10/epic**OFFENSE****Speed** 40 ft., fly 90 ft. (good)**Melee** bite +22 (2d6+10), 2 hooves +20 (2d6+5 plus 1d6)**Space** 15 ft.; **Reach** 10 ft.**Special Attacks** death's ride^{MA}, dream smoke^{MA}, flaming hooves^{MA}, hellfire^{MA}, **mythic power** (5/day, surge 1d8), powerful trample^{MA}, smoke, trample^{MA} (2d6+15 plus 2d6 fire, DC 27)**Spell-Like Abilities** (CL 15th; concentration +16)1/hour—*ethereal jaunt*, *plane shift***STATISTICS****Str** 31, **Dex** 15, **Con** 25, **Int** 16, **Wis** 12, **Cha** 12**Base Atk** +14; **CMB** +26 (+32 overrun); **CMD** 38 (42 vs. overrun, 42 vs. trip)**Feats** Greater Overrun, Improved Initiative^{MF}, Improved Overrun^{MF}, Intimidating Prowess, Iron Will, Multiattack, Power Attack^{MF}**Skills** Acrobatics +19 (+23 when jumping), Bluff +18, Fly +19, Intimidate +28, Knowledge (arcana) +20, Knowledge (planes) +20, Perception +20, Sense Motive +20, Stealth +11**Languages** Abyssal, Infernal**ECOLOGY****Environment** any (Abaddon)**Organization** solitary**Treasure** none**SPECIAL ABILITIES**

Death's Ride (Su) As a standard action, a mythic nightmare can spend one use of its mythic power to tempt a nonevil creature to climb onto its back to ride it. This functions as *suggestion* (DC 24 Will negates) but is not language-dependent and affects only Large or smaller creatures suited to riding a horse-like creature. Upon mounting, the target becomes fascinated by the experience and in its euphoria does not notice when the mythic nightmare begins draining its life away. Every minute the target remains on the mythic nightmare's back, it must make a DC 24 Fortitude save or gain a negative

level; the mythic nightmare gains 5 temporary hit points each time the save is failed. Each time the target gains a negative level, it can make a Sense Motive check opposed by the mythic nightmare's Intimidate check to realize what is happening and break the fascinate effect. Even if no longer fascinated, the rider is considered grappled by the mythic nightmare (though the nightmare is not considered grappled by its rider) and must break free of the grapple in order to dismount. The save DC is Constitution-based.

Dream Smoke (Su) A mythic nightmare exhale a warm soporific mist rather than the acrid, choking smoke it usually exhales. Creatures within the dream smoke fall asleep for 1d6 rounds on a failed Fortitude save rather than becoming sickened for 1d6 minutes. If a mythic nightmare spends one use of its mythic power when it exhales this dream smoke, all creatures that fall asleep from the dream smoke are affected upon awakening as a *nightmare* spell (DC 24 Will negates). The save DC is Constitution-based.

Flaming Hooves (Su) A mythic nightmare cauchemar's hooves flare with sooty flame whenever it confirms a critical hit with any of its natural weapons, causing each of its hooves to deal an additional 1d10 points of fire damage until the end of its next turn. If it uses its trample attack during its next turn, it deals an additional 2d10 points of fire damage.

Hellfire (Su) All fire effects created by a mythic nightmare cauchemar deal one-half fire damage and one-half untyped unholy damage; this latter damage does not harm creatures with the evil subtype. A cauchemar can spend one use of its mythic power to convert all fire damage it deals into unholy damage for 1 minute.

Powerful Trample (Ex) When a creature in that path of a mythic nightmare cauchemar's trample fails (or forfeits) its saving throw, the cauchemar can make a combat maneuver check to overrun that target; if this check exceeds the target's CMD by 5 or more, the target is knocked prone. In addition, the cauchemar can combine its Power Attack feat with its trample special attack, increasing the damage its trample deals by 12 points but decreasing the trample save DC (and its combat maneuver bonus for overrun maneuvers during the trample) by 4. It can spend one use of its mythic power as a swift action to increase its trample damage in this way without incurring these penalties until the end of its next turn.

Smoke (Su) In battle, a nightmare exhales smoke that chokes and blinds foes, filling a 15-foot cone each round as a free action. Anyone in the cone must succeed on a DC 24 Fortitude save or become sickened until 1d6 minutes after leaving the area. This smoke acts as obscuring mist for the purposes of concealment. The smoke persists for 1 round. The save DC is Constitution-based.

