



MYTHIC MONSTERS: INNER PLANES

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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: INNER PLANES

TRADITIONAL ROLEPLAYING GAME COSMOLOGIES INCLUDE SEVERAL TYPES OF PLANES, BEGINNING WITH a Material Plane as a default world that in most cases is much like ours, aside from the existence of magic, monsters, and all the rest. The Inner Planes provide the basic building blocks of the cosmos from energy, both positive and negative, to the classical Aristotelian elements. The Outer Planes, by contrast, provide a home for all manner of creatures both malevolent and benign, an abode for the gods, and a location for souls to go after they leave the material plane. Finally, the transitive planes tie the other planes together and allow travel between them through Astral seas, endless Ethereal mists, and the darkling reflection of reality in the plane of Shadow. This book focuses on the Inner Planes and the transitive planes in between, and on the creatures that dwell there, more alien and primal than the familiar angels and demons yet also capable of their own mystical temptations. This product includes a brief discussion of the portal code that planar travelers use to help each other survive, and to know which portals lead to places mortals really should not go. It also discusses the wish-granting power of the genie races, and introduces the mechanism by which noble genies police wishes granted by their lesser kin. With the introduction of mythic genies in this product, among the dozen and one planar delights you will find, asking a genie for a wish just became a bit more interesting. Likewise, those who travel the planar byways heedless of the danger may find themselves face to face with an entirely new mythic being, the **liminal hound**, which hunts and haunts the planar verges and preys upon frequent travelers.

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 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



THE PORTAL CODE

People travel the planes for a variety of reasons, but most do so only at their most desperate and only once or twice. There is a comparatively small fraternity of planar travelers who cross the planes frequently enough to accrue great knowledge and the desire to make planar travel safer and more conventional. It is these planar sojourners who created the portal code. The portal code is a series of symbols that planar travelers inscribe near planar portals to give some indication of the destination, so that future travelers have the knowledge to decide whether the portal is one they wish to enter. Each plane has a symbol so that travelers can tell where a portal leads and there are many symbols that can be appended to describe conditions on the far side of a portal.

The existence of the portal code is an ill-kept secret, but only the most well-versed and connected planar travelers know the meaning of the various symbols. Discovering their meaning through trial and error is time-consuming but possible, as long as the errors aren't fatal, and some frequent travelers learn a handful of the more common symbols in this manner. Those who know the code are loath to share its knowledge with strangers—the more people who know the code, the more likely that the knowledge will be used for ill, luring travelers into danger or scaring them away from isolationist fiefdoms.

The only way to learn the entire code, aside from gaining the trust of one of its initiates, is to find one of the few copies of the *Liber Planorum*, a comprehensive planar atlas that includes the code in an appendix. The *Liber Planorum* seems to be getting more rare with each passing century as copies are stolen or lost from the various libraries and individuals fortunate enough to have secured one. None of the lost or stolen copies have been known to return to circulation, leading some to believe that they are being destroyed or hoarded.

USING THE PLANAR CODE

Deciphering the true meaning of planar symbols (and detecting forgeries or misleading symbols) requires a DC 20 Knowledge (planes) check and a DC 20 Linguistics check. If both checks fail, the code is indecipherable. If either check succeeds, the character gains a +2 circumstance bonus on any ability checks, skill checks, caster level checks, or saving throws that must be made within the next minute as part of entering the entering or the plane to which the portal connects. This bonus does not apply against other creatures or effects created by other creatures. If both checks succeed, this bonus is equal to the higher of the two skill check results divided by 10 (rounding down, minimum +2). If you enter the plane to which the symbols refer, as long as you remain on that plane you can also apply this bonus on Survival skill checks and can determine the direction back to your point of entry of that plane as a standard action with a DC 20 Survival check. If you use a teleportation effect while on that plane,

If a character knows only fragments of the Planar Code, lacking access to the *Liber Planorum* and gaining their knowledge of the code by other means, increase the DC to 25. Characters with no direct instruction of the Planar Code must make DC 30 skill checks to decipher and use the code.

PLANAR SYMBOLS

Each outer plane has a symbol as well, but those are outside the scope of this book.



Astral
Plane



Ethereal
Plane



Shadow
Plane



Material
Plane



Negative
Energy
Plane



Positive
Energy
Plane



Elemental
Plane of Air



Elemental
Plane of
Earth



Elemental
Plane of Fire



Elemental
Plane of
Water

GENERIC SYMBOLS



This symbol shows that the portal leads to an area controlled by genies, generally the race of genies analogous to the plane to which the portal leads. Depending on the travelers relationship with the various races of genies, this can be a good or bad sign.

This symbol is just a bad sign. Since all planar travel is inherently dangerous, this symbol is reserved for portals that lead to imminent and structural danger, rather than just a plane known to be generally inimical to life.



This symbol means there is a safe place to rest and recuperate on the other side of the portal. This could be anything from a peaceful city to a planar hostel.

The portal opens onto a submerged area. Portals to the Elemental Plane of Water usually don't include this symbol—it's assumed.



The other side of this portal is dark and travelers need to bring a light source with them.

The other side of the portal has lethal or near lethal temperatures. This symbol isn't used on portals to the Elemental Plane of Fire.



The other side of the portal is under observation, either by a trap-laying planar beast or some sort of planar civilization.

There is somebody on the other side of this portal who's willing to trade.



This portal leads to an area with a lot of portals nearby.

This symbol is rarely used because planar travelers who go through a one-way portal usually can't easily get back to leave a message. In fact, in heavily marked regions a lack of any markings on a portal may indicate a one-way portal.



This symbol denotes a portal that leads to an area that allows no way forward, like an isolated cavern on the Elemental Plane of Earth.

PLANE-SPECIFIC SYMBOLS



This symbol is mostly limited to the Astral Plane where many portals are fixed to the vessels that travel that plane. Usually the symbol will have another symbol with it, indicating what kind of welcome an unexpected traveler might expect on the vessel.

This symbol is used on portals that go to the Plane of Shadow and warn that the portal leads to an area with high levels of negative energy.



This symbol is used on portals to the Elemental Plane of Fire to indicate that the destination is cool enough for travelers to survive without the aid of spells.

This symbol is used on portals to the Elemental Plane of Water to indicate that the destination has breathable air.



This symbol, used on portals to the Elemental Plane of Water, shows that the portal leads to Sahaguin-held areas.

This symbol, used only for the Elemental Plane of Air, indicates that the portal leads to the surface of one of that plane's strange and ubiquitous metal spheres.



This symbol indicates that the portal, leading to the Elemental Plane of Air, will leave the traveler on solid ground rather than in mid-air. Usually the solid ground in question is a platform or large shard of earth.

MYTHIC GENIES AND WISHES

All of the genies of the elemental planes have the ability to grant wishes, though in the case of the djinn and the shaitans only nobles have the power to do so. The different races of genies grant wishes for different reasons and under different circumstances. Djinn ordinarily reserve their granting of wishes as bargaining chips to buy their life or their freedom, for instance, while efreet often use theirs to entice others into service or as parts of deeper stratagems that end up benefiting the efreeti in question. From time to time, lesser genies are coerced or cajoled into granting wishes against their interests. This is rarely the case for powerful genies, and most certainly not the case for mythic genies.

Mythic genies rarely grant a wish except in return for something that benefits them at least as much as the wish benefits its recipient; a promise to use wishes on the genie's behalf is never a sufficient enticement. Mythic genies generally cannot be sweet-talked into granting wishes, regardless of the supplicant's powers of persuasion. Charisma checks or Charisma-based skill checks made to influence a mythic genie to use its wishes (or to determine how it uses its wishes) take a penalty equal to twice the mythic genie's Hit Dice. In addition, a mythic genie cannot grant wishes while under any form of magical charm or compulsion or while trapped by *planar binding* or a similar effect. A mythic genie that appears to grant a wish under pressure usually has a backup plan that causes the wish to rebound to their own benefit or has managed to interpret the wish in such a way that it punishes the recipient for their impudence. And while a wish for more wishes is by its nature impossible for genies to grant, mythic genies also will not grant any wish that would put the recipient beyond the power of the genie entirely. Efreet especially are known for tracking down for retribution anyone who has extracted a wish on unfavorable terms.

