



MYTHIC MONSTERS: MYTHOS

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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 [d2opfsrd.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

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

Also visit us on Facebook and follow us on [Twitter](#), and check out our website at www.makeyourgamelegendary.com.

WHAT YOU WILL FIND INSIDE MYTHIC MONSTERS: MYTHOS

CREATURES FROM BEYOND THE STARS ARE RELATIVE NEWCOMERS IN THE GRAND SCHEME OF monster lore, but they have a long history in fantasy RPGs; nearly as long as they've been around in horror games. The beauty of creatures of this alien mythos is that they are simultaneously impossibly ancient and futuristically foreign; whichever direction they lie in terms of flavor, they are something deeply and terribly other from the normal run-of-the-mill monsters PCs might encounter. They signal that something is fundamentally wrong in the universe, in a way that demonic irruptions, the walking dead, or fire-breathing monstrosities just don't quite match. All of these creatures have their place in the world, but the alien mythos is from somewhere else. They are a great unknown, their plans inscrutable, their numbers unimaginable, and their motives unfathomable. They are not here for wealth, or power, or even adoration. Their twisted cultists offer up paeans of praise to beings that could scarcely care less about their feeble bleatings, but may reward them with power anyway as they continue infiltrating the world of sanity and normality with their ghastly servants. The mythic rules provide the perfect springboard for taking these alien creatures and showcasing their alien-ness. From the simple **cerebric fungus** to the titanic **shoggoth**, from alien masterminds like the **moon-beasts** to mythos minions like the new **byakhee**, *Mythic Monsters: Mythos* brings to you a great variety of alien horrors from CR 4 to 23, and it just scratches the surface of the unearthly terrors that populate the Pathfinder Roleplaying Game.

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



MYTHIC MYTHOS MONSTERS

USING MONSTERS FROM THE LOVECRAFTIAN mythos, whether based on h.P. Lovecraft's own conceptions of them or the authors that influenced him, like Robert Chambers and Arthur Machen, or that followed in his footsteps, opens up a great variety of possibilities for forbidden lore, and ancient and terrible knowledge. This knowledge includes spells, to which one could apply the [mythos] descriptor to indicate a derivation from or contact with the powers of elder things from beyond, much as other spells use descriptors, such as acid, air, chaotic, and cold.

The mythos descriptor represents spells that tap powers or beings beyond the tapestry of night or that include rituals that call upon such beings or powers. In similar fashion, feats can be organized as mythos feats for classes, archetypes, and other character options related to the mythos.

MOST RELEVANT FOR THIS PRODUCT, the mythos subtype can also be applied to creatures, indicating eldritch and alien beings from beyond, much as you would apply descriptors like aquatic, fire, or daemon. If using this rule, all of the creatures in this product, of course, would qualify as having the mythos subtype. In addition, the following monsters from the official Pathfinder bestiaries would qualify as creatures of the mythos subtype:

Pathfinder Roleplaying Game Bestiary: aboleth, gibbering moulder, [intellect devourer](#), morlock, neothelid, shoggoth, skum

Pathfinder Roleplaying Game Bestiary 2: denizen of Leng, faceless stalker, gug, hound of Tindalos, Leng spider, moonflower, neh-thalggu, seugathi, shantak, vemerak, [wendigo](#)

Pathfinder Roleplaying Game Bestiary 3: cerebriic fungus, ghorazagh, iku-turso, moon-beast, phantom fungus, [voonith](#), yithian

Pathfinder Roleplaying Game Bestiary 4: bhole, bodythief, colour out of space, elder thing, flying polyp, great old one (Bokrug, Cthulhu, Hastur), lunarma, mi-go, nightgaunt, spawn of Yog-Sothoth, star-spawn of Cthulhu

[dzopfsrd.com](#): dark young of Shub-Niggurath, eye of the deep, quantum, veiled master

The mythos descriptor and subtype are described in greater detail in [Tomes of Ancient Knowledge](#), [Beyond the Void](#), and the [Gothic Campaign Compendium](#) from Legendary Games. Mythos-related creature statistics can be found in the above rulebooks as well as the bestiary pages of [dzopfsrd](#) and the [Pathfinder Reference Document](#).

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 PATH ABILITIES

1st-Tier Archmage Path Ability

Alien Alchemy (Su): You have learned alien and unearthly alchemical secrets which make your alchemical substances more effective against creatures with the mythos subtype. Such creatures take a -2 penalty to saves against alchemical items (including alchemist bombs) that you wield, and you increase damage against such creatures by 1 point per die (or by 1 point for splash damage). In addition, you may expend one use of your mythic power as a swift action when attacking with alchemical items (including alchemist bombs) in order to bypass non-mythic energy resistance or immunity with such items for 1 minute.

At the GM's discretion, studying alien alchemy also grants you knowledge of strange alien formulae for alchemical items that are not generally known to others.

Elder Signs (Su): You have learned the four secret signs for dealing with alien things from beyond. The elder signs may be passes made with the hand and fingers or may be engraved onto solid surfaces in the form and path of the great sign. Performing one of the elder signs requires a move action and can be done as often as desired; their effects last until the end of your turn. The four elder signs are as follows:

The Sign of Revealing (Vuur): Made with forefinger and small finger extended and the other fingers flexed to touch the palm, the sign of revealing allows you to add one-half your mythic tier to caster level checks and Knowledge or Spellcraft checks made when using divinations to learn about creatures, objects, or effects related to the mythos, including spells and creatures with the mythos subtype. You may also add one-half your mythic tier to caster level checks to dispel illusions created by a mythos creature or a divine spellcaster that worships a mythos deity. If you make the sign of revealing when attacking a mythos

creature with concealment or a creature that has concealment due to a mythos effect, you may roll twice and select the better result when attempting to overcome the target's miss chance due to concealment.

The Sign of Opening (Kesh): Made with the thumb and middle finger extended and the other fingers flexed to the palm, the sign of opening allows you to add one-half your mythic tier to your caster level when casting a calling, summoning, or teleportation effect that brings a creature with the mythos subtype or that facilitates travel to a location connected to the mythos.

The Sign of Sealing (Qoth): Made with four fingers extended and the thumb bent at an angle across the palm, the sign of sealing allows you to add one-half your mythic tier to your caster level when creating an effect that blocks teleportation, summoning, and extradimensional travel or when engraving a magical glyph or symbol upon a stone object at least 5 feet square. You add your mythic tier to the hardness and break DC of the stone object upon which the sign is engraved, though these increases apply only against attacks by creatures with the mythos subtype or spells with the mythos descriptor.

The Sign of Banishment (Ylld): Made with three fingers extended and the thumb and small finger joined across the palm, the sign of banishment allows you to add one-half your mythic tier to your caster level when creating an effect that would banish, dismiss, dispel, or teleport away any creature with the mythos subtype or to dispel or remove any effect that it has created. When you make the sign of banishment, creatures with the mythos subtype take a -2 penalty to saves against the effects listed above, as well as fear effects you create.

1st-Tier Hierophant Path Ability

Elder Signs (Su): As the archmage path ability.

1st-Tier Trickster Path Ability

Alien Alchemy (Su): As the archmage path ability.

ALCHEMICAL COMPOUNDS

The following alchemical compounds are known among alienist scholars and are useful when dealing with mythos creatures.

Incense of Xakauba

When this resinous compound of myrrh, wormwood, musk, and herbs is burned (a full-round action), it produces perfumed vapors that last one minute and can entrance creatures with the mythos descriptor within 10 feet, granting a +2 alchemical bonus to Charisma checks and Charisma-based skill checks used against them, and increasing the save DC of any mind-affecting effect used against them by 1.

If the user expends one use of mythic power, the radius of the incense's effect is increased by 10 feet and the vapors persist for a number of minutes equal to 1 plus the user's mythic tier.

Craft DC 22; Time 1 hour; Price 120 gp

Powder of Abn Ghauzi

This mystical formulation of grave dust, amaranth, ivy, salt, and powdered lead functions like dust of appearance, but it reveals only creatures or effects with the mythos subtype, and its effects last for only 1d6 rounds. If kept sealed within leaded glass, this powder retains its potency indefinitely.

If the user expends one use of mythic power, the duration of the powder's effect is increased by a number of rounds equal to his mythic tier, and any mythos creatures in the area when the powder is used become dazzled for the duration.

Craft DC 25; Time 1 day; Price 180 gp

Space Mead

This distilled draught must be brewed in copper and infused with tinctures of alien ichor. It grants the drinker immunity to the natural extremes of temperature to be found in outer space and also suppresses the drinker's need to breathe, placing her in a near-cataleptic state within 1 minute of drinking (DC 15

Fortitude negates). The drinker is treated as both exhausted and staggered but no longer needs to breathe for the next 24 hours. As long as repeated doses of space mead are consumed, the need to breathe continues to be suppressed; however, if the effects of one dose of space mead lapse for longer than 1 minute, the creature's metabolism and respiration return to normal and she is subject to suffocation if still in the airless void.

If the user expends one use of mythic power when ingesting the space mead, its effects last for the duration of the creature's spaceflight, regardless of how long it lasts.

Craft DC 30; Time 1 day; Price 300 gp

Unguent of Khefnis

This mixture of oil of lotus, powdered mandragora, balsam, and natron grants prophetic visions when anointed upon the eyes before sleep. This functions as a divination spell, with a percentage chance of success equal to the creator's Craft (alchemy) check. If the check is failed by more than 50, the sleeper gains a false or misleading vision.

If the user of unguent of Khefnis goes to sleep with a contact other plane, divination, or vision spell prepared (or among his spells known, if he is a spontaneous caster or is able to use one or more of these spells as a spell-like ability), he can cast this spell subconsciously while sleeping, with the chance of success increased by 5% and with a +2 alchemical bonus to any ability check or caster level check required as part of the spell.

If the user expends one use of mythic power, he adds his mythic tier to the percentage chance of a successful divination, whether from the unguent itself or from sleeping with the spell prepared.

