



MYTHIC MONSTERS:
MAGICAL BEASTS

BY JASON NELSON, TOM PHILLIPS,
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WITH THE LEGENDARY GAMES DESIGN TEAM



ROLEPLAYING GAME COMPATIBLE

MYTHIC PLUG-INS



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MAGICAL BEASTS



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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 ULTIMATE PLUG-INS: MYTHIC MONSTERS!

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

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

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



SPECIAL ELECTRONIC FEATURES

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

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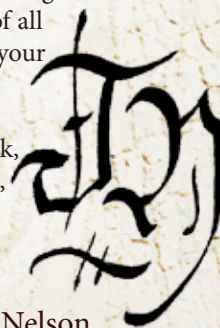
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WHAT YOU WILL FIND INSIDE MYTHIC MONSTERS: MAGICAL BEASTS

Magical beasts are monsters in the truest, most classic sense of the word. When you think of monster movies or the great myths and legends of old, an awful lot of the creatures you are thinking of fit this category. The classics of folklore like the basilisk and cockatrice, the griffon and the unicorn, here is where you'll find them. So too many of the iconic beasts of mythology, from Greek mythology like the chimera and hydra to creatures from around the world like the phoenix and the sphinx. The fun part, though, is that RPGs have been around long enough to create their own mythology, some borrowed from fantasy and fiction, but some all their own. These are creatures that, in a different world, a more magical world, could be the lions and tigers and bears, if lions and tigers and bears flew and breathed fire and turned you to stone and had a hundred other nasty tricks besides. So raise a glass to the magical beasts before you go hunting them down and mounting their heads on your wall. These are a monster's monsters, with a capital M.

This product brings you a dozen and one marvelous monsters of every kind, including mythological classics like the **basilisk** and **catoblepas** that can kill you (or worse) with just a glance, or the bloodthirsty **peryton** whose very shadow is the harbinger of death that brings new and terrible meaning to the phrase, "eat your heart out." Some magical beasts are tricky, like the sly and soporific **jackalwere** and the luring **leucrotta** (and his **crocotta** minions). Others like the **dragonne** and the **behir** have the blood of dragons flowing through their veins, at least a few drops, though their distant cousins would never admit it. There are magical beasts that flock together for the hunt, like the blood-sucking **stirge**, while others are loners by nature, punishing powerhouses that destroy and devour all in their path, like the burrowing **bulette**, the titanic tusked **ypotryll**, and the savage four-armed **giant girallon**. Of course, one of the defining characteristics of many magical beasts is the way they combine all manner of characteristics in one, seeming almost stitched together in a nightmare amalgam, like the boar-bodied, snake-tailed, fire-breathing, two-headed, all-deadly **thrasfyr**! As if this deadly dozen were not enough, we also bring you the **warpwolf**, a savage canine torn apart by the universe itself from the stock of blink dogs ground too fine in the interspaces between worlds, torn apart and only halfway sewn back together with a body and mind broken and unstable and entirely berserk. We also explore the bloody and savage fury of beasts of all kinds with an assortment of mythic feats ideally suited to your most monstrous menaces who are ready to rend your PCs limb from limb in a crippling cascade of blood, sweat, and tears.

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

THE BEAUTY AND BRUTALITY OF BEASTS

Magical beasts are an interesting catch-all category in the realm of monsters because they incorporate so many different kinds, but magical beasts generally fit into one of the following categories.

Mundane Monsters: The universal guiding principle is generally that this is something like an animal, or at least what an animal could be in a world full of magic and mayhem. Your apex predators of the wild kingdom won't be lions and tigers and bears; in a fantasy world they could be almost anything from a spider the size of a castle to a fire-breathing dragon, and those are the obvious and basic examples, but the heart of a magical beast is that it is actually a perfectly *natural* creature... in a *supernatural* world. They evolved to fit their surroundings and adapted to survive and thrive in their environments just as wolves, wombats, walruses, and whales did in our world. Some became bright, intelligent, and even magical creatures, but in the grand ecology of the world, most magical beasts are just like the animals in our world. Just a lot more deadly.

Mutated Monsters: A large number of magical beasts are described as once being ordinary creatures, but through awful accidents or fiendish experiments by deranged wizards, elder races, playful godlings, strange radioactive or alchemical emissions, and the like they were born into existence as mutated monsters that bore still some resemblance to their former selves. Armadillos became bulettes, frogs became froghearts, and owls and bears became, well, owlbears! When you have creatures as strange as the duck-billed platypus in the real world, it's not too far a stretch to imagine the same thing happening on a vastly larger and stranger scale in a fantasy world. Of course, a great many mythological creatures, as described below, are also mutants, melding the characteristics of mammals, birds, reptiles, fish, and anything else the ancients found interesting, welded together in their legends into all manner of amazing amalgams.

Mythological Monsters: A great many magical beasts are simply the product of real-world folklore and myth. Sometimes in fantasy RPGs we take a unique mythological being like the winged horse Pegasus and the Chimera from the Greek myth of Bellerophon and making them into creatures that are widespread as a *kind* of creature rather than a legendary nonesuch. At other times we adopt a folkloric standard like a griffon or basilisk and give it a particular expression in the rules, one which varies and evolves as the game does. While in 1st Edition a catoblepas (said by Pliny the Elder to hail from Ethiopia) could flat-out kill you if you met its gaze, no saving throw, no damage, no nothing, just DEAD, in the modern Pathfinder RPG a catoblepas is still quite dangerous but lacks any death gaze at all, instead having a poisonous breath. This is still consistent with the folklore of the creature, which unsurprisingly for mythological creatures is always quite muddled and varies from region to region, but this

just gives us the opportunity for all manner of variations on a theme in how we bring those monsters to life in the game.