Mythic genies help police the genie wish economy by keeping their lesser kin from making bad deals or abusing the system. All mythic genies that can grant wishes have the following ability (this does not count against their allotment of mythic powers based on their mythic rank):

Wishmaster (Su): *A mythic genie is aware of every wish granted by a genie of its type anywhere on the same plane, and can sense objects and situations that have been altered by such wishes granted within the last year. A mythic genie with the ability to grant wishes (including limited wishes) may expend two uses of its mythic power as well as one use of its own wish-granting ability to negate a wish (or limited wish) granted by another genie of its type, or alter its effects.*

A mythic genie usually uses this ability when it deems that a lesser genie has made a poor bargain or one that casts its race in a negative light, or when the lesser genie is being compelled or manipulated either magically or through bluffing, trickery, or flattery. Generally, a mythic genie that has to undo a lesser genie's wish will track down the lesser genie and punish it to incentivize more care in the future, as well as interrogating it about the situation that led to the wish. A mythic genie often waits until it gets the full story before negating or altering a wish, so wishes sometimes remain in effect for days or even months before being changed, often subtly and insidiously.

MYTHIC GENIE, NOBLE DJINNI (VIZIER) CR 10/MR 4

XP 9,600

Pathfinder Roleplaying Game Bestiary

CG Large outsider (air, extraplanar, mythic)

Init +8; Senses darkvision 60 ft.; Perception +17

DEFENSE

AC 22, touch 15, flat-footed 16 (+4 Dex, +2 dodge, +7 natural, -1 size)

hp 95 (10d10+40)

Fort +5, Ref +11, Will +9

DR 5/epic; Immune acid

OFFENSE

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

Melee 2 slams +16 (1d8+7) or mwk scimitar +17/+12 (1d8+7/18-20)

Ranged mwk composite longbow +14/+9 (3d6+5/x3)

Space 10 ft.; Reach 10 ft.

Special Attacks air mastery, mythic power (4/day, surge +1d8), undivertable striker^{MA}, whirlwind (1/10 minutes, 10-50 ft. tall, 1d8+5 damage, DC 18)

Spell-Like Abilities (CL 9th)

Constant—*freedom of movement*, *gravity bow*At will—*control winds*, *gust of wind* (DC 15), *invisibility* (self only), *plane shift* (willing targets to elemental planes, Astral Plane, or Material Plane only)1/day—grant up to 3 *wishes* (non-genies only), *create food and water*, *create wine* (as *create water*, but wine instead), *gaseous form* (for up to 1 hour), *major creation* (created vegetable matter is permanent), *persistent image* (DC 18), *wind walk***STATISTICS**

Str 25, Dex 19, Con 14, Int 14, Wis 15, Cha 17

Base Atk +10; CMB +18; CMD 33

Feats Combat Casting, Combat Reflexes^{MF}, Dodge^{MF}, Improved Initiative^B, Wind Stance

Skills Appraise +15, Craft (any one) +12, Fly +23, Knowledge (planes) +17, Perception +17, Sense Motive +17, Spellcraft +15, Stealth +10

Languages Aquan, Auran, Common, Ignan, Terran; telepathy 100 ft.

SQ master of gravity^{MA}, weather worker^{MA}, wishmaster

Treasure standard (masterwork falchion, masterwork composite longbow [+5 Str], other gear)

SPECIAL ABILITIES**Air Mastery (Ex):** Airborne creatures take a -1 penalty on attack and damage rolls against a djinni.**Master of Gravity (Su):** Any bow wielded by a mythic djinni gains the effects of *gravity bow*. In addition, by expending one use of its mythic power, a mythic djinni can manipulate the effects of gravity within a 20-foot radius of itself. The effects of altered gravity move with the mythic djinni. A mythic djinni can apply one of the following effects to all creatures within the area: *feather fall*, *jump*, and/or *levitate* (DC 15). Flying creatures other than djinnis within the area must make a DC 15 Fly check to stay airborne. A mythic djinni can use this ability on itself as a swift action to double its fly speed when using the charge, run, or withdraw action. For each use of mythic power expended, a mythic djinni can manipulate gravity for a total of 9 rounds. These rounds need not be consecutive but must be used within 1 hour.Areas under the effect of *reverse gravity* or other gravity-affecting spells are not subject to this ability, though a mythic djinni can expend one use of its mythic power to attempt to counter or dispel such an effect as if using *dispel magic*.**Undivertable Striker (Su):** A mythic djinni gains continuous *freedom of movement*, and its attacks ignore deflection bonuses to Armor Class. When attacking an airborne creature, a mythic djinni's attacks also ignore the miss chance for concealment or total concealment.**Weather Worker (Sp):** A mythic djinni can use *gust of wind* as a spell-like ability and can *control winds* (up to severe winds) within 60 feet at will. It may also expend one use of its mythic power to use the mythic version of these spells, treating its mythic rank as its mythic tier.**Wishmaster (Su):** A mythic djinni vizier is aware of every wish granted by a djinni anywhere on the same plane, and can sense objects and situations that have been altered by such wishes granted within the last year. A mythic djinni vizier may expend two uses of its mythic power as well as one use of its own wish-granting ability to negate or alter the effects of a *wish* granted by another djinni.

MYTHIC GENIE, NOBLE EFREETI (MALIK) CR 12/MR 5

XP 19,200

Pathfinder Roleplaying Game Bestiary

LE Large outsider (extraplanar, fire, mythic)

Init +11^{MF}; Senses darkvision 60 ft., *detect magic*, eyes of fire^{MA}; Perception +18**DEFENSE**

AC 25, touch 13, flat-footed 21 (+3 Dex, +1 dodge, +12 natural, -1 size)

hp 160 (13d10+89)

Fort +10, Ref +11, Will +10

DR 10/epic; Immune fire

Weaknesses vulnerable to cold

OFFENSE

Speed 20 ft., fly 40 ft. (perfect)

Melee 2 slams +20 (1d8+8 plus 1d6 fire) or +1 *flaming burst falchion* +21/+16 (2d6+13/18-20 plus 1d6 fire)

Space 10 ft.; Reach 10 ft.

Special Attacks change size, conflagration^{MA}, ember cloud^{MA}, flaming falchion^{MA}, heat (1d6 fire), mythic power (5/day, surge +1d8)**Spell-Like Abilities (CL 15th)**Constant—*detect magic*At Will—*blistering invective* (DC 15), *plane shift* (willing targets to elemental planes, Astral Plane, or Material Plane only), *produce flame*, *pyrotechnics* (DC 18), *scorching ray*3/day—*fireball*, *heat metal*, *invisibility*, quickened *scorching ray*, *wall of fire* (DC 20)1/day—grant up to 3 *wishes* (to non-genies only), *gaseous form*, *greater invisibility*, *permanent image* (DC 22), *pyroclastic storm* (like *ice storm* but deals fire damage)**STATISTICS**

Str 27, Dex 17, Con 18, Int 12, Wis 14, Cha 15

Base Atk +13; CMB +22; CMD 36

Feats Blind-Fsight^{MF}, Combat Casting, Combat Reflexes, Deceitful, Dodge, Extra Mythic Power^{MF}, Great Fortitude, Improved Initiative^{B, MF}, Quicken Spell-Like Ability (*scorching ray*)

Skills Bluff +22, Craft (any one) +14, Disguise +13, Fly +13, Intimidate +18 (+26 vs. non-mythic creatures), Perception +18, Sense Motive +18, Spellcraft +14, Stealth +11

Languages Auran, Aquan, Common, Ignan, Terran; telepathy 100 ft.

SQ change shape (humanoid or giant, *alter self* or *giant form I*), mythic spell-like abilities^{MA}, searing arrogance^{MA}, wishmaster**SPECIAL ABILITIES****Change Size (Sp):** Twice per day, a mythic efreeti can magically change a creature's size. This works just like an *enlarge person* or *reduce person* spell (the mythic efreeti chooses when using the ability), except that the ability can work on the efreeti. A DC 13 Fortitude save negates the effect. The save DC is Charisma-based. This is the equivalent of a 2nd-level spell.**Conflagration (Su):** A mythic efreeti may expend one use of its mythic power to loose an eruption of flame in a 40-foot-radius spread centered on itself. All creatures within the radius take 6d6 points of fire damage and must succeed at a DC 18 Reflex save or catch on fire. A DC 13 Reflex Save halves the damage. The fire damage dealt by this ability ignores fire resistance from non-mythic sources or non-mythic creatures, as well as the hardness of non-mythic objects with a hardness of less than 8.**Ember Cloud (Sp):** A mythic efreeti may expend one use of its mythic power to surround itself with a cloud of stinging embers in a 20-foot-radius spread. The cloud functions identically to the smoke cloud version *pyrotechnics*, but it is centered on and moves with the efreeti for 1 minute. Any creature entering the ember cloud or beginning its turn within the ember cloud takes 2d6 points of fire damage. The mythic efreeti is not harmed by the ember cloud.**Eyes of Fire (Ex):** A mythic efreeti's vision is not blocked or obscured by natural or magical fire or smoke, and takes no penalties from breathing smoke, such as that created by a *pyrotechnics* spell.**Flaming Falchion (Su):** Each mythic efreeti is bonded to a masterwork falchion. When wielded by the mythic efreeti the falchion is treated as a +1 *flaming burst* weapon. In addition, any other creature grasping or wielding an efreeti's the falchion takes 1d6 points of fire damage each round at the beginning of its turn. This effect lasts for 24 hours after the mythic efreeti last wielded the falchion. A mythic efreeti may bond to a new falchion, a process that takes 24 hours.