Craft DC 20; Time 1 day; Price 75 gp

MYTHIC CEREBRIC FUNGUS**CR 4/MR 1**

XP 1,200

Pathfinder Roleplaying Game Bestiary 3

N Medium plant (mythic)

Init +4; Senses darkvision 60 ft., low-light vision; [Perception](#) +12

Aura unsettling appearance (60 ft., DC 14)

DEFENSE

AC 16, touch 10, flat-footed 16 (+6 natural)

hp 38 (4d8+20); fast healing 2

Fort +7, Ref +1, Will +6

Defensive Abilities mucus of terrible visions^{MA}, otherworldly mind; Immune plant traits, Resist [cold](#) 5

Weaknesses vulnerable to sonic

OFFENSE

Speed 30 ft.

Melee bite +5 (1d6+2), 2 tendrils +3 (1d4+1 plus pull)

Space 5 ft.; Reach 5 ft. (15 ft. with tendrils)

Special Attacks pull (tendrils, 5 ft.), [mythic power](#) (3/day, surge +1d6), seductive compulsion^{MA}, star-shriek

Spell-Like Abilities (CL 4th; concentration +6)

Constant—[detect thoughts](#) (DC 14)At will—[touch of madness](#) (DC 14)3/day—[calm emotions](#) (DC 14), [touch of idiocy](#) (DC 14)**STATISTICS**

Str 14, Dex 11, Con 16, Int 15, Wis 20, Cha 15

Base Atk +3; CMB +5; CMD 15 (21 vs. trip)

Feats Extra Mythic Power^{MF}, [Improved Initiative](#), [Multitack](#)Skills [Bluff](#) +6, [Diplomacy](#) +6, [Perception](#) +12, [Stealth](#) +7

Languages telepathy 100 ft.

SPECIAL ABILITIES

Intrusive Visions (Su): Foes in melee with a mythic cerebriic fungus experience terrible visions of their past or potential futures, making it difficult for them to distinguish friend from foe or even discern their surroundings. Any creature striking or struck by a mythic cerebriic fungus in melee becomes confused for 1 round (DC 14 Will negates), and its vision becomes blurry and overlaid with phantom visions, resulting in a 20% miss chance on all its attacks. If a

creature is adjacent to the fungus, this visual persists as long as the creature remains adjacent and for 1d3 rounds thereafter. This is mind-affecting insanity effect. The save DC is Charisma-based.

Otherworldly Mind (Ex) Any creature attempting to contact a cerebriic fungus's mind or read its thoughts with a divination spell or similar ability must succeed at a DC 16 Will save or be overwhelmed by the alien thoughts in the creature's head. Those who fail take 1d6 points of nonlethal damage and are confused for 1d6 rounds, and the divination effect immediately ends. The save is Charisma-based and includes a +2 racial bonus.

Seductive Compulsions (Su) Non-mythic creatures must save twice against the mind-affecting effects created by a mythic cerebriic fungus, and take the worse result. In addition, when a creature succeeds on a Will save against a mythic cerebriic fungus's attack, the fungus may expend one use of its mythic power to force the target to reroll its saving throw.

Star-Shriek (Ex) Once per day as a full-round action, a cerebriic fungus can unleash a shrill scream of madness. All creatures (except other cerebriic fungi) within 30 feet must make a DC 15 Will save or be nauseated for 1d4 rounds. This is a sonic mind-affecting effect. The save DC is Constitution-based.

Touch of Madness (Sp) The cerebriic fungus may daze one living creature by making a successful touch attack. The target creature must succeed at a DC 14 Will save, or it becomes dazed for 1 round per caster level (4 rounds for most cerebriic fungi). This is a mind-affecting enchantment, equivalent to a 2nd-level spell.

Unsettling Appearance (Su) A cerebriic fungus constantly scans the minds of those around it, projecting around itself a confusing collage of images gleaned from their thoughts. Creatures within 60 feet that can see the fungus must succeed at a DC 14 Will save or take a -2 penalty on attack rolls. This is a mind-affecting effect. The save DC is Charisma-based.

MYTHIC DENIZEN OF LENG**CR 10/MR 4**

XP 9,600

Pathfinder Roleplaying Game Bestiary 2

CE Medium outsider (chaotic, evil, extraplanar, mythic)

Init +5/-15, dual initiative^{MA}; **Senses** darkvision 60 ft.; Perception +16**DEFENSE****AC** 27, touch 17, flat-footed 20 (+5 Dex, +2 dodge, +10 natural)**hp** 145 (10d10+90); planar fast healing 5**Fort** +12, **Ref** +12, **Will** +6**Defensive Abilities** alien circulation^{MA}, unusual anatomy; **DR** 5/epic; **Immune** poison; **Resist** cold 30, electricity 30; **SR** 21**OFFENSE****Speed** 40 ft.**Melee** bite +15 (1d6+5 plus 1d6 Dexterity drain), 2 claws +15 (1d4+5)**Special Attacks** *mythic power* (4/day, surge +1d8), mythic spell-like abilities^{MA}, slaver^{MA}, sneak attack +5d6**Spell-Like Abilities** (CL 10th; concentration +15)Constant—*tongues*3/day—*detect thoughts* (DC 17), *hypnotic pattern* (DC 17), *levitate*, *minor image* (DC 17)1/day—*dominate person* (DC 20), *locate object*, *plane shift* (self only)**STATISTICS****Str** 14, **Dex** 20, **Con** 21, **Int** 18, **Wis** 17, **Cha** 21**Base Atk** +10; **CMB** +12; **CMD** 28**Feats** Deceitful, Dodge^{MF}, Mobility, Persuasive, Weapon Finesse^{MF}**Skills** Bluff +22, Diplomacy +7, Disable Device +15, Disguise +12 (+16 when disguised as a Medium humanoid), Intimidate +12, Knowledge (any one) +17, Perception +16, Profession (sailor) +8, Sense Motive +16, Sleight of Hand +18, Spellcraft +12, Stealth +18, Use Magic Device +18; **Racial Modifiers** +4 Disguise when disguised as a Medium humanoid**Languages** Aklo; *tongues***SQ** discern fate^{MA}, no breath**ECOLOGY****Environment** any land**Organization** solitary, overseers (2–4), mess (5–10)**Treasure** double (500 to 2,000 gp in rubies, other treasure)**SPECIAL ABILITIES**

Alien Circulation (Ex) A mythic denizen of Leng's bloodstream operates in defiance of conventional physiology and physics. Whenever it would take bleed damage (whether hit point damage or ability damage or drain), that bleed effect is negated as their blood instead flows through open air back into a different blood vessel elsewhere on the denizen's body. However, this bizarre hemolytic diversion sprays adjacent creatures with toxic alien blood until the end of the denizen's next turn. A similar blood spray occurs when a creature confirms a critical hit with a piercing or slashing weapon against a mythic denizen of Leng in melee; this blood spray occurs even if a confirmed critical hit is negated by the mythic denizen of Leng's unusual anatomy.

Toxic bloodspray—contact; *save* Fort DC 20, *frequency* 1/round for 6 rounds, *effect* 1d4 Str, *cure* 2 consecutive saves. The save DC is Constitution-based.

Dexterity Drain (Su) The otherworldly teeth and tongues of a denizen of Leng deal 1d6 points of Dexterity drain with a bite. Constructs, elementals, and other creatures that do not possess flesh are immune to this effect. A successful DC 20 Fortitude save reduces the Dexterity drain to 1 point. The save DC is Constitution-based.

Discern Fate (Sp) Once per week, the denizen may search for a creature that is essential to its future plans, as per *discern location* cast as a spell-like ability. Once within line of sight of the creature and by expending one use of its mythic power, the denizen can determine what the creature must do (or have done to it) in order to further the denizen's agenda. The necessary fate or course of action is determined by the GM, but if the denizen of Leng interacts with the creature or makes any die roll regarding that creature, it gains the effect of a *moment of prescience*.

Mythic Spell-Like Abilities (Su) Three times per day when a mythic denizen of Leng uses a spell-like ability, it can expend one or more uses of its mythic power to duplicate the mythic version of that spell. It treats its mythic rank as its mythic tier for the purpose of augmenting spell-like abilities.

Planar Fast Healing (Su) A denizen of Leng maintains a connection to Leng at all times, and when away from Leng, it has fast healing 5. It loses this ability on Leng or in areas where planar connections do not function. If killed, a denizen's body dissolves into nothingness in 1d4 rounds, leaving behind its equipment. A slain denizen reforms in Leng, similar to a slain summoned creature; it can only be permanently killed if its fast healing is negated.

Slaver (Su) A mythic denizen of Leng gains *dominate person* as a spell-like ability usable once per day; however, it can use this ability more than once by expending one use of its mythic power for each use after the first. Any creature dominated by a mythic denizen of Leng takes a -4 penalty to saving throws against other mind-affecting effects as long as the *dominate* lasts. In addition, whenever a denizen of Leng targets itself with its *levitate* or *plane shift* spell-like abilities, it can also affect one adjacent dominated creature at the same time, even if the effect normally affects only one creature.

Unusual Anatomy (Ex) A denizen's internal anatomy varies from individual to individual, and has a 50% chance to treat any critical hit or sneak attack against it as a normal hit.

MYTHIC FACELESS STALKER

CR 5/MR 2

XP 1,600

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CE Medium [aberration](#) (mythic, [shapechanger](#))

Init +7; Senses [darkvision](#) 60 ft.; [Perception](#) +2

DEFENSE

AC 19, [touch](#) 13, [flat-footed](#) 16 (+3 [Dex](#), +6 [natural](#))

hp 58 (5d8+36)

Fort +5, Ref +4, Will +6

DR 5/epic and piercing or slashing

OFFENSE

Speed 30 ft.

