



MYTHIC MONSTERS:  
**DRAGONS**

BY JASON NELSON  
WITH THE LEGENDARY GAMES DESIGN TEAM



MYTHIC PLUG-INS





MYTHIC MONSTERS:  
**DRAGONS**





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# MYTHIC MONSTERS: DRAGONS

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**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 MYTHIC PLUG-INS: MYTHIC MONSTERS!

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

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

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





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## SPECIAL ELECTRONIC FEATURES

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

## ABOUT LEGENDARY GAMES

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# WHAT YOU WILL FIND INSIDE MYTHIC MONSTERS: DRAGONS

The Pathfinder roleplaying game has its roots, as do most modern RPGs, in a game about dungeons and... what? Demons? Devils? Goblins? Giants? Giant Snakes? Ochre Jellies? Great monsters all, sure, but the undisputed all-time champion signature monsters in the universe of RPGs has got to be **DRAGONS!** There is a huge variety of creatures derived from the real-life worldwide legends from which our ideas of fantasy dragons came, from small draconic pets to titanic terrors soaring from the blasted heaths to bring fire and ruin to the kingdoms of humanity. You have multiheaded dragons from Russia and Greece, and wingless and wise serpents from China that fly by magic. The dragon famously slain by St. George was small enough to fit on the end of his lance, while Tolkien's dragons were immense enough to devastate entire cities. Dragons live on the highest mountain peaks and in the deepest, darkest caverns, in the fiery hearts of erupting volcanos, the surging seas of the wild oceans, and the frozen emptinesses of the farthest polar wastes. Dragons are supremely adaptable, and wherever they roam they assert themselves as the undisputed masters of all they survey.

In the lore of fantasy RPGs, one early precedent established in the *Dungeons and Dragons* family and carried on into Pathfinder is the idea of evil chromatic dragons and good metallic dragons as the most prominent examples of the species, creatures that grow ever more powerful in both might and magic with age. This product sets aside the metallic dragons for now, as they will appear in a subsequent *Mythic Monsters* product dedicated to the *Guardians of Good*, but the chromatics are here in full force, from the **juvenile blue** and **adult green**, to the **ancient black**, **great wyrm white**, and **great wyrm red**. Not all creatures we call dragons are in fact DRAGONS in the literal sense, and this product also includes an assortment of their lesser kin, the **forest**, **flame**, **frost**, and **sea drakes**, elusive and terrifying in their own right as they bring death on scaly wings even if they are but a pale shadow of their greater brethren. The family of dragonkind also stretches well beyond huge, winged lizards, to include magical miniatures like the **pseudodragon**, cruel and corrupted cross-breeds like the **dracolisk**, and immense primeval wyrms like the terrifying **tor linnorm**. Still, a dozen deadly dragons and drakes were just not enough, so we bring you a terrifying thirteenth, the sinister **fell drake**. Inured to the deadly powers of the undead, fell drakes dwell in devastated wastelands where the living have become all but extinct, preying upon carrion, and serving as malevolent mounts for wraiths, witches, and kings of the dead.

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



## DRAGON FEATS

If there is one signature ability that dragons possess, it is their breath weapon. True, other creatures can breathe fire or acid or anything else under the sun, but few creatures are as defined by that magnificent and iconic image of belching forth clouds and cones and lines of death and destruction. Most of the following feats are designed primarily to help dragons gain some unique variety in how they use their deadly breath, though there are also a few dealing with other aspects of a dragon's unique fighting style. Any creature of suitable size and ability, however, could certainly make use of these mythic feats as well.

### BREATH MANIPULATION (MYTHIC)

*You have fine control over the power and frequency of your breath weapon.*

**Prerequisite:** Breath weapon special attack.

**Benefit:** If you have used your breath weapon at least once since the beginning of an encounter, you can alter the power and effect of your breath weapon by adjusting the amount of time required to elapse before you can use your breath weapon again. If you extend the amount of time before your next breath, you can increase the save DC by 1 for every round you add to that interval, up to a maximum increase equal to one-half your mythic rank. Alternatively, you can shorten the amount of time required until your next breath by decreasing the save DC by 2 for every round you deduct from the required interval, to a minimum of 0.

In addition, you can increase any variable numeric effects of your next breath by 50% by doubling the interval that must elapse until you breathe again, or you can maximize all variable numeric effects of your next breath by tripling the interval that must elapse until you breathe again. This doubling or tripling increases the base interval that must elapse between breaths; any additional modifications you make to that interval, such as by altering the save DC of your breath weapon, are applied afterwards.

If the interval in between uses of your breath weapon is randomly determined, you must decide whether to use this feat before dice are rolled. If you expend one use of your mythic power when using this feat, you can roll twice and select the better result.

### CORUSCATING BREATH (MYTHIC)

*Your breath erupts with a flare of coruscating radiance.*

**Prerequisite:** Con 19, breath weapon special attack.

**Benefit:** Creatures that fail their saving throw against your breath weapon are blinded for 1 round and dazzled for a number of rounds equal to your age category (or 1d4 rounds, if you are not a dragon). If you expend one use of your mythic power as a free action when using your breath weapon, creatures that fail their saves are blinded for a number of rounds equal to your mythic rank if they are mythic creatures; non-mythic creatures are blinded permanently. Creatures succeeding on their saving throws are dazzled for a number of rounds equal to your mythic rank if they are mythic, or a number of minutes equal to your mythic rank for if they are non-mythic.

### DEVASTATING BREATH (MYTHIC)

*Your breath unleashes an irresistible holocaust of destruction.*

**Prerequisite:** Con 19, breath weapon special attack.

**Benefit:** Your breath weapon ignores the energy resistance of non-mythic creatures and the hardness of non-mythic objects. Non-mythic creatures with immunity to the energy type of your breath weapon take half damage, save that creatures with the cold subtype or fire subtype take no damage from breath weapons of that energy type. You are always immune to your own breath weapon. A creature that has vulnerability against the energy type of your breath weapon takes double damage instead of 150% normal damage.

If you expend one use of your mythic power as a free action when using your breath weapon, you also affect mythic creatures as described above, and your breath weapon bypasses the energy immunity of non-mythic creatures (except creatures with the cold and fire subtypes against cold or fire damage, respectively).

### INESCAPABLE GRASP (COMBAT, MYTHIC)

*It is almost impossible for foes to wriggle free from your grasp.*

**Prerequisite:** Improved Grapple or grab special attack.

**Benefit:** Your CMD against attempts to escape from your grapple is increased by an amount equal to your mythic tier, whether such attempts are made as a grapple combat maneuver or an Escape Artist skill check. In addition, you can grapple creatures using *freedom of movement*, though you take a base -20 penalty on combat maneuver checks made to grapple such a target. This penalty is reduced by an amount equal to your mythic tier if your target is a mythic creature or is using mythic *freedom of movement*, or by twice your mythic tier otherwise.

The Inescapable Grasp feat was originally published in *Mythic Minis 11: Feats of Grappling* from Legendary Games and is reprinted here for your convenience.



### JAWS OF DEATH (COMBAT, MYTHIC)

*Your savage jaws bring swift and certain death.*

**Prerequisite:** Huge or larger, Critical Focus, Improved Critical (bite), Weapon Focus (bite), base attack bonus +19.

**Benefit:** When you confirm a critical hit with your bite attack, you deal an additional 1d6 points of damage, plus 1d6 per size category above Huge. If the target is a non-mythic creature, you can expend one use of your mythic power as a swift action to force that creature to succeed on a Fortitude save (DC 10 + 1/2 your Hit Dice + your Strength modifier) or be instantly killed. This effect does not apply against creatures that are immune to critical hits, and creatures that have a percentage chance to negate critical hits can use that ability to negate this effect.

If the target is a mythic creature, you may expend one or more uses of your mythic power as a swift action on a confirmed critical hit with your bite attack. For each use you expend, you deal Constitution damage equal to one-half your mythic rank. The target can negate this Constitution damage with a successful Fortitude save (DC 10 + 1/2 your Hit Dice + your Strength modifier).

### NEGATION BREATH (MYTHIC)

*Your enchanted breath leaches and unravels enchantments wherever it strikes.*

**Prerequisite:** Con 19, breath weapon special attack, spell resistance 19, Spellcraft 10 ranks.

**Benefit:** Creatures that fail their saving throw against your breath weapon take a penalty on caster level checks and concentration checks equal to your mythic rank for 1 minute. In addition, if you expend one use of your mythic power as a free action when using your breath weapon, it functions as an area dispel, as per *greater dispel magic*, treating your Hit Dice as your caster level. You may also choose to affect one or more creatures or objects within the area of your breath as a targeted dispel by expending one use of mythic power per target.

### OVERWHELMING BREATH (MYTHIC)

*Your breath is an onrushing torrent of surging power that bowls over your enemies.*

**Prerequisite:** Con 19, breath weapon special attack.

**Benefit:** Creatures that fail their save against your breath weapon are knocked prone. In addition, if you expend one use of your mythic power as a free action when you use your breath weapon, you may also make a combat maneuver check to bull rush, applying the result against the CMD of every creature within the area of your breath regardless of whether their saving throw was successful or not. A successful check forces a creature backwards by 5 feet plus 5 feet for every 5 points by which your check exceeded its CMD. This forced movement occurs after creatures have been damaged, knocked prone, or otherwise affected by your breath weapon and can push a creature out of the breath weapon's area of effect.

### POWERFUL FLYER (MYTHIC)

*Your mighty muscles propel you through the skies with unstoppable force.*

**Prerequisite:** Str 15, fly speed.

**Benefit:** You add one-half your Strength modifier on all Fly checks, or your full Strength modifier on Fly checks made to avoid being checked or blown away by strong winds or to avoid plummeting to the ground after a collision. You can rise at full speed when climbing at an angle of up to 45 degrees, and at half speed when climbing straight up. When flying, you gain a bonus equal to one-half your mythic rank or tier on combat maneuver checks made to bull rush, drag, or overrun and to your combat maneuver defense against those maneuvers.

### ROARING BREATH (MYTHIC)

*You disgorge your breath weapon with a mighty thundering roar.*

**Prerequisite:** Con 19, breath weapon special attack.

**Benefit:** Any creature that fails its saving throw against your breath weapon is deafened for a number of minutes equal to your age category (or 1d4 minutes, if you are not a dragon). If you expend one use of your mythic power as a free action when using your breath weapon, it deals an additional 1 point of sonic damage per die of damage it deals (if your breath weapon does not deal hit point damage, this has no effect) and creatures that fail their saving throw against your breath weapon are permanently deafened and, if they are non-mythic creatures, staggered for 1 round times your mythic rank. Creatures that save are deafened for a number of rounds equal to your mythic rank. This feat has no effect on creatures within an area of magical silence.

### SUPPRESS VULNERABILITY (MYTHIC)

*You have inured yourself against the energies that are normally most dangerous to your kind.*

**Prerequisite:** Con 15, vulnerability to at least one kind of energy.

**Benefit:** You lose your vulnerability against the selected energy type and only take normal damage from effects dealing that type of damage.