Heat (Ex): A mythic efreeti's body deals 1d6 points of fire damage whenever it hits in melee, or in each round it grapples.

Mythic Spell-like Abilities (Su) Three times per day when a mythic efreeti uses a spell-like ability, it can expend one or more uses of its mythic power to duplicate the mythic version of that spell, treating its mythic rank as its mythic tier for all purposes, including augmenting the spell.

Searing Arrogance (Ex): A mythic efreeti gains *blistering invective* as a spell-like ability, which it can use at will. It may spend one use of its mythic power to use the mythic version of this spell instead, or two uses of its mythic power to use the augmented mythic version. In addition, it adds its Strength modifier on Intimidate checks made against non-mythic creatures, and it is immune to Intimidate checks made by non-mythic creatures or creatures whose mythic tier or rank does not exceed their own. If its Intimidate check exceeds the DC by 5 or more when using Intimidate to demoralize creatures, they are frightened instead of shaken.

Wishmaster (Su): A mythic efreeti malik is aware of every wish granted by an efreeti anywhere on the same plane, and can sense objects and situations that have been altered by such wishes granted within the last year. A mythic efreeti malik may expend two uses of its mythic power as well as one use of its own wish-granting ability to negate or alter the effects of a *wish* granted by another efreeti.





MYTHIC GENIE, JANNI**CR 5/MR 2**

XP 1,600

Pathfinder Roleplaying Game Bestiary

N Medium outsider (mythic, native)

Init +6; Senses darkvision 60 ft.; Perception +11

DEFENSE

AC 22, touch 13, flat-footed 19 (+6 armor, +2 Dex, +1 dodge, +3 natural)

hp 59 (6d10+26)

Fort +6, Ref +7, Will +4

DR 5/epic; Resist fire 10

OFFENSE

Speed 30 ft., fly 20 ft. (perfect); 20 ft., fly 15 ft. (perfect) in chainmail

Melee mwk scimitar +11/+6 (1d6+6/18–20)

Ranged mwk composite longbow +9/+4 (1d8+4/ 3)

Special Attacks change size, mythic power (2/day, surge +1d6)

Spell-Like Abilities (CL 8th)

3/day—*invisibility* (self only), *plane shift* (willing targets to elemental planes, Astral Plane, or Material Plane only), *speak with animals*1/day—*create food and water*, *ethereal jaunt* (for 1 hour)**STATISTICS**

Str 18, Dex 15, Con 12, Int 14, Wis 15, Cha 13

Base Atk +6; CMB +10; CMD 23

Feats Combat Reflexes^{MF}, Dodge, Improved Initiative^B, Mobility

Skills Appraise +11, Craft (any one—usually weaponsmith) +11, Fly +14, Perception +11, Ride +6, Sense Motive +11, Spellcraft +11, Stealth +6

Languages Common, one elemental language (Aquan, Auran, Ignan, or Terran), one planar language (Abyssal, Celestial, or Infernal); telepathy 100 ft.

SQ elemental endurance, elemental fungibility^{MA}, elemental insight^{MA}, elemental summoning^{MA}**ECOLOGY**

Environment warm deserts

Organization solitary, pair, company (3–6), or band (7–12)

Treasure standard (chainmail, masterwork composite longbow [+4 Str], masterwork scimitar, other gear)

SPECIAL ABILITIES

Change Size (Sp) Twice per day, a mythic janni can magically change a creature's size. This works just like an enlarge person or reduce person spell (the mythic janni chooses when using the ability), except that the ability can work on the mythic janni. A DC 13 Fortitude save negates the effect. The save DC is Charisma-based. This is the equivalent of a 2nd-level spell.

Elemental Endurance (Ex) Mythic jann can remain on the Planes of Air, Earth, Fire, or Water for up to 48 hours at a time. Failure to return to the Material Plane before that time expires causes a mythic janni to take 1 point of damage per additional hour spent on the elemental plane, until it dies or returns to the Material Plane.

Elemental Fungibility (Su) When casting a spell or activating a magic item that deals acid, cold, electricity, or fire damage, a mythic janni can use a swift action to choose which of these energy types the spell or magic item uses.

Elemental Insight (Su) A mythic janni gains a +20 bonus on any Knowledge check made to discover a creature's exceptional, supernatural, or spell-like abilities that have the air, earth, fire, or water subtype or use acid, cold, electricity, or fire, including elemental immunities, resistances, and vulnerabilities. A mythic janni can make such knowledge checks even if untrained in the relevant Knowledge skill.

Elemental Summoning (Sp): A mythic janni may expend one use of its mythic power to summon one or more elementals (air, fire, earth, or water only) as if using *summon nature's ally IV*. If it expends two uses of mythic power, it can perform this summons as a swift action, or perform the summons as a full-round action and summon elementals with the [agile, invincible, or savage mythic simple template](#), as described in Chapter 6 of *Pathfinder Roleplaying Game Mythic Adventures*. If it summons multiple elementals with a mythic simple template, all must have the same template. Two mythic jann can cooperate to summon a single Large elemental, as if using *summon monster V*. Both mythic jann must spend one use of their mythic power to summon a single Large elemental, or two uses of their mythic power to summon a Large elemental with a mythic template, as described above. Multiple jann cannot summon an elemental as a swift action.

MYTHIC GENIE, NOBLE MARID (SHAHZADA) CR14MR5

XP 38,400

Pathfinder Roleplaying Game Bestiary

CN Large outsider (extraplanar, mythic, water)

Init +12^M; Senses darkvision 60 ft., keen hearing^{MA}; Perception +19**DEFENSE**

AC 27, touch 14, flat-footed 22 (+4 Dex, +1 dodge, +13 natural, -1 size)

hp 202 (14d10+124)

Fort +12, Ref +13, Will +11

DR 10/epic

OFFENSE

Speed 20 ft., swim 60 ft.

Melee 2 slams +19 (2d6+6) or mwk trident +20/+15/+10 (2d6+9)

Space 10 ft.; Reach 10 ft.

Special Attacks dessicating burst^{MMA}, ice globe^{MA}, liquefying touch^{MA}, marine mastery^{MA}, mythic power (5/day, surge +1d8), vortex (1/10 minutes, 10–50 ft. tall, 1d8+4 damage, DC 22), water mastery, water's fury**Spell-Like Abilities (CL 20th)**Constant—*detect evil*, *detect good*, *detect magic*, *water walk*At will—*create water*, *invisibility*, *plane shift* (willing targets to elemental planes, Astral Plane, or Material Plane only), *purify food and drink* (liquids only), *quench*5/day—*control water*, *gaseous form*, *obscuring mist*, *water breathing*3/day—*cone of cold* (DC 26), *ice storm* (DC 25), *see invisibility*1/day—*elemental swarm* (water elementals only) (DC 30), *permanent image* (DC 27), *persistent image* (DC 26)1/year—grant 1 *wish* (to nongenies only)**STATISTICS**

Str 23, Dex 19, Con 22, Int 14, Wis 15, Cha 16

Base Atk +14; CMB +21; CMD 36

Feats Combat Casting, Combat Reflexes, Dodge, Great Fortitude^{MF}, Improved Initiative^{B, MF}, Improved Natural Attack, Mobility, Power Attack^{MF}

Skills Craft (any one) +19, Diplomacy +20, Knowledge (planes) +19, Perception +19, Sense Motive +19, Spellcraft +19, Stealth +17, Swim +31

Languages Aquan, Auran, Common, Ignan, Terran; telepathy 100 ft.