Regardless of how you categorize a magical beast, however, that last word **beast** is an important part of it. True, there are gentle giants and benevolent wardens of good that inhabit a monstrous form, but they tend to be the exceptions that prove the rule. It is far more common for magical beasts to be the very embodiment of bestial brutality, bringing a savage hunger and terrifying fury to the campaign that is as unapologetic as it is unrestrained. Magical beasts are not interested in irony or subtlety. They are full-bore, in-your-face, tooth-and-nail MONSTERS. Whether out of cruelty or hunger, they are coming for your heroes, and they are not usually amenable to negotiation or persuasion. They want blood, and they are going to get it with the following mythic feats.

BLOODY ASSAULT (COMBAT, MYTHIC)

Your vicious attack leaves your enemies bloody.

Prerequisites: Bloody Assault

Benefit: You add one-half your mythic rank or tier to bleed damage you deal with this feat and to the Heal DC to stop the bleeding. Magical healing still halts the bleeding automatically.

If you expend one use of your mythic tier, you can ignore the the penalty on attack rolls and combat maneuver checks for a number of rounds equal to your mythic rank or tier. During this time, you add your full mythic rank or tier to the Heal DC to stop the bleeding. Non-mythic healing magic only halts the bleeding if the caster succeeds at a caster level check against the Heal DC. A creature using a supernatural healing effects can use its Hit Dice in place of its caster level when making this check. A mythic creature using a non-mythic effect can add its mythic tier when making this check.

CRIPPLING CRITICAL (COMBAT, MYTHIC)

Your deadly blows shatter bone and muscle.

Prerequisites: Crippling Critical

Benefit: Whenever you cripple an opponent with this feat, they are treated as fatigued for the same duration. In addition, if you expend one use of your mythic power the crippling effect (though not the fatigue) lasts one or more weeks. It can be removed immediately with a *regenerate* spell or by receiving long-term care with the Heal skill. The Heal DC is equal to the save DC plus your mythic rank or tier, and it is increased by 5 if the crippled character is not on complete rest, or by 10 if the crippled character engages in combat or other strenuous activity. If the check is failed, another week of long-term care is required before the check can be repeated.

GREATER RENDING FURY (COMBAT, MYTHIC)

Your ferocious assault very nearly tears your foes limb from limb.

Prerequisites: Greater Rending Fury

Benefit: Whenever you rend an opponent, you temporarily cripple one of its forms of movement, as if you had confirmed a critical hit with the Crippling Critical feat (*Pathfinder Roleplaying Game Advanced Player's Guide*). If you expend one use of your mythic power, you can deal 1 point of Constitution bleed in addition to the hit point bleed damage you deal with this feat.

IMPROVED RENDING FURY (COMBAT, MYTHIC)

Your savage brutality leaves your foes battered and bruised.

Prerequisites: Improved Rending Fury

Benefit: When rend an opponent, you deal 1d6 points of bonus damage for each of the natural weapons you use to rend that hits that opponent. You may choose to forfeit this damage and instead deal 1 point of Strength or Dexterity damage to the target for every 1d6 points of damage you would have dealt with this feat. Neither hit point damage nor ability damage is multiplied on a critical hit.

PACK ATTACK (COMBAT, MYTHIC, TEAMWORK)

You circle around your foes and bring them down.

Prerequisites: Pack Attack

Benefit: When you are adjacent to an ally with this feat, the first time you attack an opponent you can take a 5-foot step as a free action even if you have already moved this round. In addition, any time an ally with this feat attacks a target you also threaten, you can take a 5-foot step as an immediate action (or as a free action if you expend one use of your mythic power).

Normal: You can only take a 5-foot step if you have not otherwise moved in the same round.

RENDING CLAWS (COMBAT, MYTHIC)

You can shred the flesh of creatures you hit with your claws.

Prerequisites: Rending Claws

Benefit: You add your mythic rank or tier to the damage you deal when you rend a creature with your claws. If your target has damage reduction or hardness, you combine the damage from both of your claw attacks as well as your rending damage as if it were a single attack for the purpose of overcoming that damage reduction or hardness.

RENDING FURY (COMBAT, MYTHIC)

Your ripping and tearing attacks come in a savage frenzy.

Prerequisites: Rending Fury

Benefit: If you hit with all of the natural weapons normally required to rend your opponent, your rend deals double normal damage. In addition, whenever you rend if you confirm a critical

hit with any of the natural weapons you use to rend, you can spend one use of your mythic power as a free action to double the damage dealt by your rend.

SAVAGE DISPLAY (COMBAT, MYTHIC, PERFORMANCE)

Your victory roar shows that you are the mightiest of all.

Prerequisites: Savage Display

Benefit: When you use this feat, you add one-half your mythic tier on your performance combat check and on damage rolls until the end of your turn. If you make an Intimidate check before the end of your turn, you also add this bonus.

If you have the frightful presence ability, you can spend one use of your mythic power as a move action to force a number of creatures equal to one-half your mythic rank or tier within range to reroll their saves against your frightful presence, even if they have already saved.

