



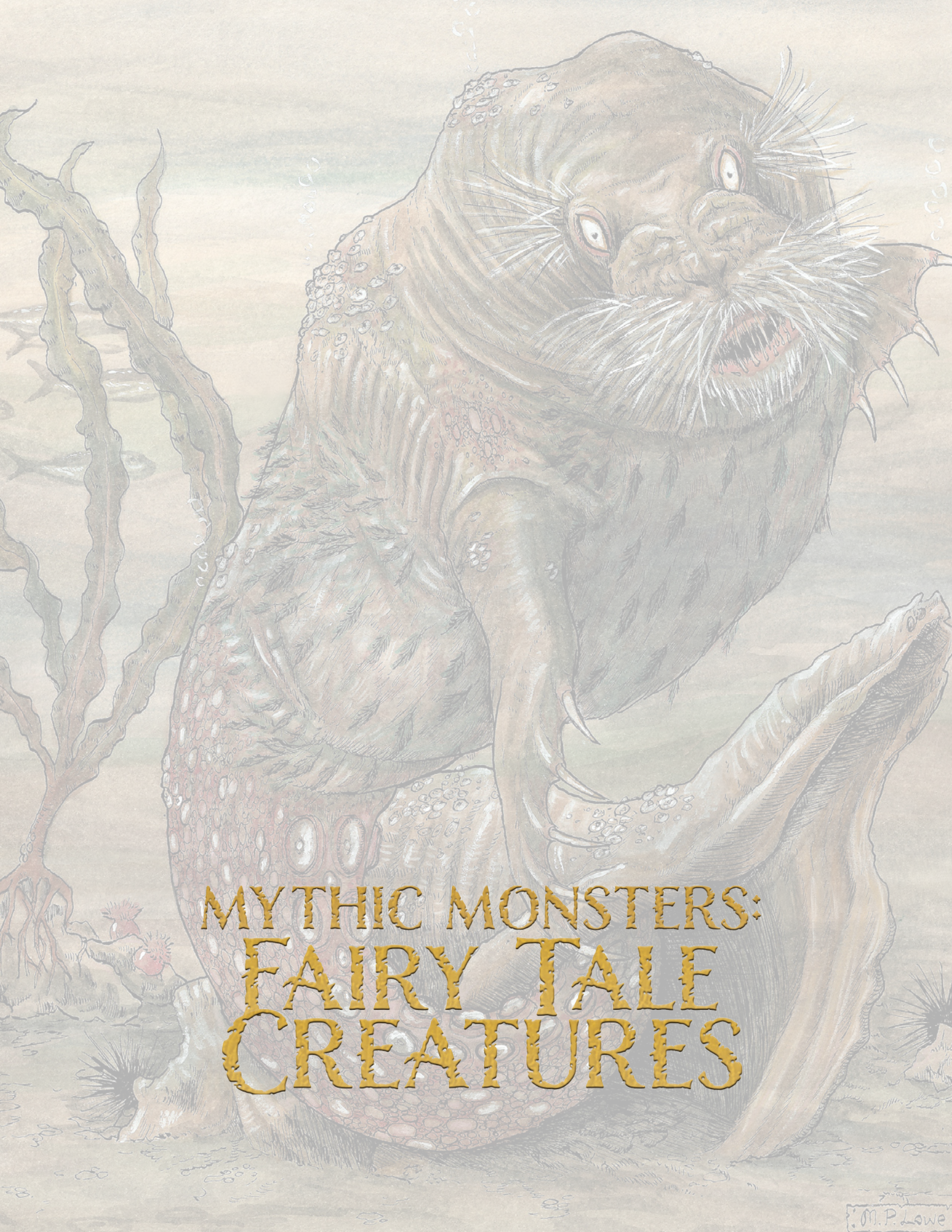
MYTHIC MONSTERS: FAIRY TALE CREATURES

BY JASON NELSON, ALISTAIR RIGG,
TOM PHILLIPS, AND BENJAMIN BRUCK
WITH THE LEGENDARY GAMES DESIGN TEAM



ROLEPLAYING GAME COMPATIBLE

MYTHIC PLUG-INS



MYTHIC MONSTERS:
FAIRY TALE
CREATURES



MYTHIC MONSTERS: FAIRY TALE CREATURES

Credits.....

Authors: Jason Nelson, Tom Phillips, Alistair Rigg, and Benjamin Bruck

Artist: Mike Lowe

Design and Layout: Richard Kunz

Legendary Games Team Members: Clinton J. Boomer, Benjamin Bruck, Matt Goodall, Jim Groves, Tim Hitchcock, Jonathan Keith, Jason Nelson, Tom Phillips, Neil Spicer, Todd Stewart, Russ Taylor, Greg Vaughan, and Clark Petersonn

Proofreading: Alistair Rigg

Business Director: Rachel Ventura

Special Thanks: Erik Mona, Lisa Stevens, Jason Bulmahn, and the Paizo staff for their excellent *Pathfinder Roleplaying Game Mythic Adventures* hardback.

Special Thanks.....

Erik Mona, Lisa Stevens, James Jacobs and the Paizo staff for all of the magic. We also would like to thank the fans and supporters of Legendary Games that have made our company a success. We also thank our families and the spouses and children that are so patient and supportive to each of us in the time we take to create the very best for all of you.



Legal

Compatibility with the Pathfinder Roleplaying Game requires the Pathfinder Roleplaying Game from Paizo Publishing, LLC. See <http://paizo.com/pathfinderRPG> for more information on the Pathfinder Roleplaying Game. Paizo Publishing, LLC does not guarantee compatibility, and does not endorse this product.

Pathfinder is a registered trademark of Paizo Publishing, LLC, and the Pathfinder Roleplaying Game and the Pathfinder Roleplaying Game Compatibility Logo are trademarks of Paizo Publishing, LLC, and are used under the Pathfinder Roleplaying Game Compatibility License. See <http://paizo.com/pathfinderRPG/compatibility> for more information on the compatibility license.

Open Content: Subject to designation as Product Identity (see below), the only portion of this Legendary Games product designated as Open Game Content is the rules content (creature stat blocks and names of skills, etc., taken from the Pathfinder Reference Document) as defined in the Open Game License version 1.0a Section 1(d). The front and back cover, back matter, introduction and Credits page, as well as all other parts of this product including all text not specifically designated as Open Game Content is not Open Game Content. No portion of this work other than the material designated as Open Game Content may be reproduced in any form without written permission.

Product Identity: The following items are hereby identified as Product Identity, as defined in the Open Game License 1.0a, Section 1(e), and are not Open Content: Legendary Games, the Legendary Games Logo, Ultimate Plug-Ins, Mythic Monsters: Devils, as well as all trademarks, registered trademarks, proper names (including the names of each character, location, item or monster unique to this product), dialogue, plots, storylines, locations, characters, artworks, and trade dress, but excluding any content that is Product Identity of Paizo Publishing, Inc. (Elements that have previously been designated as Open Game Content are not included in this declaration.)

Reference in non-Open Game Content (thus not covered by the Open Game License) in this work to content owned by others is not a challenge to their ownership and is used under Fair Use.

OPEN GAME LICENSE Version 1.0a. The following text is the property of Wizards of the Coast, Inc. and is Copyright 2000 Wizards of the Coast, Inc ("Wizards"). All Rights Reserved.

1. Definitions: (a) "Contributors" means the copyright and/or trademark owners who have contributed Open Game Content; (b) "Derivative Material" means copyrighted material including derivative works and translations (including into other computer languages), potation, modification, correction, addition, extension, upgrade, improvement, compilation, abridgment or other form in which an existing work may be recast, transformed or adapted; (c) "Distribute" means to reproduce, license, rent, lease, sell, broadcast, publicly display, transmit or otherwise distribute; (d) "Open Game Content" means the game mechanic and includes the methods, procedures, processes and routines to the extent **such content does not embody the Product Identity and is an enhancement over the prior art and any additional content clearly identified as Open Game Content by the Contributor, and means any work covered by this License, including translations and derivative works under copyright law, but specifically excludes Product Identity. (e) "Product Identity" means product and product line names, logos and identifying marks including trade dress; artifacts, creatures, characters, stories, storylines, plots, thematic elements, dialogue, incidents, language, artwork, symbols, designs, depictions, likenesses, formats, poses, concepts, themes and graphic, photographic and other visual or audio representations; names and descriptions of characters, spells, enchantments, personalities, teams, personas, likenesses and special abilities; places, locations, environments, creatures, equipment, magical or supernatural abilities or effects, logos, symbols, or graphic designs; and any other trademark or registered trademark clearly identified as Product Identity by the owner of the Product Identity, and which specifically excludes the Open Game Content; (f) "Trademark" means the logos, names, mark, sign, motto, designs that are used by a Contributor to identify itself or its products or the associated products contributed to the Open Game License by the Contributor (g) "Use", "Used" or "Using" means to use, Distribute, copy, edit, format, modify, translate and otherwise create Derivative Material of Open Game Content. (h) "You" or "Your" means the licensee in terms of this agreement.

2. The License: This License applies to any Open Game Content that contains a notice indicating that the Open Game Content may only be Used under and in terms of this License. You must affix such a notice to any Open Game Content that you Use. No terms may be added to or subtracted from this License except as described by the License itself. No other terms or conditions may be applied to any Open Game Content distributed using this License.

3. Offer and Acceptance: By Using the Open Game Content You indicate Your acceptance of the terms of this License.

4. Grant and Consideration: In consideration for agreeing to use this License, the Contributors grant You a perpetual, worldwide, royalty-free, non-exclusive license with the exact terms of this License to Use, the Open Game Content.

5. Representation of Authority to Contribute: If You are contributing original material as Open Game Content, You represent that Your Contributions are Your original creation and/or You have sufficient rights to grant the rights conveyed by this License.

6. Notice of License Copyright: You must update the COPYRIGHT NOTICE portion of this License to include the exact text of the COPYRIGHT NOTICE of any Open Game Content You are copying, modifying or distributing, and You must add the title, the copyright date, and the copyright holder's name to the COPYRIGHT NOTICE of any original Open Game Content you Distribute.

7. Use of Product Identity: You agree not to Use any Product Identity, including as an indication as to compatibility, except as expressly licensed in another, independent Agreement with the owner of each element of that Product Identity. You agree not to indicate compatibility or co-adaptability with any Trademark or Registered Trademark in conjunction with a work containing Open Game Content except as expressly licensed in another, independent Agreement with the owner of such Trademark or Registered Trademark. The use of any Product Identity in Open Game Content does not constitute a challenge to the ownership of that Product Identity. The owner of any Product Identity used in Open Game Content shall retain all rights, title and interest in and to that Product Identity.

8. Identification: If you distribute Open Game Content You must clearly indicate which portions of the work that you are distributing are Open Game Content.

9. Updating the License: Wizards or its designated Agents may publish updated versions of this License. You may use any authorized version of this License to copy, modify and distribute any Open Game Content originally distributed under any version of this License.

10. Copy of this License: You MUST include a copy of this License with every copy of the Open Game Content You distribute.

11. Use of Contributor Credits: You may not market or advertise the Open Game Content using the name of any Contributor unless You have written permission from the Contributor to do so.

12. Inability to Comply: If it is impossible for You to comply with any of the terms of this License with respect to some or all of the Open Game Content due to statute, judicial order, or governmental regulation then You may not Use any Open Game Material so affected.

13. Termination: This License will terminate automatically if You fail to comply with all terms herein and fail to cure such breach within 30 days of becoming aware of the breach. All sublicenses shall survive the termination of this License.

14. Reformation: If any provision of this License is held to be unenforceable, such provision shall be reformed only to the extent necessary to make it enforceable.

15. COPYRIGHT NOTICE

Open Game License v 1.0a © 2000, Wizards of the Coast, Inc. **Mythic Monsters: Fairy Tale Creatures** © 2014, Legendary Games; Authors Tom Phillips, Benjamin Bruck, Alistair

Rigg and Jason Nelson.