**MYTHIC DRACOLISK****CR 8/MR 3****XP 4,800**Black half-dragon basilisk (*Pathfinder Roleplaying Game Bestiary*)  
(Black half-dragon basilisk)

N Medium dragon (mythic)

**Init** -1; **Senses** blindsense 60 ft.<sup>MA</sup>, darkvision 60 ft., low-light vision; Perception +14**DEFENSE****AC** 24, touch 9, flat-footed 24 (-1 Dex, +15 natural)**hp** 110 (7d1072)<sup>MA</sup>**Fort** +13, Ref +4, Will +8**Defensive Abilities** hooded gaze<sup>MA</sup>; **DR** 5/epic; **Immune** acid, blindness, dazzling, gaze attacks, paralysis, patterns, sleep**OFFENSE****Speed** 20 ft., fly 40 ft. (average)**Melee** bite +14 (1d8+7), 2 claws +14 (1d4+7)**Special Attacks** breath weapon<sup>MA</sup> (60-ft. line, 7d6 acid damage, Reflex DC 19 half, usable every 1d4 rounds), gaze, mythic power (3/day, surge +1d6), stonegrinder<sup>MA</sup>**STATISTICS****Str** 24, **Dex** 8, **Con** 23, **Int** 4, **Wis** 13, **Cha** 13**Base Atk** +7; **CMB** +14; **CMD** 23 (31 vs. trip)**Feats** Blind-Fight, Great Fortitude<sup>MF</sup>, Iron Will<sup>MF</sup>, Skill Focus (Perception)**Skills** Fly +9, Perception +14, Stealth +13; **Racial Modifiers** +4 Stealth**Languages** Draconic**ECOLOGY****Environment** temperate swamp or underground**Organization** solitary or pair**Treasure** standard**SPECIAL ABILITIES****Breath Weapon (Su)** A mythic dracolisk can use its breath weapon once every 1d4 rounds.**Gaze (Ex)** Turn to stone permanently (as *flesh to stone*), range 30 feet, Fortitude DC 19 negates. A creature petrified in this matter that is then coated (not just splashed) with fresh basilisk or dracolisk blood (taken from a basilisk or dracolisk no more than 1 hour dead) is instantly restored to flesh. A single basilisk or dracolisk contains enough blood to coat 1d3 Medium creatures in this manner. The save DC is Constitution-based.**Hooded Gaze (Ex)** A mythic dracolisk's eyes are hooded and covered with nictitating membranes, rendering it immune to gaze attacks, patterns, and blindness or dazzling resulting from light-based effects.**Stonegrinder (Ex)** A mythic dracolisk's jaws can tear through stone without difficulty, ignoring hardness of less than 10 when attacking objects. If a creature is turned to stone while a mythic dracolisk threatens it, as an immediate action the mythic dracolisk can make a single attack against the newly petrified creature. Every 5 points of damage a mythic dracolisk deals to a petrified creature results in 1 point of ability drain to that creature's Strength, Dexterity, or Constitution (determine randomly) whenever the creature is restored to flesh.



## GIANT MYTHIC ANCIENT BLACK CR 21/MR 8

XP 409,600

Pathfinder Roleplaying Game Bestiary

CE Gargantuan dragon (mythic, water)

**Init** -1; **Senses** dragon senses, **mistsight**<sup>MA</sup>; Perception +30

**Aura** acrid stench<sup>MA</sup> (10 ft., 2d6 acid plus sickened, DC 31), frightful presence (300 ft., DC 25)

### DEFENSE

**AC** 46, touch 5, flat-footed 46 (-1 Dex, +41 natural, -4 size)  
hp 443 (22d12+300)

**Fort** +23, **Ref** +12, **Will** +18

**DR** 15/epic and magic; **Immune** acid, disease, nauseated, paralysis, poison, sickened, sleep; **SR** 36

### OFFENSE

**Speed** 60 ft., fly 250 ft. (clumsy), swim 60 ft.

**Melee** bite +35 (4d6+24/19-20 plus 4d6 acid and disease), 2 claws +34 (4d6+16/19-20), 2 wings +32 (2d6+8), tail slap +32 (2d8+24), gore +320 (4d6+16)

**Space** 20 ft.; **Reach** 15 ft. (20 ft. with bite)

**Special Attacks** acid pool (50-ft. radius), breath weapon (120-ft. line, 20d6 acid damage, Reflex half DC 33, usable every 1d4 rounds), caustic sputum<sup>MA</sup>, corrupt water, crush (4d6+24, DC 31), deadly spines<sup>MA</sup>, fast swallow<sup>MA</sup>, jaws of decay<sup>MA</sup>, **mythic power** (8/day, surge +1d10), swallow-whole<sup>MA</sup> (2d6+24 bludgeoning and 2d6 acid damage plus disease, AC 309, 44 hp), tail sweep (2d6+24, DC 31)

**Spell-Like Abilities** (CL 22nd; concentration +26)

Constant—*speak with animals* (reptiles only)

At will—*darkness* (radius 100 feet), *insect plague*, *plant growth*, *serpent servants*<sup>MA</sup>

**Sorcerer Spells Known** (caster level 11th; concentration +15)

5th (5)—*dominate person* (DC 19), *feeblemind* (DC 19)

4th (8)—*detect scrying*, *dimension door*, *moonstruck* (DC 18)

3rd (8)—*blink*, *clairaudience/clairvoyance*, *nondetection*, *stinking cloud* (DC 17)

2nd (8)—*bull's strength*, *false life*, *invisibility*, *minor image* (DC 16), *mirror image*

1st (8)—*chill touch*, *mage armor*, *protection from chaos/evil/good/law*, *shield*, *shocking grasp*

0 (at will)—*dancing lights*, *detect magic*, *ghost sound* (DC 14), *mage hand*, *mending*, *message*, *prestidigitation*, *read magic*, *resistance*

### STATISTICS

**Str** 43, **Dex** 8, **Con** 31, **Int** 18, **Wis** 21, **Cha** 18

**Base Atk** +22; **CMB** +42; **CMD** 51 (55 vs. trip)

**Feats** Ability Focus (breath weapon), Blinding Critical, Critical Focus<sup>MF</sup>, Devastating Breath<sup>MF</sup>, Improved Critical (bite),

Improved Critical (claws), Improved Natural Attack (claws),

Inescapable Grasp<sup>MF</sup>, Jaws of Death<sup>MF</sup>, Multiattack, Power Attack, Sickening Critical, Snatch, Weapon Focus (bite)

**Skills** Acrobatics +24 (+36 when jumping), Climb +22, Fly +10, Intimidate +29, Knowledge (dungeoneering) +20, Knowledge (nature) +20, Perception +30, Sense Motive +30, Spellcraft +17, Stealth +12 (+16 in water or swamps), Survival +30, Swim +32, Use Magic Device +29 **Languages** Aquan, Common, Draconic **SQ** intestinal fortitude<sup>MA</sup>, speak with reptiles, swamp stride, water breathing

### ECOLOGY

**Environment** warm marshes

**Organization** solitary

**Treasure** triple

### SPECIAL ABILITIES

**Acid Pool (Su)** A mythic ancient black dragon can use its breath weapon to create an acid pool as a standard action. This acid pool has a 50-foot radius, and when created all creatures within take 20d6 points of acid damage (DC 33 Reflex half). Any creature that starts its turn touching this pool takes damage, but can make a Reflex save for half. Each round, the total damage dice of the pool is halved until the result would be less than 1d6. The acid pool floats on water, and deals damage to anything on the surface.

**Acrid Stench (Ex)** A mythic ancient black dragon is surrounded by a miasma of caustic fumes. Creatures within 10 feet take 2d6 points of acid damage at the beginning of the dragon's turn and must succeed at a DC 31 Fortitude save or become sickened for as long as they remain within 10 feet of the dragon and for 1d4 rounds thereafter. If a creature succeeds on this save, it is immune to the sickening effect of the dragon's acrid stench for 1 hour. The save DC is Constitution-based.

**Caustic Sputum (Su)** A mythic ancient black dragon can expend one use of its mythic power as a free action when it uses its breath weapon to cause creatures failing their saving throw to become entangled in tangled clots of acrid mucus. Huge or smaller creatures are treated as if struck by a tanglefoot bag and if adjacent to a solid surface must succeed at a DC 15 Reflex save or become stuck fast to that surface, while creatures flying with wings must succeed at a DC 15 Reflex save or become unable to fly, falling to the ground. Unlike a tanglefoot bag, the caustic sputum works normally underwater. Each round a creature remains entangled by the sputum, it takes 2d6 points of acid damage and must succeed at a Fortitude save or become nauseated by the hideous stench of the deliquescent substance.



**Corrupt Water (Sp)** Once per day the dragon can befoul 10 cubic feet of still water within 300 feet, making unable to support life. Liquid magical items or liquids in a creature's possession gain a Will save (DC 25) to avoid destruction. This is equivalent to a 1st-level spell.

**Deadly Spines (Ex)** A mythic ancient black dragon's body, wings, and tail are covered in razor-sharp spines, allowing its wings and tail to deal both piercing and bludgeoning damage. In addition, its spiraling horns grant the dragon a gore attack as a secondary natural weapon. Creatures striking the dragon with a melee attack take 2d6 points of piercing damage unless using a reach weapon to attack. Creatures damaged by these spines also take 1 point of bleed damage, and as long as they are bleeding take a -2 penalty on saving throws against disease and effects that would cause them to become sickened or nauseated.

**Disease (Su)** Bite—Injury; *save* Fort DC 31; *onset* immediate; *frequency* 1 day; *effect* 1d3 Str, 1d3 Dex, and 1d3 Con damage; *cure* 2 consecutive saves.

**Intestinal Fortitude (Ex)** A mythic ancient black dragon is immune to disease, ingested poisons, and effects that would cause it to become sickened or nauseated.

**Jaws of Decay (Su)** A mythic ancient black dragon's jaws inflict a virulent disease, and when a creature fails its saving throw against this disease the dragon may expend one use of its mythic power to make that disease highly contagious, as the mythic contagion spell. A creature that is swallowed whole must save every round to avoid contracting this disease. If the dragon confirms a critical hit with its bite or swallows a creature whole and the target fails its saving throw, their disease is automatically highly contagious without the need to expend mythic power.

**Serpent Servants (Sp)** A mythic ancient black dragon can summon 1d3 venomous snake swarms as a standard action. If the dragon expends one use of its mythic power as a free action when performing this summons, the swarms gain the agile mythic simple template and gain immunity to the dragon's spell-like and supernatural abilities, including its breath weapon. This is equivalent to a 7th-level spell. If the dragon is struck by an attack while one of these swarms is adjacent to it, the dragon can expend one use of its mythic power as an immediate action to redirect that attack to target the swarm rather than itself. The swarm's normal defenses apply, and the dragon takes no damage from the attack unless it affects an area.

**Swamp Stride (Ex)** The dragon can move through bogs and quicksand without penalty at its normal speed.

**Water Breathing (Ex)** The dragon can breathe underwater and freely use its breath weapon, spells, and other abilities while submerged.