This feat originally appeared in *Mythic Minis 1: Monster Feats* from *Legendary Games* and is reprinted here for ease of reference.

IMPROVED NATURAL ATTACK (MYTHIC)

One of this creature's natural attacks is extraordinarily devastating.

Prerequisite: Base attack bonus +8, Improved Natural Attack.

Benefit: Choose one of the creature's natural attack forms (not an unarmed strike) that benefits from the non-mythic Improved Natural Attack feat. The damage for this natural attack increases by an additional step on the following list, as if the creature's size had increased by one category. Damage dice increase as follows: 1d2, 1d3, 1d4, 1d6, 1d8, 2d6, 3d6, 4d6, 6d6, 8d6, 12d6. A weapon or attack that deals 1d10 points of damage increases as follows: 1d10, 2d8, 3d8, 4d8, 6d8, 8d8, 12d8.

Additionally, as a swift action, the creature can expend one use of mythic power to completely bypass its opponent's DR with its chosen natural attack. This effect last for a number of rounds equal to the creature's mythic rank. If an opponent's DR is greater than 15, the creature does not ignore any of its DR.

Special: A creature can take this feat multiple times. The effects do not stack. Each time the creature takes this feat, it applies to a different non-mythic Improved Natural Attack feat.

This feat originally appeared in *Mythic Minis 2: Feats of Flight* from *Legendary Games* and is reprinted here for ease of reference.

FLYBY ATTACK (MYTHIC)

You are able to avoid counterattacks when swooping swiftly in and out of combat.

Prerequisite: Flyby Attack.

Benefit: When you make a melee attack as part of a Flyby Attack, your movement does not provoke attacks of opportunity from the target of your melee attack. In addition, if you expend one use of your mythic power as a free action at the beginning of your turn, you can move up to twice your fly speed during a round when you use Flyby Attack, rather than being limited to your fly speed.

MYTHIC BASILISK**CR 7/MR 3**

XP 3,200

Pathfinder Roleplaying Game Bestiary

N Medium magical beast (mythic)

Init -1; **Senses** darkvision 60 ft., low-light vision; Perception +10**DEFENSE**

AC 20, touch 9, flat-footed 20 (-1 Dex, +11 natural)

hp 89 (7d10+51)**Fort** +8, **Ref** +4, **Will** +5**Defensive Abilities** camouflage^{MA}, poisonous blood; **DR** 5/epic**OFFENSE****Speed** 40 ft.**Melee** bite +10 (1d8+3), 4 claws^{MA} +10 (1d4+3)**Special Attacks** mythic power (5/day, surge +1d6), petrifying gaze^{MA}**STATISTICS****Str** 16, **Dex** 8, **Con** 17, **Int** 2, **Wis** 13, **Cha** 11**Base Atk** +7; **CMB** +11; **CMD** 20 (32 vs. trip)**Feats** Ability Focus (petrifying gaze), Blind-Fight, Extra Mythic Power, Iron Will^{MF}, Skill Focus (Perception)**Skills** Perception +10, Stealth +10 (+20 when still); **Racial Modifiers** +4 Stealth (+14 when still)**ECOLOGY****Environment** any**Organization** solitary, pair, or colony (1 mythic basilisk, 3–6 basilisks)**Treasure** incidental**SPECIAL ABILITIES**

Camouflage (Ex) A mythic basilisk has a limited ability to change the color of its skin to match its surroundings while in its natural terrain. It gains a +10 bonus to Stealth checks when it is still, and can use the Stealth skill to hide in its natural terrain even if the terrain doesn't grant cover or concealment.

Petrifying Gaze (Ex) Turn to stone permanently (as *mythic flesh to stone*), range 30 feet, Fortitude DC 20 negates. A creature petrified in this manner that is then coated (not just splashed) with fresh mythic basilisk blood (taken from a mythic basilisk no more than 1 hour dead) is instantly restored to flesh but is then immediately exposed to basilisk blood poison. A single mythic basilisk contains enough blood to coat 1d3 Medium creatures in this manner. The save DC is Constitution-based and includes a +2 racial bonus. By expending one use of mythic power, a mythic basilisk can actively direct its petrifying gaze at a single opponent within range as a swift action.

Poison (Ex) Blood—contact; *save* Fort DC 18; *frequency* 1/round for 6 rounds; *effect* 1d3 Con; *cure* 2 consecutive saves. The save DC is Constitution-based and includes a +2 racial bonus.

MYTHIC BEHIR**CR 10/MR 4**

XP 9,600

Pathfinder Roleplaying Game Bestiary

N Huge magical beast (mythic)

Init +2; **Senses** darkvision 60 ft., low-light vision; Perception +8**DEFENSE**

AC 26, touch 10, flat-footed 24 (+2 Dex, +16 natural, -2 size)

hp 145 (10d10+90)**Fort** +12, **Ref** +9, **Will** +5**DR** 5/epic; **Immune** electricity**OFFENSE****Speed** 40 ft., climb 20 ft.**Melee** bite +16 (2d6+10 plus grab)**Space** 15 ft.; **Reach** 10 ft.