MYTHIC PEGASUS**CR 4/MR 1****XP 1,200***Pathfinder Roleplaying Game Bestiary*

CG Large magical beast (mythic)

Init +2; **Senses** darkvision 60 ft., *detect evil*, *detect good*, low-light vision, scent; **Perception** +11**DEFENSE****AC** 15, touch 11, flat-footed 13 (+2 Dex, +4 natural, -1 size)**hp** 44 (4d10+22)**Fort** +7, **Ref** +6, **Will** +4**OFFENSE****Speed** 60 ft., fly 120 ft. (average)**Melee** bite +7 (1d3+4), 2 hooves +2 (1d6+2)**Space** 10 ft.; **Reach** 5 ft.**Special Attacks** mythic power (1/day, surge 1d6)**Spell-Like Abilities** (CL 4th; concentration +5)Constant—*detect evil* (60-ft. radius), *detect good* (60-ft. radius)**STATISTICS****Str** 18, **Dex** 15, **Con** 16, **Int** 10, **Wis** 13, **Cha** 13**Base Atk** +4; **CMB** +9; **CMD** 21 (25 vs. trip)**Feats** Flyby Attack, Iron WillMF**Skills** Fly +5, **Perception** +11, **Sense Motive** +7; **Racial Modifiers** +4 **Perception****Languages** Common (can't speak)**SQ** aerobaticsMA, unbridled gloryMA**ECOLOGY****Environment** temperate and warm plains**Organization** solitary, pair, or herd (6-10)**Treasure** none**SPECIAL ABILITIES**

Aerobatics (Ex) A mythic pegasus is skilled at avoiding the attacks of titanic foes as it swoops in and around them to attack, gaining a +2 dodge bonus to its Armor Class against attacks of opportunity provoked by its movement, plus an additional +2 dodge bonus for every size category its attacker is larger than it. The rider of a mythic pegasus gains half this dodge bonus to her own Armor Class against attacks of opportunity provoked by movement.

Unbridled Glory (Su) When a mythic pegasus succeeds on a saving throw against a charm or compulsion effect or against any effect that would cause it to become entangled, grappled, paralyzed, or pinned, or when it escapes a grapple, pin, or entanglement,

it unleashes a whinny of triumphant freedom. All non-evil, non-lawful creatures within 30 feet gain the benefit of a *bless* spell (caster level 4th); if the mythic pegasus spends one use of its mythic power, this acts as a mythic *bless* spell. The mythic pegasus itself gains double the normal bonus from this *bless* effect.

MYTHIC PEGASUS CHAMPION**CR 9/MR 3****XP 6,400***Pathfinder Roleplaying Game Bestiary* (variant pegasus)

CG Large magical beast (mythic)

Init +6; **Senses** darkvision 60 ft., *detect evil*, *detect good*, low-light vision, scent; **Perception** +19**DEFENSE****AC** 24, touch 16, flat-footed 17 (+6 Dex, +1 dodge, +8 natural, -1 size)**hp** 124 (9d10+75)**Fort** +11, **Ref** +12, **Will** +8; +4 vs. poison**DR** 5/epic; Immune petrification; Resist fire 10**OFFENSE****Speed** 60 ft., fly 120 ft. (perfect)**Melee** bite +14 (1d3+6), 2 hooves +14 (1d6+6), 2 wing buffets +9 (1d4+3)**Space** 10 ft.; **Reach** 5 ft.**Special Attacks** mythic power (3/day, surge 1d6), titanic smiteMA,**Spell-Like Abilities** (CL 9th; concentration +12)Constant—*detect evil* (60-ft. radius), *detect good* (60-ft. radius)**STATISTICS****Str** 22, **Dex** 22, **Con** 20, **Int** 14, **Wis** 17, **Cha** 17**Base Atk** +9; **CMB** +16; **CMD** 32 (36 vs. trip)**Feats** Dodge, Flyby Attack, Iron WillMF, MobilityMF, Wind Stance**Skills** Acrobatics +16 (+28 when jumping), Fly +22, **Perception** +19, **Sense Motive** +10, **Stealth** +10, **Swim** +10;**Racial Modifiers** +4 **Perception****Languages** Auran, Celestial, Common**SQ** aerobaticsMA, unbridled gloryMA**ECOLOGY****Environment** temperate and warm plains**Organization** solitary or pair**Treasure** none

SPECIAL ABILITIES

Aerobatics (Ex) A mythic pegasus is skilled at avoiding the attacks of titanic foes as it swoops in and around them to attack, gaining a +2 dodge bonus to its Armor Class against attacks of opportunity provoked by its movement, plus an additional +2 dodge bonus for every size category of its attacker larger than it. The rider of a mythic pegasus gains half this dodge bonus to her own Armor Class against attacks of opportunity provoked by movement.