## GIANT MYTHIC JUVENILE BLUE DRAGON CR 13/MR 5

XP 25,600

*Pathfinder Roleplaying Game Bestiary*

LE Huge dragon (earth, mythic)

**Init** +4; **Senses** dragon senses, tremorsense 30 ft. (when on ground); Perception +17

**Aura** frightful presence (120 ft., DC 18)

### DEFENSE

**AC** 30, touch 8, flat-footed 30 (+22 natural, –2 size)

**hp** 200 (12d12+122)

**Fort** +13, **Ref** +9, **Will** +10

**DR** 10/epic; **Immune** electricity, paralysis, sleep

### OFFENSE

**Speed** 40 ft., burrow 20 ft., fly 200 ft. (poor)

**Melee** bite +21 (2d8+15), 2 claws +20 (2d6+10), 2 wings +18 (1d8+5), tail slap +18 (2d6+15)

**Space** 15 ft.; **Reach** 10 ft. (15 ft. with bite)

**Special Attacks** bend bolt<sup>MA</sup>, breath weapon (100-ft. line, 8d8 electricity damage, Reflex DC 22 for half, usable every 1d4 rounds), crush (2d8+15, DC 22), desert thirst, hissing sand<sup>MA</sup>, **mythic power** (5/day, surge +1d8), sand slumber<sup>MA</sup>, thunderous charge<sup>MA</sup>

**Spell-Like Abilities** (CL 12th; concentration +14)

At will—*create water*, *ghost sound* (DC 12), *minor image* (DC 14)

**Sorcerer Spells Known** (CL 1st; concentration +3)

1st (4/day)—*feather fall*, *mage armor*

0—*dancing lights*, *detect magic*, *prestidigitation*, *resistance*

### STATISTICS

**Str** 31, **Dex** 10, **Con** 23, **Int** 14, **Wis** 15, **Cha** 14

**Base Atk** +12; **CMB** +25; **CMD** 35 (39 vs. trip)

**Feats** Dazzling Display<sup>MF</sup>, Hover<sup>MF</sup>, Improved Initiative, Multiattack, Roaring Breath<sup>MF</sup>, Shatter Defenses, Weapon Focus (bite)

**Skills** Appraise +7, Bluff +17, Fly +8, Intimidate +17, Knowledge (dungeoneering) +7, Knowledge (geography) +7, Knowledge (local) +7, Knowledge (nature) +7, Perception +17, Spellcraft +17, Stealth +8 (+18 on ground), Survival +7, Use Magic Device +17

**Languages** Common, Draconic, Terran

**SQ** dust cloud<sup>MA</sup>, sand quiet<sup>MA</sup>, sound imitation

### ECOLOGY

**Environment** warm deserts

**Organization** solitary

**Treasure** triple

### SPECIAL ABILITIES

**Bend Bolt (Su)** By expending one use of mythic power, a mythic blue dragon can bend the line of its breath weapon once up to 90 degrees, and cause any creature that fails its save against the breath weapon to be stunned for 1 round.

**Desert Thirst (Su)** A mythic blue dragon can cast *create water* at will (caster level 12th). Alternatively, it can destroy an equal amount of liquid in a 10-foot burst. Unattended liquids are instantly reduced to sand. Liquid-based magic items (such as potions) and items in a creature's possession must succeed on a Will save (DC 22) or be destroyed.

**Dust Cloud (Ex)** Sand and dust swirls around a mythic blue dragon's body, attracted by its natural electrical charge. This provides the dragon with concealment but doesn't interfere with the dragon's senses or attacks in any way.

**Hissing Sand (Su)** As a standard action, a mythic blue dragon can expend one use of its mythic power to exhale its breath weapon into the ground and animate the resulting fulgurite into a seething nest of stony serpents, taking the form of four *snake swarms* (*Pathfinder Roleplaying Game Bestiary* 3) that originate in the squares adjacent to the place the dragon's breath struck. These snake swarms are constructs rather than animals, with hardness 8 and immunity to electricity, but otherwise have statistics identical to normal snake swarms. Any creature damaged by one of these snake swarms takes 1d6 points of electricity damage in addition to the normal damage dealt by the swarm. These snake swarms do not harm the dragon and remain stationary unless the dragon spends a move action to direct their movements. These snake swarms last until destroyed or until 1 minute passes, at which point they crumble into sand.

**Sand Quiet (Su)** As long as a mythic blue dragon is in contact with the ground, it can use a move action to shunt ambient noise within a 30-foot radius into the ground, rendering the area nearly silent until the beginning of its next turn. Using this ability grants the dragon a +10 bonus on Stealth checks and tremorsense 60 in a 60-foot radius until the beginning of its next turn as long as it is touching the ground and can feel the vibrations absorbed into the sands. This silencing effect does not prevent spellcasting with verbal components or the use of magic item command words (although those components will be inaudible), but it does negate sonic and language-dependent effects and bardic performance with audible components, and prevent the use of voice commands to conjured, summoned, or charmed creatures. At the beginning of the dragon's next turn after using this ability, it can expend



one use of its mythic power as a swift action to release the stored sound in a deafening blast that affects all creatures other than the dragon in a 30-foot radius spread centered on the dragon and within 5 feet of the ground as *shout* (DC 16). If the dragon expends two uses of its mythic power, it functions as *mythic shout*.

**Sand Slumber (Ex)** A mythic blue dragon gains tremorsense 30 feet when on the ground or burrowing, and it when underground it can use its sound imitation ability to cause sounds to emanate from any point above ground within 30 feet. Alternatively, the dragon can expend one use of its mythic power to cause the sandy surface above to shift and swirl with a soporific sussurance that functions as *deep slumber* (DC 15), though affecting only creatures touching the ground. If the dragon expends two uses of its mythic power, this functions as *mythic deep slumber*.

**Sound Imitation (Ex)** A mythic blue dragon can mimic any voice or sound it has heard by making a successful Bluff check against a listener's Sense Motive check.

**Thunderous Charge (Su)** When a mythic blue dragon charges or uses its crush attack, it is sheathed in an aura of thunder and lightning until the beginning of its next turn. Any creature it strikes with its natural weapons or that strikes it in melee (unless using a reach weapon) takes 1d6 points of electricity damage and 1d6 points of sonic damage and must succeed at a DC 22 Fortitude save or be deafened and dazzled for 1 minute. The save DC is Constitution-based.



## GIANT MYTHIC ADULT GREEN DRAGON CR 16/MR 6

XP 76,800

*Pathfinder Roleplaying Game Bestiary*

LE Gargantuan dragon (air, mythic)

**Init** -1 (+5 in forests); **Senses** dragon senses, **greensight**<sup>MA</sup>;  
Perception +21

**Aura** frightful presence (180 ft., DC 20)

### DEFENSE

**AC** 33, touch 5, flat-footed 33 (-1 Dex, +28 natural, -4 size)

**hp** 307 (15d12+210)

**Fort** +19, **Ref** +8, **Will** +14

**DR** 10/epic and magic; **Immune** acid, paralysis and sleep; **SR** 30

### OFFENSE

**Speed** 40 ft., fly 250 ft. (clumsy), swim 40 ft.

**Melee** bite +21 (4d6+15), 2 claws +21 (2d8+10), 2 wings +19 (2d6+5), tail slap +19 (2d8+15)

**Space** 20 ft.; **Reach** 15 ft. (20 ft. with bite)

**Special Attacks** bilious spew<sup>MA</sup>, breath of bewilderment<sup>MA</sup>, breath weapon (60-ft. cone, 12d6 acid damage, Reflex half DC 29, usable every 1d4 rounds), chlorinous miasma<sup>MA</sup>, crush (Medium creatures, DC 27, 4d6+15), delirious breath<sup>MA</sup>, **mythic power** (6/day, surge +1d8), tail sweep (Small creatures, DC 27, 2d6+15)

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

At will—*charm person* (DC 14), *entangle* (DC 14), *suggestion* (DC 16)

**Sorcerer Spells Known** (caster level 5th; concentration +8)

2nd (6)—*mirror image*, *speak with plants*

1st (8)—*mage armor*, *protection from chaos/evil/good/law*, *shield*, *speak with animals*

0 (at will)—*dancing lights*, *detect magic*, *ghost sound* (DC 13), *mage hand*, *mending*, *read magic*

### STATISTICS

**Str** 31, **Dex** 8, **Con** 31, **Int** 16, **Wis** 17, **Cha** 16

**Base Atk** +15; **CMB** +29; **CMD** 38 (42 vs. trip)

**Feats** Ability Focus (breath weapon), Flyby Attack, Improved Vital Strike, Iron Will, Multiattack, Power Attack<sup>MF</sup>, Snatch<sup>MF</sup>, Vital Strike<sup>MF</sup>

**Skills** Bluff +21, Fly +3, Intimidate +21, Knowledge (geography) +9 (+15 in forests), Knowledge (local) +10, Knowledge (nature) +10, Perception +21 (+27 in forests), Sense Motive +10, Spellcraft +20, Stealth +5 (+11 in forests), Survival +21 (+27 in forests), Swim +22, Use Magic Device +21

**Languages** Common, Draconic, Elven, Giant, Sylvan

**SQ** forestmaster<sup>MA</sup>, greenwhispers<sup>MA</sup>, trackless step, water breathing, woodland stride

### ECOLOGY

**Environment** temperate forests

**Organization** solitary

**Treasure** triple

### SPECIAL ABILITIES

**Bilious Spew (Ex)** A mythic green dragon can regurgitate a glob of dragon bile poison into its mouth once per minute as a swift action. It can keep the bile in its mouth, where it affects the next creature the dragon hits with its bite attack; even if the bite attack misses the target's AC, the target is exposed to this poison if the dragon hits the target's touch AC. Alternatively, the dragon can spit this bile up to 60 feet as a ranged touch attack. If the attack misses, determine where it lands as a splash weapon. A target struck by this bilious spew is directly exposed to the poison, while creatures in a 5-foot burst are also exposed but gain a +4 bonus on their saving throw. The dragon can keep the bilious spew in its mouth as long as it desires but cannot use its breath weapon without first using the bilious spew or swallowing it again as a swift action.

**Breath of Bewilderment (Su)** A mythic green dragon can choose to exhale a cone-shaped spread of soporific mist that deals nonlethal damage instead of acid damage. Creatures in the cone must attempt a Will save instead of a Reflex save for half damage. If the dragon expends a use of its mythic power when breathing, creatures failing their saves against its breath of bewilderment are affected as *mind fog* for 1 minute.

**Chlorinous Miasma (Ex)** A mythic green dragon can expend one use of its mythic power when it breathes to enhance the effect of its delirious breath. Creatures failing their save are nauseated for 1 round, and each round at the end of their turn must succeed on a Fortitude save against the breath weapon's DC to end the nauseated condition. Failure causes the nausea to continue until the creature's next turn, and a creature that fails three consecutive saving throws falls unconscious and begins drowning (as described in Chapter 13 of the *Pathfinder Roleplaying Game Core Rulebook*) in its dissolving lung tissue and secretions.

**Delirious Breath (Su)** Creatures who fail their saves against the dragon's breath weapon are either confused or nauseated for 1 round. The dragon chooses which effect to apply when it uses its breath weapon, and it can use only one effect per breath.



**Forestmaster (Ex)** A mythic green dragon treats forests (or jungles, at the GM's option) as its favored terrain, as a 15th-level ranger, gaining a +6 bonus on initiative checks and Knowledge (geography), Perception, Stealth, and Survival checks, and it can select spells from the ranger list as well as the sorcerer list (if the same spell is on both lists at different levels, it can select the spell at the lowest level available to it). The dragon can spend one use of its mythic power as a standard action to designate a creature as its quarry, as the ranger class ability, though this ability functions only while the dragon and its quarry are both within a forest.

**Greenwhispers (Ex)** A mythic green dragon in forest or jungle terrain can cause its voice to emanate from different locations, as if using constant *ventriloquism* (Will DC 14 disbelief). If the dragon expends one use of its mythic power as a move action, for the next minute all creatures able to hear its voice (either its actual voice or its ventriloquism) hear its echoing whispers in their native language, as the *tongues* spell, and it may affect animals, fey, and plants with mind-affecting effects as if they were humanoids that understood its language.