Melee mwk longsword +9 (1d8+5/19–20) and slam +3 (1d6+2 plus blood drain and grab)

Special Attacks blood leaching^{MA}, maddening duplication^{MA} (DC 15), [mythic power](#) (2/day, surge 1d6), [sneak attack](#) +2d6

Spell-Like Abilities (CL 5th; [concentration](#) +8)

Constant—[tongues](#)

STATISTICS

Str 20, Dex 17, Con 18, Int 13, Wis 15, Cha 16

Base Atk +3; CMB +8 (+12 grapple); CMD 21

Feats [Combat Reflexes](#)^{MF}, [Deceitful](#), [Improved Initiative](#)

Skills [Bluff](#) +10, [Disguise](#) +14 (+24 when using change shape), [Escape Artist](#) +19, [Sleight of Hand](#) +8, [Stealth](#) +11; **Racial Modifiers** +4 [Disguise](#), +8 [Escape Artist](#)

Languages Aquan, Common; [tongues](#)

SQ blood frenzy^{MA}, change shape (medium humanoid; [alter self](#)), [compression](#), faceless

ECOLOGY

Environment any swamps or underground

Organization solitary or gang (1 mythic faceless stalker and 2–12 non-mythic faceless stalkers)

Treasure standard (masterwork longsword, other treasure)

SPECIAL ABILITIES

Blood Frenzy (Su) When a mythic faceless stalker successfully drains blood from a living creature, it becomes invigorated. It gains a +2 alchemical bonus to Strength and is hasted; these effects last one round per point of Constitution damage or drain the mythic face-

less stalker deals. If a blood-frenzied mythic faceless stalker continues to drain blood, the duration of the invigoration increases one round for each additional point of Constitution damage or drain.

Blood Leaching (Su) A mythic faceless stalker can drain blood when any part of its rubbery body even briefly comes in contact with a victim. When a mythic faceless stalker makes a successful slam attack, it also deals 1 point of Constitution damage to its victim. When a mythic faceless stalker deals damage with its slam attack against a [cowering](#), [dazed](#), [grappled](#), [helpless](#), [pinned](#), or [stunned](#) opponent, it deals 1d4 points of Constitution damage. Additionally, once per day, a mythic faceless stalker can expend one use of mythic power when it drains blood to instead deal 1d4 points of Constitution drain while healing itself of 2d8 points of damage as it gorges itself on its victim's blood. Any healing over the mythic faceless stalker's maximum hit points is wasted.

Change Shape (Su) A mythic faceless stalker can assume the form of a Medium humanoid at will but requires 10 uninterrupted minutes to alter its body. Performing this transformation is somewhat painful, but the mythic faceless stalker can maintain its new form indefinitely once it has achieved it. It can change back to its true form as a swift action and gains a +2 morale bonus on attack rolls, damage rolls, skill checks, and saving throws for 1 round after it does so. Mythic faceless stalkers retain their own innate abilities when they assume their new form and do not gain any of those belonging to the creature they mimic. A mythic faceless stalker gains a +10 bonus on [Disguise](#) checks when they are used in conjunction with this ability.

Faceless (Su) In its natural form, a mythic faceless stalker has no discernible facial features. It gains a +4 bonus on saving throws made to resist attacks or effects that target the senses. This includes gaze attacks, odor-based attacks, sonic attacks and similar attacks. This bonus does not apply to illusions.

Maddening Duplication (Su) As a standard action, a mythic faceless stalker can expend one use of mythic power to focus its will on a Small or Medium humanoid within 30 feet and rearrange its rubbery facial features to perfectly mimic the humanoid's face, rippling and pulsing between the duplicate face and the stalker's own tumescent visage. If the target has line of sight to the mythic faceless stalker, its sense of self is shaken by the maddening duplication, dealing 1d4

points of Charisma damage and dazing the target for 1 round. If the target is a spellcaster, she also acquires the [disassociation spellblight](#). A DC 15 Will save negates Charisma damage and the spellblight and causes the target to become confused for 1 round rather than dazed. A mythic faceless stalker may expend one use of its mythic power when using this ability to force the target to save twice, using the lower roll, and on a failed save the target is dazed for 1 round even on a successful saving throw and confused for 1d6 rounds on a failed save (1 round on a successful save), with the confusion occurring after the dazed effect ends. This is a mind-affecting insanity effect and the save is Charisma-based.

MYTHIC GIBBERING MOUTHER**CR 6/MR 2**

XP 2,400

Pathfinder Roleplaying Game Bestiary

N Medium aberration (mythic)

Init +4; **Senses** all-around vision, darkvision 60 ft.; **Perception** +12**DEFENSE****AC** 22, touch 14, flat-footed 18 (+4 Dex, +8 natural)**hp** 62 (4d8+44)**Fort** +8, **Ref** +5, **Will** +5**Defensive Abilities** amorphous; **DR** 5/bludgeoning and epic; **Immune** critical hits, precision damage**OFFENSE****Speed** 10 ft., swim 20 ft.**Melee** 6 bites +8 (1d4+4 plus grab)**Special Attacks** beckoning gibber^{MA}, blood drain, caustic spittle^{MA} (+7 ranged touch), enduring insanity^{MA}, engulf (6d4+6 damage plus 2 Con damage, AC 14, hp 6), gibbering, ground manipulation, mythic power (2/day, surge +1d6)**STATISTICS****Str** 10, **Dex** 19, **Con** 24, **Int** 4, **Wis** 13, **Cha** 12**Base Atk** +3; **CMB** +3 (+7 grapple); **CMD** 17 (can't be tripped)**Feats** Weapon Finesse^{MF}, Weapon Focus (bite)**Skills** Perception +12, Swim +8; **Racial Modifiers** +4 Perception**Language** Aklo**SPECIAL ABILITIES**

Beckoning Gibber (Su): Creatures within 120 feet that can hear a mythic gibbering moulder's gibbering but are not within 60 feet are fascinated and compelled to come closer and investigate the sound, moving toward the mythic gibbering moulder until within 60 feet (DC 13 Will negates). Once within 60 feet, it must save against the moulder's gibbering. A creature making its saving throw against this ability is immune to the beckoning gibber of that mythic gibbering moulder for 24 hours. This is a mind-affecting compulsion effect. The save DC is Charisma-based.

Blood Drain (Ex): On a successful grapple check after grabbing, several of the creature's mouths attach to its

target. Each round it maintains its grapple, its mouths automatically deal 1d4+4 points of bite damage and 1 point of Constitution damage as it drains its victim's blood.

Caustic Spittle (Ex) Each round as a free action, a mythic gibbering moulder can emit a stream of acidic spittle at one target within 30 feet. A successful ranged touch attack deals 1d6 points of acid damage and the target must succeed at a DC 19 Fortitude save or be blinded for 1d4 rounds and take an additional 1d6 points of acid damage the following round at the beginning of its turn. The save DC is Constitution-based. This ability replaces the spittle ability of a normal gibbering moulder.

Enduring Insanity (Su): When a creature is confused by a mythic gibbering moulder's gibbering ability, as a free action the moulder may expend one use of its mythic power to extend the duration of that creature's confusion to 1 minute instead of 1 round. In addition, if the target of this ability gets the "babble incoherently" result while confused, its babbling echoes and amplifies the moulder's own, increasing the save DC of its gibbering and beckoning gibber abilities by 2 for each babbling creature within 60 feet of it. A creature targeted with this ability cannot be affected by this ability more than once per day by the same mythic gibbering moulder.

Engulf (Ex): This ability functions as swallow whole, except for the following changes. An engulfed creature is trapped in the gibbering moulder's body, where several of its mouths continue to feed and drain blood. A gibbering moulder can engulf only one foe of its size or smaller at a time. If an engulfed creature cuts its way free (the moulder's damage reduction still applies to those inside), the moulder simply flows together again and can still use its engulf attack.

Gibbering (Su): As a free action, a gibbering moulder can emit a cacophony of maddening sound. All creatures other than gibbering moulthers within 60 feet must succeed on a DC 13 Will save or be confused for 1 round. This is a mind-affecting compulsion insanity effect. A creature that saves cannot be affected by the same moulder's gibbering for 24 hours. The save DC is Charisma-based.

Ground Manipulation (Su): At will as a standard action, a gibbering moulder can cause stone and earth under its body to grow soft and muddy. The ground remains muddy for 1 minute after the moulder moves off of the location. A gibbering moulder can move through these areas with ease, but other creatures treat them as difficult terrain.

MYTHIC GUG

CR 12/MR 5

XP 19,200

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CE Large [aberration](#) (mythic)

Init +1; Senses [darkvision](#) 60 ft.; [Perception](#) +27

DEFENSE

AC 29, [touch](#) 10, [flat-footed](#) 28 (+1 [Dex](#), +19 [natural](#), -1 size)

hp 182 (15d8+115)

Fort +10, Ref +6, Will +12

DR 10/epic, [fortification](#)^{MA}; Immune [disease](#), [poison](#)

OFFENSE

Speed 40 ft., climb 20 ft.

Melee bite +18 (1d8+8), 4 claws +18 (1d6+8)

Space 10 ft.; Reach 15 ft.

Special Attacks [entangling evisceration](#)^{MA}, [eviscerating rend](#)^{MA} (2 claws, 1d6+10), [mythic power](#) (5/day, surge +1d8), [sneak attack](#)^{MA} +4d6

STATISTICS

Str 27, Dex 12, Con 20, Int 11, Wis 16, Cha 11

Base Atk +11; CMB +20 (+24 bull rush); CMD 31 (33 vs. bull rush)

Feats [Awesome Blow](#), [Blind-Fight](#)^{MF}, [Combat Reflexes](#)^{MF}, [Greater Bull Rush](#), [Improved Bull Rush](#), [Lunge](#), [Power Attack](#)^M, [Skill Focus](#) ([Perception](#))

Skills [Climb](#) +16, [Escape Artist](#) +19, [Knowledge](#) (dungeoneering) +13, [Perception](#) +27, [Stealth](#) +9, [Survival](#) +21; Racial Modifiers +8 [Climb](#), +4 [Escape Artist](#)

Languages Undercommon

SQ [compression](#), [earth glide](#)^{MA}

ECOLOGY

Environment any underground

Organization solitary, pair, or camp (1 mythic gug plus 2–12 non-mythic gugs)

Treasure standard

SPECIAL ABILITIES

Earth Glide (Su) A mythic gug can expend one use of mythic power as a swift action to gain the [earth glide](#) special ability for one minute.