System Reference Document. © 2000, Wizards of the Coast, Inc.; Authors Jonathan Tweet, Monte Cook, Skip Williams, based on material by E. Gary Gygax and Dave Arneson. The Hypertext d20 SRD. © 2004, Jans W Carton.

The Book of Fiends, © 2003, Green Ronin Publishing; Authors Aaron Loeb, Erik Mona, Chris Pramas, and Robert J. Schwalb Pathfinder Roleplaying Game Advanced Player's Guide. © 2010, Paizo Publishing, LLC; Author: Jason Bulmahn, James Jacobs, Steve Kenson, Hal Maclean, Rob McCreary, Erik Mona, Jason Nelson, Stephen Radney-MacFarland, Sean K Reynolds, F. Wesley Schneider, James L. Sutter, Owen Stephens, and Russ Taylor.

Pathfinder Roleplaying Game Bestiary. © 2009, Paizo Publishing, LLC; Author: Jason Bulmahn, Brian Cortijo, Adam Daigle, Mike Ferguson, Joshua J. Frost, James Jacobs, Rob McCreary, Erik Mona, Sean K Reynolds, F. Wesley Schneider, Lisa Stevens, James L. Sutter, and Greg A. Vaughan.

Pathfinder Roleplaying Game Bestiary 2. © 2010, Paizo Publishing, LLC; Author: Wolfgang Baur, James Bulmahn, Adam Daigle, Graeme Davis, Crystal Frasier, Joshua J. Frost, Tim Hitchcock, Brandon Hodge, James Jacobs, Steve Kenson, Hal Maclean, Martin Mason, Rob McCreary, Erik Mona, Jason Nelson, Patrick Renie, Sean K Reynolds, F. Wesley Schneider, Owen K.C. Stephens, James L. Sutter, Russ Taylor, and Greg A. Vaughan.

Pathfinder Roleplaying Game Bestiary 3. © 2011, Paizo Publishing, LLC; Author: Jason Bulmahn, Jesse Benner, Adam Daigle, James Jacobs, Michael Kenway, Rob McCreary, Patrick Renie, Chris Sims, F. Wesley Schneider, James L. Sutter, and Russ Taylor.

Pathfinder Roleplaying Game Bestiary 4. © 2013, Paizo Publishing, LLC; Authors: Dennis Baker, Jesse Benner, Savannah Broadway, Ross Byers, Adam Daigle, Tim Hitchcock, Tracy Hurlley, James Jacobs, Matt James, Rob McCreary, Jason Nelson, Tom Phillips, Stephen Radney-MacFarland, Sean K Reynolds, F. Wesley Schneider, Tork Shaw, and Russ Taylor. Pathfinder Roleplaying Game Core Rulebook. © 2009, Paizo Publishing, LLC; Author: Jason Bulmahn, based on material by Jonathan Tweet, Monte Cook, and Skip Williams.

Pathfinder Campaign Setting: Inner Sea Bestiary. © 2012, Paizo Publishing, LLC; Author: Jim Groves, James Jacobs, Rob McCreary, Erik Mona, Jason Nelson, Patrick Renie, F. Wesley Schneider, James L. Sutter, Russ Taylor, and Greg A. Vaughan. Pathfinder Roleplaying Game Ultimate Combat © 2011, Paizo Publishing, LLC; Lead Designer: Jason Bulmahn; Designers: Dennis Baker, Jesse Benner, Benjamin Bruck, Brian J. Cortijo, Jim Groves, Tim Hitchcock, Richard A. Hunt, Colin McComb, Jason Nelson, Tom Phillips, Patrick Renie, Sean K Reynolds, and Russ Taylor.

Pathfinder Roleplaying Game Ultimate Magic © 2011, Paizo Publishing, LLC; Lead Designer: Jason Bulmahn; Designers: Tim Hitchcock, Colin McComb, Rob McCreary, Jason Nelson, Stephen Radney-MacFarland, Sean K Reynolds, Owen K.C. Stephens, and Russ Taylor.

TABLE OF CONTENTS

WELCOME TO ULTIMATE PLUG-INS: MYTHIC MONSTERS!	1
WHAT YOU WILL FIND INSIDE MYTHIC MONSTERS: FAIRY TALE CREATURES ..	2
MYTHIC MAGIC AND THE FAERIE REALMS.....	3
MYTHIC SPELLS	5
MYTHIC BANSHEE	6
MYTHIC BOGEYMAN	8
MYTHIC FAERIE DRAGON.....	9
MYTHIC GREEN HAG.....	10
MYTHIC JABBERWOCK.....	11
MYTHIC JUBJUB BIRD.....	13
MYTHIC LEPRECHAUN	14
MYTHIC PIXIE.....	15
MYTHIC REDCAP	16
MYTHIC UNICORN	17
MYTHIC WILL-O'-WISP	19
BOOJUM SNARK.....	19
IS YOUR GAME LEGENDARY?	22

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

^{MF} = MYTHIC FEAT

^{MA} = MYTHIC ABILITY

^{MMA} = MAJOR MYTHIC ABILITY (COUNTING AS TWO ABILITIES)

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



WELCOME TO ULTIMATE PLUG-INS: MYTHIC MONSTERS!

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

What you won't find inside this product are individual monster illustrations. You already
have them. Fantastic, glorious illustrations for every monster in every bestiary. You also won't
find descriptive text for these monsters. You already have that too. Every mythic monster could
be an elder of its kind, specially blessed or cursed by the gods, a noble lord or powerful cham-
pion, 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 com-
bined with innovative, exciting, and cinematic mythic abilities that clearly set these mon-
sters 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 this product internally from the Table of Contents and externally with links to the official Pathfinder Reference Document as well as d20PFSRD. If it is in the core rulebook, we generally didn't link to it unless the rule is an obscure one. The point is not to supersede the game books, but rather to help support you, the player, in accessing the rules, especially those from newer books or that you may not have memorized.

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!

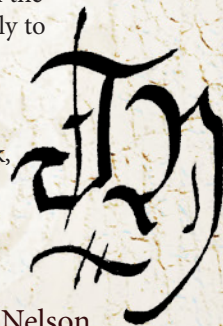
Visit us on Facebook, follow us on Twitter, and check out our website at www.makeyourgamelegendary.com.

WHAT YOU WILL FIND INSIDE MYTHIC MONSTERS: FAIRY TALE CREATURES

Fairy tales are stories of wit and whimsy, with fantastical creatures both good and evil within them. Fairy tales have never been far away from fables, as talking animals and spirits of nature are ubiquitous in both, but while sometimes a fairy tale contains a moral lesson either obvious or subtle, from learning the value of trust to the value of caution, many tellings of fairy tales are purely for amusement. Some characters are wise or foolish, but all of them will have a tale to tell if they ever get back from whence they came.

That's the spirit of the fantastical forests that runs through *Mythic Monsters: Fairy Tale Creatures*. From gentle **unicorns** and playful **pixies** to savagely hungry **green hags** or the sinister bogymen that haunt the highways and byways of the world. Among fairy tale creatures, the little **leprechauns** are full of bombastic blarney, but it is the endless wails of the **banshee** that haunts and hunts the lands. In addition, we are proud to include the creations of Lewis Carroll in this product, as the **jubjub bird**, **frumious bandersnatch**, and of course the legendary **jabberwock** himself, but also the slightly less famous **mythic boojum snark** as the 13th and final mythic monster in this product. All told, *Mythic Monsters: Fairy Tale Creatures* includes a bevy of classic creatures of fairy tale lore with a Celtic flair, not just fey creatures alone but a cross section of the inhabitants of the realms of faerie both living and dead, from the decidedly monstrous to the wee folk that almost look human. Ranging in CR from 3 to 28 and from fairly friendly to ineffably evil, these storybook monsters bring something a little out of the ordinary to any encounter.

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 MAGIC AND THE FAERIE REALMS

Fairy tales are stories replete with magic of the wild and the wood, calling upon the mysterious Fair Folk that live in the shadows and glens, walking simultaneously in our world and theirs. The following spells, both standard spells and their mythic versions, play upon this intersection between mortal and faerie in the hidden hollows beneath the hills. Spells such as these could be taught to mortal casters by the fey, or discovered in some dusty library or secret shrine in the woods. If your campaign saw a heavy fey presence, these spells could be considered common knowledge.

CALL WOODLAND BEINGS

School conjuration (calling); **Level** druid 6, witch 6

Components V, S, M (offerings worth 500 gp plus payment), DF

Range close (25 ft. + 5 ft./2 levels)

Target up to three called creatures, totaling no more than 12 Hit Dice, which cannot be more than 30 ft. apart when they appear

This spell functions like *lesser call woodland beings*, except that you can call a single creature of up to 12 Hit Dice or up to four creatures of the same kind whose Hit Dice total no more than 12.

CALL WOODLAND BEINGS, GREATER

School conjuration (calling); **Level** druid 8, witch 8

Components V, S, M (offerings worth 1,000 gp plus payment), DF

Range close (25 ft. + 5 ft./2 levels)

Target up to four called creatures, totaling no more than 18 Hit Dice, which cannot be more than 30 ft. apart when they appear

This spell functions like *lesser call woodland beings*, except that you can call a single creature of up to 18 Hit Dice or up to four creatures of the same kind whose Hit Dice total no more than 18.

CALL WOODLAND BEINGS, LESSER

School conjuration (calling); **Level** druid 4, ranger 4, witch 4

Casting Time 10 minutes

Components V, S, M (offerings worth 200 gp plus payment), DF

Range close (25 ft. + 5 ft./2 levels)

Target one or two called creatures, totaling no more than 6 Hit Dice, which cannot be more than 30 ft. apart when they appear

Duration instantaneous

Saving Throw none; **Spell Resistance** no

By casting this spell, you call upon the powers of nature to send you one or two natural or supernatural servants, either a single creature with up to 6 Hit Dice or two creatures of the same kind whose Hit Dice total no more than 6. These creatures must be fey,

plants, or magical beasts, or animals with the fey animal template, and they must be creatures that naturally inhabit forest terrain. If you are not in forest terrain when the spell is cast, or if you attempt to call creatures from a different climate (e.g., creatures native to temperate forest when you are in a cold or warm forest or jungle), the number of Hit Dice of creatures you call is reduced by one-third. You can cast this spell in any terrain in the Fey Realms with no loss of efficacy. If you know the name of a specific creature of an appropriate type, you can request that individual by speaking the name during the spell (though you might get a different creature anyway).

This spell otherwise functions identically to *lesser planar ally*. If you call a creature whose alignment is more than one step away from yours, the offerings and payment required in exchange for its services are increased by 50% for each additional step away from your alignment. If you call more than one creature, the called creatures agree to help you and request your return payment together.

FAERIE FORM I

School transmutation (polymorph); **Level** druid 3, ranger 3, witch 3

Casting Time 1 standard action

Components V, S, M (a piece of the creature whose form you plan to assume)

Range personal

Target you

Duration 1 minute/level (D)

When you cast this spell, you can assume the form of any Small or Medium creature of the fey type. If the form you assume has any of the following abilities, you gain the listed ability: climb 30 feet, fly 30 feet (average maneuverability), swim 30 feet, darkvision 60 feet, low-light vision, and scent. If the form you assume has the aquatic subtype, you gain the aquatic and amphibious subtypes.

Small fey: If the form you take is that of a Small fey, you gain a +2 size bonus to your Dexterity and DR 1/cold iron.

Medium fey: If the form you take is that of a Medium fey, you gain a +2 size bonus to your Strength and DR 2/cold iron.

FAERIE FORM II

School transmutation (polymorph); **Level** druid 4, ranger 4, witch 4

Casting Time 1 standard action

Components V, S, M (a piece of the creature whose form you plan to assume)

Range personal

Target you

Duration 1 minute/level (D)

This spell functions as *faerie form I*, except it also allows you to assume the form of a Tiny or Large creature of the fey type. If the form you assume has any of the following abilities, you gain the listed ability: climb 60 feet, fly 60 feet (good maneuverability), swim 60 feet, darkvision 60 feet, low-light vision, scent, bleed, boot stomp, cold iron killer, cold touch, heavy weapons, icewalking, keen scent, poison, poison use, sneak attack +1d6, rage, tree meld, vault, vermin empathy.