**Trackless Step (Ex)** A green dragon does not leave a trail in natural surroundings (unless it wishes to) and cannot be tracked.

**Water Breathing (Ex)** A green dragon can breathe underwater and use its breath weapon, spells, and other abilities underwater without impairment.

**Woodland Stride (Ex)** A green dragon can move through foliage at full speed without taking damage or suffering impairment. Magically manipulated plants affect it normally.



**MYTHIC GREAT WYRM RED DRAGON CR 27/MR 10****XP 4,915,200***Pathfinder Roleplaying Game Bestiary*

CE Colossal dragon (fire, mythic)

**Init** +11/−9<sup>MF</sup>, dual initiative; **Senses** dragon senses, smoke vision; searching gaze<sup>MA</sup>; Perception +38**Aura** fire aura (10 ft., 2d6), frightful presence (360 ft., DC 33)**DEFENSE****AC** 51, touch −1, flat-footed 51 (−3 Dex, +52 natural, −8 size)**hp** 694 (29d12+506)**Fort** +30, **Ref** +13, **Will** +22**Defensive Abilities** draconic fortitude<sup>MA</sup>, dragon blood (4d6 fire)<sup>MA</sup>, jeweled coat<sup>MA</sup>; **DR** 20/epic and magic; **Immune** fire, paralysis, sleep; **SR** 43**Weaknesses** vulnerable to cold**OFFENSE****Speed** 40 ft., fly 250 ft. (clumsy)**Melee** bite +41 (8d6+30/19−20 plus grab), 2 claws +41 (8d6+20/19−20 plus grab), 2 wings +39 (4d6+10), tail slap +39 (4d8+30)**Space** 30 ft.; **Reach** 25 ft. (35 ft. with bite)**Special Attacks** breath weapon (80-ft. cone, 24d10 fire damage, Reflex half DC 40, usable every 1d4 rounds), burn for me<sup>MA</sup>, crush (Huge creatures, DC 38, 8d6+30), fool's gold<sup>MA</sup>, imperious glare<sup>MA</sup>, incinerate, manipulate flames, melt stone, mythic power (10/day, surge +1d12), searing smoke<sup>MA</sup>, tail sweep (30 feet, Large creatures, DC 38, 4d6+30)**Spell-Like Abilities** (CL 29th; concentration +35)At will—*detect magic*, *discern location*, *find the path*, *pyrotechnics* (DC 18), *suggestion* (DC 19), *wall of fire***Sorcerer Spells Known** (caster level 19th; concentration +25)9th (4)—*mage's disjunction*, *time stop*<sup>MS</sup>8th (6)—*dimensional lock*<sup>MS</sup>, *mind blank*<sup>\*MS</sup>, *protection from spells*<sup>\*MS</sup>7th (6)—*deflection*<sup>APG</sup>, *grasping hand*<sup>\*MS</sup>, *waves of exhaustion*6th (6)—*cold ice strike*<sup>UM</sup> (DC 23), *contingency*<sup>MS</sup>, *globe of invulnerability*<sup>MS</sup>5th (7)—*mage's private sanctum*, *suffocation*<sup>APG</sup> (DC 22), *teleport*, *wall of force*4th (7)—*charm monster* (DC 21), *enervation*, *scrying* (DC 21), *vitriolic mist*<sup>UM</sup>3rd (7)—*blink*, *dispel magic*, *heroism*<sup>MS</sup>, *protection from energy*2nd (7)—*alter self*<sup>MS</sup>, *bear's endurance*, *create treasure map*<sup>APG</sup>, *frigid touch*<sup>UM</sup>, *mirror image*1st (8)—*alarm*, *disguise self*, *mage armor*<sup>MS</sup>, *shield*, *vanish*<sup>APG</sup>0 (at will)—*arcane mark*, *dancing lights*, *detect poison*, *ghost sound* (DC 17), *light*, *mage hand*, *mending*, *prestidigitation*, *read magic*\* The mythic version of this spell appears in *Mythic Magic: Core Spells* from Legendary Games. If you do not have this product, substitute a different mythic spell.**STATISTICS****Str** 51, **Dex** 4, **Con** 39, **Int** 22, **Wis** 23, **Cha** 22**Base Atk** +29; **CMB** +57 (+61 grapple); **CMD** 64 (68 vs. trip)**Feats** Ability Focus (breath weapon), Breath Manipulation<sup>MF</sup>, Cleave<sup>MF</sup>, Critical Focus<sup>MF</sup>, Flyby Attack, Great Cleave, Improved Critical (bite), Improved Critical (claws), Improved Initiative<sup>MF</sup>, Improved Natural Attack (claws), Multiattack, Mythic Spell Lore<sup>MF</sup>, Power Attack, Quicken Spell, Snatch, Staggering Critical, Stunning Critical**Skills** Acrobatics +26, Appraise +20, Bluff +38, Craft (traps) +20, Disguise +20, Fly +13, Intimidate +38, Knowledge (arcana) +20, Knowledge (engineering) +20, Knowledge (history) +20, Knowledge (nobility) +20, Linguistics +16, Perception +38, Sense Motive +30, Spellcraft +38, Stealth +10, Survival +20, Use Magic Device +38**Languages** Abyssal, Aklo, Auran, Common, Draconic, Dwarven, Elven, Giant, Goblin, Ignan, Infernal, Orc, Terran, Undercommon**SQ** hulking brute<sup>MMA</sup>**ECOLOGY****Environment** warm mountains**Organization** solitary**Treasure** triple**SPECIAL ABILITIES****Burn for Me (Su)** A mythic great wyrm red dragon can expend 1 use of mythic power as a move action to strip away the fire resistance or fire immunity of a creature within 60 feet for 1 minute. If the dragon expends two uses of its mythic power, it can target up to 5 creatures within range. If that fire resistance or immunity is gained from a temporary effect, including a polymorph effect, that effect is automatically suppressed. If it is a permanent ability, a DC 30 Will save negates this ability if the target is mythic or reduces the duration to 1d4 rounds if the target is non-mythic. The save DC is Charisma-based.**Draconic Fortitude (Ex):** Whenever the dragon would take ability damage, ability drain, temporary or permanent penalties to ability scores, or temporary negative levels, it ignores an amount of that damage, drain, penalty, or number of levels equal to one-half its mythic rank. In addition, a dragon can expend one use of its mythic power as a free action to end any one of the following effects currently affecting it: bleed, blinded, confused, cowering, dazed, dazzled, deafened, entangled, exhausted, fascinated, fatigued, frightened, nauseated, panicked, paralyzed, shaken, sickened, staggered, or stunned. It can use this ability at the beginning of its turn if one of the above conditions would prevent the dragon from taking actions.



The dragon can also negate permanent conditions such as *feblemind*, *insanity*, a permanent negative level, or petrification by expending two uses of its mythic power if the condition resulted from a non-mythic effect, or 3 uses of its mythic power if it was from a mythic effect.

**Fire Aura (Su)** The dragon is surrounded by an aura of intense heat dealing 2d6 points of fire damage to creatures within 10 feet every round at the beginning of its turn.

**Fool's Gold (Sp)** Once per day, a mythic great wyrm red dragon can create a *mirage arcana* (DC 33 Will disbelief) that disguises its real treasure hoard while also creating one or more illusory decoy hoards to mislead and entrap enemies. Any creature within the area of this *mirage arcana* is automatically dazzled and becomes fascinated (DC 33 Will negates) by the sheer amount of wealth it perceives. A creature that saves or is attacked by the dragon is immune to this fascination for 24 hours (including from other *mirage arcana* effects the dragon creates). A creature using *scrying* to observe the area of the *mirage arcana* perceives the area as desolate and abandoned, entirely empty of creatures or wealth. If the *scrying* effect is a mythic effect, the caster can attempt a caster level check against a DC equal to 11 plus the dragon's Hit Dice to penetrate this illusion. The dragon can use this ability more than once per day by spending one use of mythic power for each additional use.

By spending one use of its mythic power as a standard action, the dragon can use *envious urge* (DC 22 Will negates) on creatures within the area of its *mirage arcana*, driving them mad with murderous greed.

**Hulking Brute (Ex)** A mythic great wyrm red dragon is much larger than normal for its size category. Its movement is not impeded by difficult terrain, and it can move through the spaces of other creatures smaller than Huge without impediment (and vice versa). It gains a +4 size bonus to Strength and Constitution and a +3 bonus to its natural armor bonus to AC, though it takes a -2 penalty to its Dexterity. Though its actual size category does not increase and it takes no size penalty on its attack rolls or to its Armor Class, it is considered one size category larger for all other purposes, including its reach, damage dealt by its natural attacks, size of its breath weapon, and qualification for and the effects of size-based special attacks like crush, tail sweep, grab, swallow whole, and the Snatch feat. Damage dealt by mythic abilities like dragon blood and lingering breath is likewise increased by one die size, as if the dragon were one size category larger. Since the dragon is already Colossal, it gains the following benefits: **Reach** increased to 40 feet (50 feet with its

bite); **CMB** increase by 4; **CMD** increase by 4; **Damage** increased to bite 8d6, claws 8d6 (with Improved Natural Attack), wings 4d6, tail slap 4d8, crush 8d6, tail sweep 4d6; **Breath Weapon** length increased to 160 feet for line-shaped breath weapons, 80 feet for cone-shaped breath weapons.


**Imperious Glare (Su)** As a swift action, the dragon can focus the terrifying power of its will and its overwhelming sense of authority to force a creature within 100 feet to cower before it for 1 round unless it succeeds at a DC 33 Will save. If the target fails its save by 5 or more, the dragon can also make a *suggestion* to the target, which it will begin obeying after it ceases cowering. If dragon expends one use of its mythic power as part of this swift action, it can affect up to 5 creatures, though all must be within 50 feet of each other; all creatures failing their save by 5 or more follow the same *suggestion*. This is treated as a gaze attack. The save DC is Charisma-based.

**Incinerate (Su)** A great wyrm red dragon can incinerate creatures in its fiery breath. A creature reduced to fewer than 0 hit points by its breath weapon must make a DC 40 Fortitude save. Failure indicates that the creature is reduced to ash. Creatures destroyed in this way can only be restored to life through *true resurrection* or similar magic.

**Jeweled Coat (Su)** A mythic great wyrm red dragon can embed countless crystals and gems in its scales, using its breath weapon to fuse them into place. This glittering glacia has a 50% chance to negate critical hits or precision-based damage, as if the dragon were wearing fortification armor; this is considered a mythic fortification effect. In addition, its jeweled coat can absorb magical effects as a *rod of absorption* with 20 charges. As magical energy stored with this absorption ability is expended, its jeweled coat begins to crumble and decay. When the jeweled coat is reduced below half its total spell levels remaining, the dragon's chance to ignore critical hits is reduced to 25%. When all are expended, it loses the ability to ignore critical hits. The jeweled coat can be replenished by embedding new gemstones, requiring 1 minute and 1,000 gp worth of gemstones to replenish 1 level of absorptive capacity.

**Manipulate Flames (Su)** The dragon can control any fire spell within 120 feet as a standard action, allowing it to move that fire effect as if it were the caster or to reposition a stationary fire effect to a new valid placement for the spell. For 1 round following the use of this ability, the dragon can control any new fire spell cast within this radius as if it were the caster, making all decisions allowed to the caster, including canceling the spell.