Battle-ready (Ex) A mythic advanced pegasus's hooves are treated as primary natural weapons.

Titanic Smite (Su) As a free action, a mythic advanced pegasus can spend one use of its mythic power to smite a creature larger than itself, adding its Charisma modifier to attack rolls and as a deflection bonus to its Armor Class, and adding its Hit Dice as a bonus to damage. If the advanced mythic pegasus has a non-evil, non-lawful rider, it can spend an additional use of its mythic power to share the bonuses provided by its titanic smite with its rider for 1 minute.

Unbridled Glory (Su) When a mythic pegasus succeeds on a saving throw against a charm or compulsion effect or against any effect that would cause it to become entangled, grappled, paralyzed, or pinned, or when it escapes a grapple, pin, or entanglement, it unleashes a whinny of triumphant freedom. All non-evil, non-lawful creatures within 30 feet gain the benefit of a *bless* spell (caster level 8th); if the mythic pegasus spends one use of its mythic power, this acts as a mythic *bless* spell. The mythic pegasus itself gains double the normal bonus from this *bless* effect.

Whipping Wings (Ex) A mythic advanced pegasus gains two wing buffet attacks. If it hits the same target with both wing buffets, the target is staggered for 1 round and dazzled for 1d4 rounds by flying feathers; while dazzled, the pegasus and its rider gain concealment against it. A DC 19 Reflex save negates the staggered condition and reduces the duration of dazzling and concealment to 1 round. The save DC is Constitution-based.

MYTHIC ADVANCED PONY

CR 2/MR 1

XP 600

Pathfinder Roleplaying Game Bestiary (horse, pony)

N Medium animal (mythic)

Init +4; Senses low-light vision, scent; Perception +7

DEFENSE

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

hp 42 (4d8+24)

Fort +8, Ref +8, Will +5

OFFENSE

Speed 50 ft.

Melee 2 hooves +1 (1d3+1)

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

STATISTICS

Str 17, Dex 18, Con 18, Int 2, Wis 15, Cha 8

Base Atk +3; CMB +6; CMD 20 (24 vs. trip)

Feats Endurance, Iron Will^{MF}, Run^B

Skills Acrobatics +9 (+17 when jumping), Perception +7

SQ beast of burden^{MA}, docile, inexplicable survival^{MA}

ECOLOGY

Environment temperate plains

Organization solitary, pair, or herd (3–30)

Treasure none

SPECIAL ABILITIES

Beast of Burden (Ex) A mythic pony has a speed of 50 feet and its carrying capacity is tripled, allowing it to bear heavy burdens without complaint. It is also immune to effects that cause fatigue; effects that would cause it to become exhausted cause it to become fatigued instead.

Docile (Ex) Unless specifically trained for combat (see the Handle Animal skill, a mythic pony's hooves are treated as secondary attacks.

Inexplicable Survival (Su) A mythic pony has a supernatural knack for surviving situations that should have killed it. Whenever a mythic pony is about to be killed or permanently incapacitated, it can spend one use of its mythic power to miraculously recover and escape, reappearing 1d6 hours later fully healed, rested, and none the worse for wear. If at the GM's discretion its master or rider abuses or mistreats the mythic pony, such as sending it into excessively dangerous or near-suicidal situations, the pony uses this ability upon its death but never returns, and horses and ponies become hostile to the pony's master as the *nature's exile* spell for 1 month. *Remove curse* or *break enchantment* can negate this curse with a DC 14 caster level check.

MYTHIC ADVANCED ROC**CR 15/MR 5****XP 51,200***Pathfinder Roleplaying Game Bestiary*

N Gargantuan animal (mythic)