Tiny fey: If the form you take is that of a Tiny fey, you gain a +4 size bonus to your Dexterity, a -2 penalty to your Strength and DR 1/cold iron.

Large fey: If the form you take is that of a Large fey, you gain a +4 size bonus to your Strength, a -2 penalty to your Dexterity and DR 3/cold iron.

FAERIE FORM III

School transmutation (polymorph); **Level** druid 5, witch 5

This spell functions as *faerie form II*, except it also allows you to assume the form of a Diminutive or Huge creature of the fey type. If the form you assume has any of the following abilities, you gain the listed ability: burrow 30 feet, climb 90 feet, fly 90 feet (good maneuverability), swim 90 feet, darkvision 60 feet, low-light vision, scent, allergen aura, bleed, blend with light, blood drain, boot stomp, bramble jump, cold iron killer, cold touch, feather step, fiddle, heavy weapons, icewalking, keen scent, luminous, poison, poison use, rage, sneak attack +2d6, splinterspray, transparency, tree meld, tremorsense, vanish, vault, vermin empathy, and weep. If the creature has immunity or resistance to any energy types, you gain resistance 10 to those energy types. If the creature has vulnerability to an energy type, you gain that vulnerability. If the creature has a weakness or dependency (e.g., water dependency, tree dependent, light blindness, light sensitivity), you gain it. If the creature has immunity to poison, you gain a +4 bonus on saves against poison.

Diminutive fey: If the form you take is that of a Diminutive fey, you gain a +6 size bonus to your Dexterity, a -4 penalty to your Strength and DR 1/cold iron.

Huge fey: If the form you take is that of a Huge fey, you gain a +6 size bonus to your Strength, a -4 penalty to your Dexterity and DR 4/cold iron.

FAERIE FORM IV

School transmutation (polymorph); **Level** druid 7, witch 7

This spell functions as *faerie form III*, except it allows you to use more abilities. If the form you assume has any of the following abilities, you gain the listed ability: burrow 30 feet, climb 90 feet, fly 90 feet (good maneuverability), swim 90 feet, darkvision 60 feet, low-light vision, scent, allergen aura, bleed, blend with light, blinding beauty, blood drain, boot stomp, bramble jump, captivating dance, cold iron killer, cold touch, DR 10/cold iron, feather step, fiddle, heavy weapons, icewalking, keen scent,

luminous, natural invisibility, poison, poison use, rage, sneak attack +2d6, spell resistance, splinterspray, supernatural speed, transparency, tree meld, tremorsense, vanish, vault, vermin empathy, and weep. If the creature has immunity or resistance to any energy types, you gain resistance 20 to those energy types. If the creature has vulnerability to an energy type, you gain that vulnerability. If the creature has a weakness or dependency (e.g., water dependency, tree dependent, light blindness, light sensitivity), you gain it. If the creature has immunity to poison, you gain a +4 bonus on saves against poison.

FEY CROSSROADS

School conjuration (teleportation); **Level** druid 5, witch 5

Casting Time 1 round or 10 minutes

Components V, S, M (offerings worth 100 gp, or see text), DF

Range touch

Target up to one touched creature/level

Duration 1 hour/level (D)

Saving Throw Will negates; **Spell Resistance** yes

To create a *fey crossroads* you must be at an actual crossroads where two or more paths, roads, trails, or streets intersect, allowing you to cast this spell as a standard action. If no such crossroads exist, you can create one by treading back and forth repeatedly along two intersecting lines to create an impromptu crossroads, requiring 10 minutes; if you are interrupted during the creation of the crossroads, the spell fails. Once the crossroads is established and the *fey crossroads* spell completed, you and any creature you touch traverse into the numinous verges of the Fey Realms that glide along coterminously with the Material Plane. You can take more than one creature along with you on this journey through the *fey crossroads*, but all must be touching each other.

Traveling through the *fey crossroads* is similar in effect to using a *shadow walk* spell to traverse the edges of the Plane of Shadow, following all of the rules for that spell unless otherwise noted here. A *fey crossroads* can be used to cross the Fey Realms into other planes that border upon it (GM's discretion). Traveling through the surreal delights of the Fey Realms is highly disturbing to the mortal psyche, and the hallucinatory revels they experience drain the body as well. Hence, any non-fey creatures traveling through a *fey crossroads* take 1d3 points of Charisma damage and are fatigued when they return to the Material Plane (Will negates). Creatures that gain a bonus on saving throws against effects created by fey can apply that bonus to this Will save.

The material component cost of this spell can be reduced or eliminated entirely if the caster or a creature targeted with this spell provides a suitable performance for the benefit of the fey spirits that gather around a *fey crossroads*. This requires a Perform check with a DC equal to 20 plus the number of creatures targeted with the spell. If the check succeeds, the required offering for the spell's material component is halved; if the check succeeds by 5 or more, the material component of the spell is eliminated.

MYTHIC SPELLS

CALL WOODLAND BEINGS

As *mythic lesser call woodland beings*, but you can call one or more non-mythic fey, plants, magical beasts, or animals with the fey animal template whose Hit Dice total no more than 12 plus half your mythic tier, or one or more mythic creatures of these types whose Hit Dice total 12 or less.

CALL WOODLAND BEINGS, GREATER

As *mythic lesser call woodland beings*, but you can call one or more non-mythic fey, plants, magical beasts, or animals with the fey animal template whose Hit Dice total no more than 18 plus half your mythic tier, or one or more mythic creatures of these types whose Hit Dice total 18 or less.

CALL WOODLAND BEINGS, LESSER

You can call one or two non-mythic fey, plants, magical beasts, or animals with the fey animal template whose Hit Dice total no more than 6 plus half your mythic tier, and the payment required for such a creature is reduced by half. Alternatively, you can call a single mythic creature or two mythic creatures of the same kind whose Hit Dice total no more than 6. You cannot call creatures with class levels or templates; however, you may add the fey-touched template or the agile or savage mythic simple template to a creature you call, treating that creature as though it had 2 Hit Dice more than normal for the purpose of your Hit Die limit.

FAERIE FORM (ALL)

Each *mythic faerie form* spell is a separate spell, meaning you must select each separately as a mythic spell and you must first know the standard version of the spell you select, though you need not know lower-level *faerie form* spells to learn their higher-level versions.

Mythic faerie form increases any ability score bonuses and reduces any ability score penalties granted by the standard version by 2 and increases the damage reduction the spell provides by 1. In addition, you may change the range of this spell to touch and target one creature you touch rather than yourself.

The target gains the ability to speak and understand Sylvan as long as it remains in *faerie form*. The target of this spell can resume its normal form and then shift back into the same assumed form without ending the spell; however, the spell's duration continues to elapse while the target is in its own form. If the subject is a mythic creature, it can spend one use of its own mythic power as a full-round action to shift into a different form allowed by the spell.

Augmented (4th): If you expend two uses of mythic power, you increase the ability score bonuses granted by the spell by 4 rather than by 2. In addition, you can cast this spell on a number of creatures you touch equal to your mythic tier.

FEY CROSSROADS

Creatures passing through a *fey crossroads* are filled with euphoria and delight upon re-entering the Material Plane (or crossing into a different plane bordering the Fey Realms), gaining the benefit of an *aid* spell.

Augmented (6th): If you expend two uses of mythic power, you and your companions may pause within the Fey Realms for 1d6 hours to consume a *heroes' feast*, the benefits of which persist for 1d6 hours after you re-emerge into the Material Plane (or cross into a different plane bordering the Fey Realms).

GROVE OF RESPITE

The *goodberries* within the grove are treated as the *mythic goodberry* spell. In addition, one of the trees that forms the grove contains a dryad who cannot leave the grove but will keep watch over it and help guard the grove if you or your allies are attacked within it. Her spell-like abilities do not harm or impede you and a number of allies you designate equal to your mythic tier.

Augmented (4th): If you expend two uses of your mythic power, the guardian dryad gains the divine or invincible mythic simple template. In addition, a number of *mythic goodberries* equal to one-half your mythic tier persist for up to one day times your mythic tier after the *mythic grove of respite* expires (or until consumed).

MOONSTRUCK

The target of a *mythic moonstruck* gains an acute vulnerability to silver (including mithral). If the target is wearing mithral armor, it is sickened until the armor is removed. Silver weapons deal additional damage to the target equal to one-half your mythic tier, and any critical hit with a silver weapon against the target causes the target to become staggered with pain and discomfort for a number of rounds equal to the weapon's critical multiplier.

NAP STACK

Creatures within a *mythic nap stack* can continue to sleep for 2 additional hours for each mythic tier you possess, and any saving throws they make while sleeping gain a morale bonus equal to your mythic tier. Sleeping creatures dream of the Fey Realms and their bodies shift partly into that plane, such that while they remain asleep their bodies become translucent and incorporeal. If they are awakened, their bodies return to normal. They cannot rejoin the *nap stack* even if they return to sleep.

Augmented (4th): If you expend two uses of mythic power, creatures that awaken during a *mythic nap stack* may rejoin the spell when they return to sleep, and creatures can enjoy the benefits of this spell a number of times per week equal to one-half your mythic tier.

MYTHIC BANSHEE

CR 16/MR 6

XP 76,800

Pathfinder Roleplaying Game Bestiary 2

CE Medium undead (incorporeal, mythic)

Init +21^{MF}; **Senses** darkvision 60 ft., hear heartbeat 60 ft.;

Perception +26

Aura aura of cowardice^{MA} (30 ft.)

DEFENSE

AC 35, touch 35, flat-footed 23 (+13 deflection, +11 Dex, +1 dodge)

hp 266 (19d8+181)

Fort +13, **Ref** +19, **Will** +18

Defensive Abilities incorporeal; **DR** 10/epic; **Immune** undead traits; **SR** 27^{MA}

Weaknesses sunlight powerlessness

OFFENSE

Speed fly 60 ft. (perfect)

Melee incorporeal touch +25 (14d6 negative energy plus terror)

Special Attacks death coach^{MA}, **mythic power** (6/day, surge 1d8), sonic scream^{MA}, wail^{MA}

Spell-Like Abilities (CL 14th; concentration +21)

At will—*shout* (DC 21)

STATISTICS

Str —, **Dex** 32, **Con** —, **Int** 5, **Wis** 20, **Cha** 25

Base Atk +14; **CMB** +25; **CMD** 49

Feats Dodge^{MF}, Flyby Attack, Following Step^{APG}, Improved Initiative^{MF}, Iron Will, Lightning Reflexes, Mobility^{MF}, Step Up, Step Up and Strike^{APG}, Wind Stance

Skills Fly +23, Perception +26

Languages Common, Elven

SQ immortal anguish^{MA}

ECOLOGY

Environment any

Organization solitary

Treasure standard

SPECIAL ABILITIES

Aura of Cowardice (Su) A mythic banshee radiates an aura of such palpable terror that all non-mythic enemies within 30 feet take a –4 penalty on saving throws against fear effects, while creatures that are normally immune to fear do not take this penalty but lose their immunity while within 30 feet of a mythic banshee. Mythic opponents are also affected by a mythic banshee's aura of cowardice, but only if they are within 10 feet of the mythic banshee.

Death Coach (Su) Once per night as a full-round action, a mythic banshee can expend one use of its mythic power to call into being a spectral carriage drawn by ghostly horses called the *Coiste Bodhar* (koe-shta-bower) and send it hurtling through its foes. The *Coiste Bodhar* is treated as a Large incorporeal construct (AC 16 [+7 deflection, –1 size], hp 133, saves as the banshee that created it, speed fly 60 ft. [average maneuverability], Fly +6). The *Coiste Bodhar* moves on the banshee's turn. Changing its direction is a swift action if it moves in a straight line, or a move action if it must turn during its movement. Although it is a construct, the death coach can be damaged by positive energy effects.