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**Melt Stone (Su)** The dragon can use its breath weapon to melt rock at a range of 100 feet, melting rock in a 60-foot radius to a depth of 1 foot. Any creature in contact with this lava takes 20d6 points of fire damage on the first round, 10d6 the second round, and none thereafter. If used on a wall or ceiling, treat this ability as an avalanche dealing fire damage affecting the same area.

**Searching Gaze (Su)** Once per round as a free action, the dragon can direct its glowing gaze like searching streamers of light in a 120-foot line. It sees with *true seeing* in this line, and any in the area are outlined in *faerie fire* for 1 minute unless using a mythic power, spell, or item to become hidden or invisible. The dragon can expend one use of its mythic power in order to gain *mythic true seeing* (described in *Mythic Magic: Core Spells* from *Legendary Games*) for 1 minute whenever it uses this ability.

**Searing Smoke (Su)** Whenever the dragon uses its breath weapon, the area of effect is filled with ash and smoke shot through with glowing embers that lasts until the beginning of its next turn. This searing smoke blocks vision as *obscuring mist* and deals 6d6 points of damage to any creature or object in, entering, or passing through the area while the smoke persists. If that creature needs to breathe, it is also sickened for 1d4 rounds by the noxious, choking vapors. A successful DC 40 Fortitude save halves damage and negates the sickened condition, and creatures with the fire subtype are immune.

**Smoke Vision (Ex)** The dragon can see perfectly in smoky conditions.







## GIANT MYTHIC GREAT WYRM WHITE DRAGON CR 23/MR 9

XP 819,200

Pathfinder Roleplaying Game Bestiary

CE Colossal dragon (cold, mythic)

**Init** +13/-7<sup>MF</sup>, dual initiative; **Senses** dragon senses, snow vision; Perception +33

**Aura** cold aura (10 ft., 2d6 cold), frightful presence

### DEFENSE

**AC** 49, touch 2, flat-footed 49 (+47 natural, -8 size)

**hp** 527 (25d12+365)

**Fort** +25, **Ref** +14, **Will** +19

**Defensive Abilities** shattering scales<sup>MA</sup>; **DR** 20/epic and magic;

**Immune** cold, paralysis, sleep; **SR** 39

**Weaknesses** vulnerability to fire

### OFFENSE

**Speed** 30 ft., burrow 30 ft., fly 250 ft. (clumsy), swim 60 ft.

**Melee** bite +33 (8d6+24), 2 claws +33 (4d6+16), 2 wings +31 (2d8+8), tail slap +31 (4d6+24)

**Space** 30 ft.; **Reach** 20 ft. (30 ft. with bite)

**Special Attacks** blizzard, breath weapon (70-ft. cone, 24d4 cold damage, Reflex DC 35 for half, usable every 1d4 rounds), brumal breath<sup>MA</sup>, freezing fog, ice tomb, **mythic power** (9/day, surge +1d10), onrushing avalanche<sup>MA</sup>, power slide<sup>MA</sup>, trample<sup>MA</sup> (4d6+24, DC 38), uttercold beam<sup>MA</sup>

**Spell-Like Abilities** (CL 25th; concentration +29)

At will—*control weather*, *fog cloud*, *gust of wind* (DC 16), *wall of ice* (DC 18)

3/day—quicken *wall of ice*

**Sorcerer Spells Known** (CL 13th; concentration +17)

6th (4)— *contingency*<sup>MS</sup>, *globe of invulnerability*<sup>MS</sup>

5th (6)— *dominate person*<sup>MS</sup> (DC 19), *mage's private sanctum*<sup>MS\*</sup>, *teleport*

4th (7)— *calcific touch*, *charm monster* (DC 18), *greater invisibility*, *scrying*<sup>MS\*</sup> (DC 18)

3rd (7)— *dispel magic*, *haste*<sup>MS</sup>, *heroism*<sup>MS</sup>, *tongues*

2nd (7)— *alter self*, *bear's endurance*, *blur*<sup>MS\*</sup>, *cat's grace*, *mirror image*

1st (7)— *alarm*, *feather fall*, *mage armor*<sup>MS</sup>, *true strike*, *vanish*

0 (at will)— *detect magic*, *detect poison*, *ghost sound* (DC 14), *light*, *mage hand*, *mending*, *open/close*, *prestidigitation*, *resistance*

### STATISTICS

**Str** 43, **Dex** 10, **Con** 33, **Int** 18, **Wis** 21, **Cha** 18

**Base Atk** +25; **CMB** +49; **CMD** 59 (63 vs. trip)

**Feats** Ability Focus (breath weapon), Combat Reflexes<sup>MF</sup>, Flyby Attack, Greater Vital Strike, Improved Initiative<sup>MF</sup>, Improved Natural Attack (bite), Improved Vital Strike, Multiattack, Mythic Spell Lore<sup>MF</sup>, Power Attack, Quicken Spell-Like Ability (*wall of ice*), Snatch, Stunning Assault, Suppress Vulnerability<sup>MF</sup>, Vital Strike<sup>MF</sup>

**Skills** Acrobatics +25 (+37 when jumping), Bluff +32, Climb

+20, Fly +12, Intimidate +32, Perception +33, Sense Motive +29, Spellcraft +32, Stealth +12, Survival +33, Swim +30, Use Magic Device +32; Racial Modifiers +12 Acrobatics when jumping  
**Languages** Aquan, Common, Draconic, Giant  
**SQ** glacial palisade<sup>MA</sup>, ice shape, ice slick<sup>MA</sup>, ice worm<sup>MA</sup>, icewalking

### ECOLOGY

**Environment** cold mountains

**Organization** solitary

**Treasure** triple

### SPECIAL ABILITIES

**Blizzard (Su)** A mythic great wyrm white dragon can use its breath weapon to create a blizzard in the area around it as a standard action. This creates heavy snow conditions in a 50-foot radius for 1 minute, centered on the dragon. This snow slows movement (4 squares of movement per square entered) and limits vision as fog does.

**Brumal Breath (Su)** Any creature failing its save against a great wyrm white dragon's breath becomes fatigued. If already fatigued, it becomes exhausted. If the dragon expends one use of its mythic power as a free action when using its breath weapon, creatures damaged by its breath weapon are fatigued even on a successful save and become exhausted on a failed save. A creature already exhausted that fails its save against the dragon's breath is paralyzed with cold for a number of rounds equal to the dragon's age category.

**Freezing Fog (Sp)** A mythic great wyrm white dragon can use this ability three times per day. It is similar to an *acid fog* spell (caster level 25th) but deals cold damage instead of acid damage. It also causes a rime of slippery ice to form on any surface the fog touches, creating the effect of a *grease* spell. The dragon is immune to the *grease* effect because of its icewalking ability. This ability is the equivalent of a 6th-level spell.

**Glacial Palisade (Su)** A mythic great wyrm white dragon can expend one use of its mythic power or one use of its breath weapon as part of the action to use its *wall of ice* spell-like ability in order to empower or widen the *wall of ice*, as if using the Empower Spell or Widen Spell metamagic feats, or to use the mythic version of *wall of ice*. The dragon may expend two uses of mythic power to use the augmented version of mythic *wall of ice*.

**Ice Shape (Su)** A mythic great wyrm white dragon can shape ice and snow at will. This ability functions as *stone shape* (caster level 25th) but only targeting ice and snow, not stone.



**Ice Slick (Ex)** Ice and slush persist from a mythic great wyrm white dragon's breath weapon, coating all surfaces in the area and turning the area into difficult terrain for 12 minutes. The dragon can also breathe at a location up to 360 feet away, dealing no damage but coating the area in ice and slush in a 35-foot-radius spread.

**Ice Tomb (Sp)** A mythic great wyrm white dragon can, once per day as a standard action, cause a creature to sink into ice. This works as *imprisonment* (caster level 25th, DC 26 Will negates), but only while the target is touching an icy surface. Targets entombed by this ability can be freed by casting *freedom* or by physically freeing the creature from the ice (Hardness 0, 360 hit points). The save DC is Charisma-based.

**Ice Worm (Ex)** When a mythic great wyrm white dragon is burrowing, it gains tremorsense 60 feet and can move before and after taking a single standard action, provided its movement does not exceed its speed, similar to the Flyby Attack feat but applying to burrowing movement instead. It need not emerge fully from the ice in order to attack creatures on the surface, and it has improved cover (+8 cover bonus to AC, +4 bonus on Reflex saves, and improved evasion) against creatures attacking it in the midst of its movement.

**Icewalking (Ex)** This ability works like the *spider climb* spell, but the surfaces the dragon climbs must be icy. The dragon can move across icy surfaces without penalty and does not need to make Acrobatics checks to run or charge on ice.

**Onrushing Avalanche (Ex)** When a great wyrm white dragon uses its trample attack, it causes a massive upheaval of any snowy or icy surface, trailing an avalanche in its wake. Any squares through which the dragon passes are considered a slide zone, forcing creatures in its path to succeed at a DC 15 Reflex save to avoid taking 3d6 points of bludgeoning damage and being buried. Prone creatures, including creatures knocked prone by its power slide ability, take a -4 penalty on this saving throw. In addition, when the dragon is burrowing through ice and snow it can expend one use of its mythic power as a move action to perform a special trample attack, burrowing up to its speed and ending its movement by erupting partially out of the ice and snow. This trample affects only those creatures within the dragon's 30-foot-square space and allows the dragon to attempt an awesome blow combat maneuver against each creature in the area (as if it had spent a use of mythic power with its power slide ability). Squares adjacent to the dragon are considered a bury zone, dealing 8d6 points of bludgeoning damage

(DC 15 Reflex half) and burying creatures automatically. All other squares within 30 feet are a slide zone, dealing 3d6 points of damage (DC 15 Reflex negates) and burying any creatures that fail their saves. Prone creatures, including those knocked prone by the dragon's awesome blows, take a -4 penalty on their saving throw against the avalanche.

**Power Slide (Ex)** If a mythic great wyrm white dragon deals trample damage to one or more opponents on ice, snow, frozen tundra, or a similar slippery surface, it can expend one use of mythic power to attempt an awesome blow combat maneuver against each damaged target, as if it had the Awesome Blow monster feat.

**Shattering Scales (Ex)** The cold of a mythic great wyrm dragon's scales is so absolute that weapons striking it lose 1d8 points of hardness (DC 33 Fortitude negates, using the weapon's own Fortitude save for ranged weapons, missiles, and unattended objects and the wielder's save for melee weapons). Any weapon striking its hide, as well as any creature striking it with a natural weapon, unarmed strike, or melee touch attack also takes 2d8 points of cold damage, applied after hardness is reduced and not halved as energy damage normally is for damaging objects. Piercing or slashing weapons (not including natural weapons or unarmed strikes) take double damage. A weapon reduced below one-half its normal hardness or hit points gains the broken condition. A weapon reduced below 0 hit points shatters, regardless of how many hit points it has remaining. A weapon that shatters deals no damage, and a weapon that becomes broken as a result of this ability takes a -2 penalty on damage rolls and has a critical threat range of 20 and a critical modifier of x2; these modifiers apply to damage dealt by the hit on which the weapon became broken. The save DC is Constitution-based.

**Snow Vision (Ex)** A mythic great wyrm white dragon can see perfectly well in snowy conditions and does not suffer any penalties to Perception checks while in snow.