Special Attacks annihilating breath^{MA} (DC 20), breath weapon^{MA} (60-foot line, 12d6 electricity damage, Reflex DC 20 for half, usable every 1d3 rounds), brutal constriction^{MA} (DC 22), constrict (2d6+10), grab^{MA}, mythic power (4/day, surge +1d8), rake (6 claws +15, 1d4+7), shred and gobble^{MA}, swallow whole (2d8+10 bludgeoning damage, AC 18, 14 hp)

STATISTICS**Str** 25, **Dex** 14, **Con** 21, **Int** 7, **Wis** 14, **Cha** 12**Base Atk** +10; **CMB** +19 (+23 grapple); **CMD** 31 (can't be tripped)**Feats** Alertness, Cleave^{MF}, Great Cleave, Power Attack^{MF}, Weapon Focus (bite)**Skills** Climb +15, Perception +8, Stealth +6**Languages** Common**ECOLOGY****Environment** warm hills and deserts**Organization** solitary**Treasure** double**SPECIAL ABILITIES**

Annihilating Breath (Su) Creatures reduced to 0 or fewer hit points by a mythic behir's breath weapon attack are reduced to fine ash (as *disintegrate*, DC 20 Fortitude negates). The save DC is Constitution-based.

Brutal Constriction (Ex) Creatures that take damage from a mythic behir's constrict attack must succeed on a DC 22 Fortitude save or be dazed for one round. A mythic behir can expend one use of mythic power as a swift action to force a creature to make two Fortitude saves and keep the lowest roll. The save DC is Strength-based.

Grab (Ex) A mythic behir's grab attack works against creatures of any size category and it never takes a -20 penalty to its combat maneuver check to avoid gaining the grappled condition when using its body to grab and hold its opponents. It can constrict in the



same round it establishes a hold. On any round thereafter that it maintains its hold, the mythic behir can choose to rake the grappled target or swallow it whole. As a special full-round action, a mythic behir can use its body to grab several smaller-sized creatures at once. A mythic behir can simultaneously grab up to four Small, Medium, or Large-sized creatures that fit inside a 20-foot by 15-foot space that are within its reach (i.e., four Medium creatures, or two Large creatures, or one Large and two Medium creatures, etc.). The mythic behir cannot use its body to grab Tiny or smaller creatures or Huge or larger creatures, nor can it grab swarms. This does not provoke attacks of opportunity. The mythic behir makes a single combat maneuver check to grab and applies the result to all of its available opponents. The mythic behir can maintain a hold on up to four Small, Medium, or Large-sized creatures that fit inside a 20-foot by 15-foot space. The mythic behir constricts all of the creatures it grabs in the same round it establishes the hold and suffers no penalty to maintain its hold on multiple opponents. On any round thereafter that it maintains its hold, the mythic behir can choose to rake or swallow whole a single grappled opponent.

Shred and Gobble (Ex) As a swift action, a mythic behir can expend one use of mythic power to rake and then immediately swallow whole a Large or smaller creature it has grappled for at least one round.

MYTHIC GIANT BEHIR

With the giant simple template, a mythic behir's stats are as follows:

CR 11/**MR** 4; **XP** 12,800;

Size Gargantuan; **Init** +1; **AC** 26, touch 7, flat-footed 25; **hp** 165;

Fort +14, **Ref** +8;

Melee bite +16 (2d8+13 plus grab);

Space 20 ft., **Reach** 15 ft.;

Special Attacks annihilating breath (DC 22), breath weapon (DC 22), brutal constriction (DC 24), constrict (2d8+13), swallow whole (4d6+13 bludgeoning damage, AC 19, 16 hp);

Str 29, **Dex** 12, **Con** 25;

CMB +23 (+27 grapple); **CMD** 34;

Skills Climb +17, Stealth +1.

Special Abilities A giant mythic behir can simultaneously grab up to eight Small, Medium, Large, or Huge-sized creatures that fit inside a 30-foot by 15-foot space that are within its reach (i.e., eight Medium creatures, or six Large creatures, or one Huge and two Large creatures, etc.). A giant mythic behir can maintain a hold on up to eight Small, Medium, or Large-sized creatures that fit inside a 30-foot by 15-foot space.



GIANT MYTHIC BULETTE

CR 9/MR 3

XP 6,400

Pathfinder Roleplaying Game Bestiary

N Gargantuan magical beast (mythic)

Init +2; **Senses** darkvision 60 ft., low-light vision, scent, tremorsense 60 ft.; **Perception** +8

DEFENSE

AC 26, touch 8, flat-footed 24 (+2 Dex, +18 natural, -4 size)

hp 130 (8d10+86)

Fort +13, **Ref** +8, **Will** +5

DR 5/epic; **SR** 20

Defensive Abilities sorcerous plate

OFFENSE

Speed 40 ft., burrow 20 ft.

Melee bite +12 (6d6+12/19–20) and 2 claws +12 (2d6+8)

Space 20 ft.; **Reach** 15 ft.