SQ change shape (water elemental, humanoid, or giant, *alter self*, *elemental body III*, or *giant form I*), wish-master**ECOLOGY**

Environment any (Plane of Water)

Organization solitary, pair, company (3–6), or band (7–12)

Treasure standard (large masterwork trident, other gear)

SPECIAL ABILITIES

Dessicating Burst (Su) When a mythic marid uses its water's fury ability, it may draw the water to do so from the creatures around it by expending one use of its mythic power. Every living creature within 20 feet of the mythic marid must make a DC 22 Fortitude save. If the save fails, the target takes 1d3 points of Constitution damage as its fluids are drawn forth, and the damage dealt by the mythic marid's water's fury ability that round increases by 1d6; this stacks if multiple creatures fail their saving throws. Oozes, plants, and creatures with the aquatic or water subtype take 1d6 points of Constitution damage on a failed save. Marids are immune to this ability. The save DC is Constitution-based.

Ice Globe (Sp) As a standard action, a mythic marid may expend one use of its mythic power to freeze all water in a 20-ft. radius sphere at a range of 20-ft.. Creatures immersed in water when this ability is used are affected as *icy prison* (DC 22 Reflex partial). The ice globe lasts until the end of the mythic marid's next turn, though it can spend one use of mythic power as a move action to extend the globe's duration for an additional round. Creatures not immersed in water take 1d6 points of cold damage but otherwise suffer no harm. The save DC is Constitution-based. Submerged creatures who fail their save are subject to the effects of the spell *icy prison* as long as the ice globe remains in effect.

Keen Hearing (Ex) A mythic marid has preternaturally acute hearing, gaining a +10 bonus on Perception checks involving hearing. This bonus is doubled to +20 in or under water, and when immersed in water it gains tremorsense with a range of 300 feet. In addition, it can expend one use of its mythic power to ignore the miss chance due to concealment for creatures in the water for 1 minute.

Liquefying Touch (Su) A mythic marid may expend one use of its mythic power to liquefy a creature by making a touch attack. On a successful hit, the target is affected by the spell *fluid form* (DC 22 Fortitude negates).

While in this form, in addition, the target's Strength score drops to 1 and the target cannot speak. The target reverts to its normal form after 4 rounds unless in a constrained space (like a narrow sewer pipe) in which case it reverts to normal as soon as it has space to do so. Alternatively, a mythic marid can use ability to liquefy objects or creatures comprised of ice or snow, functioning as *rusting grasp* does against objects or creatures made of iron. The save DC is Constitution-based.

Marine Mastery (Sp) A mythic marid may expend one use of its mythic power to charm up to 30 Hit Dice of aquatic animals within a 100-foot radius (DC 21 Will negates); creatures with more than 10 Hit Dice are immune. A mythic marid may command the creatures to attack, cease attacking, hold position or move in a general direction, but more specific commands cannot be made. The control lasts for 10 rounds, though animals already doing something of interest (attacking an edible creature, for instance) may keep doing so even after control is relinquished. It can use this ability as often as desired, but it cannot have more than 30 Hit Dice of animals charmed at a time. It can use this ability to charm magical beasts with the aquatic or water subtype instead of animals, but such creatures gain a +4 bonus to their saving throw to resist the effect, and each magical beast Hit Dice counts as 2 animal Hit Dice against its maximum, though it can charm magical beasts of up to 10 Hit Dice as well. Non-mythic animals take a -4 penalty on their saving throw to resist this effect. This is a charm effect. The save DC is Charisma-based. Only aquatic animals are affected.

Vortex (Su): A mythic marid can transform into a vortex of swirling, churning water once every 10 minutes. This ability functions identically to the whirlwind ability, save that it can only be used while the mythic marid is underwater; a mythic marid cannot leave a body of water while in vortex form.

Water Mastery (Ex): A mythic marid gains a +1 bonus on attack and damage rolls if both it and its opponent are touching water. If the opponent or the mythic marid is touching the ground, the mythic marid takes a -4 penalty on attack and damage rolls.

Water's Fury (Su): As a standard action, a mythic marid can release a jet of water in a 60-foot line that deals 1d6 points of damage and blinds the target struck for 1d6 rounds. A DC 22 Reflex save reduces the damage by half and negates the blinding effect. The save DC is Constitution-based.

Wishmaster (Su): A mythic marid shahzada is aware of every wish granted by a marid anywhere on the same plane, and can sense objects and situations that have been altered by such wishes granted within the last year. A mythic marid shahzada may expend two uses of its mythic power as well as one use of its own wish-granting ability (or four uses of its mythic power without expending its wish-granting ability) to negate a wish granted by another marid, or to alter its effects.

MYTHIC GENIE, NOBLE SHAITAN (PASHA) CR16MR 6

XP 76,800

Pathfinder Roleplaying Game Bestiary

LN Large outsider (earth, extraplanar, mythic)

Init +5; Senses darkvision 60 ft., see through stone^{MA}, tremorsense 60 ft.; Perception +23

DEFENSE

AC 23, touch 10, flat-footed 22 (+1 Dex, +13 natural, -1 size)

hp 192 (18d10+93)

Fort +15, Ref +7, Will +13

DR 10/epic, Immune electricity

OFFENSE

Speed 20 ft., burrow 60 ft., climb 20 ft.

Melee 2 slams +25 (2d6+8 plus earthquake slam) or mwk falchion +26/+21 (2d6+12/18-20)

Space 10 ft.; Reach 10 ft.

Special Attacks down to earth^{MA}, earth mastery, earthquake slam^{MA}, metalmorph, mythic power (6/day, surge +1d8), shatterstone^{MA}, stone curse

Spell-Like Abilities (CL 18th)

At will—*keen edge, lead blades, magic weapon, meld into stone, plane shift* (willing targets to elemental planes, Astral Plane, or Material Plane only), *soften earth and stone, stone shape, veil* (self only)

3/day—*quickenened glitterdust* (DC 23), *rusting grasp, stone tell, stoneskin, wall of stone*

1/day—grant 3 *wishes* (non-genies only), *earthquake, transmute mud to rock, transmute rock to mud*

STATISTICS

Str 26, Dex 13, Con 19, Int 14, Wis 14, Cha 15

Base Atk +18; CMB +27 (+34 bull rush); CMD 38 (43 vs. bull rush)

Feats Awesome Blow, Cleave^{MF}, Cleaving Finish, Combat Casting, Great Cleave, Improved Bull Rush^{MF}, Improved Initiative^B, Greater Bull Rush, Power Attack^{MF}, Quicken Spell-Like Ability (*glitterdust*)

Skills Appraise +23, Bluff +23, Climb +37, Craft (gemcutting) +23, Knowledge (engineering) +23, Perception +23, Sense Motive +23, Spellcraft +23

Languages Aquan, Auran, Common, Ignan, Terran; telepathy 100 ft.

SQ legalistic entrapment^{MA}, mythic metalsmith^{MA}, mythic

spell-like abilities^{MA}, stone glide, wishmaster

ECOLOGY

Environment any (Plane of Earth)

Organization solitary, pair, company (3-6), or band (7-12)

Treasure standard (large masterwork falchion, other treasure)

SPECIAL ABILITIES

Down to Earth (Ex): A mythic shaitan can spend one use of its mythic power as a standard action to force a flying or swimming creature within 60 feet toward the nearest land (including the sea bed, if applicable). If the target is flying or swimming with a temporary magical effect, this functions like *greater dispel magic* (caster level 18th) against such effects. If the target's flight or swimming is not gained through a temporary magical effect, this instead functions as a bull rush combat maneuver, pushing the target toward the nearest solid ground.

Earth Mastery (Ex): A mythic shaitan gains a +1 bonus on attack and damage rolls and a +2 bonus on opposed Strength-based checks if both it and its foe are touching the ground. It takes a -4 penalty on attack and damage rolls against airborne or waterborne opponents.

Earthquake Slam (Ex): When a mythic shaitan strikes a non-mythic creature with its slam attack, or if it spends one use of its mythic power after striking a mythic creature with its slam attack, it can make a combat maneuver check to bull rush the target as a free action. If a mythic shaitan strikes the ground rather than an opponent and expends one use of its mythic power, the ground is shattered to slam the ground with its fists. by tremors, causing the ground within 30 feet to become dense rubble, as described in Chapter 13 of the *Pathfinder Roleplaying Game Core Rulebook*. In addition, all creatures within this area other than shaitans are knocked prone A 30-foot radius (DC 27 Reflex negates). The save DC is Strength-based.

Legalistic Entrapment (Su): Mythic shaitans are the cleverest wordsmiths of all the genie races, able to lure a mortal with promises of wealth and power only to subvert their arrangement in an unexpected way. When a mythic shaitan grants a *wish*, it may make a Bluff check opposed by the recipient's Sense Motive check. If the mythic shaitan wins the opposed check,



it may expend one use of mythic power to lay a *mark of justice* or *geas* upon the recipient of the *wish*. This power cannot affect creatures whose mythic rank or tier equals or exceeds their own.