Init +13^{MF}; **Senses** low-light vision; **Perception** +17**DEFENSE****AC** 31, **touch** 10, **flat-footed** 27 (+4 Dex, +21 natural, -4 size)
hp 224 (16d8+152)**Fort** +17, **Ref** +16, **Will** +10**Defensive Abilities** feathered fortification^{MA}; **DR** 10/epic**OFFENSE****Speed** 20 ft., fly 80 ft. (average)**Melee** 2 talons +20 (2d6+11/19-20/x3 plus grab), bite +19 (2d8+11)**Space** 20 ft.; **Reach** 15 ft.**Special Attacks** carry off^{MA}, crush^{MA} (4d6+16, DC 29), deadly drop^{MA}, devastating stoop^{MA}, **mythic power** (5/day, surge 1d8), wingstorm^{MA}**STATISTICS****Str** 32, **Dex** 19, **Con** 25, **Int** 2, **Wis** 16, **Cha** 15**Base Atk** +12; **CMB** +27 (+31 grapple); **CMD** 41**Feats** Flyby Attack, Improved Critical (talons)^{MF}, Improved Initiative^{MF}, Iron Will, Lightning Reflexes, Power Attack^{MF}, Skill Focus (Perception), Weapon Focus (talons)**Skills** Fly +7, Perception +17**ECOLOGY****Environment** warm mountains**Organization** solitary or mated pair**Treasure** none**SPECIAL ABILITIES**

Carry Off (Ex) A mythic roc can grapple a single Large creature or two Medium or smaller creatures simultaneously in its claws without being considered grappled itself. It does not need to succeed at a grapple check to move while carrying grappled creatures of size Large or smaller.

Crush (Ex) A mythic roc can land on foes as a standard action, using its whole body to crush as many Medium or smaller creatures as fit in its space. This attack deals 4d6+16 points of damage, and creatures in the area must succeed on a DC 29 Reflex save or be pinned underneath the mythic roc, automatically taking this damage again each round until the mythic roc moves off of them. If the mythic roc wishes to maintain the pin, it must make one grapple check

which applies to all trapped creatures. If this check fails to overcome an individual creature's CMD, that creature becomes entangled rather than pinned but can move (at half speed) out from under the mythic roc on its next turn. A mythic roc can use its mythic Power Attack feat to increase the damage of its crush attack, increasing damage to 4d6+28 but decreasing the save DC (and any combat maneuver checks it makes to grapple or pin) by 4. It can spend one use of its mythic power to gain this increased damage with its crush attack without these penalties for 1 minute. The save DC is Strength-based.

Deadly Drop (Ex) Mythic rocs often carry heavy boulders or similar objects high into the air to drop them on creatures below. A mythic roc can carry two Large or smaller or one Huge or Gargantuan object in flight. Dropping these objects requires a ranged touch attack, with a range increment of 20 feet. A mythic roc typically aims at a specific square (AC 5) rather than a moving creature. Dropped objects deal damage as listed below (DC 15 Reflex half), affecting all creatures in the listed area. Damage is doubled if the object is dropped from 150 feet or more in the air, but it is halved if the dropped object is not fairly heavy and solid. Hence, a log or boulder would deal full damage, but a wagon, boat, or creature (living or dead) would deal only half damage.

Object Size	Damage	Area of Effect
Small	2d6	One 5-foot square
Medium	3d6	One 5-foot square
Large	4d6	10-foot by 10-foot square
Huge	6d6	15-foot by 15-foot square
Gargantuan	8d6	20-foot by 20-foot square

If the ranged touch attack misses, the object lands 1d6 squares away in a random direction. Wherever the dropped object lands, the area of effect becomes dense rubble terrain until 1 minute is spent clearing it. If the mythic roc spends one use of its mythic power, the save DC increases to 20 and any creature failing its save is entangled and stuck in place by rubble until they can succeed at a DC 20 Escape Artist check or Strength check. Creatures or objects dropped by a mythic roc take falling damage normally.

Devastating Stoop (Ex) A mythic roc can tear buildings and structures apart with ease. A mythic roc deals double damage to Large or larger objects with its natural weapons or its crush attack. It can spend one use of its mythic power to ignore up to 10 points of hardness from objects it attacks for 1 minute.

Feathered Fortification (Ex) A mythic roc's massive plumage makes it hard to target the true vital areas of the bird. When a critical hit is confirmed against a mythic roc, it has a 50% chance to negate the critical hit, converting it into a normal hit. Any touch or ranged touch attack against a roc has a 20% miss chance, as the attack may hit a roc's loose feather rather than striking true. When rolling this percentage, a mythic roc can spend one use of its mythic power as an immediate action to reroll.

Wingstorm (Ex) As a standard action, a mythic roc can create a 120-foot-long, 20-foot-wide gust of strong wind as often as desired. By spending one use of its mythic power, it can increase this wind to windstorm strength.