Using its own full-round action, the *Coiste Bodhar* can move up to its speed, moving through the spaces of one or more creatures and dealing 3d6 points of sonic damage and 3d6 points of negative energy damage to them. A creature can be harmed by the *Coiste Bodhar* only once per round, even if it passes through their space more than once. Creatures in its path can make an attack of opportunity against the *Coiste Bodhar*, though at a –4 penalty. If they forgo the attack of opportunity, they can attempt to avoid it and receive a DC 26 Reflex save for half damage. The save DC is Charisma-based, using the mythic banshee's Charisma and Hit Dice.

Creatures that fail (or forfeit) their saving throw against the death coach are affected by the mythic banshee's terror ability. Those that fail their Will save against that ability are also forced into an incorporeal state and become trapped within the death coach, gaining one negative level each round they begin their turn within it. Each negative level the death coach inflicts heals it 5 points of damage; this has no effect if the death coach is at full hit points. As long as the trapped creatures remain cowering, they cannot escape the *Coiste Bodhar*, but once they stop cowering they can attempt to escape it by making a new Will save as a full-round action. When the save is made, or if the *Coiste Bodhar* is destroyed, trapped creatures resume solid form and fall out of the insubstantial death coach. Treat this as being dismounted (as the Ride skill) if the death coach is at ground level, or as normal falling damage if it is in flight. The death coach can entrap up to four Medium-sized creatures in this way. If the *Coiste Bodhar* is destroyed, the mythic banshee takes 3d6 points of damage and is shaken for 3d6 rounds.

If a mythic banshee expends two uses of mythic power when it calls the *Coiste Bodhar*, it can also summon a ghostly dullahan coachman to drive it. This dullahan

coachman has normal statistics for its kind, though while astride the death coach it can pass through solid objects and creatures as if it were incorporeal (though it does not gain the incorporeal subtype). It cannot summon a mount or leave the coach but is considered mounted on the *Coiste Bodhar* for the purpose of feats and rules related to mounted combat. If a mythic banshee expends three uses of its mythic power, the coachman is a mythic dullahan, as described in *Mythic Monsters: Undead* from *Legendary Games*, that otherwise functions as noted above.

Hear Heartbeat (Ex) A banshee can sense the beating hearts of living creatures within 60 feet, perceiving them as if it had the blindsight ability. It cannot detect plants, oozes, or amorphous creatures with this ability, nor any living creature that lacks a heartbeat.

Immortal Anguish (Su) Any creature beginning its turn within 60 feet of a mythic banshee and able to both hear and see it is stricken with despair (as *crushing despair*) for 1d6 minutes (DC 26 Will negates). Creatures succeeding on their saving throw are immune to the immortal anguish caused by that mythic banshee for 24 hours. A mythic banshee can spend one use of its mythic power as a swift action to intensify the anguish it radiates until the end of its next turn, forcing creatures to save again even if they have previously saved (though such creatures gain a +2 circumstance bonus to the saving throw). Even creatures that succeed on their saving throw against this effect are affected as *crushing despair* for 1d6 rounds, while creatures failing their saving throw begin to wither and die as if afflicted by the curse of the ages, and the despair caused by this ability persists until the curse of the ages is removed.

Sonic Scream (Su) A mythic banshee's wail functions normally against creatures that are deaf, and it may choose to split the damage dealt by its wail to be half negative energy and half sonic damage. In addition, when not using its wail it may use *shout* at will as a spell-like ability, and may spend one use of its mythic power to duplicate the mythic version of *shout* or to use a standard *shout* as a swift action.

Terror (Su) A creature damaged by the banshee's touch attack must make a DC 26 Will save. Failure means that the victim cowers in fear for 1d3 rounds. If a target is protected against fear by a dispellable effect (such as *heroes' feast* or *mind blank*), the banshee's touch attempts to dispel one such effect with *greater dispel magic* (CL 14th). Negative energy damage caused by a banshee's touch can only harm the living; it cannot heal undead. This is a mind-affecting fear effect. The save DC is Charisma-based.

Wail (Su) Once per minute, a banshee may wail as a full-round action. The wail lasts until the beginning of her next turn. All creatures within 40 feet of the banshee when she begins her wail, as well as all creatures that end their turn within that radius, must make a DC 26 Fortitude save. (This save is only required once per wail.) Creatures under the effects of a fear effect take a -4 penalty on this save. Creatures that make their save are sickened for 1d6 rounds. Those that fail take 140 points of damage (as if affected by a CL 14 *wail of the banshee*). If a wailing banshee is damaged during a wail, she must make a Will save (DC 15 + damage taken) to maintain the wail; otherwise it ends. This is a sonic death effect. Banshee wails are supernaturally powerful, and penetrate the effect of any spell of 3rd level or lower that creates silence. The save DC is Charisma-based.

A mythic banshee can spend one use of her mythic power when starting to wail to duplicate the mythic version of *wail of the banshee*, or two uses of her mythic power to duplicate the augmented mythic version. Mythic *wail of the banshee* is detailed in *Mythic Magic: Core Spells* from *Legendary Games* and is reprinted below.

WAIL OF THE BANSHEE, MYTHIC

The damage dealt increases to 15 points of damage per level of the caster, and creatures failing their save are permanently deafened and cower in fear for at least 1 round. Cowering creatures can save again each round at the end of their turn to recover from cowering. Creatures that succeed on their saving throw are deafened and shaken for a number of rounds equal to your mythic tier. Creatures deafened by this spell can still hear (and be affected by) this spell or the wail of an actual banshee.

Augmented: If you expend two uses of mythic power, you can make a caster level check to dispel all magical *silence* effects in the area, as well as any spell effects that grant protection against or immunity to death effects or fear effects. This includes effects that provide saving throw bonuses that apply specifically against death and fear effects, but not save bonuses that apply against all effects. Any effects that are dispelled provide no protection against the *mythic wail of the banshee*.

MYTHIC BOGEYMAN

CR 12/MR 5

XP 19,200

NE Medium fey (mythic)

Init +10; **Senses** low-light vision, see in darkness^{MA}; Perception +23

Aura deepest dread^{MA} (30 ft., DC 28)

DEFENSE

AC 29, touch 24, flat-footed 22 (+7 deflection, +6 Dex, +1 dodge, +5 natural)

hp 123 (17d6+64); terrible rejuvenation^{MA} 10

Fort +9, **Ref** +16, **Will** +13

DR 15/cold iron and epic; **SR** 23

OFFENSE

Speed 30 ft.

Melee 2 claws +14 (1d8+6/19–20 plus dread strike^{MA})

Special Attacks mythic power (5/day, surge +1d8), sneak attack +6d6

Spell-Like Abilities^{MA} (CL 15th; concentration +18)

Constant—*detect thoughts, tongues*

At will—*deeper darkness, gaseous form, ghost sound* (DC 18), *invisibility, scare* (DC 20), *suggestion* (DC 21)

3/day—*crushing despair* (DC 22), *hold monster* (DC 23), quickened *phantasmal killer* (DC 22)

1/day—*hungry darkness* (DC 25), *nightmare* (DC 23)

STATISTICS

Str 12, **Dex** 23, **Con** 14, **Int** 15, **Wis** 16, **Cha** 27

Base Atk +8; **CMB** +9; **CMD** 33

Feats Dodge, Great Fortitude, Improved Critical (claw), Improved Initiative, Mobility, Quicken Spell-Like Ability (*phantasmal killer*), Skill Focus (Stealth)^{MF}, Spring Attack^{MF}, Weapon Finesse^{MF}

Skills Bluff +28, Diplomacy +21, Disable Device +16, Escape Artist +19, Intimidate +29, Knowledge (local) +16, Perception +23, Sense Motive +23, Spellcraft +12, Stealth +36; **Racial Modifiers** +4 Intimidate, +4 Stealth

Languages Aklo, Common; *tongues*

ECOLOGY

Environment any

Organization solitary

Treasure double

SPECIAL ABILITIES

Deepest Dread (Su) A mythic bogeyman is cloaked in a 30-foot aura of dread. This aura manifests as a shifting haze of images that reflect the viewer's deepest fears. Each round an opponent ends its turn within the aura, it must succeed at a DC 28 Will save or become shaken for as long as it stays within the aura and 1d4+1 rounds thereafter.

If a mythic bogeyman spends one use of mythic power as a swift action, non-mythic opponents within its aura that are normally immune to fear lose that immunity for 1 minute. In addition, opponents that are not immune to fear but which are not currently suffering a fear effect must immediately make a Will save against the creature's deepest dread aura. This is a fear effect. The DC is Charisma-based and includes a +2 racial bonus.

Dread Strike (Su) If a mythic bogeyman succeeds with a claw attack on a target currently suffering a fear effect, that creature is flat-footed to the rest of the mythic bogeyman's attacks until the end of the mythic bogeyman's next turn. This includes any additional attacks the mythic bogeyman makes in the same round as the initial claw attack. If a mythic bogeyman confirms a critical hit or a sneak attack with one of its claws on a target currently suffering a fear effect, that effect automatically becomes one step more severe (shaken creatures become frightened, frightened creatures become panicked, and panicked creatures cower in fear). A DC 28 Will save negates this increase. In addition, a critical hit or a sneak attack from a mythic bogeyman's claw forces any target that has successfully saved against the creature's deepest dread aura to make another Will save against its effects. This is a fear effect. The DC is Charisma-based and includes a +2 racial bonus.

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

Terrible Rejuvenation (Su) A mythic bogeyman gains fast healing 10 while any creature within its deepest fear aura is suffering from a fear effect, including any fear effect created by the aura itself. In addition, if a mythic bogeyman is destroyed by a creature suffering from a fear effect, the mythic bogeyman's body dissolves into shadowstuff and its essence merges with the Plane of Shadow where it begins reforming. In 3d4 days, the mythic bogeyman reappears fully healed (albeit without any gear it left behind on its old body), on the Material Plane within a 1 mile radius of the place where it was destroyed and with an obsession for revenge against those who previously destroyed it. While a destroyed mythic bogeyman is reforming, every time the creature that destroyed it sleeps in a location that is coterminous with the Plane of Shadow (such as the Material Plane), it must make a DC 28 Will save or suffer the effects of a *nightmare* spell. If the

creature fails this save at any point, the mythic bogeyman can choose to reappear within a 30-foot radius of the creature's location at the time its rejuvenation is complete.

The rejuvenation of a destroyed mythic bogeyman can be prevented if *dispel evil* is cast at the place on the Plane of Shadow that corresponds to the place on the coterminous plane at which the mythic bogeyman was destroyed. The caster must overcome the mythic bogeyman's SR +2 per use of mythic power the mythic bogeyman had remaining when it was destroyed for the rejuvenation to be prevented.

MYTHIC FAERIE DRAGON

CR 3/MR 1

XP 800

Pathfinder Roleplaying Game Bestiary 2

CG Tiny dragon (mythic)

Init +3; **Senses** darkvision 60 ft., low-light vision; **Perception** +8

DEFENSE

AC 19, touch 16, flat-footed 15 (+3 Dex, +1 dodge, +3 natural, +2 size)

hp 32 (3d12+13)

Fort +4, **Ref** +6, **Will** +5

Immune paralysis, sleep; **SR** 14

OFFENSE

Speed 10 ft., fly 60 ft. (perfect), swim 30 ft.

Melee bite +4 (1d3–1 plus euphoria^{MA})

Space 2-1/2 ft.; **Reach** 0 ft.