Metalmorph (Su): As a standard action, a mythic shaitan may touch a single metal object of no more than 10 pounds and transform it into any other metal for 1 day.

Mythic Spell-like Abilities (Su) Three times per day when a mythic shaitan uses a spell-like ability, it can expend one or more uses of its mythic power to duplicate the mythic version of that spell, treating its mythic rank as its mythic tier for all purposes, including augmenting the spell.

Mythic Metalsmith (Ex): A mythic shaitan can craft any metal weapon it desires as a standard action, as if using *major creation*. In addition, it can use *keen edge*, *lead blades*, and *magic weapon* at will as spell-like abilities; however, these effects persist only as long as the mythic shaitan wields or carries the item. These effects are suppressed when any other creature attempts to use a weapon created by a mythic shaitan. The duration of such effects continues to elaps while suppressed, but if the mythic shaitan retrieves the item the effects are no longer suppressed and resume functioning normally.

Shatterstone (Ex): A mythic shaitan may expend one use of its mythic power as a swift action when attempting a combat maneuver check to sunder or a Strength check to break an object or barrier, granting a +10 bonus to the check if the target object is comprised of metal, stone, crystal, or other mineral.

See Through Stone (Su): A mythic shaitan can see through worked and unworked stone, dirt, and crystal as the spell *see through stone* spell. This ability can be used 5 rounds a day, and those rounds do not need to be consecutive. A mythic shaitan may expend a use of its mythic power to gain 5 more rounds of the ability in a day.

Stone Curse (Su): If a mythic shaitan wins a bull rush check by 5 or more and pushes its target into a stone barrier, the target must make a DC 27 Reflex save or be forced into the barrier as if the target had cast *meld into stone* until the victim makes a successful DC 27 Fortitude save as a full-round action to exit the stone. The save DCs are Strength-based.

Stone Glide (Su): This functions as the earth elemental's earth glide ability, except the mythic shaitan can move

through stone, dirt, crystal, or metal.

Wishmaster (Su): A mythic shaitan pasha is aware of every wish granted by a shaitan anywhere on the same plane, and can sense objects and situations that have been altered by such wishes granted within the last year. A mythic shaitan pasha may expend two uses of its mythic power as well as one use of its own wish-granting ability to negate or alter the effects of a limited wish or wish granted by another shaitan.



MYTHIC GHUL**CR 6/MR 2**

XP 2,400

Pathfinder Roleplaying Game Bestiary 3

CE Medium undead (mythic, shapechanger)

Init +2; Senses darkvision 60 ft.; Perception +15

DEFENSE

AC 20, touch 12, flat-footed 18 (+2 Dex, +8 natural)

hp 67 (6d8+40)

Fort +8, Ref +4, Will +7

DR 5/good and epic; Immune undead traits; Resist fire 10

OFFENSE

Speed 40 ft., climb 20 ft.

Melee bite +11 (1d6+7), 2 claws +11 (1d4+7 plus bleed)

Special Attacks bleed (1), cursed claws, mythic power (2/day, surge +1d6), rend (1d6+7)**STATISTICS**

Str 24, Dex 15, Con —, Int 14, Wis 15, Cha 18

Base Atk +4; CMB +10; CMD 22

Feats Great Fortitude, Power Attack^{MF}, Step Up

Skills Bluff +10, Climb +19, Diplomacy +7, Disguise +11, Intimidate +11, Perception +15, Stealth +11, Survival +8 (+16 when following tracks); Racial Modifiers +4 Perception, +8 Survival when following tracks

Languages Common, one elemental language (Aquan, Auran, Ignan, or Terran), one planar language (Abyssal, Celestial, or Infernal)

SQ change shape (hyena or dire hyena; does not detect as undead in this form; *beast shape II*), clinging fog^{MA}, , genie-kin, pack leader^{MA}**SPECIAL ABILITIES**

Clinging Fog (Sp): A mythic ghul who chooses to move about during the day may choose to be attended by a 40-foot-radius patch of fog centered on the mythic ghul and moving with it. Aside from its radius and duration (which persists until sundown or until the mythic ghul dismisses it), this clinging fog functions as *obscuring mist*. In addition, a mythic ghul may expend one use of mythic power to cause the fog to function as *mythic obscuring mist* instead. A mythic ghul's clinging fog does not obscure the vision of ghuls, hyenas, or divs. A divine spellcaster that worships Ahriman can also see normally through the clinging fog of a mythic ghul.

Cursed Claws (Ex): A mythic ghul's claws count as cold iron, epic, and magic for the purpose of bypassing damage reduction.

Dire Wild Shape (Su): A mythic ghul may change shape into a dire hyena instead of a hyena. In either form, it gains the ability to speak with other hyenas as if using *speak with animals*. When in hyena or dire hyena form, a mythic ghul's cursed claws ability applies to its bite attack instead.

Genie-kin (Ex): For all effects that specifically affect genies (such as a ranger's favored enemy), a ghul is considered a genie even though its type is undead.

Pack Leader (Su): When in its hyena or dire hyena form, a mythic ghul is accepted as pack leader by any hyenas within a 100-foot radius. Hyenas will never attack it unless magically compelled, and even if compelled they become shaken during any round they are forced to attack the mythic ghul and for 1 minute thereafter. The hyenas are automatically friendly and helpful to the mythic ghul, exhibiting normal pack behavior, but are not under its direct control; it must succeed at an opposed Charisma check to give them commands.

As a standard action, a mythic ghul in hyena or dire hyena form may expend one use of mythic power to grant its pack two teamwork feats for 1d6+1 rounds from the following list: [Feint Partner](#), [Outflank](#), [Pack Attack](#), [Tandem Trip](#).

MYTHIC INVISIBLE STALKER**CR 9/MR 3**

XP 4,800

Pathfinder Roleplaying Game Bestiary

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

Init +9; Senses darkvision 60 ft.; Perception +12

DEFENSE

AC 24, touch 15, flat-footed 19 (+5 Dex, +9 natural)

hp 110 (7d10+72)

Fort +11, Ref +12, Will +4

Defensive Abilities natural invisibility; DR 5/epic; Immune elemental traits

OFFENSE

Speed 30 ft., fly 30 (perfect)

Melee 2 slams +12 (2d6+4)

Special Attacks death attack^{MA}, mythic power (3/day, surge +1d6+1), sneak attack (+5d6)^{MA}**STATISTICS**

Str 18, Dex 21, Con 22, Int 14, Wis 15, Cha 11

Base Atk +7; CMB +11; CMD 26

Feats Combat Reflexes, Improved Initiative, Lightning Reflexes^{MF}, Potent Surge^{MF}, Weapon Focus (slam)

Skills Acrobatics +15, Bluff +10, Fly +23, Knowledge (planes) +12, Perception +12, Sense Motive +12, Stealth +15, Survival +12

Languages Auran, Common

SQ electrostatic field^{MA}, inertial block^{MA}, mythic tracking^{MA}**ECOLOGY**

Environment any (Plane of Air)

Organization solitary

Treasure standard

SPECIAL ABILITIES**Death Attack (Ex):** A mythic invisible stalker has the death attack ability of a member of the assassin class.**Electric Field (Su):** A mythic invisible stalker may activate or deactivate a pervasive electric field at will as a standard action. The electric field charges all metal items within a 30-foot radius with electricity for one round. Each turn the objects deal electricity damage to their wearers or bearers as follows: Creatures wearing heavy armor or wielding a heavy shield or two-handed weapon take 3d6 points of electricity damage. Creatures wearing medium armor or wielding a light shield or one-handed weapon take 2d6 points of electricity

damage. Creatures wearing light armor or wielding a buckler or light weapon take 1d6 points of electricity damage. A creature that falls into more than one category takes damage based on the highest category that applies. A creature carrying or in contact with an equivalent mass of metal to the above categories takes an equivalent amount of damage. In addition to damage, the lingering static charge accumulated by creatures and objects allows the mythic invisible stalker to perceive all affected objects and creatures as if it had blindsight for 1 minute, even if they move after taking damage from the electricity field. While the electricity field is active, the mythic invisible stalker's location is revealed by a crackling aura of static electricity, though it still has total concealment against creatures that are not able to see invisible creatures.