Special Attacks crushing leap^{MA}, leap, mythic power (3/day, surge +1d6), savage bite, swallow whole^{MA} (2d6 slashing and 2d6 bludgeoning damage, AC 19, 13 hp)

STATISTICS

Str 27, **Dex** 15, **Con** 24, **Int** 2, **Wis** 13, **Cha** 6

Base Atk +8; **CMB** +20 (+24 grapple); **CMD** 32 (36 vs. trip)

Feats Improved Natural Attack^{MF}, Iron Will, Snatch, Vital Strike^{MF}

Skills Acrobatics +9 (+17 jumping), **Perception** +8; **Racial Modifiers** +4 on Acrobatics checks made to jump

SQ mindless hunger^{MA}

ECOLOGY

Environment temperate hills

Organization solitary or pair

Treasure none

SPECIAL ABILITIES

Crushing Leap (Ex) A jumping mythic bulette can land on its foes as a standard action, using its whole body to crush as many Medium or smaller creatures as will fit in its space. Creatures in the affected area must succeed on a DC 21 Reflex save or be pinned, automatically taking 4d6+18 points of bludgeoning damage during the next round unless the mythic bulette moves off them. If the mythic bulette chooses to maintain the pin, it must succeed at a combat maneuver check as normal. Pinned foes take damage from the crushing leap each round if they don't escape. The save DC is Constitution-based.

Leap (Ex) A bulette can perform a special kind of pounce attack by jumping into combat. When a bulette charges, it can make a DC 20 Acrobatics check to jump into the air and land next to its enemies. If it makes the Acrobatics check, it can follow up with four claw attacks against foes in reach, but cannot make a bite attack.

Mindless Hunger (Ex) A mythic bulette can expend one use of its mythic power as a free action to swallow a grappled creature whole, as if it had the fast swallow ability. In addition, whenever a mythic bulette is affected by a mind-affecting effect, at the beginning of its next turn it can expend one use of its mythic power to convert that effect into confusion. This effect lasts as long as the original effect would have lasted. A mythic bulette never attacks itself while confused; treat this result as "attack the nearest creature," using its bite attack and its Vital Strike feat. While confused, a mythic bulette gains the fast swallow ability without needing to expend uses of its mythic power.

Savage Bite (Ex) A bulette's bite is particularly dangerous. It applies 1-1/2 times its Strength modifier to damage inflicted with its bite attack, and threatens a critical hit on a 19–20.

Sorcerous Plate (Su) A mythic bulette gains spell resistance, and whenever a ray or ranged touch attack fails to penetrate its spell resistance there is a 50% chance that the effect is deflected to strike a random creature within 30 feet, affecting that creature as if it were the original target.

MYTHIC BULETTE

Without the giant simple template, a mythic bulette's stats are as follows:

CR 8/MR 4; **XP** 4,800;

Size Huge; **Init** +3; **AC** 26, touch 11, flat-footed 23; **hp** 114;

Fort +11, **Ref** +9; **SR** 19;

Melee bite +12 (4d6+9 plus grab) and 2 claws +12 (1d8+6);

Space 15 ft., **Reach** 10 ft.; **Special Attacks** crushing leap (DC 19), swallow whole (AC 17, hp 11);

Str 23, **Dex** 17, **Con** 20;

CMB +16 (+20 grapple); **CMD** 29 (33 vs. trip);

Skills Acrobatics +10 (+18 jumping).

MYTHIC CATOBLEPAS**CR 15/MR 6**

XP 51,200

Pathfinder Roleplaying Game Bestiary 2

N Large magical beast (mythic)

Init -1; **Senses** darkvision 60 ft., low-light vision; Perception +25**Aura** loathsome stench^{MA} (30 ft., DC 27)**DEFENSE****AC** 33, touch 8, flat-footed 33 (-1 Dex, +25 natural, -1 size)**hp** 249 (14d10+172); regeneration 10 (acid, fire)^{MA}**Fort** +17, **Ref** +8, **Will** +8**Defensive Abilities** ferocity^{MA}; **DR** 10/epic; **SR** 29**OFFENSE****Speed** 40 ft., swim 20 ft.**Melee** bite +19 (3d6+6 plus grab^{MA}), gore +19 (2d8+6/19-20), 2 hooves +17 (1d8+3)**Space** 15 ft.; **Reach** 15 ft.**Special Attacks** breath weapon (60-ft. cone, poison, Fortitude DC 27, usable every 1d4 rounds), death gaze^{MA}, **mythic power** (6/day, surge +1d8), trample (4d6+9, DC 23)**STATISTICS****Str** 22, **Dex** 8, **Con** 26, **Int** 5, **Wis** 15, **Cha** 10**Base Atk** +14; **CMB** +21 (+25 grapple); **CMD** 30 (34 vs. trip)**Feats** Endurance, Improved Critical (gore), Iron Will^{MF}, Multiattack, Power Attack^{MF}, Skill Focus (Perception), Vital Strike^{MF}**Skills** Perception +25, Swim +14**Languages** Aklo**ECOLOGY****Environment** any swamps**Organization** solitary, pair, or herd (1 mythic catoblepas and 3-6 catoblepases)**Treasure** incidental**SPECIAL ABILITIES**

Death Gaze (Su) Any creature within 30 feet that meets the gaze of a mythic catoblepas is affected as per *slay living* (caster level equal to HD, Fortitude DC 25 negates). A creature that succeeds on its save is immune to that mythic catoblepas's passive death gaze attack for 24 hours, but not to its active death gaze attack. This is a death effect and the save DC is Constitution-based.