Special Attacks breath weapon (5-ft. cone, euphoria, Fort DC 12 negates, usable every 1d4 rounds), mythic magic^{MA} (3/day), mythic power (3/day, surge +1d6)

Spell-Like Abilities (CL 3rd; concentration +6)

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

Spells Known (CL 3rd; concentration +6)

1st (6/day)—*grease* (DC 14), *silent image* (DC 14), *sleep* (DC 14)

0 (at will)—*dancing lights*, *flare* (DC 13), *ghost sound* (DC 13), *mage hand*, *open/close*

STATISTICS

Str 9, **Dex** 17, **Con** 13, **Int** 16, **Wis** 14, **Cha** 16

Base Atk +3; **CMB** +4; **CMD** 14 (18 vs. trip)

Feats Acrobatic, Dodge, Extra Mythic Power^{MF}

Skills Acrobatics +8 (+0 when jumping), Bluff +9, Diplomacy +9, Fly +23, Perception +8, Sense Motive +8, Stealth +17, Swim +13, Use Magic Device +9

Languages Common, Draconic, Elven, Sylvan; telepathy 100 ft.

ECOLOGY

Environment temperate or warm forests

Organization solitary or clan (1-2 mythic faerie dragons, 2–8 nonmythic faerie dragons)

Treasure standard

SPECIAL ABILITIES

Breath Weapon (Su) 5-foot cone, euphoria for 1d6 rounds, DC 12 Fortitude negates. Creatures affected by euphoria are staggered, sickened, and immune to fear effects for the duration. A faerie dragon can use this breath weapon once every 1d4 rounds. The save DC is Constitution-based.

Euphoria (Su) A mythic faerie dragon's bite carries the lingering effects of its euphoric breath. A creature bitten by the faerie dragon must make a DC 14 Fortitude save or be fascinated by euphoric hallucinations for 1d6 rounds. The faerie dragon does not count as an obvious threat to the fascinated creature unless it further attacks a fascinated creature.

A mythic faerie dragon can spend one use of mythic power as a standard action to give a creature fascinated by this ability a *suggestion* (as the spell, caster level 3rd). This *suggestion* does not end the target's fascinated condition. The target can attempt a DC 14 Will save to resist the *suggestion*. The save DC is Constitution-based and includes a +2 racial bonus.

Spells A faerie dragon casts spells as a 3rd-level sorcerer.

MYTHIC GREEN HAG

CR 7/ MR 3

XP 3,200

CE Medium monstrous humanoid (mythic)

Init +1; **Senses** darkvision 90 ft., insatiable stalker^{MA}; Perception +19

DEFENSE

AC 22, touch 11, flat-footed 21 (+1 Dex, +11 natural)

hp 88 (9d10+39)

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

DR 5/epic; **SR** 17

OFFENSE

Speed 30 ft., swim 30 ft.

Melee 2 claws +13 (1d4+4 plus weakness^{MA})

Special Attacks grisly gobble^{MA}, mythic coven magic^{MA}, mythic power (3/day, surge +1d6)

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

Constant—*pass without trace*, *tongues*, *water breathing*

At will—*alter self*, *dancing lights*, *ghost sound* (DC

13), *invisibility*, *pyrotechnics* (DC 15), *tree shape*, *whispering wind*

STATISTICS

Str 19, **Dex** 12, **Con** 12, **Int** 15, **Wis** 13, **Cha** 16

Base Atk +9; **CMB** +13; **CMD** 24

Feats Alertness^{MF}, Blind-Fight, Combat Casting, Deceitful, Great Fortitude^{MF}

Skills Bluff +14, Disguise +14, Knowledge (arcana)

+11, Perception +19 (+27 when following tracks), Sense

Motivè +9, Stealth +13, Swim +18; **Racial Modifiers** +4

Perception

Languages Aklo, Common, Giant

SQ insatiable stalker^{MA}, mimicry

ECOLOGY

Environment temperate marshes

Organization solitary or coven (3 hags of any kind)

Treasure double standard

SPECIAL ABILITIES

Grisly Gobble (Su) As a full-round action that provokes attacks of opportunity, a mythic green hag can completely consume a dead or helpless humanoid of Medium size or smaller. A helpless creature takes 4d6 points of damage and must succeed at a DC 18 Fortitude save or die. A consumed corpse cannot be restored to life without *true resurrection* or other effects that can restore life without a body. Feasting on a helpless creature grants the hag the benefits of *death knell*. In addition, if a mythic green hag can expend one use of its mythic power when using this ability, all enemies within 60 feet with line of sight are shaken for 4d6 rounds (DC 17 Will negates). This is a visual mind-affecting fear effect and the save DC is Charisma-based. The save DC for the grisly gobble itself is Strength-based.

Insatiable Stalker (Ex) A mythic green hag gains the scent special quality, and its keen sense of smell grants it a +4 racial bonus on Perception Checks. A mythic greenhag can move at full speed when tracking a creature by scent, with a +8 racial bonus to follow tracks by scent. In addition, as a full-round action she can cast her senses forward along the creature's scent trail to determine the creature's location as if using *locate creature* (caster level 9th), although this effect is not magical in nature. It can use this ability to follow the creature's scent even if the trail crosses running water, enters a vehicle or building, or the creature flies or teleports, as long as it remains within range.

As a full-round action while tracking a creature, a mythic greenhag can spend one use of her mythic power to increase her speed by 30 feet for one hour. This is an enhancement bonus. If the hag catches up to her prey while this ability is in effect, she can spend a swift action to gain the effects of *bull's strength* and *haste* for 3 rounds. She must have line of sight to her quarry to use this latter ability, and these effects end immediately if the hag's quarry is slain.

Mimicry (Ex) A mythic green hag can imitate the sounds of almost any animal found near its lair.

Mythic Coven Magic (Su) A hag coven containing a mythic green hag may cooperatively cast the mythic spell version of any available coven spells. The mythic green hag must expend the same amount of mythic power that would normally be required to cast a mythic spell, treating its adjusted CR (typically CR 6) as its mythic tier for the purpose of qualifying to use augmented versions of mythic spells.

Weakness (Su) A mythic green hag's claws sap strength from those she strikes. Each time a mythic green hag hits a foe with her claw attack, the victim takes 2 points of Strength bleed unless the victim resists the weakness with a DC 17 Fortitude save. Alternatively, a mythic green hag can attempt to inflict even greater weakness on a foe by making a touch attack as a standard action. The opponent touched must succeed on a DC 17 Fortitude save or take 2d4 points of Strength damage plus 2 points of Strength bleed. The save DC is Charisma-based.

MYTHIC JABBERWOCK**CR 28/MR 10****XP 4,915,200**

CE Huge-dragon (air, fire, mythic)

Init +5; **Senses** blindsight 120 ft., darkvision 120 ft., low-light vision, scent, *true seeing*; Perception +38**Aura** manxome foe^{MA} (120 ft., DC 35)**DEFENSE****AC** 50, touch 14, flat-footed 44 (+5 Dex, +1 dodge, +36 natural, -2 size)**hp** 575 (26d12+406); fast healing 15**Fort** +26, **Ref** +20, **Will** +24**DR** 15/epic and vorpal; **Immune** fire, paralysis, sleep; **Resist** acid 30, electricity 30, sonic 30; **SR** 36**Weaknesses** fear of vorpal weapons, vulnerable to cold**OFFENSE****Speed** 40 ft., fly 80 ft. (poor)**Melee** bite +40 (4d8+24/19-20/x3), 2 claws +40 (3d6+16/19-20 plus grab), tail slap +35 (2d8+24), 2 wings +35 (1d8+8)**Ranged** 2 eye rays +29 touch (20d6 fire/19-20 plus burn)**Space** 15 ft.; **Reach** 15 ft.**Special Attacks** burble^{MMA}, burn (8d6, DC 34), eyes of flame^{MA}, flensing claws^{MMA}, mythic power (10/day, surge +1d12), tail sweep^{MA} (2d8+36), whiffling^{MA}**Spell-Like Abilities**^{MMA} (CL 26th; concentration +36)Constant—*true seeing*At will—*commune with nature*, *confusion* (DC 24), *control winds*, *fireball* (DC 23), *plane shift* (willing targets to fey realm only), *shout* (DC 24)3/day—*contagious flame*, *feblemind* (DC 25), *insanity* (DC 27), *power word stun*, *sonic thrust* (DC 25)1/day—*greater shout* (DC 28), *whirlwind* (DC 28), *winds of vengeance***STATISTICS****Str** 43, **Dex** 20, **Con** 33, **Int** 12, **Wis** 29, **Cha** 30**Base Atk** +26; **CMB** +44 (+48 grapple); **CMD** 60**Feats** Awesome Blow, Bleeding Critical^{MF}, Critical Focus^{MF}, Dodge, Flyby Attack, Improved Bull Rush, Improved Critical (bite, claws, eye rays), Mobility, Power Attack^{MF}, Spring Attack^{MF}, Vital Strike^{MF}**Skills** Acrobatics +31 (+35 jump), Escape Artist +31, Fly +26, Intimidate +39, Knowledge (nature) +30, Perception +38, Sense Motive +38**Languages** Aklo, Common, Draconic, Gnome, Sylvan**SQ** planar acclimation**ECOLOGY****Environment** any forests**Organization** solitary**Treasure** triple**SPECIAL ABILITIES**


Burble (Su) A mythic jabberwock can burble once every 1d4 rounds as a standard action. This blast of strange noises and shouted nonsense in the various languages known to the mythic jabberwock (and invariably some languages it doesn't know) affects all creatures within a 60-foot radius spread as *mythic confusion*, or augmented *mythic confusion* if the mythic jabberwock spends one use of its mythic power (DC 35 Will negates), lasting 1d4+1 rounds. Alternatively, the mythic jabberwock can focus its burble into a devastating shockwave filling a 60-foot cone-shaped burst. Creatures in the area take 25d6 points of sonic damage and are stunned for 1 round and deafened for 4d6 rounds. A DC 35 Reflex save negates stunning and halves both damage and the duration of deafness. The confusion effect is mind-affecting; both are sonic effects. The save DC is Charisma-based and includes a +2 racial bonus.

A mythic jabberwock can spend one use of its mythic power to use its burble ability again without waiting for 1d4 rounds have elapsed, or to affect any silence effects in the area of the burble as *greater dispel magic* (caster level 26th); it can spend two uses of mythic power to use both as part of the same burble.

Damage Reduction (Ex) A jabberwock's damage reduction can be bypassed only by epic weapons that possess the vorpal weapon enhancement.

Eyes of Flame (Su) As a standard action, a mythic jabberwock can project rays of fire from its eyes as a ranged touch attack with a range increment of 60 feet. It projects two rays, and can target different creatures with these rays if it wishes as long as both targets are within 30 feet of each other. A creature that takes damage from an eye ray suffers burn damage. If a mythic jabberwock spends one use of mythic power with the attack, each ray also overcomes any non-mythic fire resistance (but not immunity) that a target possesses.

Fear of Epic Vorpal Weapons (Ex) A mythic jabberwock knows that an epic vorpal weapon can kill it swiftly. When it takes damage from an epic vorpal weapon, a mythic jabberwock becomes shaken for 1 round. If that hit is a critical threat (regardless of whether it is confirmed), the mythic jabberwock is staggered for 1 round. Multiple hits or threats extend the duration of this effect but do not increase its severity.



Flensing Claws (Ex) Whenever a mythic jabberwock hits a creature with both claws and successfully grapples that creature, the target takes an additional 6d6+24 points of damage and is skinned alive (DC 39 Fortitude negates skinning but not damage), becoming permanently staggered taking 1 point of Constitution bleed; this is considered ability drain, not ability damage. *Regenerate* or *heal* removes the staggered condition and halts this bleed, but *cure wounds* spells, channeled energy, fast healing, and similar lesser healing effects do not. A creature with regeneration can attempt a new saving throw each round at the end of its turn to end the staggered condition and bleed. The save DC is Strength-based.

Manxome Foe (Ex) The very presence of a mythic jabberwock is terrifying to its enemies. Whenever a mythic jabberwock makes an attack or charge action, or otherwise activates this ability with a free action, opponents within 120 feet who witness the action must succeed at a DC 35 Will save or become staggered for 2d4 rounds and sickened for 5d6 rounds. Creatures with 4 HD or fewer are instead sickened and panicked for 5d6 rounds. Creatures succeeding on their saving throw are immune to that mythic jabberwock's manxome foe aura for 24 hours. This is a mind-affecting fear effect. The save DC is Charisma-based and includes a +2 racial bonus.