A mythic invisible stalker can spend one use of its mythic power to energize its electric field, either doubling its damage (to 6d6, 4d6, or 2d6) or doubling its radius to 60 feet, or by spending 3 uses of its mythic power it can triple both damage and radius. The damage dealt by its field when so energized ignores all non-mythic forms of resistance or immunity to electricity. The effects of this energized field last only one round, and during this round a mythic invisible stalker becomes clearly visible to all forms of vision.

Mythic Tracking (Ex) A mythic invisible stalker takes no penalty to Survival checks when tracking and moving at any speed, and it can track creatures that do not leave tracks. It takes no penalty when tracking creatures moving through the air (including incorporeal creatures), and it can track burrowing or swimming creatures and creatures using magic to avoid leaving tracks or obscure their tracks, such as *pass without trace*, though it takes a -10 penalty on its Survival checks to track such creatures. If a mythic invisible stalker possesses a bit of hair, blood, or other body tissue from the creature it is tracking, or an object that has been worn by the target within 24 hours or touched in any way by the target within one hour, it gains a +10 on Survival checks to track that creature and can expend one use of its mythic power to use *locate creature* or *discern location* as a spell-like ability to locate its quarry. This ability replaces the improved tracking ability of a normal invisible stalker.

Natural Invisibility (Ex): This ability is constant—an invisible stalker remains invisible at all times, even when attacking. As this ability is inherent, it is not subject

to the *invisibility purge* spell. Against foes that cannot pinpoint it, the invisible stalker gains a +20 bonus on Stealth checks when moving, or +40 when standing still—these bonuses are not included in the statistics above.

Sneak Attack (Ex) A mythic invisible stalker has the sneak attack ability of a 9th level rogue.

MYTHIC MERCANE

CR 6/MR 2

XP 2,400

Pathfinder Roleplaying Game Bestiary 2

LN Large outsider (extraplanar, mythic)

Init +2; Senses darkvision 60 ft.; Perception +12

DEFENSE

AC 19, touch 13, flat-footed 15 (+2 Dex, +2 dodge, +6 natural, -1 size)

hp 71 (6d10+38)

Fort +8, Ref +4, Will +8

DR 5/epic; SR 21

OFFENSE

Speed 30 ft.

Melee mwk falchion +8/+3 (2d6+3/18-20)

Space 10 ft.; Reach 10 ft.

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

3/day—*dimension door*, *invisibility* (self only)

1/day—*plane shift* (DC 18)

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

STATISTICS

Str 15, Dex 14, Con 16, Int 20, Wis 17, Cha 17

Base Atk +6; CMB +9; CMD 22

Feats Combat Casting, Combat Expertise, Dodge^{MF}

Skills Appraise +14, Bluff +12, Diplomacy +9, Intimidate +9, Knowledge (arcana) +14, Knowledge (planes) +14, Perception +12, Profession (merchant) +9, Sense Motive +12, Sleight of Hand +11, Spellcraft +14

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

SQ decoy chest^{MA}, ready mind^{MA}, secret chest, true appraisal^{MA}

ECOLOGY

Environment any land or underground

Organization solitary or company (1-4 and 3-12 body-

guards of various races)

Treasure double (large masterwork falchion, other treasure)

SPECIAL ABILITIES

Decoy Chest (Sp): A mythic mercane has two *secret chests*, one of which is a decoy that is summoned in a way indistinguishable from the real *secret chest*. Anyone but the mythic mercane who opens the decoy chest is paralyzed as if it had read a *sepia snake sigil* (DC 16 Will negates). If the creature is not a mythic creature, it is also affected as if it had read an *illusory script*, requiring a separate DC 16 Will save. If the mythic mercane is present when the decoy chest is opened, it may spend one use of its mythic power to force the creature(s) opening the decoy chest to roll twice on their saving throw(s), taking the worst result.

Ready Mind (Su): A mythic mercane's mind is always shielded as if it were wearing a *ring of mind shielding*. In addition, a mythic mercane can make a Spellcraft check to identify any divination effect used against it, even if it is not aware of the caster. If it successfully identifies the effect, it can expend one use of its mythic power as an immediate action to use *misdirection* or *false vision* (caster level 6th) to confuse the attempted divination, or two uses of its mythic power to use the mythic version of one of these spells.

Secret Chest (Sp): A mythic mercane can retrieve or hide an extradimensional storage chest, as the *secret chest* spell (caster level 5th). The mythic mercane does not need an expensive replica chest to use this ability; any chest will do. It can only use this ability on one chest at a time.

True Appraisal (Su): When a mythic mercane makes an Appraise check, it rolls twice and takes the higher result. A mythic mercane may expend one use of mythic power to take 20 on an Appraise check, while simultaneously discerning an item's true nature and properties as if using *identify* and *true seeing*.

MYTHIC SALAMANDER**CR 8/MR 3**

XP 3,200

Pathfinder Roleplaying Game Bestiary

CE Medium outsider (extraplanar, fire, mythic)

Init +1; Senses darkvision 60 ft.; Perception +17

DEFENSE

AC 21, touch 11, flat-footed 20 (+1 Dex, +10 natural)

hp 106 (8d10+62)

Fort +10, Ref +7, Will +7

DR 10/epic and magic, regeneration 10 (see ironic invulnerability); Immune fire;

Weaknesses vulnerability to cold

OFFENSE

Speed 20 ft.

Melee spear +13/+8 (1d8+5/x3 plus 1d6 fire), tail slap +7 (2d6+2 plus 1d6 fire and grab)

Space 5 ft.; Reach 5 ft. (10 ft. with tail)

Special Attacks conflagration^{MA}, constrict (2d6+4 plus 1d6 fire), heat, mythic power (3/day, surge +1d6)**STATISTICS**

Str 18, Dex 13, Con 18, Int 14, Wis 15, Cha 13

Base Atk +8; CMB +12 (+16 grapple); CMD 23 (can't be tripped)

Feats Cleave^M, Iron Will, Power Attack^M, Skill Focus (Perception)

Skills Acrobatics +12, Bluff +12, Craft (weaponsmithing) +17, Intimidate +12, Knowledge (planes) +13, Perception +17, Sense Motive +14, Stealth +12; Racial Modifiers +4 Craft (armorsmithing, blacksmithing, and weaponsmithing)

Languages Common, Ignan

SQ superheated weapons^{MA}**ECOLOGY**

Environment any (Plane of Fire)

Organization solitary, pair, or cluster (3–5)

Treasure standard (masterwork spear, other nonflammable treasure)

SPECIAL ABILITIES

Critical Conflagration (Ex) When a mythic salamander confirms a critical hit, the target and all adjacent creatures takes 3d6 points of fire damage, which bypasses the fire resistance or immunity of non-mythic creatures or which was created by non-mythic spells, items, or effects.

Heat (Ex) A mythic salamander generates so much heat that its mere touch deals an additional 1d6 points of fire damage. A mythic salamander's metallic weapons also conduct this heat.

Forgebound Regeneration (Su) A mythic salamander gains regeneration 10 that can be suppressed only if it takes damage from a weapon forged by a mythic salamander (including its own weapon) or from a mythic cold effect.

Salamander Strike (Sp): When a mythic salamander confirms a critical hit, as a swift action it may expend one use of its mythic power to use *fire snake* (caster level 8th, DC 18 Reflex half), or two uses of its mythic power to create a *mythic fire snake*, as described in *Pathfinder Roleplaying Game Mythic Adventures*. The *fire snake* must begin in a square occupied by the target. Using this ability does not provoke attacks of opportunity. The save DC is Constitution-based.

Superheated Weapon (Ex) When a creature hits a mythic salamander's touch Armor Class with a melee weapon, even if the attack roll does not overcome its normal Armor Class, the attacker's weapon is affected as *burning disarm* (DC 15). The saving throw is Constitution-based.