**Uttercold Beam (Su)** A mythic great wyrm white dragon can change the shape of its breath weapon to a 140-foot line, or to a 140-foot ray. In the form of a ray, its breath weapon affects only a single target and requires a successful ranged touch attack, but it does not allow the target a saving throw. If the dragon expends one use of its mythic power when using its breath weapon, it bypasses all non-mythic cold resistance or immunity, except for that possessed by creatures with the cold subtype, and mythic cold resistance or immunity provides only half its normal protection.



## GIANT MYTHIC FLAME DRAKE

CR 7/MR 3

XP 3,200

*Pathfinder Roleplaying Game Bestiary 2*

CE Huge dragon (fire, mythic)

**Init** +7<sup>MF</sup>; **Senses** darkvision 60 ft., low-light vision, scent, smoke breather<sup>MA</sup>; Perception +10

### DEFENSE

**AC** 22, touch 8, flat-footed 22 (+14 natural, -2 size)

**hp** 99 (6d12+60)

**Fort** +10, **Ref** +5, **Will** +6

**DR** 5/epic; **Immune** fire, paralysis, sleep

**Weaknesses** vulnerable to cold

### OFFENSE

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

**Melee** bite +12 (2d8+8 plus 1d6 fire), tail slap +7 (1d8+4)

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

**Special Attacks** fireball breath, lingering breath<sup>MA</sup> (2d8 fire, 3 rounds), sooty flame<sup>MA</sup>, mythic power (3/day, surge +1d6)

### STATISTICS

**Str** 27, **Dex** 11, **Con** 20, **Int** 9, **Wis** 12, **Cha** 10

**Base Atk** +6; **CMB** +16; **CMD** 26

**Feats** Flyby Attack, Improved Initiative<sup>MF</sup>, Power Attack<sup>MF</sup>

**Skills** Fly +5, Intimidate +9, Perception +10, Stealth +1, Survival +10

**Languages** Draconic

**SQ** elusive speed<sup>MA</sup>, speed surge

### ECOLOGY

**Environment** temperate mountains or hills

**Organization** solitary, pair, or rampage (1–4 mythic flame drakes and 2–8 flame drakes)

**Treasure** standard

### SPECIAL ABILITIES

**Elusive Speed (Ex)** When a mythic flame drake uses its speed surge, it gains the benefits of the Mobility and Wind Stance feats until the beginning of its next turn, and if in a smoky environment it can make a Stealth check with a +8 bonus as part of this move action, even if under direct observation.

**Fireball Breath (Su)** A flame drake can, as a standard action, breathe a ball of flame that explodes like a fireball. This attack has a range of 180 feet and deals 5d6 points of fire damage (DC 18 Reflex half) to all creatures within a 20-foot-radius spread. Once a flame drake has used its fireball breath, it cannot do so again for 1d6 rounds. The save DC is Constitution-based.

**Sooty Flame (Su)** When a mythic flame drake uses its fireball breath, the area is filled with thick smoke for 3 rounds, blocking vision as *obscuring mist*. If it expends one use of its mythic power, the smoke becomes acrid and choking like that produced by *pyrotechnics*, forcing creatures within the cloud to take a -4 penalty on Strength and Dexterity for as long as they remain within the cloud and for 1d4+1 rounds thereafter (DC 18 Fortitude negates).

**Smoke Breather (Ex)** A mythic flame drake can see and breathe perfectly in smoky conditions, such as those created by its sooty flame.

**Speed Surge (Ex)** Three times per day as a swift action, a flame drake may draw on its draconic heritage for a boost of strength and speed to take an additional move action in that round.



**GIANT MYTHIC FOREST DRAKE** CR 6/MR 2

XP 2,400

*Pathfinder Roleplaying Game Bestiary 2*

CE Huge dragon (earth, mythic)

**Init** +5 (+7 in forests); **Senses** darkvision 60 ft., low-light vision, scent; Perception +11 (+13 in forests)**DEFENSE****AC** 20, touch 9, flat-footed 19 (+1 Dex, +11 natural, -2 size)**hp** 72 (5d12+40)**Fort** +8, **Ref** +5, **Will** +4**DR** 5/epic; **Immune** acid, paralysis, sleep**OFFENSE****Speed** 30 ft., fly 60 ft. (average), swim 30 ft.**Melee** bite +10 (2d6+7), tail slap +5 (2d6+3)**Space** 15 ft.; **Reach** 15 ft.**Special Attacks** acidic cloud, lingering breath<sup>MA</sup> (2d8 acid, 2 rounds), mythic power (2/day, surge +1d6)**STATISTICS****Str** 25, **Dex** 12, **Con** 18, **Int** 9, **Wis** 11, **Cha** 12**Base Atk** +5; **CMB** +14; **CMD** 25**Feats** Improved Initiative, Power Attack<sup>MF</sup>, Skill Focus (Perception)**Skills** Fly +5, Intimidate +9, Perception +11 (+13 in forests), Stealth +1 (+3 in forests), Survival +7 (+9 in forests), Swim +19**Languages** Draconic**SQ** aquatic adaptation, elusive speed<sup>MA</sup>, forest master<sup>MA</sup>, speed surge**ECOLOGY****Environment** any forests**Organization** solitary, pair, or rampage (1–4 mythic forest drakes and 2–8 forest drakes)**Treasure** standard**SPECIAL ABILITIES**

**Acidic Cloud (Su)** A forest drake can, as a standard action, spit a ball of acid that bursts into a cloud on impact. This attack has a range of 60 feet and deals 4d6 points of acid damage (Reflex DC 16 half) to all creatures within the resulting 10-foot-radius spread. The cloud remains for 1d4 rounds once created, acting as a 10-foot-radius *obscuring mist* (it no longer causes damage unless the drake uses its lingering breath), but a strong wind disperses it in a single round. Once a forest drake has used its acidic cloud breath, it cannot do so again for 1d6 rounds. The Reflex save is Constitution-based.

**Aquatic Adaptation (Ex)** A forest drake can breathe underwater indefinitely and can freely use its breath weapon

and other abilities while underwater. The acidic cloud created by that attack dissipates after 1 round if used underwater.

**Elusive Speed (Ex)** When a mythic forest drake uses its speed surge, it gains the benefits of the Mobility and Wind Stance feats until the beginning of its next turn, and if in forest terrain it can make a Stealth check with a +8 bonus as part of this move action, even if under direct observation.

**Forest Master (Ex)** A mythic forest drake treats forest as its favored terrain, as the ranger class feature, gaining a +2 bonus on initiative checks and Knowledge (geography), Perception, Stealth, and Survival checks in forest terrain and leaving no tracks, and it gains the compression ability in forest terrain. In addition, when a mythic forest drake makes a Perception check in a forest environment it may spend one use of its mythic power to gain green-sight for 1 minute.

**Speed Surge (Ex)** Three times per day as a swift action, a forest drake may draw on its draconic heritage for a boost of strength and speed to take an additional move action in that round..



## GIANT MYTHIC FROST DRAKE

CR 10/MR 4

XP 9,600

*Pathfinder Roleplaying Game Bestiary 2*

CE Huge dragon (cold, mythic)

**Init** +4; **Senses** darkvision 60 ft., low-light vision, scent, snow vision; Perception +10

### DEFENSE

**AC** 25, touch 8, flat-footed 25 (+17 natural, -2 size)

**hp** 140 (8d12+88)

**Fort** +12, **Ref** +6, **Will** +5

**DR** 5/epic; **Immune** cold, paralysis, sleep

**Weaknesses** vulnerable to fire

### OFFENSE

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

**Melee** bite +16 (2d8+10 plus 1d6 cold), tail slap +11 (2d6+5)

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

**Special Attacks** blizzard breath<sup>MA</sup>, freezing mist breath, hypothermic mist<sup>MA</sup>, icy prison<sup>MA</sup>, lingering breath<sup>MA</sup> (2d8 cold, 4 rounds), mythic power (4/day, surge +1d8)

### STATISTICS

**Str** 30, **Dex** 11, **Con** 22, **Int** 8, **Wis** 9, **Cha** 13

**Base Atk** +8; **CMB** +20; **CMD** 30

**Feats** Flyby Attack, Improved Initiative, Power Attack<sup>MF</sup>, Vital Strike<sup>MF</sup>

**Skills** Climb +21, Fly +7, Intimidate +12, Perception +10, Stealth +3

**Languages** Draconic

**SQ** elusive speed<sup>MA</sup>, icewalking, speed surge

### ECOLOGY

**Environment** cold mountains

**Organization** solitary, pair, or rampage (1–4 mythic frost drakes and 2–8 frost drakes)

**Treasure** standard

### SPECIAL ABILITIES

**Blizzard Breath (Su)** When a mythic frost drake uses its lingering breath ability, it fills the area of its breath with a miniature blizzard lasting 4 rounds. This blocks vision as *obscuring mist* but cannot be blown away by strong winds.

**Elusive Speed (Ex)** When a mythic frost drake uses its speed surge, it gains the benefits of the Mobility and Wind Stance feats until the beginning of its next turn, and if in a snowy environment it can make a Stealth check with a +8 bonus as part of this move action, even if under direct observation.

**Freezing Mist Breath (Su)** A frost drake can, as a standard action, spit a ball of liquid that bursts into a cloud of freezing mist. This attack has a range of 60 feet and deals 7d6 points of cold damage (DC 20 Reflex half) to all creatures in a 20-foot-radius spread. The mist cakes all surfaces in the area with a sheet of slippery ice that turns the area into difficult terrain for 2d4 rounds, after which the ice cracks or melts enough to revert to the normal terrain features in the area. Once a frost drake has used its freezing mist breath, it cannot do so again for 1d6 rounds. The Reflex save is Constitution-based.

**Hypothermic Mist (Su)** Creatures failing their save against a mythic frost drake's freezing mist breath become fatigued. If it expends one use of its mythic power, creatures that fail their save are exhausted and those that save are fatigued. Creatures that take no cold damage from its breath are immune to this effect.

**Icewalking (Ex)** This ability works like *spider climb*, but the surfaces the drake climbs must be icy. It can move across icy surfaces without penalty and does not need to make Acrobatics checks to run or charge on ice.

**Icy Prison (Su)** A mythic frost drake can spew a concentrated burst of entangling ice at a single target in place of its normal freezing mist breath, affecting a single target as *icy prison* (DC 20 Reflex partial) instead of affecting an area. The drake treats its Hit Dice as its caster level to determine the effects of the *icy prison*; however, this is a supernatural ability.

**Speed Surge (Ex)** Three times per day as a swift action, a frost drake may draw on its draconic heritage for a boost of strength and speed to take an additional move action in that round.

**Snow Vision (Ex)** A frost drake can see perfectly well in snowy conditions, and does not take any penalties on Perception checks while in snow.