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

Planar Acclimation (Ex) A jabberwock is always considered to be on its home plane, regardless of what plane it finds itself upon. It never gains the extraplanar subtype.

Tail Sweep (Ex) As a standard action, a mythic jabberwock can sweep with its tail, affecting a half-circle with a radius of 20 feet, extending from an intersection on the edge of the monster's space in any direction. Creatures in this swept smaller than the mythic jabberwock take 2d8+36 points of damage and are knocked prone. A DC 39 Reflex save halves damage and negates being knocked prone. A mythic jabberwock can spend one use of its mythic power to perform a tail sweep as a move action. The save DC is Strength-based.

Whiffling (Ex) A mythic jabberwock's wings and violent motions create a significant amount of wind whenever it uses the full attack action, fights defensively, or takes the total defense action, surrounding the creature with a 30-foot-radius spread of severe winds that moves with it. If a mythic jabberwock spends one use of its mythic power as a free action, the winds created by its whiffling intensify for 1 minute, creating a windstorm centered on itself in a 30-foot-radius spread, surrounded by an area of severe winds in a 60-foot-radius spread. While its whiffling is intensified in this way, a mythic jabberwock can spend one use of mythic power as a swift action to create tornado-force wind in a 30-foot radius spread centered on itself, lasting until the beginning of its next turn. Creatures on the ground are staggered and knocked prone by these winds (DC 39 Reflex negates). Flying creatures are instead checked (if Large) or blown away (if Medium or smaller); Huge or larger flying creatures are unaffected. Wind effects are described in the Environment chapter of the *Pathfinder RPG Core Rulebook*. The save DC is Strength-based.

MYTHIC JUBJUB BIRD**CR 18/ MR 7****XP 153,600**

N Huge magical beast (mythic)

Init +2/-18, **dual initiative**^{MA}; **Senses** darkvision 60 ft., low-light vision, scent; **Perception** +24**DEFENSE****AC** 38, touch 11, flat-footed 35 (+2 Dex, +1 dodge, +27 natural, -2 size)**hp** 320 (20d10+210); fast healing 10**Fort** +19, **Ref** +14, **Will** +11;**Defensive Abilities** adaptive defense^{MA}, **fortification** (50%); **DR** 10/epic; **Immune** acid; **SR** 29**OFFENSE****Speed** 50 ft., fly 20 ft. (poor)**Melee** bite +33 (3d6+30/18-20/×3 plus grab), 2 talons +33 (1d8+15)**Space** 15 ft.; **Reach** 15 ft. (20 ft. with bite)**Special Attacks** carnage^{MA}, charging slaughter^{MA}, deadly bite^{MA}, lunging strike^{MA}, **mythic power** (7/day, surge +1d10), shriek^{MA}, swallow whole (3d6+30 bludgeoning plus 2d6 acid damage, AC 23, 32 hp)**STATISTICS****Str** 41, **Dex** 15, **Con** 24, **Int** 2, **Wis** 16, **Cha** 13**Base Atk** +20; **CMB** +37 (+41 grapple); **CMD** 50**Feats** Blind-Fight, Cleave^{MF}, Combat Reflexes, Dodge, Improved Critical (bite), Iron Will^{MF}, Mobility, Power Attack^{MF}, Run, Spring Attack^{MF}**Skills** Acrobatics +14 (+22 when jumping), Fly +7, Perception +24; **Racial Modifiers** +12 Acrobatics, +8 Perception**SQ** planar acclimation**ECOLOGY****Environment** temperate or warm forests**Organization** solitary or pair**Treasure** incidental**SPECIAL ABILITIES**

Adaptive Defense (Su) A mythic jubjub bird has no natural energy resistance; however, when damaged by an attack that causes cold, electricity, fire, or sonic damage, it gains immunity to that energy type for the next 1d4 rounds. If an attack causes more than one type of energy damage, the mythic jubjub bird gains immunity to all the types of energy damage dealt.

Carnage (Ex) As a full-round action, a mythic jubjub bird can expend one use of mythic power to make a single bite attack at a number of creatures equal to its mythic rank within 20 feet. The mythic jubjub bird makes a attack roll (and critical hit confirmation roll, if applicable) using its highest attack bonus and rolls damage once, applying

damage to all creatures hit by the attack. The mythic jubjub bird may select one target that was hit and apply any special effects that affect only one target (including grab, deadly bite, and swallow whole) against that target.

Charging Slaughter (Ex) When a mythic jubjub bird charges or uses its Spring Attack feat, it can expend one use of mythic power as a free action to make a full attack rather than a single attack.

Deadly Bite (Ex) A mythic jubjub bird twice its Strength modifier to its bite damage. A successful critical hit decapitates and instantly slays a Large or smaller victim (DC 35 Fortitude negates decapitation; creatures without a head are immune to this effect) and deals triple normal damage, regardless of the decapitation result. Additionally, a mythic jubjub bird can expend one use of mythic power as a swift action to force a creature subject to its decapitation effect to roll two Fortitude saves and take the lower result. The save DC is Strength-based.

Lunging Strike (Ex) A mythic jubjub bird can expend one use of mythic power as a swift action to extend the reach of its bite attack to 30 feet for one attack. If the mythic jubjub bird scores a critical threat with the bite attack, the critical hit is automatically confirmed.

Planar Acclimation (Ex) A mythic jubjub bird is always considered to be on its home plane, regardless of what plane it finds itself upon. It never gains the extraplanar subtype.

Shriek (Ex) Once every 1d6 rounds as a standard action, a mythic jubjub bird can voice a piercing screech. All creatures (other than jubjub birds) within a 60-foot-radius spread take 10d6 points of sonic damage and are stunned for 1d4 rounds. A successful DC 27 Fortitude save reduces the sonic damage by half and negates the stun effect. Additionally, a mythic jubjub bird can expend one use of mythic power as a swift action to augment its shriek. For each use of mythic power it expends, the mythic jubjub birds adds +2d6 sonic damage and increases the DC of the Fortitude save by 2. So, a mythic jubjub birds that expends 3 uses of mythic power deals 16d6 points of sonic damage and improves the shriek's Fortitude DC to 33. This is a sonic effect. The save DC is Constitution-based.

MYTHIC LEPRECHAUN

CR 3/MR 1

XP 800

Pathfinder Roleplaying Game Bestiary 2

CN Small fey (mythic)

Init +3; **Senses** low-light vision; Perception +17

DEFENSE

AC 15, touch 14, flat-footed 12 (+3 Dex, +1 natural, +1 size)

hp 24 (4d6+10)

Fort +2, **Ref** +7, **Will** +6

DR 5/cold iron; **SR** 14

OFFENSE

Speed 40 ft.

Melee +1 club +7 (1d8+4)

Special Attacks bewildering blarney^{MA}, clouting cudgel^{MA}, mythic power (1/day, surge +1d6)

Spell-Like Abilities (CL 4th; concentration +7)

Constant—*shillelagh*

At will—*dancing lights*, *ghost sound* (DC 13), *invisibility* (self only), *mage hand*, *major image* (visual and auditory elements only, DC 16), *prestidigitation*, *ventriloquism* (DC 14)

3/day—*color spray* (DC 14), *fabricate* (1 cubic foot of material only)

1/day—*major creation*

STATISTICS

Str 7, **Dex** 16, **Con** 13, **Int** 14, **Wis** 15, **Cha** 16

Base Atk +2; **CMB** -1; **CMD** 12

Feats Skill Focus (Bluff), Weapon Finesse^{MF}

Skills Bluff +17, Escape Artist +10, Knowledge (nature) +9, Perception +17, Perform (comedy) +8, Perform (dance) +8,

Sense Motive +9, Sleight of Hand +14, Stealth +14; **Racial**

Modifiers +4 Bluff, +8 Perception, +4 Sleight of Hand

Languages Common, Elven, Halfling, Sylvan

SQ leprechaun magic

ECOLOGY

Environment temperate forests

Organization solitary, pair, band (1 mythic leprechaun and 3–6 leprechauns), or family (2 mythic leprechauns and 7–10 leprechauns)

Treasure standard (club, other treasure)

SPECIAL ABILITIES

Bewildering Blarney (Su) A mythic leprechaun gains a +4 racial bonus on Bluff checks, and if engaged in conversation it can use its spell-like abilities without being noticed with a successful Bluff check opposed by observers' Sense Motive checks. Using these abilities does not provoke attacks of opportunity from creatures that do not notice their use. When engaged in conversation with a creature, a mythic leprechaun can use *memory lapse* (DC 14) at will as a spell-like ability, and once per day it may spend one use of its mythic power to use *charm person* (DC 14), *enthral* (DC 15), *hideous laughter* (DC 15), *modify memory*

(DC 17), *suggestion* (DC 16), or *veil* (DC 19) as a spell-like ability. These abilities have no effect against a creature that is not conversing with the mythic leprechaun (GM's discretion).

Clouting Cudgel (Ex) A mythic leprechaun can use its shillelagh as a light weapon, and if it confirms a critical hit with its shillelagh the target is knocked prone and dazed for 1 round. A creature succeeding on a DC 15 Fortitude is staggered instead of dazed and is not knocked prone. The save DC is Charisma-based.

Leprechaun Magic (Sp) When a leprechaun uses any of its spell-like abilities to deceive, trick, or humiliate a creature (at the GM's discretion), including pretending it has the ability to grant wishes or that it will reveal the location of a hidden hoard of gold or other treasure, the spell-like ability resolves at caster level 8th rather than 4th. If a leprechaun uses its spell-like abilities in this manner, it has a bonus of +11 on concentration checks.

MYTHIC PIXIE**CR 5/MR 2****XP 1,600***Pathfinder Roleplaying Game Bestiary*

NG Small fey (mythic)

Init +5; **Senses** low-light vision; **Perception** +9**DEFENSE****AC** 20, touch 17, flat-footed 14 (+5 Dex, +1 dodge, +3 natural, +1 size)**hp** 30 (4d6+16)**Fort** +2, **Ref** +9, **Will** +6**Defensive Abilities** invisibility; **DR** 10/cold iron; **SR** 16**OFFENSE****Speed** 20 ft., fly 60 ft. (good)**Melee** short sword +8 (1d4+5/19–20)**Ranged** longbow +8 (1d6–2/×3)**Special Attacks** mythic power (2/day, surge +1d6), special arrows^{MA}**Spell-Like Abilities** (CL 8th)Constant—*detect chaos*, *detect evil*, *detect good*, *detect law*1/day—*dancing lights*, *detect thoughts* (DC 16), *dispel magic*, *entangle* (DC 15), *lesser confusion* (DC 15), *permanent image* (DC 20; visual and auditory elements only), *shield***STATISTICS****Str** 7, **Dex** 21, **Con** 12, **Int** 16, **Wis** 15, **Cha** 18**Base Atk** +2; **CMB** –1; **CMD** 15**Feats** Dodge, Weapon Finesse^{MF}**Skills** Acrobatics +12, Bluff +11, Escape Artist +12, Fly +18,

Knowledge (nature) +10, Perception +9, Sense Motive +9,

Stealth +16, Use Magic Device +11

Languages Common, Sylvan**SQ** flying dust^{MA}, whimsical decoy^{MA}**ECOLOGY****Environment** temperate forests**Organization** solitary, gang (1 mythic pixies and 2–4 pixies), band (1 mythic pixie and 6–11 pixies), or tribe (2–4 mythic pixies and 20–80 pixies)**Treasure** standard**SPECIAL ABILITIES**

Flying Dust (Su) A mythic pixie can expend one use of its mythic power (and one use of its pixie dust) to grant a creature the ability to fly, as *overland flight* (caster level 8th), save that a creature's maneuverability is determined by its alignment: good creatures gain good maneuverability, neutral creatures average maneuverability, and evil creatures poor maneuverability.

Invisibility (Su) A pixie remains invisible even when it attacks. This ability is constant, but the pixie can suppress or resume it as a free action.