MYTHIC TOJANIDA**CR 6/MR 2**

XP 2,400

Pathfinder Roleplaying Game Bestiary 3

N Medium outsider (extraplanar, mythic, water)

Init +1; **Senses** all-around vision, darkvision 60 ft.; **Perception** +14, **tremorsense**^{MA}**DEFENSE****AC** 24, **touch** 13, **flat-footed** 21 (+1 Dex, +2 dodge, +11 natural)**hp** 77 (6d10+44)**Fort** +9, **Ref** +6, **Will** +3**Defensive Abilities** block attacks^{MA}; **DR** 5/epic; **Resist** electricity 10, fire 10**OFFENSE****Speed** 10 ft., swim 90 ft.**Melee** bite +9 (1d6+3), 2 claws +9 (1d6+3)**Special Attacks** deadly stain^{MA}, ink cloud, mythic power (2/day, surge +1d6)**STATISTICS****Str** 16, **Dex** 13, **Con** 19, **Int** 10, **Wis** 12, **Cha** 9**Base Atk** +6; **CMB** +9; **CMD** 21 (29 vs. trip)**Feats** Blind-Fight, Dodge^{MF}, Power Attack**Skills** Bluff +5, Escape Artist +10, Knowledge (planes) +9, Perception +14, Perform (act) +5, Sense Motive +10, Stealth +7, Survival +7, Swim +11; **Racial Modifiers** +4 Perception**Languages** Aquan**SPECIAL ABILITIES**

Deadly Stain (Ex) A mythic tojanida's ink cloud is toxic to all creatures with the exception of tojanidas. Creatures may hold their breath to avoid breathing the ink. If they breathe the ink, they must make a DC 17 Fortitude save or take 1d3 points of Constitution damage each round they remain within the cloud. This is a poison effect. If used out of the water, creatures in the line of its ink jet take this Constitution damage on the round in which they are struck only, though if a mythic tojanida spends one use of its mythic power this Constitution damage continues for an additional round if the target fails its saving throw. Once a creature saves in consecutive rounds, this Constitution damage ends. Mythic creatures need save only once to end the effect.

Ink Cloud (Ex) A mythic tojanida can emit a 30-foot-radius sphere of ink once per minute as a free action. The

ink provides total concealment in water, and persists for 1 minute. If used out of the water, the jet of ink is a line 30 feet long, and creatures in the area must succeed at a DC 17 Reflex save or be blinded for 1 round. The save DC is Constitution-based.

A mythic tojanida's ink cloud coats all creatures other than tojanidas within it with an oily, toxic residue. Invisible creatures are clearly revealed by this inky stain for 1 minute, negating any miss chance for attacks against them. Stained creatures take a -20 penalty on Stealth checks, and the slippery nature of the residue provides a +10 alchemical bonus on Escape Artist checks but a -10 penalty on Acrobatics, Climb, and Sleight of Hand checks.

MYTHIC XILL**CR 8/MR 3**

XP 3,200

Pathfinder Roleplaying Game Bestiary

LE Medium outsider (evil, extraplanar, mythic)

Init +11^{MF}; Senses darkvision 60 ft.; Perception +13**DEFENSE**

AC 24, touch 14, flat-footed 20 (+4 Dex, +8 natural, +2 shield)

hp 97 (9d10+48)

Fort +8, Ref +10, Will +6

DR 5/epic; SR 19

OFFENSE

Speed 40 ft.

Melee 2 mwk short swords +15/+15/+10 (1d6+4/19–20), claw +14 (1d4+4 plus grab), bite +8 (1d3+2 plus paralysis), or 4 claws +14 (1d4+4 plus grab), bite +13 (1d3+4 plus paralysis)

Ranged 2 mwk longbows +14 (1d8+3/x3)

Special Attacks abductor snatch^{MA}, armored ovipositor^{MA}, implant, mythic power (3/day, surge +1d6), otherworldly coordination^{MA}, paralysis (1d4 hours, DC 16)**STATISTICS**

Str 19, Dex 18, Con 14, Int 15, Wis 12, Cha 11

Base Atk +9; CMB +13 (+17 grapple); CMD 27

Feats Combat Reflexes^{MF}, Improved Initiative^{MF}, Iron Will, Outflank, Weapon Focus (claw, short sword)

Skills Acrobatics +16, Bluff +12, Intimidate +12, Knowledge (arcana) +15, Knowledge (planes) +15, Perception +13, Sense Motive +13, Stealth +14

Languages Common, Infernal

SQ multiweapon mastery, planewalk

ECOLOGY

Environment any (Ethereal Plane)

Organization solitary, pair, or gang (3–6)

Treasure standard (heavy steel shield, 2 masterwork short swords, 2 masterwork composite longbows [+3 Str] with 40 arrows, other treasure)

SPECIAL ABILITIES

Abductor Snatch (Ex) A mythic xill can expend a use of its mythic power to use its planewalk ability with an unwilling, non-helpless creature. The creature can avoid the abduction with a DC 14 Will Save. The mythic xill must be grappling its target to use this abil-

ity. The save DC is Charisma-based.

Armored Ovipositor (Ex) A mythic xill can use its implant ability on any creature, helpless or not, when it begins its turn with a creature grappled.

Implant (Ex) As a standard action, a mythic xill can lay 2d6 eggs in a helpless creature. A mythic xill's eggs hatch in 24 hours, at which point the young consume the host from within, inflicting 1 point of Con damage per hour per young until the host dies. The young then emerge and planewalk to the Ethereal Plane, if possible, to mature. The young of mythic xill are normal xill. A remove disease spell (or similar effect) rids a victim of all implanted eggs or active young, or they can be cut out one at a time with DC 20 Heal checks (each attempt takes 10 minutes). If a check fails, the healer can try again, but each attempt (successful or not) deals 1d4 points of damage to the patient.

Otherworldly Coordination (Ex) When a mythic xill threatens a target that is also threatened by at least one other enemy, the mythic xill treats that target as flanked regardless of the position of the xill and other enemies of the target. In addition, a mythic xill gains [Outflank](#) as a bonus feat, and as a swift action a mythic xill can gain the use of one of the following teamwork feats for 1 minute in place of Outflank: [Coordinated Defense](#), [Coordinated Maneuvers](#), [Pack Attack](#), and [Shield Wall](#). A mythic xill need not meet the prerequisites for feats it gains in this fashion. A mythic xill may expend a use of its mythic power to grant allies within 30 ft. any teamwork it possesses as per the Cavalier's Tactician ability.

Multiweapon Mastery (Ex) A mythic xill never takes penalties to an attack roll when fighting with multiple weapons, and treats claws as primary attacks even when also wielding weapons.

Phase Warrior (Su) A mythic xill may expend a use of its mythic power to enter a phased state where it is suspended between the Ethereal and Material planes. This ability functions like the *blink* spell (caster level 9th), but the mythic xill may end the effect by fully entering either plane as a move action. While in the phased state, a mythic xill can attack creatures in either plane normally and deals full damage to incorporeal creatures, as if its natural weapons and any weapons it wields had the ghost touch property. It may not bring creatures with it into the phased state.

Planewalk (Ex) A mythic xill can shift from the Ethereal Plane to the Material Plane as a move action. Shifting from the Material Plane to the Ethereal Plane takes 2 consecutive full-round actions, during which time the mythic xill is immobile. As a mythic xill fades away, it becomes harder to hit: opponents have a 20% miss chance in the first round and a 50% miss chance in the second. A mythic xill can take a single willing or helpless creature with it when it switches planes.

MYTHIC XORN

CR 8/MR 3

XP 3,200

Pathfinder Roleplaying Game Bestiary

N Medium outsider (earth, extraplanar, mythic)

Init +0; **Senses** all-around vision, darkvision 60 ft., tremorsense 60 ft., see through stone^{MA}; **Perception** +14

DEFENSE

AC 24, touch 10, flat-footed 24 (+14 natural)

hp 103 (7d10+65)

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

DR 5/bludgeoning and epic; **Immune** cold, fire, flanking; **Resist** electricity 10

OFFENSE

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

Melee bite +10 (4d6+3), 3 claws +10 (1d4+3)

Special Attacks eruption^{MA}, metaleater^{MA}, mythic power (3/day, surge +1d6)

STATISTICS

Str 17, **Dex** 10, **Con** 19, **Int** 10, **Wis** 11, **Cha** 10

Base Atk +7; **CMB** +10; **CMD** 20 (22 vs. trip)

Feats Cleave^{MF}, Improved Bull Rush, Power Attack^{MF}, Toughness

Skills Appraise +10, Intimidate +10, Knowledge (dungeoneering) +10, Perception +14, Stealth +10, Survival +10; **Racial Modifiers** +4 Perception

Languages Common, Terran

ECOLOGY

Environment any (Plane of Earth)

Organization solitary, pair, or cluster (3–6)

Treasure standard (precious metals, gems, and magic gems or jewelry only)

SPECIAL ABILITIES

All-Around Vision (Ex): A mythic xorn sees in all directions at the same time, giving it a +4 racial bonus on

Perception checks. A mythic xorn cannot be flanked.

Earth Glide (Ex): A mythic xorn can glide through any sort of natural earth or stone as easily as a fish swims through water. Its burrowing leaves no sign of its passage nor hint at its presence to creatures that don't possess tremorsense. A *move earth* spell cast on an area containing a mythic xorn moves the mythic xorn back 30 feet, stunning the creature for 1 round unless it succeeds on a DC 15 Fortitude save.