**GIANT MYTHIC SEA DRAKE****CR 8/MR 3****XP 4,800***Pathfinder Roleplaying Game Bestiary 2*

CE Huge dragon (aquatic, mythic)

**Init** +5; **Senses** darkvision 60 ft., low-light vision, scent; Perception +10 (+12 in aquatic terrain)**DEFENSE****AC** 23, touch 9, flat-footed 22 (+1 Dex, +14 natural, -2 size)**hp** 117 (7d12+72)**Fort** +11, **Ref** +8, **Will** +5**DR** 5/epic; **Immune** electricity, paralysis, sleep**OFFENSE****Speed** 20 ft., fly 60 ft. (average), swim 60 ft.**Melee** bite +14 (2d6+9 plus 1d6 electricity), tail slap +14 (2d6+9 plus 1d6 electricity)**Space** 15 ft.; **Reach** 15 ft.**Special Attacks** ball lightning breath, capsize, lingering lightning<sup>MA</sup>, tail shock<sup>MA</sup>, **mythic power** (3/day, surge +1d6)**STATISTICS****Str** 29, **Dex** 13, **Con** 22, **Int** 8, **Wis** 10, **Cha** 9**Base Atk** +7; **CMB** +18; **CMD** 29**Feats** Improved Initiative, Lightning Reflexes<sup>MF</sup>, Power Attack<sup>MF</sup>, Skill Focus (Stealth)**Skills** Fly +7, Intimidate +9, Knowledge (geography) +0 (+2 aquatic terrain), Perception +10 (+12 aquatic terrain), Stealth +6 (+8 aquatic terrain), Survival +9 (+11 aquatic terrain), Swim +21**Languages** Draconic**SQ** amphibious, elusive speed<sup>MA</sup>, sea hunter<sup>MA</sup>, speed surge**ECOLOGY****Environment** any coastlines**Organization** solitary, pair, or rampage (1–4 mythic sea drakes and 2–8 sea drakes)**Treasure** standard**SPECIAL ABILITIES**

**Ball Lightning Breath (Su)** A sea drake can, as a standard action, breathe a ball of electricity that strikes one target first, then arcs to other targets like *chain lightning*. This attack has a range of 100 feet, and deals 6d6 points of electricity damage (DC 19 Reflex half) to the primary target. After it strikes, the ball lightning can arc to a number of secondary targets equal to the sea drake's Hit Dice (usually 7) within 20 feet of the primary target. The secondary bolts each strike one target and deal as much damage as the primary bolt. Once a sea drake has used its ball lightning breath, it cannot do so again for 1d6 rounds. The Reflex save is Constitution-based.

**Capsize (Ex)** A sea drake can attempt to capsize a boat or ship of its size or smaller by ramming it as a charge attack and making a combat maneuver check. The DC of this check is 25 or the result of the boat captain's Profession (sailor) check, whichever is higher.

**Elusive Speed (Ex)** When a mythic sea drake uses its speed surge, it gains the benefits of the Mobility and Wind Stance feats until the beginning of its next turn, and if in aquatic terrain it can make a Stealth check with a +8 bonus as part of this move action, even if under direct observation.

**Lingering Lightning (Su)** When a creature fails its Reflex save against a mythic sea drake's ball lightning breath, that creature is surrounded by a bluish glow of St. Elmo's fire for 3 rounds, illuminating the target as faerie fire and dealing 1d8 points of electricity damage per round. The target is dazzled as long as the glow remains.

**Sea Hunter (Ex)** A mythic sea drake treats aquatic areas (including coastlines within 100 feet of the shore) as its favored terrain, as the ranger class feature, gaining a +2 bonus on initiative checks and Knowledge (geography), Perception, Stealth, and Survival checks in such terrain and leaving no tracks. In addition, when a mythic sea drake makes a Perception check in an aquatic or coastline environment it may spend one use of its mythic power to gain *mistsight* for 1 minute.

**Speed Surge (Ex)** Three times per day as a swift action, a sea drake may draw on its draconic heritage for a boost of strength and speed to take an additional move action in that round.

**Tail Shock (Ex)** A mythic sea drake's tail is considered a primary natural weapon that deals 1d6 points of electricity damage in addition to its normal damage. In addition, if the tail hit is a critical hit, or if the mythic sea drake spends one use of its mythic power after hitting with a tail slap attack, the electricity damage is doubled and the target is stunned 1d4 rounds; a successful DC 19 Fortitude save reduces this effect to staggered for 1 round.



## MYTHIC PSEUDODRAGON

CR 2/MR 1

XP 600

*Pathfinder Roleplaying Game Bestiary*

NG Tiny dragon (mythic)

**Init** +2; **Senses** blindsense 60 ft., darkvision 60 ft., low-light vision; Perception +6

### DEFENSE

**AC** 17, touch 14, flat-footed 15 (+2 Dex, +3 natural, +2 size)

**hp** 25 (2d12+12)

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

**Immune** paralysis, sleep, dragon traits; **SR** 13

### OFFENSE

**Speed** 15 ft., fly 60 ft. (good)

**Melee** bite +6 (1d2+2), sting +6 (1d3+2 plus poison)

**Space** 2 1/2 ft.; **Reach** 0 ft. (5 ft. with sting)

**Special Attacks** dragon lore<sup>MA</sup>, mythic power (1/day, surge 1d6)

### STATISTICS

**Str** 7, **Dex** 15, **Con** 13, **Int** 10, **Wis** 12, **Cha** 10

**Base Atk** +2; **CMB** +2; **CMD** 10 (14 vs. trip)

**Feats** Weapon Finesse<sup>MF</sup>

**Skills** Diplomacy +5, Fly +15, Perception +6, Sense Motive +6,

Stealth +19 (+23 in forests), Survival +6; **Racial Modifiers** +4

Stealth (+8 in forests)

**Languages** Draconic; telepathy 60 ft.

**SQ** secret keeper<sup>MA</sup>

### ECOLOGY

**Environment** temperate forests

**Organization** solitary or pair

**Treasure** standard

### SPECIAL ABILITIES

**Dragon Lore (Ex)** A mythic pseudodragon's knowledge of other dragons allows it to treat them as if they were its favored enemy, as the ranger class feature, granting the mythic pseudodragon a +2 bonus on Bluff, Knowledge, Perception, Sense Motive, and Survival checks and on attack and damage rolls against creatures of the dragon type. If the mythic pseudodragon is a familiar, its master gains this ability whenever the mythic pseudodragon is within arm's reach and may also apply this bonus on caster level checks made against a dragon.

**Poison (Ex)** Sting—injury; *save* Fort DC 14; *frequency* 1/minute for 10 minutes; *effect* sleep for 1 minute; *cure* 1 save. The save DC is Constitution-based and includes a +2 racial bonus.

**Secret Keeper (Ex)** A mythic pseudodragon is able to tap into the collective unconscious of dragonkind and vast wells of lore long forgotten by sages. A mythic pseudodragon can make untrained Knowledge skill checks with a bonus equal to its mythic rank, or its master's mythic tier if it is a familiar, whichever is higher. If it has ranks in a Knowledge skill, it can always take 10 with that Knowledge skill and once per day can take 20 as a full-round action. It can spend one use of its mythic power to cast *legend lore* (caster level equal to its Hit Dice plus its mythic rank, or its master's mythic tier if it is a familiar, whichever is higher).

A mythic pseudodragon can be obtained as a familiar by a good-aligned spellcaster with the Mythic Improved Familiar feat.



**MYTHIC TOR LINNORM****CR 26/MR 10****XP 2,457,600***Pathfinder Roleplaying Game Bestiary 3*

CE Colossal dragon (mythic)

**Init** +24<sup>MF</sup>/+4, dual initiative; **Senses** darkvision 60 ft., low-light vision, scent, *true seeing*; Perception +34**DEFENSE****AC** 47, touch 12, flat-footed 37 (+10 Dex, +35 natural, -8 size)**hp** 592 (24d12+436); regeneration 20 (cold iron and epic)**Fort** +28, **Ref** +24, **Will** +21**Defensive Abilities** bloodied recovery<sup>MA</sup>, fortification<sup>MA</sup> (50%), *freedom of movement*; **DR** 20/cold iron and epic; **Immune** curse effects, fire, mind-affecting effects, paralysis, poison, sleep; **SR** 42**OFFENSE****Speed** 60 ft., climb 60 ft., fly 120 ft. (average), swim 80 ft.**Melee** bite +36 (6d6+20/19-20 plus poison), 4 claws +36 (2d6+20/19-20), tail +31 (3d6+10 plus grab)**Space** 30 ft.; **Reach** 30 ft.**Special Attacks** breath weapon, burning boast<sup>MA</sup>, constrict (3d6+30 plus 8d6 fire), death curse, molten minion<sup>MA</sup>, **mythic power** (10/day, surge +1d12), pyroclastic barrier<sup>MA</sup>, rend<sup>MA</sup> (2 claws, 2d6+30), searing scales<sup>MA</sup>**Spell-Like Abilities** (CL 24th; concentration +33)At will—*blistering invective* (DC 21)3/day—quicken *blistering invective* (DC 21)**STATISTICS****Str** 50, **Dex** 30, **Con** 39, **Int** 7, **Wis** 25, **Cha** 28**Base Atk** +24; **CMB** +52 (+56 grapple); **CMD** 72 (can't be tripped)**Feats** Cleave<sup>MF</sup>, Combat Reflexes, Flyby Attack, Great Cleave, Improved Critical (bite), Improved Critical (claws), Improved Initiative<sup>MF</sup>, Improved Natural Attack (bite), Intimidating Prowess, Negation Breath<sup>MF</sup>, Overwhelming Breath<sup>MF</sup>, Power Attack<sup>MF</sup>, Quicken Spell-Like Ability (*blistering invective*), Snatch**Skills** Climb +32, Fly +25, Intimidate +56, Linguistics +2, Perception +34, Stealth +21, Survival +11, Swim +32**Languages** Aklo, Common, Draconic, Sylvan**SQ** death throes<sup>MA</sup>, primal heat<sup>MA</sup>, swift serpent<sup>MA</sup>**ECOLOGY****Environment** cold volcanic mountains**Organization** solitary**Treasure** triple**SPECIAL ABILITIES**

**Bloodied Recovery (Ex)** When a mythic tor linnorm is damaged by an effect that reduces it below one-half its normal hit points, or when an opponent confirms a critical hit against it, the linnorm gains fast healing 10 for 1 minute and can attempt a new saving throw to end any one ongoing effect that is affecting it. If the linnorm expends one use of its mythic power when this ability is triggered, it can attempt new saving throws against all ongoing effects affecting it, and if affected by any ongoing effect(s) that do not allow a saving throw or that apply even on a successful saving throw, it has a 50% chance to end each effect. It cannot use this ability to remove a condition that does not result from an ongoing effect, including the staggered and dying conditions.

**Breath Weapon (Su)** Once every 1d4 rounds as a standard action, a tor linnorm can expel a 60-foot cone of flame and ash, dealing 24d8 points of fire damage to all creatures struck (Reflex DC 36 for half damage). One round after this breath weapon is used, the area affected by the attack becomes covered in a cloud of thick, scorching smoke that burns both the lungs and eyes, dealing an additional 8d8 points of fire damage to all creatures in the area. Each creature that begins its turn in the smoke-covered area and breathes must make a DC 36 (+1 per previous check) Fortitude save each round or spend that round choking and coughing. Creatures that keep their eyes open for more than 1 round while in the area of the smoke must make a DC 36 Fortitude save or go blind for 1d3 hours. The smoke dissipates after 2d4 rounds. This duration is halved in strong winds and quartered in more powerful winds. The save DC is Constitution-based.

**Burning Boast (Sp)** A mythic tor linnorm is a vain and boastful creature and can use *blistering invective* (caster level 24th, DC 21 Reflex partial) at will as a spell-like ability. It can also expend one use of its mythic power to use *mythic blistering invective*, or two uses to use the augmented version of the spell.