Eviscerating Rend (Ex) When a mythic gug deals rend damage, it can expend one use of mythic power as a swift action to deal 1d6 points of Constitution damage and cause the target to become staggered for 1d6 rounds as their body is brutally ripped open and their insides scooped out in a bloody flourish. A DC 25 Fortitude save reduces Constitution damage to 1 point and staggering to 1 round. The save DC is Strength based.

Entangling Evisceration (Ex) When a mythic gug uses its eviscerating rend ability and deals Constitution damage to a living creature, the gug can expend one use of mythic power as a free action to give its victim the [entangled](#) condition as intestines and other internal organs spill out and dangle about the victim's legs and feet. The entangled condition lasts for one minute or until the victim receives at least 20 hit points of magical healing. Additionally, each round the victim remains entangled the victim must succeed on a DC 25 Fortitude save or take 1 point of Strength, Dexterity, and Constitution damage. The save DC is Strength based.

MYTHIC GUG SAVANT**CR 13/MR 5**

XP 25,600

Pathfinder Roleplaying Game Bestiary 2 (variant gug)CE Large [aberration](#) (mythic)Init +1; Senses [darkvision](#) 60 ft.; [Perception](#) +27**DEFENSE**AC 29, [touch](#) 10, [flat-footed](#) 28 (+1 [Dex](#), +19 [natural](#), -1 size)

hp 182 (15d8+115)

Fort +10, Ref +6, Will +12; +4 vs. spells and spell-like effects

DR 10/epic; Immune [disease](#), [poison](#)**OFFENSE**

Speed 40 ft., climb 20 ft.

Melee bite +18 (1d8+8), 4 claws +18 (1d6+8)

Space 10 ft.; Reach 15 ft.

Special Attacks [entangling evisceration](#)^{MA}, [eviscerating rend](#)^{MA} (2 claws, 1d6+7), [mythic power](#) (5/day, surge +1d8), [sneak attack](#) +4d6^{MA}Spell-Like Abilities (CL 13th; [concentration](#) +17)At will—[invisibility](#), [levitate](#)3/day—[spike stones](#) (DC 18), [transmute rock to mud](#) (DC 19), [unholy blight](#) (DC 18)**STATISTICS**

Str 27, Dex 12, Con 20, Int 11, Wis 16, Cha 18

Base Atk +11; CMB +20 (+24 bull rush); CMD 31 (33 vs. bull rush)

Feats [Awesome Blow](#), [Blind-Fight](#)^{MF}, [Combat Reflexes](#)^{MF}, [Greater Bull Rush](#), [Improved Bull Rush](#), [Lunge](#), [Power Attack](#)^{MF}, [Skill Focus \(Perception\)](#)Skills [Climb](#) +16, [Escape Artist](#) +19, [Knowledge](#) (dungeoneering) +13, [Perception](#) +27, [Stealth](#) +9, [Survival](#) +21; Racial Modifiers +8 [Climb](#), +4 [Escape Artist](#)

Languages Undercommon

SQ [compression](#), [earth glide](#)^{MA}, [warp spell](#)^{MA}**ECOLOGY**

Environment any underground

Organization solitary, pair, or camp (1 mythic gug savant plus 3–18 gugs)

Treasure standard

SPECIAL ABILITIES**Earth Glide (Su)** A mythic gug savant can expend one use of mythic power as a swift action to gain the earth glide special ability for one minute.**Eviscerating Rend (Ex)** When a mythic gug deals rend damage, it can expend one use of mythic power as a swift action to deal 1d6 points of Constitution damage and cause the target to become staggered for 1d6 rounds as their body is brutally ripped open and their insides scooped out in a bloody flourish. A DC 25 Fortitude save reduces Constitution damage to 1 point and staggering to 1 round. The save DC is Strength based.**Entangling Evisceration (Ex)** When a mythic gug uses its eviscerating rend ability and deals Constitution damage to a living creature, the gug can expend one use of mythic power as a free action to give its victim the entangled condition as intestines and other internal organs spill out and dangle about the victim's legs and feet. The entangled condition lasts for one minute or until the victim receives at least 20 hit points of magical healing. Additionally, each round the victim remains entangled the victim must succeed on a DC 25 Fortitude save or take 1 point of Strength, Dexterity, and Constitution damage. The save DC is Strength based.**Warp Spell (Su)** A mythic gug's deep connection with the Dreamlands allows it to subtly twist the fabric of reality and form a buffer against magical attacks. A mythic gug receives a +4 bonus on saving throws made to resist spells and spell-like effects. Additionally, when a mythic gug savant is targeted by a spell or spell-like ability and succeeds on its save, it can expend one use of mythic power as an immediate action to turn that effect upon its source, as if using spell turning.



MYTHIC HOUND OF TINDALOS**CR 9/MR 3**

XP 6,400

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NE Medium outsider (evil, extraplanar, mythic)

Init +10/-10, bilocation^{MA}; Senses darkvision 120 ft.; Perception +18**DEFENSE**

AC 24, touch 16, flat-footed 18 (+6 Dex, +8 natural)

hp 115 (10d10+60)

Fort +10, Ref +13, Will +8

DR 10/epic and magic; Immune mind-affecting effects, poison

OFFENSE

Speed 40 ft.

Melee bite +16 (2d6+6), 2 claws +16 (1d8+6)

Special Attacks probability shift^{MA}, mythic power (3/day, surge +1d6), ripping gaze, temporal retribution^{MA}

Spell-Like Abilities (CL 10th; concentration +13)

Constant—*air walk*At will—*fog cloud, invisibility, locate creature*3/day—*dimensional anchor, discern location, greater scrying* (DC 20), *haste, slow* (DC 16)**STATISTICS**

Str 17, Dex 23, Con 16, Int 16, Wis 21, Cha 16

Base Atk +10; CMB +13; CMD 29 (33 vs. trip)

Feats Blind-Fight, Combat Reflexes^{MF}, Improved Initiative, Vital Strike, Weapon Finesse^{MF}

Skills Acrobatics +19 (+23 when jumping), Intimidate +16, Knowledge (arcana) +16, Knowledge (geography) +13, Knowledge (planes) +16, Perception +18, Sense Motive +18, Stealth +19, Survival +18; Racial Modifiers +4 Acrobatics when jumping

Languages Aklo

SQ angled entry^{MA}, bilocation^{MA}, otherworldly mind**ECOLOGY**

Environment any

Organization solitary or alphas (2–5)


Treasure none

SPECIAL ABILITIES

Bilocation (Su) At the start of its turn, a mythic hound of Tindalos can expend one use of its mythic power to translocate a copy of itself a few seconds into the future; this bilocation enables it to function as a singular creature in two places at the same time. The destination point of the future hound must meet the same criteria as described in the angled entry ability. This ability functions similar to the *dual initiative* ability described in Chapter 6 of *Pathfinder Roleplaying Game Mythic Adventures*, with the future mythic hound of Tindalos acting first and its original self acting on initiative count –20. The two hounds act separately in all ways, except they share one set of hit points and uses of mythic power and special abilities. Any damage from a successful attack that targets one is automatically applied to the other, though this does not apply to area effects that include both. The hounds make their own separate attack rolls and saving throws, may provide flanking to one other and may take their own independent attacks of opportunity. At the start of the hound's next turn, the hound's original self vanishes and it becomes a singular creature again in the location occupied by its future self. If a mythic hound of Tindalos is killed while using bilocation it becomes a singular creature again. The future mythic hound vanishes and a wave of paradox is unleashed in a 30-foot-radius spread around the original mythic hound. Creatures within this paradox wave become dazed for 1d4 rounds (DC 18 Will negates). Hounds of Tindalos are immune to this paradox wave. This is a mind-affecting effect. The save DC is Charisma-based.

Otherworldly Mind (Ex) Any non-outsider attempting to read the thoughts of a hound of Tindalos or communicate with it telepathically takes 5d6 points of nonlethal damage and must make a DC 18 Will save or become confused for 2d4 rounds. This is a mind-affecting effect. The save DC is Charisma-based.

Probability Shift (Su) As a swift action, a mythic hound of Tindalos can expend one use of its mythic power in order to alter the laws of probability surrounding one creature within 30 feet for 1 round (DC 18 Will negates). If the save is failed, the target must roll twice for all ability checks, attack rolls, saving throws, or skill checks, taking the worse result. If the hound spends two uses of its mythic power, it can affect all enemies (and exclude its allies) within a 30-foot radius. The save DC is Charisma-based.



Ripping Gaze (Su) 5d6 slashing damage, 30 feet, Fortitude DC 18 negates. A creature that succeeds on its save is immune to that hound's gaze for 24 hours.

Damage caused by a ripping gaze bypasses all damage reduction except DR/epic. The save DC is Charisma-based.

Temporal Retribution (Su) If a mythic hound of Tindalos is attacked by a creature that it has damaged since the beginning of its last turn with one of its melee attacks or its ripping gaze, as an immediate action the hound may spend one use of its mythic power to momentarily invert and loop the flow of time, causing that melee attack or ripping gaze effect to repeat itself. The target takes the same amount of damage as it did from the previous attack or gaze (DC 18 Will half), and this damage occurs prior to that creature resolving its attack against the mythic hound of Tindalos. If damage from this ability results in the hound's attacker being incapacitated, its attack is negated and a momentary paradox surge confuses all creatures within 30 feet for 1 round unless they succeed on a DC 18 Will save. Hounds of Tindalos are immune to this ability. The save DC is Charisma-based.