Earth Push (Ex): As a move action a mythic xorn may expend a use of its mythic power to create a wave of earth that pushes a creature within 30 ft. up to 10 ft. in any direction if the creature fails a DC 17 Reflex save.

Eruption (Ex): When moving out of a mass of stone or dirt while using its earth glide ability, a mythic xorn may expend one use of its mythic power to cause an eruption of earth that deals 5d6 points of bludgeoning damage to creatures within 10 feet. The eruption creates a 10-foot radius circle of difficult terrain.

Metaleater (Ex): A mythic xorn's bite attack ignores armor bonuses to Armor Class provided by metal armor. A mythic xorn may instead gain the use of the greater sunder feat and ignore the hardness of any non-adamantine metal.

See Through Stone (Su): A mythic xorn can see through worked and unworked stone, dirt, and crystal as the spell *see through stone*. This ability can be used 5 rounds a day, and those rounds do not need to be consecutive. A mythic xorn may expend a use of its mythic power to gain 5 more rounds of the ability in a day.

Built sleek and low to the ground, this dog-like creature has an air of artifice about it as if designed rather than evolved. The creature's silver skin is comprised of hexagonal scales glowing a soft blue at the joints.

LIMINAL HOUND**CR 10/MR 4**

XP 4,800

N Medium outsider (extraplanar, mythic)

Init +3; Senses darkvision 60 ft; Perception +13

DEFENSE

AC 25, touch 13, flat-footed 22 (+3 Dex, +12 natural)

hp 145 (10d10+90)

Fort +8, Ref +10, Will +8

DR 5/epic, Immune construct immunities, fortification^{MA}, mind-affecting effects**OFFENSE**

Speed 40 ft.; fly 40 ft. (zero-gravity environments only)

Melee bite +17 (1d8+7 plus grab), 2 claws +12 (1d6+7)

Special Attacks mythic power (4/day, surge +1d8), pounce, rake (2 claws +17, 1d6+7)

STATISTICS

Str 24, Dex 17, Con 20, Int 5, Wis 12, Cha 10

Base Atk +10; CMB +14; CMD 27

Feats Alertness^{MF}, Combat Reflexes^{MF}, Improved Natural Attack (bite, claws), Stand Still

Skills Acrobatics +6, Climb +7, Perception +13, Sense Motive +8, Stealth +8, Survival +9 (+19 while tracking planar travelers); Racial Modifiers Survival +10 while tracking planar travelers

Languages Common (can't speak)

SQ inexorable tracker^{MA}, no breath, parasitic planeshift^{MA}, planar instincts^{MA}, planar transitivity^{MA}**ECOLOGY**

Environment any


Organization solitary

Treasure none

SPECIAL ABILITIES**Construct Immunities (Ex)** A liminal hound gains the immunities of a construct even though it is an outsider.**Inexorable Tracker (Su)** A mythic liminal hound can sense the location of the last creature it damaged with its bite attack as if using *locate creature* (caster level 10th). It can spend one use of its mythic power to locate the creature as if using *discern location*.**Parasitic Planeshift (Su)** A mythic liminal hound can choose to travel with a grappled creature that travels between planes, such as by using a teleportation effect, to its destination. This does not count against the limits on additional creatures that the travel might normally impose. A mythic liminal hound may expend one use of its mythic power to follow an adjacent creature that travels between planes even if it is not grappled.**Planar Instincts (Ex)** A liminal hound always knows the location of every planar portal within 100 miles of its location. If there are more than 10 permanent portals within 10 miles, a liminal hound becomes disoriented and shaken until it moves to a less busy location. A liminal hound is never surprised or flat-footed against creatures that have used a teleportation effect within the previous round. In addition, whenever a creature within 30 feet uses a teleportation effect, a liminal hound can spend one use of its mythic power as an immediate action to move up to its speed and attack that creature; if its path to that creature is unobstructed, it may charge that creature instead.**Planar Transitivity (Ex)** A liminal hound can see and attack astral, ethereal, and incorporeal creatures without hindrance and ignores concealment and miss chance from effects that involve shifting planes, such as *blink*.**Weightless Flight (Ex)** A mythic liminal hound can fly with perfect maneuverability in zero-gravity environments such as outer space and the ethereal plane. A liminal hound can survive in the void of outer space and can fly 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 liminal hound knows the way to its destination.

Liminal hounds are patient and cunning hunters who stalk the planes seeking to devour creatures that regularly cross planar boundaries. The hounds unerringly seek out those who have traveled the planes most frequently, leading scholars to posit that they can detect some sort of residual planar energy. Once a pack of hounds has picked out a target they can be quite persistent, tracking the target across many planes until they have a chance to strike.

Liminal hounds look like sleek silver canines with hexagonal scales. The skin between the scales glows blue, as does the creature's eyes. The hounds are built low to the ground with powerful legs that end in sharp claws, and their mouths contain serrated teeth dominated by vicious-looking canines.



Liminal hounds tend to stalk well-traveled planar crossings, though they shy away from nodes where several crossings are placed close together as they find the profusion of planar energy disorienting. They often hunt in small packs, but it isn't unusual to find a lone liminal hound in a planar backwater. Once a hound has picked its quarry it is implacable and will follow the traveler as long as it takes to bring it down. Planar settlements that host planar travelers but have few portals usually patrol their borders to keep liminal hounds from scenting their guests, but a hound that is on the hunt can find a way through even the most concerted defenses.

The hide of a liminal hound is tough and flexible. The hide can be used to fashion *Liminal Armor*. Liminal hounds share some immunities with constructs and though they are clearly living beings a persistent theory is that they were designed by some powerful entity to limit planar travel. Among their unnatural abilities is the ability to maneuver in zero gravity environments without aid, making them deadly opponents on the ethereal plane, outer space and other environments where most creatures are left floundering. However they came to be they have now spread far and wide across the planes, with no apparent agenda but their insatiable hunger.

LIMINAL ARMOR

Aura moderate transmutation; CL 9th

Slot chest ; Price 5,000 gp; Weight 50 lbs.

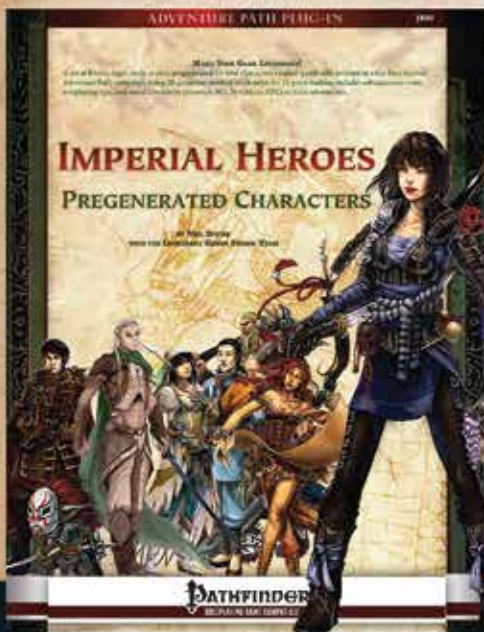
DESCRIPTION

This +2 full plate armor is made from the hide of a liminal hound. It gives its wearer a +2 insight bonus to all Survival checks made to track. The wearer knows the location of any planar portals within 100 ft.

CONSTRUCTION

Requirements Craft Magic Arms and Armor, *bloodhound*; Cost 2,500 gp





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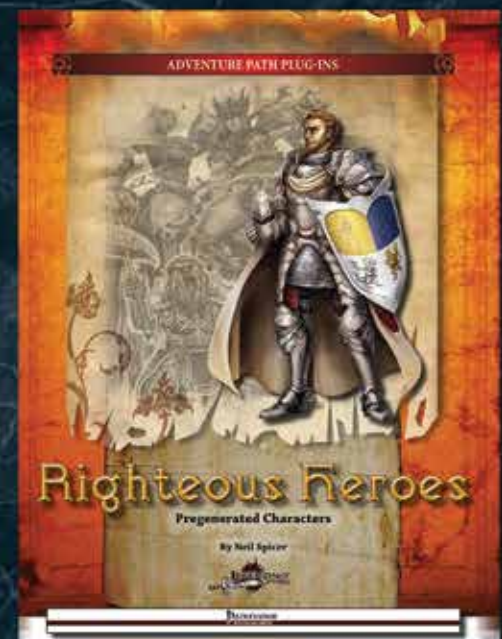


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