**Death Curse (Su)** Curse of Boiling Blood: *save* Will DC 31; *effect* creature gains vulnerability to fire and is permanently staggered from the pain of its boiling blood. The save DC is Charisma-based.



**Death Throes (Su)** A mythic tor linnorm can survive at negative hit points equal to its Constitution score times its mythic rank (-390 hit points), and it remains conscious while at negative hit points as if it had the Diehard feat. In addition, when the linnorm dies it can take a full attack action immediately before death, though it cannot target any opponent with more than one attack. Its body turns into stone at the moment of its death and then erupts in spectacular fashion 1 round later, affecting every creature within 50 feet as the linnorm's breath weapon.

**Lava Affinity (Ex)** A tor linnorm can breathe and swim while submerged in lava and magma.

**Molten Minion (Su)** Once per day as a full-round action, a mythic tor linnorm can disgorge an animate mass of magma equivalent in all respects to an elder magma elemental in place of its normal breath weapon. The elemental rapidly cools and decays, taking 1 point of damage per round. If it is reduced to 0 hit points, the molten minion collapses into a lava puddle that fills its space, as the creature's lava puddle special ability. If the linnorm expends one use of its mythic power as a free action when using this ability, it can apply the invincible or savage mythic simple template to the molten minion.

**Poison (Ex)** Bite—injury; *save* Fort DC 36; *frequency* 1/round for 10 rounds; *effect* 8d6 fire damage and 1d8 Con drain; *cure* 3 consecutive saves. The save DC is Constitution-based.

**Primal Heat (Ex)** Fire effects created or used by a mythic tor linnorm ignore 10 points of fire resistance from mythic and non-mythic creatures. The linnorm may expend one use of its mythic power as a free action when triggering any of its abilities that deal fire damage (including its death throes) to allow that effect to bypass fire resistance and fire immunity. If it uses this ability to apply to a continuous ability such as its searing scales, that ability bypasses fire resistance and fire immunity for 1 minute.

**Pyroclastic Barrier (Su)** A mythic tor linnorm can use its breath to create a *wall of lava* (caster level 24th) rather than the usual cone of flame and ash. Creatures within 10 feet of the *wall of lava* take 2d4 points fire damage and must succeed on a DC 36 Fortitude save or become nauseated by the noxious gases seeping from the fissures in the wall for as long as they remain within 10 feet of the wall and for 1d4 rounds thereafter. Creatures between 10 and 20 feet from the wall take 1d4 points of fire damage and must likewise save, though they gain a +4 bonus on the save and are nauseated only as long as they remain within 20 feet and for 1 round thereafter. This is a poison effect. The save DC is Constitution-based.

**Searing Scales (Su)** A mythic tor linnorm's scales are searing hot to the touch, weeping magma from every joint and crack. Creatures touching the linnorm with natural attacks, unarmed strikes, or melee touch attacks take 8d6 points of fire damage, as do creatures it grapples with its tail. Weapons striking the tor linnorm take this damage as well (DC 36 Fortitude negates), though cold iron weapons are immune to this effect. Weapons that are reduced to 0 hit points by this damage are destroyed and deal no damage to the linnorm. Weapons reduced below one-half their hit points gain the broken condition and take a -2 penalty on damage rolls, with a critical threat range of 20 and multiplier of x2 (these penalties are applied before determining if a hit against the linnorm is a critical hit and how much damage is dealt by it).

**Swift Serpent (Su)** A mythic linnorm's speed is increased by 20 feet for all movement types, and during any round when it moves more than 5 feet it gains evasion until the beginning of its next turn (or improved evasion if it uses the charge, run, or withdraw action).



The stench of death billows forth as this hulking beast spreads its ragged, scabrous wings. Its eyes and maw glow an unwholesome lambent green as it roars its challenge, its sleek scales shining and dark.

## FELL DRAKE

CR 12/MR 5

XP 19,200

NE Huge dragon (mythic)

**Init** +10<sup>MF</sup>; **Senses** darkvision 60 ft., low-light vision, scent; Perception +17

**Aura** frightful presence (30 ft., DC 18), stench (30 ft., DC 21, 1 minute), unnatural aura

## DEFENSE

**AC** 29, touch 9, flat-footed 28 (+4 armor, +1 Dex, +16 natural, -2 size)

**hp** 199 (13d12+115)

**Fort** +13, **Ref** +9, **Will** +11

**DR** 10/epic; **Immune** disease, energy drain, fear, negative energy, paralysis, sleep

**Weaknesses** light sensitivity

## OFFENSE

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

**Melee** bite +20 (4d6+8/19-20 plus 1d3 Con drain), tail slap +14 (2d6+4)

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

**Special Attacks** carrion breath, draining bite<sup>MA</sup>, lingering breath<sup>MA</sup> (1d8 acid and 1d8 negative energy, 5 rounds), mythic power (5/day, surge 1d8), plummet<sup>MA</sup>, rider's bane<sup>MA</sup>

## STATISTICS

**Str** 27, **Dex** 13, **Con** 20, **Int** 9, **Wis** 12, **Cha** 14

**Base Atk** +13; **CMB** +23; **CMD** 34

**Feats** Cleave<sup>MF</sup>, Flyby Attack, Great Cleave, Improved Critical (bite), Improved Initiative<sup>MF</sup>, Power Attack<sup>MF</sup>, Weapon Focus (bite)

**Skills** Acrobatics +14, Fly +13, Intimidate +13, Perception +17, Stealth +9, Survival +9

**Languages** Draconic

**SQ** elusive speed<sup>MF</sup>, ghost rider<sup>MF</sup>, ghostly shroud, speed surge

## ECOLOGY

**Environment** temperate mountains or hills

**Organization** solitary, pair, fell mount (fell drake with 1 ghost or spectre or 1d4 wraiths), or deathly rampage (3-6 fell drakes with mounted cairn wights or wraiths)

**Treasure** standard

## SPECIAL ABILITIES

**Carrion Breath (Su)** As a standard action, a fell drake can exhale a 30-foot cone-shaped spread of cloying bilious

mist redolent with the reek of rotten flesh. This miasma deals 5d6 points of acid damage and 5d6 points of negative energy damage (DC 21 Fortitude half). In addition, creatures failing their saving throw are nauseated for 1d4 rounds. The save DC is Constitution-based.

**Draining Bite (Su)** A fell drake's bite deals 1d3 points of Constitution drain (DC 21 Fortitude negates) on every hit. The save DC is Constitution-based.

**Elusive Speed (Ex)** When a fell drake uses its speed surge, it gains the benefits of the Mobility and Wind Stance feats until the beginning of its next turn.

**Ghost Rider (Su)** A fell drake can take an incorporeal creature as a rider. The rider uses the fell drake's fly speed and maneuverability as its own and otherwise follows the rules for mounted creatures, and also gains the benefits of the fell drake's ghostly shroud. If the incorporeal creature possesses frightful presence or an unnatural aura or can create a supernatural fear effect with a fixed radius, such as a ghost's frightful moan, it adds the radius of its own ability to the fell drake's to determine the area of effect. If the effect allows a saving throw, creatures within the expanded area must save twice (once against the save DC of the rider and once against the fell drake's save DC); if either save fails, the creature is affected by the aura.

**Ghostly Shroud (Sp)** A fell drake is surrounded by wisps of ectoplasmic force, protecting it as continuous *mage armor* and *entropic shield* (caster level 13th). If these effects are dispelled, the fell drake can resume their effects as a free action on its next turn.

**Plummet (Ex)** As a standard action or as part of a charge action when flying, a fell drake can attempt an overrun combat maneuver against a smaller creature. This maneuver does not provoke attacks of opportunity, and its target cannot choose to avoid it. A creature knocked prone with this overrun maneuver takes 2d6+12 points of bludgeoning damage. If the drake expends one use of its mythic power, it can use this ability against up to three creatures.

**Rider's Bane (Ex)** If a fell drake strikes a mounted rider, that rider must succeed at a Ride check against a DC equal to the fell drake's attack roll or be dismounted. If a fell drake attacks an animal with a rider, on a successful hit the animal must succeed on a DC 18 Will save or fall prone (dismounting its rider) and begin cowering for 1d4 rounds. The save DC is Charisma-based. If the fell beast expends one use of its mythic power as a free action, it can force the mount and rider to roll twice and select the worse result on a saving throw or Ride check made



against this ability, and if both the rider and mount are knocked prone the rider takes 4d6 points of bludgeoning damage as the mount lands on top of it and is pinned for as long as the mount remains cowering. Getting out from underneath a cowering mount requires a DC 21 Strength check or Escape Artist check.

**Speed Surge (Su)** Three times per day as a swift action, a fell drake can draw on its draconic reserves for a boost of strength and speed, allowing it to take an additional move action in that round.

Nesting in mountainous crags and forlorn hills, fell drakes are massive scavengers that soar far from their lairs in search of their next opportunity to gorge themselves on flesh either living or dead. Their great size compared to their drakish kin belies their inherent laziness; as scavengers, they are content to find their prey wherever they can get it and do not necessarily seek out combat when easier meals can be had. However, fell drakes are also somewhat more biddable than their kin and can be trained to bear riders, though only those whose power they are taught to respect.

Fell drakes are not a numerous breed, being descended from primordial draconic sires that dwelt in lands long benighted by the rule of deathless despots. Through the rise and fall of these undead emperors, fell drakes made their homes

amid the hollow hills and barrow-downs of the fallen lands, venturing forth to devour the dead left behind in the endless wars that ebbed and flowed around them. Perhaps it was their long exposure to the raw power of death itself that inured fell drakes to the presence of unlife. Those of their kin that could not adapt to the dissolution of the flesh and the ectoplasmic caress of ghostly shades and shadow kings fell prey as did all other living things to the touch of death, but the fell drakes that survived grew into a strange symbiosis with the cannier warlords among the armies of the dead. Fell drakes now often serve as terrifying steeds in battle, feasting on soldiers and mounts alike and carrying their dread masters into the fray on wings that are both great and terrible.

Fell drakes rarely stay on the ground for longer than it takes to feast. They can soar very high in the air and plummet with great speed to the ground, knocking their targets to the ground and crushing them under its claws and belly. A fell drake will also use its long neck to sweep its snapping jaws through entire squads of soldiers as it flies by overhead. The spiritual energies that surround a fell drake help shield it from the slings and arrows of its enemies, even as the unliving energies it has breathed in since its hatching can be belched forth in a cloying cloud of life-sapping bile and blood. If severely wounded, it retreats when it can, carrying its master away to safety with a tremendous burst of speed.

A fell drake is around 24 feet long, end to end. Its sleek, scaled body weighs about 6,000 pounds.





# ROAD TO WAR

## ADVENTURE PATH PLUG-IN

Road to War offers you a series of interconnected encounters, each a demonic delight in and of itself, which can be inserted piecemeal or in whole into your campaign as heroes plunge into the Demon Wastes that wound the world, either alone or leading a small army of crusaders. Road the War allows PCs to uncover



The Equinox Crown, a lost relic of the fallen druid kingdom of the north, one that will come in very handy later in the campaign as they face down the Locust Lord and his swarming hosts. This item forms a key touchstone for many (though not all) of the encounters in Road to War, and it is designed to grow in power alongside the PCs as they rise to become mythic heroes in their own right, standing in the breach in a war the world dare not lose. Keep your faith and your sword ready, and set out on the Road to War!







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