Warped Entry (Su) Hounds of Tindalos move through the dimensions in ways other creatures cannot comprehend. They may use *greater teleport* (self only) once per round as a swift action and *plane shift* (self only) 3/day as a standard action (caster level 10th). A hound of Tindalos can use these powers anywhere, but its destination point must be adjacent to a fixed angle or corner in the physical environment, such as a wall, floor, or ceiling (as determined by the GM); temporary angles created by cloth, flesh, or small items are not sufficient. It cannot use these abilities to enter curved architecture or open outdoor environments. Unlike a normal use of *plane shift*, a mythic hound of Tindalos can arrive as close to its intended destination point as it wants while still observing these limitations. In addition, when a mythic hound of Tindalos arrives in an area using angled entry, it deforms the angles of reality around itself, duplicating the effect of an *entropic shield* until the beginning of its next turn or until it moves more than 10 feet from the place it arrived. If the mythic hound of Tindalos expends one use of its mythic power when arriving, this effect duplicates mythic *entropic shield*.

MYTHIC LENG SPIDER**CR 18/MR 7**

XP 153,600

Pathfinder Roleplaying Game Bestiary 2

CE Huge magical beast (extraplanar, mythic)

Init +40/+20^{MF}, dual initiative^{MA}; Senses arcane sight, darkvision 60 ft., low-light vision, tremorsense 60 ft.; Perception +21Aura frightful presence^{MA} (30 ft., DC 24, 5d6 rounds)**DEFENSE**

AC 36, touch 17, flat-footed 27 (+9 Dex, +19 natural, -2 size)

hp 302 (15d10+220); fast healing 10

Fort +19, Ref +18, Will +10

DR 10/epic; **Immune** cold, confusion and insanity effects, poison, sonic; SR 29**OFFENSE**

Speed 40 ft., climb 40 ft.

Melee mwk flail +22/+17/+12 (3d6+8), bite +16 (2d6+4 plus poison)

Ranged mwk bolas +23 (1d8+8/x2), web strand^{MA} +22 touch (entrap and pull)

Space 15 ft.; Reach 15 ft.

Special Attacks entrap^{MA} (DC 27, 1d10 minutes, hardness 10, hp 30), mythic power (7/day, surge +1d10), mythic spell-like abilities^{MA}, pull^{MA} (web strand, 30 feet), transdimensional perception^{MA}, web (+22 ranged, DC 27, 15 hp), web strand^{MA}, web weaponry

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

Constant—*arcane sight*, *freedom of movement*, *tongues*At will—*dispel magic*, *fabricate* (webs only)3/day—*air walk*, *invisibility*, *major image* (DC 20)1/day—*charm monster* (DC 21), *insanity* (DC 24), *major arcana* (DC 22), *veil* (DC 23)**STATISTICS**

Str 26, Dex 29, Con 30, Int 21, Wis 17, Cha 24

Base Atk +15; CMB +25 (+27 trip); CMD 44 (56 vs. trip)

Feats Combat Expertise, Combat Reflexes^{MF}, Improved Initiative^{MF}, Improved Trip^{MF}, Iron Will^{MF}, Point-Blank Shot, Precise Shot, Vital Strike

Skills Acrobatics +27 (+31 when jumping), Climb +34, Craft (traps) +20, Knowledge (any one) +20, Perception

+21, Spellcraft +20, Use Magic Device +21


Languages Aklo; *tongues*SQ slimy webbing^{MA}**ECOLOGY**

Environment any

Organization solitary, council (3 or 5, always odd)

Treasure double

SPECIAL ABILITIES**Mythic Spell-Like Abilities (Su)** Three times per day when a mythic Leng spider uses a spell-like ability, it can expend one or more uses of its mythic power to duplicate the mythic version of that spell. It treats its mythic rank as its mythic tier for the purpose of augmenting spell-like abilities.**Poison (Su)** Bite—injury; *save* Fort DC 27; *frequency* 1/round for 6 rounds; *effect* 1d4 Con plus confusion for 1 round; *cure* 2 consecutive saves. A Leng spider's venom causes flesh to blister and rot away and the mind to experience vivid and horrific hallucinations—these visions cause the poisoned creature to react in an unpredictable manner, as if confused. The hallucination element of this poison is mind-affecting. The save DC is Constitution-based.**Slimy Webbing (Ex)** By expending one use of its mythic power as a swift or immediate action, a mythic Leng spider can alter the composition of the webs created by their web and web strand special abilities. Such webs have DR 15/–, 30 hp, and are immune to fire damage. This ability lasts 1 round, but the webs created by the mythic Leng spider during that round retain these properties for 24 hours.**Transdimensional Perception (Su)** A mythic Leng spider can perceive the Ethereal Plane, the Plane of Shadow, and the Dimension of Dreams (unless Leng is also currently inside the Dream Dimension) from Leng and the Material Plane. By expending one use of its mythic power it can phase its melee and bite attacks across the dimensional barriers to attack the inhabitants of those planes. By expending two uses of mythic power, a Leng spider can attempt to entrap a target with its web strand and pull it into the same plane as the mythic Leng spider, provided the planes are coterminous. If the attack hits, the target receives a DC 24 Will save to resist being pulled across the planar barrier. The save DC is Charisma-based.



Web Strand (Ex) A mythic Leng spider can shoot a strand of adhesive webbing at a single target as a primary ranged touch attack with 90-foot reach. The strand deals no damage on a hit, but can be used to entrap and pull. If the target successfully avoids being entrapped, they are still attached to the web strand and cannot move away from but they can move around and toward the Leng spider. As a standard action, a creature can rip the filament free with a DC 30 Strength check. A caught creature can also attempt to escape a filament by making a DC 30 Escape Artist check. A filament is AC 14 (touch AC 12), has 15 hit points, and has DR 20/—. An application of *universal solvent* dissolves the adhesive and releases the creature caught by the filament. A mythic leng spider can have only one web strand active at a time. A mythic Leng spider can expend one use of its mythic power and for one round make iterative ranged attacks with the web strand until it hits a target. It may do so while in melee and does not provoke attacks of opportunity.

Web Weaponry (Ex) A Leng spider is talented at using its webs to construct masterwork weapons. This technique of weapon creation allows the spider to effectively create a flail or bolas by attaching a heavy object such as a rock or chunk of metal to a cord of webbing. The spider attaches one end of this webbing to a leg and can then wield the weighted cord as a masterwork flail or a masterwork bolas. It can only wield one such weapon at a time—it must use its other legs to walk. If a Leng spider drops or loses a web weapon, it can create a new one as a full-round action, provided it has access to heavyweight objects of the correct size (such as loose rocks or skulls).

MYTHIC MOON-BEAST

CR 14/MR 5

XP 25,600

Pathfinder Roleplaying Game Bestiary 3

CE Large aberration (mythic)

Init +27/+7, dual initiative^{MA}; Senses blindsight 90 ft.; Perception +21

DEFENSE

AC 30, touch 13, flat-footed 26 (+3 Dex, +1 dodge, +17 natural, -1 size)

hp 173 (14d8+110)

Fort +9, Ref +9, Will +15

Defensive Abilities amorphous, DR 10/epic and piercing or slashing; Immune cold, gaze attacks, illusions, poison; Resist electricity 30; SR 24

OFFENSE

Speed 50 ft., climb 20 ft., *air walk*

Melee 2 claws +16 (1d6+7), 4 tentacles +18 (1d6+7)

Space 10 ft.; Reach 10 ft.

Special Attacks dream possession^{MA}, dream stalking^{MA}, *mythic power* (5/day, surge +1d8), *mythic spell-like abilities*^{MA}, rend (2 tentacles, 1d6+10 plus Wisdom drain), tentacular titan^{MA}, the twisting^{MA}

Spell-Like Abilities (CL 13th; concentration +19)

Constant—*air walk*At will—*detect thoughts* (DC 20)3/day—*charm monster* (DC 21), *dispel magic*, *dominate person* (DC 23), *shadow conjuration* (DC 22), *shadow evocation* (DC 23), *veil* (DC 24)1/day—*confusion* (DC 22), *major image* (DC 21), *mirage arcana* (DC 23), *plane shift* (self only)

STATISTICS

Str 24, Dex 17, Con 20, Int 19, Wis 18, Cha 27

Base Atk +10; CMB +18; CMD 32 (36 vs. trip)

Feats Combat Casting, Dodge, Improved Initiative, Iron Will, Lightning Reflexes^{MF}, Lunge^{B, MF} (tentacles only), Mobility, Weapon Focus^{MF} (tentacles)

Skills Climb +15, Diplomacy +15, Intimidate +25, Knowledge (arcana) +11, Knowledge (planes) +18, Perception +21, Sense Motive +18, Spellcraft +21, Stealth +24, Use Magic Device +22; Racial Modifiers +8 Stealth

Languages Aklo (can't speak); telepathy 300 ft.

SQ compression, no breath

ECOLOGY

Environment any land

Organization solitary, pair, or triumvirate (3)

Treasure double

SPECIAL ABILITIES

Dream Possession (Su) As a standard action, a mythic moon-beast may possess a sleeping target or a target with a Wisdom score of 0, as *magic jar* (DC 25 Will negates). The target may resist but takes a -5 penalty on their Will save to avoid possession. If it successfully possesses a target, it may expending one use of its mythic power as a free action to plane shift its body to the Dimension of Dreams while its spirit remains on the current plane possessing its host body. If the possession is ended, the mythic moon-beast's soul returns to the Dimension of Dreams to reunite with its body. Protection from evil and similar effects block this form of possession; however, if the protection from evil (or equivalent effect) is not a mythic effect, the mythic moon-beast may expend one use of its mythic power as a swift action to break through the protection. Make a caster level check, using the caster level of the protection effect, against the mythic moon-beast's spell resistance. If the check fails to overcome its spell resistance, the protective effect is dispelled and it can attempt to possess the target.