MYTHIC SLEIPNIR

CR 13/MR 5

XP 25,600

Pathfinder Roleplaying Game Bestiary 3

N Large magical beast (mythic)

Init +4; **Senses** brilliant eyes^{MA}, darkvision 60 ft., low-light vision; **Perception** +20

Aura imposing steed^{MA} (60 ft., DC 18)

DEFENSE

AC 30, **touch** 13, **flat-footed** 26 (+4 Dex, +17 natural, -1 size)
hp 197 (14d10+120)

Fort +14, **Ref** +15, **Will** +9

DR 10/epic; **Immune** electricity, blindness, dazzling;

Resist cold 10

OFFENSE

Speed 80 ft.; air walk

Melee bite +21 (1d8+8), 4 hooves +19 (1d8+12)

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

Special Attacks breath weapon (DC 22), mythic power (5/day, surge 1d8), powerful blows^{MA} (hooves), powerful charge (hooves, 2d8+12), thunderous trample^{MA}, trample (1d8+12, DC 25)

Spell-Like Abilities (CL 11th; concentration +12)

Constant—*air walk*

STATISTICS

Str 26, **Dex** 18, **Con** 21, **Int** 10, **Wis** 17, **Cha** 13

Base Atk +14; **CMB** +23; **CMD** 37 (49 vs. trip)

Feats Endurance, Flyby Attack, Iron Will^{MF}, Lightning

Reflexes^{MF}, Multiattack, Power Attack^{MF}, Run

Skills Acrobatics +18 (+38 when jumping), **Perception** +20, **Swim** +14

Languages Auran (can't speak)

SQ chooser of the slain^{MA}, rainbow bridge^{MA}

ECOLOGY

Environment cold mountains

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

Treasure none

SPECIAL ABILITIES

Breath Weapon (Su) As a standard action, a mythic sleipnir can exhale a 30-foot cone of shimmering, rainbow-colored light. Every creature in the area is randomly struck by one or more beams, as a *prismatic spray* spell (DC 22 half or negates). A mythic sleipnir may use this ability once every 1d6 rounds, up to 3 times per day. The save DC is Constitution-based.

Brilliant Eyes (Ex) Mythic sleipnirs are immune to blinding and dazzling effects and gain the see in darkness ability.

Chooser of the Slain (Su) If a mythic sleipnir's rider is slain, it may spend two uses of its mythic power to summon a valkyrie to avenge the rider's death and take the rider's soul to the Outer Planes. The valkyrie remains to fight for up to 14 rounds and then departs. If the rider's soul is unwilling to accompany the valkyrie, it departs without it. A mythic sleipnir can use this ability to avenge its own death if it has at least two uses of its mythic power left at the moment of its death.

Imposing Steed (Su) Ordinary mounts are terrified by the imposing aspect of a mythic sleipnir. Any non-mythic mount within 60 feet treats the sleipnir as if it had frightful presence (DC 18 Will negates). The save DC is Charisma-based.

Rainbow Bridge (Su) A mythic sleipnir can trail behind it a bridge of rainbow-colored light. This functions similarly to wake of light^{APG}, but it aids the passage of the rider's allies, regardless of alignment, and hinders the passage of creatures hostile to the rider, regardless of alignment. The exception is that creatures with the giant subtype are always hindered by the rainbow mists, taking 1d6 points of damage and becoming dazzled if they begin their turn upon or adjacent to it. A mythic sleipnir can spend one use of its mythic power to raise the bridge from the ground and trail it behind him as he air walks, and the sleipnir can extend the bridge beyond the normal 120-foot limit by spending an additional use of its mythic power in consecutive rounds to build a longer bridge. The bridge can support any amount of weight and is unaffected by dispel magic, but break enchantment or greater dispel magic can destroy it with a successful DC 25 caster level check.

Thunderous Trample (Su) A creature failing (or forfeiting) its save against a mythic sleipnir's trample attack is buffeted by deafening thunderclaps, taking 2d6 points of sonic damage and becoming deafened for 1 minute.

MYTHIC TRICERATOPS

CR 10/MR 4

XP 9,600

Pathfinder Roleplaying Game Bestiary (dinosaur, triceratops)

N Huge animal (mythic)

Init -1; Senses low-light vision, scent; Perception +24

DEFENSE

AC 25, touch 7, flat-footed 25 (-1 Dex, +18 natural, -2 size)

hp 151 (14d8+88)

Fort +15, Ref +8, Will +5

Defensive Abilities protective crest^{MA}; DR 10/epic

OFFENSE

Speed 30 ft.

Melee gore +19 (2d10+15/19-20/x3)

Space 15 ft.; Reach 15 ft.