Loathsome Stench (Ex) A mythic catoblepas secretes an oily chemical that nearly every other creature finds offensive. All living creatures (except catoblepases and other mythic creatures with the stench special ability) within 30 feet must succeed on a DC 27 Fortitude save or be nauseated for as long as they remain within range and for 1d3 rounds thereafter. Non-mythic creatures that successfully save are

instead sickened for as long as they remain within range. A *delay poison* or *neutralize poison* spell removes the effect from a nauseated or sickened creature. Creatures with immunity to poison are unaffected, and creatures resistant to poison receive their normal bonus on their saving throws. The save DC is Constitution-based and includes a +2 racial bonus.

Poison Breath (Ex) A mythic catoblepas's horrid, stinking breath is a 60-foot cone of poison gas. *Breath*—contact; *save* Fort DC 27; *frequency* 1/round for 6 rounds; *effect* 1d6 Con damage; *cure* 3 consecutive saves. The save DC is Constitution-based and includes a +2 racial bonus. By expending one use of mythic power, a mythic catoblepas can cause any creature that fails its save against its breath weapon to be staggered by pain each round it takes Con damage from the poison.

MYTHIC DRAGONNE

CR 8/MR 3

XP 4,800

Pathfinder Roleplaying Game Bestiary 3

N Large magical beast (mythic)

Init +10^{MF}; **Senses** darkvision 60 ft., low-light vision, scent; Perception +12

DEFENSE

AC 23, touch 12, flat-footed 20 (+3 Dex, +11 natural, -1 size)

hp 106 (9d10+57)

Fort +9, Ref +9, Will +4

DR 5/epic

OFFENSE

Speed 40 ft., fly 30 ft. (poor)

Melee bite +14 (2d6+6), 2 claws +14 (1d6+6)

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

Special Attacks mythic power (3/day, surge +1d6), overpowering rush^{MA} (DC 20), pounce, roar^{MA} (DC 19), sleep breath^{MA} (DC 17)

STATISTICS

Str 23, Dex 17, Con 17, Int 6, Wis 12, Cha 12

Base Atk +9; CMB +16; CMD 29 (33 vs. trip)

Feats Blind-Fight, Combat Reflexes, Flyby Attack, Improved Initiative^{MF}, Power Attack^{MF}

Skills Fly +5, Perception +12; **Racial Modifiers** +4 Perception

Languages Draconic

ECOLOGY

Environment temperate deserts

Organization solitary or pride (1 mythic dragonne and 5–10 dragonnes)

Treasure double

SPECIAL ABILITIES

Overpowering Rush (Ex) A Large or smaller creature that a mythic dragonne hits when using its pounce ability is automatically staggered for one round and must succeed on a DC 20 Reflex save or also be knocked prone. The save DC is Strength-based.

Roar (Su) A mythic dragonne can unleash a devastating roar every 1d3 rounds as a standard action. All creatures except dragonnes within 120 feet must succeed at a DC 19 Fortitude save or become fatigued. Those within 60 feet who fail their saves are also deafened for 2d4 rounds and those within 30 feet who fail their saves are also dazed for 1 round. This is a sonic effect. The save DC is Constitution-based and includes a +2 racial bonus.

Instead of unleashing an audible roar, a mythic dragonne can—as a standard action—expend one use of mythic power to target a single creature within 120 feet with a powerful sub-sonic force attack. This ear-splitting roar

is only heard by the target of the attack, who takes 8d6 points of damage (half sonic and half force), and is permanently deafened, and stunned for 1d4 rounds. A successful DC 19 Fortitude save reduces the damage by half, reduces the deafened duration to 1d6 hours, and dazes the target for one round. This is both a sonic and a force effect. After using its sub-sonic roar attack, a mythic dragonne cannot use any form of roar attack for 1d4 minutes. The save DC is Constitution-based and includes a +2 racial bonus.

Sleep Breath (Su) A mythic dragonne can breath a 40-foot cone of sleep gas once per minute as a standard action. Creatures within the cone must succeed on a DC 17 Will save or fall asleep for 2d4 rounds. A mythic dragonne can expend one use of mythic power as a swift action to force a creature to make two Will saves and keep the lowest roll. This is a sleep effect and the save DC is Constitution-based.

GIANT MYTHIC GIRALLON**CR 8/MR 3**

XP 4,800

Pathfinder Roleplaying Game Bestiary

N Huge magical beast (mythic)

Init +6; **Senses** darkvision 60 ft., low-light vision, scent; Perception +11**DEFENSE**

AC 22, touch 10, flat-footed 20 (+2 Dex, +12 natural, -2 size)

hp 117 (7d10+79)**Fort** +11, **Ref** +7, **Will** +5

DR 5/epic

OFFENSE**Speed** 40 ft., climb 40 ft.**Melee** bite +12 (1d8+7), 4 claws +12 (1d6+7 plus rend)**Space** 15 ft.; **Reach** 15 ft.**Special Attacks** clobbering charge^{MA}, mythic power (3/day, surge +1d6), pounce, rend (2 claws, 1d6+10), rending decapitation^{MA} (DC 20)**STATISTICS****Str** 25, **Dex** 15, **Con** 22, **Int** 2, **Wis** 12, **Cha** 7**Base Atk** +7; **CMB** +16; **CMD** 29**Feats** Improved Initiative, Iron Will^{MF}, Rending Fury^{MF}, Toughness**Skills** Climb +15, Perception +11, Stealth +1**ECOLOGY****Environment** warm forests**Organization** solitary or company (1 mythic girallon and 5–8 girallons)**Treasure** none**SPECIAL ABILITIES**

Clobbering Charge (Ex) A Huge or smaller non-mythic creature that a mythic girallon hits when using its pounce ability is automatically knocked prone. Mythic opponents that succeed on a DC 20 Reflex save are merely staggered for one round and not knocked prone. The save DC is Strength-based. Huge

Rend (Ex) If a giant mythic girallon hits with two or more claw attacks in the same round, it rends for an additional 1d6+10 points of damage. A giant mythic girallon can rend the same opponent twice if all four of its claw attacks hit. Additionally, when a giant mythic girallon inflicts rend damage, it can expend one use of mythic power as a swift action to inflict 2d6 points of bleed damage to its opponent.