Dream Stalking (Su) A mythic moon-beast can prowl the Dimension of Dreams in search of the secrets that living, dreaming creatures hide from the world. Once per day as a standard action, a mythic moon-beast that is within the Dimension of Dreams can investigate a living creature that requires sleep and that actively dreams, as if using a vision spell (caster level CL 13th). This ability cannot be used on objects or places. By expending one use of its mythic power, the moon-beast can observe the target as if using greater scrying. By expending 2 uses of mythic power, it can use detect thoughts while scrying the target.

Mythic Spell-Like Abilities (Su) Three times per day when a mythic moon-beast uses a spell-like ability, it can expend one or more uses of its mythic power to duplicate the mythic version of that spell. It treats its mythic rank as its mythic tier for the purpose of augmenting spell-like abilities.

Tentacular Titan (Ex) A mythic moon-beast's tentacles

are considered primary natural weapons and it gains Lunge as a bonus feat. In addition, using its Lunge feat increases the reach of its tentacles by 10 feet rather than 5 feet.

The Twisting (Su) A mythic moon-beast can create a minion out of a helpless creature of the humanoid type that is physically within the Dimension of Dreams. This requires a full round action and 1 use of the moon-beast's mythic power. The creature must make a DC 25 Will save, failure means the creature falls into a coma, remaining unconscious for 1d4 days. During this time, it can be awakened and the effects of the twisting undone by break enchantment or remove curse (DC 25 caster level check). Once the twisting is complete, the target is transformed into a denizen of Leng under the command of the moon-beast that created it. Once transformed, the twisting is irreversible save for use of a miracle or wish. A moon-beast may have multiple enslaved denizens, so long as their total Hit Dice total no more than twice its own Hit Dice; any denizens it creates that would exceed this limit become free-willed creatures. A moon-beast may free an enslaved denizen in order to enslave a new one, but once freed, a denizen cannot be enslaved again. The save DC is Charisma-based.

Wisdom Drain (Su) A creature that takes rend damage from a moon-beast must succeed at a DC 22 Will save or take 1d4 points of Wisdom drain. A moon-beast heals 5 points of damage for each point of Wisdom it drains in this manner. If it drains a victim to 0 Wisdom, the moon-beast gains the effects of a heal spell. The save DC is Constitution-based.

MYTHIC NEH-THALGGU

CR 10/MR 4

XP 9,600

Pathfinder Roleplaying Game Bestiary 2

CE Large **aberration** (mythic)

Init +11/-9^M, dual initiative^{MA}; Senses darkvision 60 ft.; Perception+17

DEFENSE

AC 25, touch 19, flat-footed 22 (+3 Dex, +7 insight, +6 natural, -1 size)

hp 147 (10d8+102)

Fort +10, Ref +6, Will +11

DR 10/epic and magic; **Immune** confusion effects; SR 21

OFFENSE

Speed 10 ft., fly 40 ft. (perfect)

Melee bite +13 (1d8+7 plus poison), 2 claws +13 (1d6+7)

Space 10 ft.; Reach 5 ft.

Special Attacks behold the horror^{MA} (DC 19), mythic power (4/day, surge +1d8), rend (2 claws, 2d6+7)

Sorcerer Spells Known (CL 10th; concentration +24)

5th (3/day)—cloudkill^M (DC 19)

4th (5/day)—arcane eye, lesser globe of invulnerability

3rd (7/day)—dispel magic^M, hold person (DC 17), lightning bolt^M (DC 17)

2nd (7/day)—acid arrow, alter self, invisibility

1st (7/day)—grease, magic missile^M, ray of enfeeblement (DC 15), shield, unseen servant

0 (at will)—acid splash, bleed (DC 14), dancing lights, daze (DC 14), detect magic, mage hand, open/close, prestidigitation, read magic

STATISTICS

Str 24, Dex 16, Con 25, Int 19, Wis 18, Cha 19

Base Atk +7; CMB +15; CMD 35 (cannot be tripped)

Feats Arcane Strike, Combat Reflexes, Eschew Materials^B, Extend Spell, Improved Initiative^{MF}, Mythic Spell Lore^{MF}, Power Attack

Skills Fly +15, Knowledge (arcana) +23, Knowledge (dungeoneering) +23, Knowledge (planes) +23, Perception +17, Sense Motive +17, Spellcraft +17, Stealth +12, Use Magic Device +17

Languages Abyssal, Aklo, Common, Draconic, Protean, Undercommon; telepathy (100 ft.)

SQ brain consumption^{MA}, brain collection^{MA}, strange knowledge

ECOLOGY

Environment any

Organization solitary

Treasure double

SPECIAL ABILITIES

Behold the Horror (Su) Once per minute as a standard action, a mythic neh-thalgnu can expend 1 use of mythic power to open its mind to all creatures with an Intelligence score of 3 or greater within 60 feet and flood their minds with telepathic visions of the mind-rending horrors and unspeakable atrocities awaiting them on the neh-thalgnu homeworld. The mythic neh-thalgnu's targets must succeed on a DC 19 Will save or take 1d6 points of Wisdom damage and become [staggered](#) for 1d6 rounds. Even with a successful save, targets of this effect are [staggered](#) for 1 round. This is a mind-affecting insanity effect and the save DC is Charisma-based.

Brain Collection (Ex) A neh-thalgnu can store up to 13 humanoid brains and use them to enhance its knowledge and power. Each stored brain grants a neh-thalgnu a cumulative +1 [insight](#) bonus to AC, [concentration](#) checks, and Knowledge checks (maximum +7). A neh-thalgnu can extract a brain from a helpless opponent with a coup de grace attack, or as a standard action from a body that has been dead for no more than 1 minute. A neh-thalgnu that has fewer than seven brains gains one [negative level](#) for each brain less than seven. These negative levels can never become permanent, but they can only be removed by collecting new brains to replace those missing.

Brain Consumption (Su) A mythic neh-thalgnu can consume one of its stored brains as a free action to gain an additional point of mythic power or recall any spell it has cast in the last 24 hours. It must use the recalled spell or point of mythic power before the end of its next turn or it is lost. A mythic neh-thalgnu that is about to be affected by a mind-affecting effect can consume a stored brain as an immediate action to negate a non-mythic mind-affecting effect (negating its effects only for itself, not for other creatures) or gain a new saving throw against a mythic mind-affecting effect. It can consume two brains simultaneously as a full-round action, enabling it to recall a previously cast spell and convert the spell into its mythic version. If the mythic

spell is not cast by the end of its next turn, the effect is wasted.

Extradimensional Interloper (Su) A mythic neh-thalgnu's alien physiology exists across multiple dimensions simultaneously. It functions as if under a constant *blink* effect, though this is not a spell and cannot be dispelled, and no miss chance applies to the mythic neh-thalgnu's attacks against other creatures. A mythic neh-thalgnu may suppress or resume this ability as a swift action. While *blinking*, it can expend one use of its mythic power to use a quickened *dimension door* or two uses of its mythic power to use *plane shift* or *greater teleport* as a move action. These teleportation effects affect only the mythic neh-thalgnu and what it carries. A mythic neh-thalgnu automatically notes the presence of extradimensional spaces (or their apertures, such as the door of a *magnificent mansion* or the rope of a *rope trick*) within 60 feet, and as a standard action it may expend one use of its mythic power to dispel that effect as if using *greater dispel magic*. At the GM's option, a successful caster level check to dispel could instead allow the mythic neh-thalgnu to intrude into the extradimensional space and attack creatures within.

Poison (Ex) Bite—injury; save Fort DC 22; frequency 1/round for 6 rounds; effect 1d2 Strength, Constitution, and Dexterity damage and [staggered](#); cure 2 consecutive saves. The save DC is Constitution-based.

Spells A mythic neh-thalgnu casts spells as a [sorcerer](#) whose level is equal to 3 plus the number of brains it has in storage (maximum 10th). A mythic neh-thalgnu's caster level is reduced by 1 for each negative level it acquires due to missing brains; however, unlike their non-mythic kin a mythic neh-thalgnu with no collected brains can still cast spells, albeit at a reduced caster level.

Strange Knowledge (Ex) All [Knowledge](#) skills are class skills for neh-thalgnus.

MYTHIC SHANTAK**CR 10/MR 4**

XP 9,600

*Pathfinder Roleplaying Game Bestiary 2*CE Huge [magical beast](#) (mythic)Init +3; Senses [darkvision](#) 60 ft., [low-light vision](#); [Perception](#) +3**DEFENSE**AC 29, [touch](#) 15, [flat-footed](#) 26 (+3 [Dex](#), +4 [deflection](#), +14 [natural](#), -2 size)

hp 155 (11d10+95)

Fort +12, Ref +10, Will +6; second save^{MA}Defensive Abilities [slippery slime](#)^{MA}; DR 10/epic; [Immune](#) [cold](#), [disease](#), [fire](#)**OFFENSE**

Speed 20 ft., fly 80 ft. (average)

Melee bite +18 (2d6+9), 2 talons +18 (1d8+9/18-20 plus [grab](#))

Space 15 ft.; Reach 15 ft.