Special Attacks battering smash^{MA}, impaler^{MA}, mythic power (4/day, surge 1d8), powerful charge (gore, 4d10+22), ramming charge^{MA}, tramp of doom^{MA}, trample (1d8+15, DC 27)

STATISTICS

Str 30, Dex 9, Con 19, Int 2, Wis 12, Cha 7

Base Atk +10; CMB +22 (+26 bull rush); CMD 31 (33 vs. bull rush, 35 vs. trip)

Feats Deflect Arrows^B, Great Fortitude, Greater Bull Rush, Improved Bull Rush, Improved Critical (gore)^{MF}, Power Attack^{MF}, Skill Focus (Perception), Weapon Focus (gore)

Skills Perception +24

ECOLOGY

Environment warm plains

Organization solitary, pair, or herd (5-8)

Treasure none

SPECIAL ABILITIES

Battering Smash (Ex) When a mythic triceratops attacks a Medium or larger object, it ignores the first 10 points of the object's hardness. If trying to break a Medium or larger object or structure with a Strength check, it doubles its Strength modifier for this check if it is able to take a running start of 20 feet or more.

Impaler (Ex) When a mythic triceratops succeeds with a bull rush combat maneuver, it may choose to impale the target on its horns rather than pushing it away, as the Impaling Critical^{UC} feat. An impaled creature is considered grappled (though the mythic triceratops is not) and can free itself with an Escape Artist check or grapple combat maneuver against a DC equal to the triceratops' CMD. While it has a



creature impaled, it cannot use its gore attack but can trample. A mythic triceratops can spend one point of its mythic power to allow it to use its gore attack even with a creature impaled on its horns (this lasts until the impaled creature dies, frees itself, or is released by the triceratops). An impaled creature takes 1d10 points of damage each time the mythic triceratops hits another creature with its gore attack.

Protective Crest (Ex) The bony frill of a mythic triceratops allows it to deflect ranged attacks. It gains Deflect Arrows as a bonus feat, and by spending one use of its mythic power it can use the mythic version of Deflect Arrows for 1 minute.

Ramming Charge (Ex) When a mythic triceratops hits with a charge attack, it can attempt a bull rush combat maneuver against the target of its charge as a free action. If the target is bull rushed into a solid object or barrier, it takes 1d6 points of damage per 10 feet it was pushed by the bull rush.

Tramp of Doom (Ex) When a creature falls prone next to a mythic triceratops, as an immediate action the triceratops can use its trample attack against that creature without moving into or through its space.

MYTHIC MOUNTS ORGANIZED BY CR

- MYTHIC RIDING DOG (CR 1/MR 1)
- MYTHIC LIGHT HORSE (CR 2/ MR 1)
- MYTHIC ADVANCED PONY (CR 2/MR 1)
- MYTHIC CAMEL (CR 2/MR 1)
- MYTHIC ADVANCED HIPPOCAMPUS (CR 3/MR 1)
- MYTHIC ADVANCED HIPPOGRIFF (CR 3/MR 1)
- MYTHIC GIANT EAGLE (CR 4/MR 1)
- MYTHIC PEGASUS (CR 4/MR 1)
- MYTHIC ADVANCED RIDING DOG (CR 4/MR 1)
- MYTHIC BISON (CR 5/MR 1)
- MYTHIC ADVANCED HEAVY WARHORSE (CR 6/MR 2)
- MYTHIC NIGHTMARE (CR 6/MR 2)
- MYTHIC ADVANCED GIANT EAGLE (CR 8/MR 3)
- MYTHIC PEGASUS CHAMPION (CR 8/MR 3)
- MYTHIC ELEPHANT (CR 9/MR 3)
- MYTHIC TRICERATOPS (CR 10/MR 4)
- MYTHIC DRAGON HORSE (CR 11/MR 4)
- MYTHIC SLEIPNIR (CR 13/MR 5)
- MYTHIC NIGHTMARE CAUCHEMAR (CR 14/MR 5)
- MYTHIC ADVANCED ROC (CR 15/MR 5)



U. Kristof
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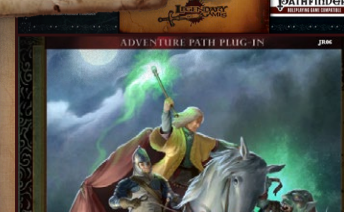
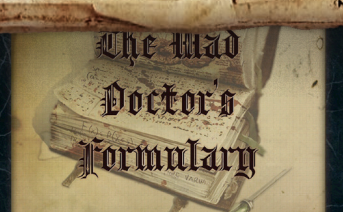
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