Rending Decapitation (Ex) If a giant mythic girallon hits a non-mythic Huge or smaller creature with all four claw attacks in the same round, it can expend one use of mythic power as a free action to decapitate and instantly kill its opponent (DC 20 Fortitude negates). The save DC is Strength-based.

MYTHIC GIRALLON

Without the giant simple template, a mythic girallon's stats are as follows:

CR 7/MR 3; **XP** 3,200;**Size** Large; **Init** +7; **AC** 21, touch 12, flat-footed 18; **hp** 103;**Fort** +9, **Ref** +8;**Melee** bite +11 (1d6+5), 4 claws +11 (1d4+5 plus rend);**Space** 10 ft., **Reach** 10 ft.;**Special Attacks** clobbering charge (DC 18), rending decapitation (DC 18);**Str** 21, **Dex** 17, **Con** 18; **CMB** +13; **CMD** 26;**Skills** Climb +13, Stealth +5.

MYTHIC JACKALWERE

CR 3/MR 1

XP 800

Pathfinder Roleplaying Game Bestiary 3

CE Medium magical beast (mythic, shapechanger)

Init +3; **Senses** darkvision 60 ft., low-light vision, scent; Perception +7

Aura sleep aura^{MA} (30 ft., DC 14)

DEFENSE

AC 19, touch 15, flat-footed 14 (+2 armor, +3 Dex, +2 dodge, +2 natural)

hp 32 (3d10+16)

Fort +5, Ref +6, Will +2

DR 5/cold iron and epic

OFFENSE

Speed 30 ft., sand glide^{MA}

Melee mwk battleaxe +6 (1d8+3/×3), bite +0 (1d6+1) or bite +5 (1d6+3)

Special Attacks sleep gaze (DC 12), weapon intuition

STATISTICS

Str 15, Dex 17, Con 15, Int 12, Wis 12, Cha 12

Base Atk +3; CMB +5; CMD 20

Feats Alertness, Dodge^{MF}

Skills Acrobatics +7, Bluff +6, Perception +7, Sense Motive +3, Stealth +7, Survival +6; **Racial Modifiers** +2 Bluff, +2 Survival

Languages Common

SQ change shape (human, hybrid, and jackal; *polymorph*), jackal empathy

ECOLOGY

Environment warm deserts

Organization solitary, hunt (1 mythic jackalwere, 2–3 jackalweres, and 3–8 jackals), or pack (1 mythic jackalwere, 4–9 jackalweres, and 4–16 jackals)

Treasure double (leather armor, masterwork battleaxe, other treasure)

SPECIAL ABILITIES

Change Shape (Su) A mythic jackalwere has three forms.

Its natural form is that of a jackal, but it can also take the form of a human or a human-jackal hybrid. A mythic jackalwere's human form is fixed—it cannot assume different human forms. A mythic jackalwere can use its sleep gaze in any of its forms. In jackal form, it functions as a dog. In its hybrid form, a mythic jackalwere can make a bite attack as a secondary attack, while in human form it lacks its bite attack entirely. A mythic jackalwere can shift into any of its three alternate forms as a move action. Equipment does not meld with the new form between human and hybrid forms but does between those forms and its jackal form.

Jackal Empathy (Ex) A mythic jackalwere can communicate and empathize with jackals (use stats for Small dog), and can use Bluff as if it were Diplomacy to change a jackal's attitude, receiving a +4 racial bonus to do so.

Sleep Gaze (Su) Sleep for 3 minutes (a standard action rouses the creature, as does damage), 30 feet, Will DC 12 negates. A creature that succeeds at the saving throw cannot be affected by the same mythic jackalwere's sleep gaze for 24 hours. This is a sleep effect. The save DC is Charisma-based.

Sleep Aura (Su) Once per hour as a standard action, a mythic jackalwere can expend one use of mythic power to emanate a 30-foot radius sleep aura for a number of minutes equal to its Charisma modifier. Creatures in the area must succeed on a DC 14 Will save or fall asleep as if affected by the mythic jackalwere's sleep gaze. There is no limit to the number of Hit Dice a mythic jackalwere can affect with this ability. Jackalweres and jackals are immune to this effect. The mythic jackalwere can suppress or reactivate the sleep aura as a swift action. A creature that succeeds at the saving throw cannot be affected by the same mythic jackalwere's sleep aura for 24 hours. This is a sleep effect. The save DC is Charisma-based and includes a +2 racial bonus.

Weapon Intuition (Ex) A jackalwere is proficient with simple and martial melee weapons.