Special Attacks [channel the void](#)^{MA} (DC 20), [deadly talons](#)^{MA}, [disemboweling flyby](#)^{MA} (DC 24), [mythic power](#) (4/day, surge +1d8)**STATISTICS**

Str 28, Dex 17, Con 21, Int 8, Wis 17, Cha 10

Base Atk +11; CMB +22 (+26 bull rush, +26 grapple); CMD 35 (39 vs. bull rush, 43 vs. grapple)

Feats [Awesome Blow](#), [Flyby Attack](#), [Hover](#), [Improved Bull Rush](#)^{MF}, [Power Attack](#)^{MF}, [Snatch](#)^B, [Wingover](#)Skills [Escape Artist](#) +11, [Fly](#) +13, [Knowledge](#) (arcana) +6, [Knowledge](#) (dungeoneering) +6, [Knowledge](#) (planes) +6;Racial Modifiers +8 [Escape Artist](#)

Languages Aklo

SQ [no breath](#), [share defenses](#), [starflight](#)**ECOLOGY**

Environment cold mountains

Organization solitary, pair, or flock (1 mythic shantak and 2-12 non-mythic shantaks)

Treasure none

SPECIAL ABILITIES**Deadly Talons (Ex)** A mythic shantak's talons have a critical threat range of 18-20, and critical threats with its talons are automatically confirmed against non-mythic opponents.**Channel the Void (Su)** Once per minute as a standard action, a mythic shantak can channel the obliterating energy of the darkest depths of deep space and surround itself in a region of absolute nothingness that is inimical to most creatures. All creatures within 30 feet of the mythic shantak take 4d6 points of damage and must succeed on a DC 20 Fortitude save or become [staggered](#) and unable to breathe, speak, or cast spells with verbal components for 1d4 rounds. Creatures that can survive the vacuum of deep space are immune to these effects. Additionally, when using this ability a mythic shantak can expend one use of mythic power as a swift action to force creatures to save twice against this ability, using the lower result. The save DC is Constitution-based.**Disemboweling Flyby (Ex)** When in flight, a mythic shantak can attack with both talons as a single standard action when using the Flyby Attack feat. If it damages the same creature with both of its talons in the same round, it can expend one use of mythic power as a free action to deal an additional 2d8+18 points of damage and 1d4 points of bleed damage (if either talon attack is a critical hit, this bleed damage becomes Constitution bleed rather than hit point damage). Additionally, the mythic shantak's victim must succeed on a DC 24 Fortitude save or be [stunned](#) for 1d3 rounds. The save DC is Strength-based.**Share Defenses (Su)** As a free action, a mythic shantak can extend its [no breath](#) ability, [cold immunity](#), and [fire immunity](#) to a single creature touching it. It can withdraw this protection as a free action.**Slippery Slime (Ex)** A mythic shantak's scales seep slippery slime that grants it a +4 [deflection](#) bonus to AC. The slime also grants the creature a +8 bonus on all [Escape Artist](#) checks and to its CMD against grapples, and imparts a -5 penalty on all [Ride](#) checks made by creatures attempting to ride a shantak. Additionally, once per minute as a standard action that does not provoke an attack of opportunity, a mythic shantak can shake itself and fill a 30 foot by 30 foot area with slippery slime. Any creature in the area must succeed on a DC 20 Reflex save or fall prone. A creature can

walk within or through the area of slime at half normal speed with a DC 15 Acrobatics check. Failure means it can't move that round (and must then make a Reflex save or fall), while failure by 5 or more means it falls (see the Acrobatics skill for details). Creatures that do not move on their turn do not need to make this check and are not considered flat-footed. The save DC is Constitution-based.

Starflight (Su) A mythic shantak can survive in the void of outer space. It flies through space at an incredible speed. Although exact travel times vary, a trip within a single solar system should take 3d20 hours, while a trip beyond should take 3d20 days (or more, at the GM's discretion)—provided the shantak knows the way to its destination. Shantaks speak in a shrill voice that sounds like glass grinding against stone. They are intelligent creatures and cannot be trained as mounts—a would-be shantak rider must use [Diplomacy](#) or magic to secure a shantak's cooperation as a mount, and even then, shantaks have a tendency to deliberately strand riders in dangerous areas.

MYTHIC SHOGGOTH

CR 24/MR 9

XP 819,200

Pathfinder Roleplaying Game Bestiary

CN Gargantuan [ooze](#) ([aquatic](#), mythic)

Init +20/+0^{MF}, **dual initiative**^{MA}; **Senses** [all-around vision](#), [darkvision](#) 120 ft., [low-light vision](#), [scent](#), [tremorsense](#) 60 ft., **undeniable perception**^{MA}; [Perception](#) +33

DEFENSE

AC 42, [touch](#) 15, [flat-footed](#) 35 (+7 [Dex](#), +27 [natural](#), -2 size)

hp 428 (23d8+325); **insidious regeneration**^{MA}

Fort +20, **Ref** +14, **Will** +15

Defensive Abilities **chilling paralysis**^{MA} (DC 34), **reactive strike**^{MA}, **DR** 15/^{MA}; **Immune** blindness, charm effects, cold, deafness, sonic, [ooze traits](#); **Resist** acid 20, electricity 20, fire 20; **SR** 35

OFFENSE

Speed 50 ft., climb 30 ft., swim 50 ft.; **gravitic agnosticism**^{MA}

Melee 4 slams +32 (3d6+17/19-20 plus [grab](#))

Space 15 ft.; **Reach** 30 ft.

Special Attacks [constrict](#) (3d6+15), [engulf](#) (4d6+25 bludgeoning damage plus 8d6 acid damage, AC 23, hp 42), **maddening cacophony** (DC 22), [mythic power](#) (9/day, surge +1d10), **tekeli-li!**^{MA}, [trample](#) (4d8+25, DC 38)

STATISTICS

Str 44, **Dex** 24, **Con** 33, **Int** 5, **Wis** 22 **Cha** 13

Base Atk +17; **CMB** +36 (+38 grapple, +40 sunder); **CMD** 53 (55 vs. sunder, cannot be tripped)

Feats [Blind-Fight](#), [Cleave](#)^{MF}, [Combat Reflexes](#), [Critical Focus](#), [Great Cleave](#), [Great Fortitude](#)^{MF}, [Improved Critical](#) (slams), [Improved Initiative](#)^{MF}, [Improved Sunder](#), [Iron Will](#)^{MF}, [Power Attack](#)^{MF}, [Staggering Critical](#)

Skills [Climb](#) +29, [Perception](#) +32, [Swim](#) +37; **Racial Modifiers** +4 [Perception](#)

Languages Aklo

SQ [amphibious](#), **unspeakable propagation**^{MA}, **utter absorption**^{MA} (DC 34)

ECOLOGY

Environment cold aquatic or underground

Organization solitary

Treasure double standard

SPECIAL ABILITIES

Chilling Paralysis (Su) Each time a non-mythic creature strikes a mythic shoggoth with a natural attack, unarmed strike, or non-reach melee weapon, or otherwise touches the shoggoth, that creature is paralyzed for 1d3 rounds (DC 34 Fortitude negates). This ability also affects any creature a mythic shoggoth engulfs or tramples (if the Reflex save vs. the trample is failed). This is a cold effect and the save DC is Constitution-based.

Engulf (Ex) To use this ability, the mythic shoggoth must begin its turn grappling a creature or must [trample](#). A shoggoth may attempt to engulf as many creatures as it grapples or tramples in a round. This ability otherwise functions as [swallow whole](#), save that a creature that cuts its way out of a shoggoth leaves no hole in the protoplasmic creature's body.

Enhanced Damage Reduction (Ex) A mythic shoggoth gains DR 15/- rather than gaining DR/epic.

Gravitic Agnosticism (Su) A mythic shoggoth can use its climb speed to move in any direction, including straight up or sideways through empty air, mounting its heaving bulk upon the unseen angles between existence. It is unaffected by effects that reverse, increase, or otherwise alter the normal effects of gravity.

Insidious Regeneration (Su) A mythic shoggoth has [regeneration](#) 10. No form of attack can suppress a mythic shoggoth's regeneration—it regenerates even if disintegrated or slain by a death effect. If the mythic shoggoth fails a save against an effect that would kill it instantly, it rises from death 1 hour later with 1 hit point if no further damage is inflicted upon its remains. The only way to permanently destroy a mythic shoggoth is to reduce it to 0 hit points or less and then target it with a [wish](#) or [miracle](#) spell.

Maddening Cacophony (Su) As a free action, a mythic shoggoth can give voice to sounds and words sane life was not meant to hear. All creatures in a 60-foot radius must make a DC 22 Will save or be [confused](#) for 1d6 rounds. Each round a creature is affected it takes 1d6 points of Wisdom damage. A creature that saves cannot be affected by this shoggoth's maddening cacophony for 24 hours. This is a sonic mind-affecting effect. The save DC is Charisma-based.

Reactive Strike (Ex) Whenever a mythic shoggoth takes damage from a creature within its reach, it can take

an attack of opportunity against that creature after the attack is resolved. These attacks of opportunity do not count against its normal allotment of attacks of opportunity.

Tekeli-li! (Su) When a creature takes Wisdom damage from a mythic shoggoth's maddening cacophony ability, the shoggoth can expend one use of mythic power as a swift action to triple the amount of Wisdom damage dealt to that creature.

Undeniable Perception (Ex) A mythic shoggoth sees with constant *true seeing*, though this effect is not magical and cannot be dispelled. It cannot be blinded, dazzled, or deafened, and its senses are not hindered by wind or weather effects, including natural or magical fog, gas, or mist.

Unspeakable Propagation (Ex) Once per day, as a full-round action that provokes an attack of opportunity, a mythic shoggoth can expend two uses of mythic power to give birth to a ravenous baby shoggoth (treat as a non-mythic [shoggoth](#) with the [young simple template](#); if you have [Beyond the Void](#) or the [Gothic Campaign Compendium](#) from Legendary Games, you can substitute an embryonic shoggoth instead, and it can implant that creature within a helpless target as if using the *embryonic implantation* spell described in those products). Immediately after birthing a baby shoggoth, the mythic shoggoth is [staggered](#) for 1d4 rounds. The baby shoggoth follows its mother's commands and defends her to the best of its ability. Fortunately, a mythic shoggoth cannot abide its own offspring for very long, and most shoggoth-spawn are quickly consumed by their mother once the mother is no longer threatened. However, a few lucky ones are able to escape their mother's insatiable hunger and within a year grow to terrible maturity (treat as a non-mythic [shoggoth](#)).

Utter Absorption (Ex) Creatures reduced to 0 hit points while engulfed or grappled by a mythic shoggoth and must succeed on a DC 34 Fortitude save each round their bodies remain inside the shoggoth or become completely absorbed by the creature, leaving no remains whatsoever. Creatures killed in this fashion can only be returned to life through the use of a [resurrection](#), [true resurrection](#), [miracle](#), or [wish](#) spell. The save DC is Constitution-based.