Special Arrows (Su) When a pixie fires an arrow from any bow, it can decide to apply magical-pixie dust to the arrow as a free action. A pixie can generate a number of uses

of dust equal to its Charisma score each day (18 uses per day for most mythic pixies)—the dust is useless to another creature unless the pixie gives the dust freely. In this case, the pixie chooses what effect the dust will have on an arrow when it is applied, and it takes a standard action to apply the dust to the arrow. Once pixie dust is applied to an arrow, the pixie's chosen effect persists on the arrow for 1 round. As long as an arrow is altered in this way, it does not inflict damage when it hits—it only causes its new effect. A pixie can choose any one of the following three effects when dusting an arrow. Save DCs are Charisma-based.

Charm: The target must succeed on a DC 16 Will save or be affected as though by a charm monster spell for 10 minutes.

Float: The target must succeed on a DC 16 Will save or begin to levitate against its will. The creature rises 10 ft. into the air each round, beginning on its first round after failing the save. At the end of the third round, the creature ceases to levitate and falls to the ground, taking falling damage as appropriate. The target suffers penalties on its attack rolls as per the spell *levitate*, and cannot move laterally while floating unless it has some solid object to clamber along (such as a cliff face or ceiling) in which case it may move at half its base speed. Flying creatures are immune to this effect.

Memory Loss: The target must succeed on a DC 16 Will save or be affected by a modify memory spell (this effect can only eliminate the previous 5 minutes of memory—a pixie typically uses this ability to make the target forget it encountered the pixie so it won't chase the pixie when he flees).

Sleep: The target must succeed on a DC 16 Will save or fall asleep for 5 minutes.

Whimsical Decoy (Su) As a standard action, a mythic pixie can expend one use of its mythic power and one use of its pixie dust to create an illusory duplicate of itself, as *mislead* (DC 16 Will disbelief). If the decoy is touched by another creature (including by a melee attack), it explodes in a shower of pixie dust, subjecting that creature to the effects of one of the pixie's special arrows, chosen when the whimsical duplicate was created.

MYTHIC REDCAP

CR 7/MR 3

XP 3,200

Pathfinder Roleplaying Game Bestiary 2

NE Small fey (mythic)

Init +8; **Senses** low-light vision; Perception +12

DEFENSE

AC 23, touch 15, flat-footed 19 (+2 armor, +4 Dex, +6 natural, +1 size)

hp 78 (8d6+50); fast healing 5

Fort +6, **Ref** +10, **Will** +7

DR 10/cold iron and epic

Weaknesses irreligious outrage^{MA}

OFFENSE

Speed 60 ft.

Melee +1 *Medium scythe* +12 (2d4+14/×4 plus 1d6 bleed^{MA}), kick +5 (1d4+8 plus 1d6 bleed^{MA})

Special Attacks death to thieves^{MA}, mythic power (3/day, surge +1d6)

STATISTICS

Str 20, **Dex** 19, **Con** 18, **Int** 16, **Wis** 13, **Cha** 15

Base Atk +4; **CMB** +8; **CMD** 22

Feats Cleave^{MF}, Improved Initiative, Power Attack^{MF}, Weapon Focus (scythe)

Skills Acrobatics +15 (+27 jump), Bluff +13, Climb +16, Escape Artist +15, Intimidate +10, Knowledge (nature) +14, Perception +12, Sense Motive +12, Stealth +19

Languages Aklo, Common, Giant, Sylvan

SQ boot stomp, heavy weapons, mythic red cap^{MA}

ECOLOGY

Environment temperate forests, mountains, or underground

Organization solitary, pair, or gang (1 mythic red cap, 2–12 nonmythic redcaps)

Treasure NPC gear (leather armor, +1 *Medium scythe*, other treasure)

SPECIAL ABILITIES

Boot Stomp (Ex) A redcap wears heavy iron boots with spiked soles that it uses to deadly effect in combat. These boots give the redcap a kick attack that it can make as a secondary attack, either as part of a full-attack action or as part of its movement just as if it had the Spring Attack feat.

Death to Thieves (Ex) A mythic redcap gains a +4 bonus on attacks of opportunity generated by attempts to disarm its scythe or steal its cap, and can make up to five such attacks of opportunity per round, including while flat-footed, as though it possessed the Combat Reflexes feat. If an attempt to disarm its scythe or steal its cap would not nor-

mally generate an attack of opportunity, a mythic redcap can take one by spending one use of mythic power as an immediate action. If a mythic redcap is affected by a magical effect that prevents it from taking such an attack of opportunity, and for which it received a saving throw, it may immediately make another saving throw to end the effect whenever such an attack of opportunity would be generated.

Heavy Weapons (Ex) A redcap can wield weapons sized for Medium creatures without penalty.

Irreligious Outrage (Ex) Bitter and blasphemous, mythic redcaps cannot stand the symbols of good-aligned religions. If a foe spends a standard action presenting such a holy symbol, any mythic redcap that can see the creature must make a DC 15 Will save or become shaken for 1 minute. A redcap who successfully saves is enraged for 1 minute or until that foe is dead, whichever is shorter. An enraged mythic redcap focuses its attacks against the foe who presented the holy symbol whenever possible, and will continue attacking until that foe is dead. While enraged, a mythic redcap gains +2 Constitution and +2 Strength, but takes a –2 penalty to its AC. It cannot end its rage voluntarily.

Mythic Red Cap (Su) A mythic redcap wears a tiny, shapeless woolen hat, dyed over and over with the blood of its victims. While wearing this cap, a mythic redcap gains a +6 bonus on damage rolls (included in the above totals) and fast healing 5. If a mythic redcap begins a full attack action against a foe that is already suffering from a bleed effect, the mythic redcap immediately gains one additional attack against that foe. This attack is made using the mythic redcap's full base attack bonus, plus any modifiers appropriate to the situation. (This additional attack doesn't stack with similar means of gaining additional attacks, such as the *haste* spell or a *speed* weapon, nor does it actually grant an extra action.) These benefits are lost if the cap is removed or destroyed. Caps are not transferable, even between redcaps, mythic or otherwise. A mythic redcap can create a new cap to replace a lost cap with 10 minutes of work, although until the mythic redcap takes a standard action to dip the cap in the blood of a foe the mythic redcap helped to kill, the cap does not grant its bonuses.

MYTHIC UNICORN

CR 4/MR 1

XP 1,200

Pathfinder Roleplaying Game Bestiary

CG Large magical beast (mythic)

Init +3; **Senses** darkvision 60 ft., low-light vision, scent;**Perception** +10**Aura** purity^{MA}**DEFENSE****AC** 16, touch 12, flat-footed 13; (+3 Dex, +4 natural, -1 size; +4 deflection vs. evil)**hp** 44 (4d10+22)**Fort** +7, **Ref** +7, **Will** +6; +4 resistance vs. evil**Immune** charm, compulsion, poison**OFFENSE****Speed** 60 ft.**Melee** gore +8 (1d8+4), 2 hooves +5 (1d3+2)**Space** 10 ft.; **Reach** 5 ft.**Special Attacks** mythic power (3/day, surge +1d6), powerful charge (gore, 2d8+8)**Spell-Like Abilities** (CL 9th)At will—*detect evil* (as free action), *light*3/day—*cure light wounds*1/day—*cure moderate wounds*, *greater teleport* (within its forest territory), *neutralize poison* (DC 21)**STATISTICS****Str** 18, **Dex** 17, **Con** 16, **Int** 11, **Wis** 21, **Cha** 24**Base Atk** +4; **CMB** +9; **CMD** 22 (26 vs. trip)**Feats** Extra Mythic Power^{MF}, Multiattack, Weapon Focus (horn)**Skills** Acrobatics +8, Perception +10, Stealth +8, Survival +7(+10 in forests); **Racial Modifiers** +3 Survival in forests, +4

Stealth

Languages Common, Sylvan**SQ** magical strike, soothing horn^{MA}, wild empathy +17**ECOLOGY****Environment** temperate forests**Organization** solitary, mated pair, or blessing (1-2 mythic unicorns and 1-6 nonmythic unicorns)**Treasure** none**SPECIAL ABILITIES**

Aura of Purity (Su) This ability continually duplicates the effect of the spell *magic circle against evil*. The unicorn cannot suppress this ability. Plants, animals, and good-aligned creatures within the area of a mythic unicorn's aura of purity gain the effects of a mythic *protection from evil* spell in place of the normal bonuses from *magic circle against evil*. Evil creatures are instead repulsed by the mythic unicorn's purity and gain the sickened condition for as long as they remain in the mythic unicorn's aura. As a standard action, a mythic unicorn can intensify this aura's effects for 1 minute, affecting evil creatures entering or beginning their turn within the aura as *unadulterated*

loathing (DC 19 Will negates) for 10 minutes, with the mythic unicorn serving as the focus of their revulsion. A creature that successfully saves gains the sickened condition as described above but is otherwise immune to this effect for 24 hours. The save DC is Charisma-based.

Magical Strike (Ex) A unicorn's gore attack is treated as a magic good weapon for the purposes of damage reduction.

Soothing Horn (Su) A mythic unicorn's *cure wounds* spell-like abilities are maximized when used to heal the living, though this does not apply when used to damage undead. As a free action, a mythic unicorn can spend one use of mythic power to apply the effects of any one paladin mercy to a cure spell-like ability as it casts it. The mercy must be one available to a paladin whose level is equal to the mythic unicorn's caster level.

Wild Empathy (Su) This works like the druid's wild empathy class feature, except the unicorn has a +6 racial bonus on the check. Unicorns with druid levels add this racial modifier to their wild empathy checks.



MYTHIC WILL-O'-WISP**CR 7/MR 3****XP 3,200***Pathfinder Roleplaying Game Bestiary*

CE Small aberration (air, mythic)

Init +14; **Senses** darkvision 60 ft., sense thoughts^{MA}; **Perception** +15**DEFENSE****AC** 30, touch 27, flat-footed 19 (+5 deflection, +10 Dex, +1 dodge, +3 natural, +1 size)**hp** 64 (9d8+24)**Fort** +3, **Ref** +13, **Will** +9**Defensive Abilities** natural invisibility; **DR** 5/epic; **Immune** magic**OFFENSE****Speed** fly 50 ft. (perfect)**Melee** shock +17 touch (2d8+10 electricity)**Ranged** electric arc +17 ranged touch (2d8 electricity)**Special Attacks** electric arc^{MA}, flashing lure^{MA}, mythic power (3/day, surge 1d6)**Spell-Like Abilities** (CL 9th; concentration +11)At will—*dancing lights*, *hypnotic pattern* (DC 14)3/day—*rainbow pattern* (DC 16)**STATISTICS****Str** 1, **Dex** 31, **Con** 10, **Int** 15, **Wis** 16, **Cha** 14**Base Atk** +6; **CMB** +0; **CMD** 26**Feats** Blind-Fight, Dodge, Improved Initiative, Vital Strike^{MF}, Weapon Finesse^{MF}**Skills** Acrobatics +22, Bluff +11, Escape Artist +22, Fly +32, Perception +15, Stealth +26**Languages** Aklo, Common**SQ** feed on emotions^{MA}**ECOLOGY****Environment** any swamp**Organization** solitary, pair, or string (1 mythic will-o'-wisp and 3–6 will-o'-wisps)**Treasure** incidental**SPECIAL ABILITIES**

Electric Arc (Su) As a standard action, a mythic will-o'-wisp can fling an arc of electricity at a target within 30 feet as a ranged touch attack. A mythic will-o'-wisp can spend one use of its mythic power to infuse this electric arc with a surge of psychoemotional energies, leaving the target dazed and shaken for 1d6 rounds. A successful DC 16 Will save leaves the target shaken for 1 round but not dazed. The save DC is Charisma-based.

Feed on Emotions (Su) Any time a mythic will-o'-wisp is within 15 feet of a dying creature or creature subject to a fear effect, emotion effect, or an effect that provides a morale bonus (including a barbarian's rage), it gains fast healing 5. If it strikes a creature using such an effect, it can spend one use of its mythic power as an immediate action

to negate that effect (DC 16 Will negates). If this negation succeeds, the mythic will-o'-wisp gains temporary hit points equal to twice the spell level of the effect (or equal to the Hit Dice of the creature that created the effect, if it is not a spell). These temporary hit points last for 1 hour or until expended and do not stack. The save DC is Charisma-based. This ability replaces feed on fear.

Flashing Lure (Su) A mythic will-o'-wisp can use *dancing lights*, *hypnotic pattern*, and *rainbow pattern* as spell-like abilities and can spend one use of its mythic power when activating one of those abilities to duplicate the mythic version of the spell, as described in *Mythic Magic: Core Spells* from Legendary Games.

Immunity to Magic (Ex) Will-o'-wisps are immune to all spells and spell-like abilities that allow spell resistance, except *magic missile* and *maze*.

Natural Invisibility (Ex) Will-o'-wisps have the ability to extinguish their natural glow as a move action, effectively becoming invisible, as the spell.

Sense Thoughts (Su) A mythic will-o'-wisp can sense the presence of sentient creatures within 60 feet as if it had blindsense. It can sense the presence and location of undead and constructs as long as they are intelligent, but it cannot detect mindless creatures or creatures protected by *non-detection*, *mind blank*, a *ring of mind shielding*, or a similar effect (if the effect allows a caster level check to penetrate, treat the mythic will-o'-wisp's Hit Dice as its caster level, with a +3 bonus against non-mythic effects).

This strange beast seems almost like a whiskery but tuskless walrus, barnacles encrusting its leathery hide, but with claw-tipped pincers and lower body tapering into a twisting tentacle rather than a pair of flukes, retracting into a massive seashell like a great conch or chambered nautilus. Its expression seems almost surprised or bewildered, but a wary cunning lurks behind its rheumy gaze.

BOOJUM SNARK

CR 10/MR 4

XP 9,600

N Large magical beast (aquatic, mythic)

Init +10^{MA}; **Senses** darkvision 60 ft., low-light vision; **Perception** +13

DEFENSE

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

hp 135 (10d10+80); regeneration 5 (electricity)^{MA}

Fort +11, **Ref** +11, **Will** +7; **second save**

Defensive Abilities elusive, shell^{MA}; **DR** 10/epic, piercing, and silver; **Immune** fire

Weaknesses charmed by soap

OFFENSE

Speed 20 ft., swim 50 ft.

Melee bite +17 (1d8+8), 2 claws +17 (1d6+8), tentacle +12 (1d8+4 plus grab)

Space 10 ft.; **Reach** 5 ft. (15 ft. with tentacle)

Special Attacks breath weapon (30-ft. cone, DC 19, 10d6 fire, usable every 1d4 rounds), **mythic power** (4/day, surge +1d8), vanishing gaze^{MMA}

STATISTICS

Str 27, **Dex** 15, **Con** 18, **Int** 2, **Wis** 14, **Cha** 19

Base Atk +10; **CMB** +17 (+21 grapple); **CMD** 29 (can't be tripped)

Feats Improved Initiative^{MF}, Iron Will^{MF}, Lightning Reflexes, Skill Focus (Perception), Skill Focus (Stealth)

Skills Perception +13, Stealth +17, Swim +14; **Racial Modifiers** +8 Perception

SQ amphibious, planar acclimation

ECOLOGY

Environment any aquatic

Organization solitary or pair

Treasure incidental (Large seashell)

SPECIAL ABILITIES

Charmed By Soap (Ex) A boojum snark receives a -2 penalty on saving throws versus spells with the charm descriptor if the caster uses at least 1 pound of soap as an additional material component. Similarly, wild empathy checks made against a boojum snark receive a +4 bonus if at least 1 pound of soap is offered to it.

Elusive (Su) Despite many attempts to hunt them, boojum snarks are rarely encountered unless they wish it. As a full-round action while in water, a boojum snark can move up to its run speed (200 ft.) without leaving any trace of its passing (identical in effect to a *pass without trace*). An elusive boojum snark gains a +40 circumstance bonus to its Stealth check. In addition, except when in combat, a boojum snark is considered to be under the effects of a *nondetection* spell. Both of these spell effects are at caster level 20th and cannot be dispelled. If the caster of a divination effect wears thimbles during the casting, the DC of the caster level check to detect a boojum snark is reduced by 10.

Planar Acclimation (Ex) A boojum snark is always considered to be on its home plane, regardless of what plane it finds itself upon. It never gains the extraplanar subtype.

Shell (Ex) A boojum snark carries a giant empty seashell into which its whole body can retract for defense and camouflage. While in its shell, a boojum snark gains a +6 armor bonus to AC, 50% fortification, and the block attacks universal monster rule, but cannot use its tentacle attack. A boojum snark's shell has hardness 10 and 45 hit points. A boojum snark can move into or out of its shell as a move action.

Vanishing Gaze (Su) *Plane shift* (fey realm only), 30 feet, Will DC 21 negates. An opponent that succeeds on the saving throw is immune to that boojum snark's vanishing gaze for 24 hours. The save DC is Charisma-based and includes a +2 racial bonus. A boojum snark can activate and deactivate its vanishing gaze as a swift action.

A boojum snark's body has the general form of a large walrus or sea lion, with a thick, coarse hide covering rolls of blubber, yet with gills along its upper flanks. Surrounding its jaws, that are lined with large, sharp teeth, is a mass of stiff bristles that give the creature a whiskered appearance. Its front flippers are equipped with long claws, but instead of rear flippers, its body tapers to a long, powerful, prehensile tail akin to a suckered tentacle of a giant octopus. On the creature's chest, and from about midway along its body as it tapers toward the tail are feathers; dull and drab on some boojums—easy mistaken as just a variation in the hue of its otherwise dark skin—yet bright, colorful, and unmistakable on others.

Like a bizarre hermit crab, the creature also carries a large empty seashell. On land, the boojum usually remains in its shell, using its strong and dextrous front flippers to drag itself around while its suckered tail grips the shell tightly from inside. In the water, it frequently emerges fully from the shell, but will not range far from it. It swims using sinuous whole-body movements while using its tentacle to hold the tip of its shell, which it pulls along behind it.

The body of a boojum is around 12 feet long, with its tail adding an additional 15 feet in total length. It weighs 4,000 lbs.

Habitat and Society

Snarks are very rare and highly elusive creatures yet they can sometimes be found lairing in the shallows around isolated volcanic islands filled with chasms and crags in uncharted reaches of oceans. Rarer still, are the boojums, mythic snarks who can cause those who meet their gazes to softly and suddenly vanish away, and never be met with again.

Usually active only in the twilight hours of late evening, a snark spends most of its time sleeping in a salvaged seashell it carries and into which its whole body can retract—either for defensive purposes, or to hide from a predator or from prey. Most frequently, snarks use the shells of giant sea snails, although the shells of other giant sea creatures, and even hollow pieces of coral, wood, and stone are sometimes used.

Snarks are carnivorous and feed on a diverse variety of creatures for which they hunt or forage. Larger marine animals such as dolphins, seals, sea lions, sharks, and orcas are particularly relished though they will happily dredge through mud for molluscs and other bottom-dwellers. Strangely, snarks are also particularly attracted to the taste of soap.

Snarks were once native to the primal world of the fey. As with other legendary creatures from this realm, such as the bandersnatch, jabberwock, and jubjub bird, snarks belong to a group of creatures known collectively as the "Tane" of which it, and not the jubjub bird as previously thought, is the least powerful.



PATHFINDER
ROLEPLAYING GAME COMPATIBLE

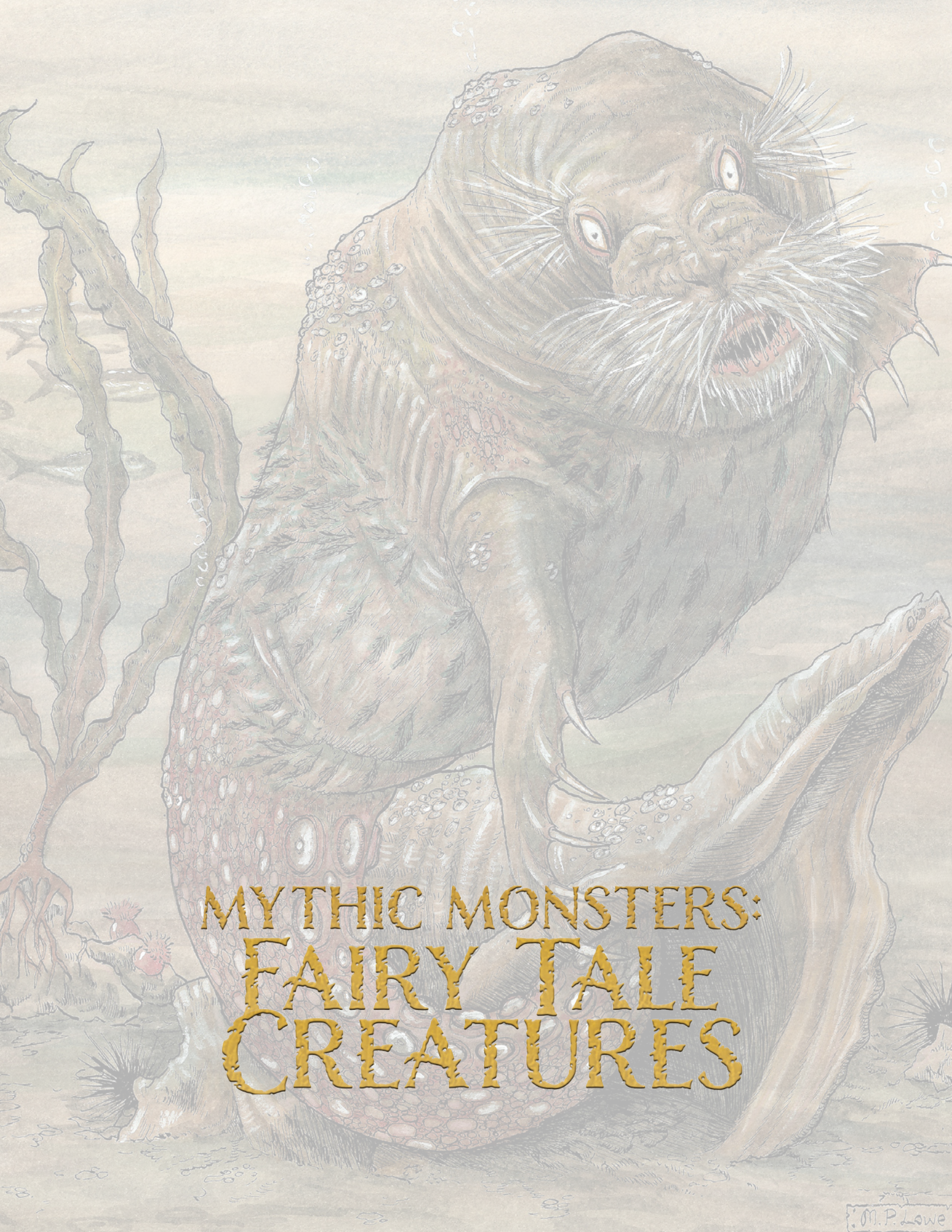


GOTHIC CAMPAIGN COMPENDIUM

ADVENTURE PATH PLUG-IN

This compilation includes the entire line of Gothic Grimoires: The Necrotic Verses, To Serve A Prince Undying, Spellbones Of The Devourer, The Sepulchral Swaths of Tanoth-Gha, On the Unseen Calculus of Inverse Refraction, plus The Mad Doctor's Formulary, Construct Codex, Treasury Of The Macabre, Tomes Of Ancient Knowledge, Cultic Cryptomania, Beyond the Void, Gothic Heroes, The Murmuring Fountain, and The Fiddlers Lament.





MYTHIC MONSTERS:
FAIRY TALE
CREATURES