Its wings rhythmically flapping, a hideous thing rears before you, its disjointed limbs ending in cruel claws and its scabrous tail dripping dark venom. Its skin seems to split in a welter of weeping sores and creases, as though its inward parts were ready to burst.

MYTHIC GREATER BYAKHEE

CR 8/MR 3

XP 4,800

CE Medium monstrous humanoid (mythic)

Init +3; Senses darkvision 60 ft.; Perception +14

DEFENSE

AC 23, touch 14, flat-footed 19 (+3 Dex, +1 dodge, +9 natural)

hp 105 (10d10+50)

Fort +5, Ref +10, Will +9

DR 5/epic; Immune disease, poison; Resist acid 20, cold 20

Weaknesses mythos minion

OFFENSE

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

Melee 4 claws +14 (1d6+4), bite +9 (1d6+2), sting +9 (1d6+2 plus poison)

Special Attacks carry off^{MA}, mythic power (3/day, surge 1d6), rend^{MA} (2 claws, 1d6+6), toxic cesspit^{MA}

STATISTICS

Str 19, Dex 16, Con 15, Int 7, Wis 14, Cha 10

Base Atk +10; CMB +14; CMD 28

Feats Death from Above^{MF}, Dodge^{MF}, Flyby Attack, Mobility, Wind Stance

Skills Fly +14, Perception +11, Stealth +11, Swim +8

Languages Aklo

SQ alien amalgam, hybrid mount, no breath, starflight, unspeakable molt^{MA}

ECOLOGY

Environment any (outer space)

Organization single, pair, or flight (3–10)

Treasure standard (no coins)

SPECIAL ABILITIES

Alien Amalgam (Ex) Byakhee are hideous amalgams of tissue, organs, and misshapen parts. They have a 25% chance to ignore critical hits, sneak attacks, or other precision-based damage. In addition, when targeted

by an affect that has specific effects dependent on a creature's type, such as a ranger's favored enemy or a bane weapon, a byakhee may treat itself as either an aberration or monstrous humanoid, whichever would be more favorable for itself.

Carry Off (Ex) A byakhee can attack with two claws as a standard action or as part of a charge action. If the byakhee 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 byakhee 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, as long as the total distance it moves does not exceed its speed (or twice its speed, if charging). 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 byakhee and the creature it dragged are willing, the dragged creature can hold on long enough to mount the byakhee on its next turn as a move action and begin riding it. A byakhee cannot use this ability when carrying a passenger.

Hybrid Mount (Ex) A byakhee's carrying capacity in flight is twice normal, and a Medium or smaller creature can ride on a flying byakhee as a mount even though a byakhee is itself Medium-sized. It cannot carry a Medium-sized creature as a rider when not flying.

Mythos Minion (Su) Byakhee are called to serve many who follow the cults of the mythos, taking a -4 penalty on saving throws to avoid mind-affecting effects created by creatures or spells with the mythos descriptor, or by divine spellcasters that serve any of the Great Old Ones, including those described in *Pathfinder Roleplaying Game Bestiary 4*.

Poison (Ex) Sting; *save* Fort DC 17; *frequency* 1/round for 6 rounds; *effect* 1d2 Wis; *cure* 1 save.

Starflight (Su) Byakhee can survive in the void of outer space. It flies through space at an incredible speed. Although exact travel times vary, a trip within a single solar system should take 3d20 hours, while a trip beyond should take 3d20 days (or more, at the GM's discretion)—provided the byakhee knows the way to its destination.

Toxic Cesspit (Sp) Byakhee can cause ordinary reality to temporarily deform and decay in their presence. By

spending one use of its mythic power, a byakhee can create an *acid pit* (caster level 10th, DC 16), and the fumes given off by the toxic cesspit are so foul that any living, breathing creature beginning its turn within the pit becomes nauseated for as long as it remains within the pit and for 1d4 rounds thereafter (DC 17 Fortitude negates). Even creatures that successfully save must make a new save to avoid being overcome with nausea at the end of any round that they remain within the toxic cesspit. The save DC is Wisdom-based.

Unspeakable Molt (Ex) A byakhee's wings are constantly shifting through phases of molt, decay, and regrowth, like those of a decomposing vulture suffused with tissue that is simultaneously insectoid and bat-like, with a corrupted humanoid core underneath. Whenever a critical hit is confirmed against a byakhee, or whenever one is killed, its external tissues rupture and slough off in pestilential shreds, revealing disgustingly malformed new tissues beneath. A byakhee can also intentionally molt as a standard action by expending one use of its mythic power, ending any bleed or polymorph effect affecting the byakhee and allowing it attempt a new saving throw against any continuous effect affecting it with one of the following conditions: blinded, dazzled, deafened, entangled, paralyzed, staggered, or stunned. Effects that allow no saving throw are unaffected by an unspeakable molt. If the mythic byakhee is grappled when it molts in this way, it can make an immediate grapple check to break free with a +10 bonus.

Any creature within 30 feet that witnesses a byakhee's unspeakable molt must make Fortitude and Will saves (DC 17 negates). A failed Fortitude save causes a creature to become sickened with revulsion until the end of its next turn, at which point that creature may attempt a new save to recover (repeating the save each round at the end of its turn if necessary). A failed Will save results in the creature being affected as a *nightmare* spell the next time it sleeps. If a creature fails multiple saving throws against this ability, the duration stacks; in the case of *nightmare*, the effect recurs during an additional sleep cycle for each failed save. These save DCs are Constitution-based.

Byakhee are inhuman servants of the Great Old Ones and the Outer Gods whom they serve. They are a race of interstellar predators, vaguely humanoid in shape but prone to frequent mutation and aberrant physiology, both internally and externally. They are always winged, with a

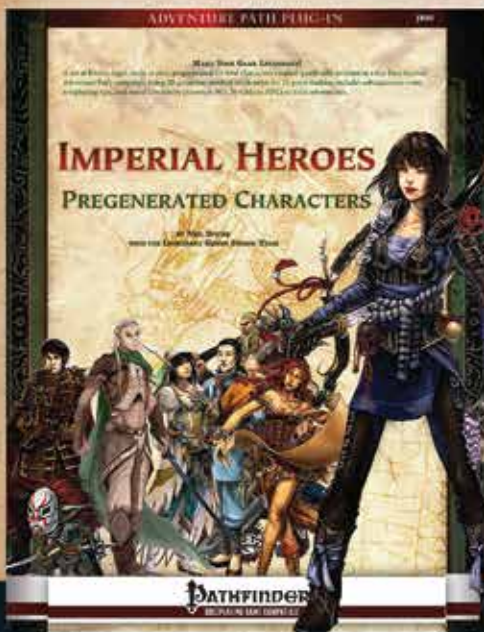
generally humanoid head and torso and at least four limbs. In some byakhee these are more akin to legs than arms and in some the opposite, and vestigial or accessory limbs are not at all unusual, but in all cases their appendages are tipped with cruel claws. Though byakhee are most comfortable in the air, they typically have webbed digits to aid in swimming. Most byakhee have tails as well, sometimes long and sinuous and in others bulbous and insectoid, like the abdomen of a wasp. Those who have beheld the byakhee in person rarely describe them the same way, in part due to the grotesque variation these creatures exhibit, but also due to the fog of nightmares that inevitably follow in the wake of their advent.

It is unknown whether byakhee originated on one of the home planets or prison worlds wherein the Great Old Ones are bound, or perhaps were refugees from a planet long since destroyed by the predations of world-devouring elder things, or perhaps have always been a star-spanning race and never a terrestrial one. What is certain is that as a race they are bound to the will of the Great Old Ones and their masters (especially Hastur the Unspeakable), and often compelled to answer the summons of earthly cultists calling upon their alien patrons for aid. Byakhee are strong flyers and may carry willing supplicants (as well as unwilling victims) far from their terrestrial home into the reaches of space and the dark places between and beyond the stars, though their passengers are best advised to have their own means of survival amid the rigors of space. Byakhee are willing warriors as well when called to serve, snatching up their victims and tearing them limb from limb or dropping them into gaping pits of toxic effluence that open in the byakhee's presence like rents in a reality that rebels against their alien presence.

Byakhee are primarily carnivorous, preferring fresh blood and flesh. They are cruel beasts and enjoy stinging their prey with their mind-rotting venom and allowing their victim to descend into madness, giving themselves over to the byakhee for their feasting pleasure. However, byakhee are also scavengers, taking whatever nourishment they can find to fuel their long interplanetary and interstellar journeys.

Note: A lesser race of byakhee is sometimes encountered in the service of cultists of the alien powers. Statistics for these lesser byakhee can be found in the *dzo Call of Cthulhu* game; while designed for 3.5, they are suitable for use with the Pathfinder Roleplaying Game with minimal adaptation.





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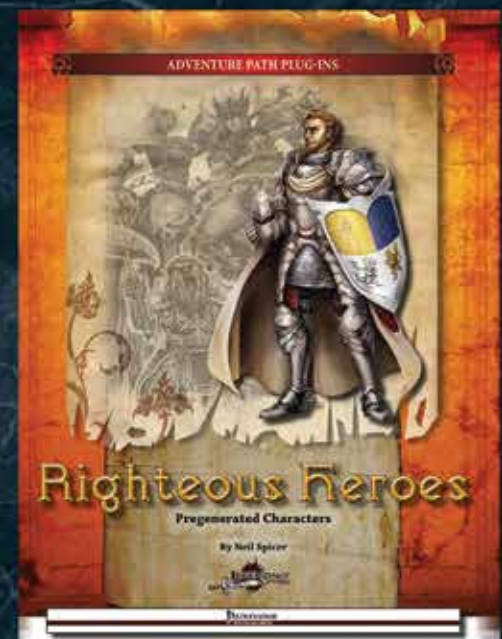


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