MYTHIC LEUCROTTA**CR 6/MR 2**

XP 2,400

Pathfinder Roleplaying Game Bestiary 2

CE Large magical beast (mythic)

Init +5; **Senses** darkvision 60 ft., low-light vision, scent; Perception +2**DEFENSE**

AC 20, touch 10, flat-footed 19 (+1 Dex, +10 natural, -1 size)

hp 77 (6d10+44)**Fort** +9, **Ref** +6, **Will** +4**DR** 5/epic; **Immune** disease, poison**OFFENSE****Speed** 60 ft., climb 30 ft.**Melee** bite +10 (2d6+7/18-20/×3), 2 hooves +5 (1d6+2)**Space** 10 ft.; **Reach** 5 ft.**Special Attacks** lethal bite^{MA}, compelling lure^{MA}, mythic power (4/day, surge +1d6)**Spell-Like Abilities**^{MA} (CL 6th; concentration +10)Constant— *speak with animals*3/day—*hold animal* (DC 16), *silence* (DC 16), *ventriloquism* (DC 15)**STATISTICS****Str** 21, **Dex** 12, **Con** 18, **Int** 11, **Wis** 14, **Cha** 19**Base Atk** +6; **CMB** +12; **CMD** 23 (27 vs. trip)**Feats** Extra Mythic Power, Improved Initiative, Skill Focus (Bluff, Stealth)**Skills** Bluff +13, Climb +13, Stealth +9**Languages** Common**SQ** sound mimicry (voices)**ECOLOGY****Environment** temperate or tropical forests or hills**Organization** solitary, pair, or pack (1 mythic leucrotta, 3–12 leucrottas, and 1–2 mythic crocottas)**Treasure** standard**SPECIAL ABILITIES**

Compelling Lure (Su) At any point that a mythic leucrotta's targets are unaware of it (for example, if the mythic leucrotta is hiding or concealed in darkness), the mythic leucrotta can call out to the targets, who must be within 60 feet but need not be in line of sight. When the mythic leucrotta calls out, the targets must make a DC 19 Will save or fall under the effects of a compulsion to approach the sound of the mythic leucrotta's voice. This effect is not language dependant, but otherwise functions identically to a *mass suggestion* spell with a caster level equal to the mythic leucrotta's Hit Dice plus its mythic rank. A mythic creature that saves cannot be affected again by the same mythic leucrotta's lure for 24 hours. If the mythic leucrotta uses the victim's name during the lure, the victim takes a -4 penalty on its saving throw. This is a sonic

mind-affecting compulsion effect. The save DC is Charisma-based and includes a +2 racial bonus. A mythic leucrotta that expends one use of mythic power as a free action while using its lure can even affect targets that are already aware of it yet cannot currently see it. Such targets that fail their saving throw are compelled to approach the sound of the mythic leucrotta's voice until they see the creature.

Lethal Bite (Ex) A mythic leucrotta's bite attack always applies 1-1/2 times its Strength modifier on damage rolls, threatens a critical hit on a roll of 18–20, and has a critical multiplier of ×3. When a mythic leucrotta bites an object, its bite treats the object as having a hardness of 10 less than the object's actual hardness rating. A mythic leucrotta can expend one use of mythic power as a free action to automatically confirm a critical threat with its bite attack

MYTHIC CROCOTTA**CR 5/MR 2**

XP 1,600

Pathfinder Roleplaying Game Bestiary and Bestiary 2 (variant dire hyena)

N Large animal (mythic)

Init +4; **Senses** low-light vision, scent; Perception +10**DEFENSE**

AC 21, touch 13, flat-footed 17 (+4 Dex, +8 natural, -1 size)

hp 50 (4d8+32)**Fort** +8, **Ref** +8, **Will** +4**Defensive Abilities** ferocity**OFFENSE****Speed** 50 ft.**Melee** bite +9 (2d6+10/19-20/×3 plus trip)**Space** 10 ft.; **Reach** 10 ft.**Special Attacks** blood rage, feral savagery (full attack), mythic power (2/day, surge +1d6)**STATISTICS****Str** 24, **Dex** 19, **Con** 19, **Int** 2, **Wis** 17, **Cha** 10**Base Atk** +3; **CMB** +11; **CMD** 25 (29 vs. trip)**Feats** Improved Critical (bite)^{B,MF}, Skill Focus (Perception, Stealth)**Skills** Perception +10, Stealth +9 (+13 in tall grass or heavy undergrowth); **Racial Modifiers** +4 Stealth in tall grass**ECOLOGY****Environment** warm plains**Organization** solitary, pair, or pack (1 mythic crocotta, 3–8 crocottas)**Treasure** incidental

Mythic crocottas are generally found only in the service of mythic leucrottas, but can rarely be encountered on their own in the wild leading a pack of hyenas or dire hyenas or venerated by gnoll tribes as divinely blessed hunting beasts.

MYTHIC PERYTON

CR 5/MR 2

XP 1,600

Pathfinder Roleplaying Game Bestiary 2

CE Medium magical beast (mythic)

Init +7; **Senses** darkvision 60 ft., low-light vision; Perception +10

DEFENSE

AC 19, touch 13, flat-footed 14 (+3 Dex, +6 natural)

hp 62 (5d10+35)

Fort +7, **Ref** +7, **Will** +3

DR 5/epic and magic

OFFENSE

Speed 30 ft., fly 60 ft. (good)

Melee gore +10 (1d6+4/18–20 plus 1d4 bleed^{MA}), bite +4 (1d6+2), 2 hooves +4 (1d4+2)

Special Attacks bloody biter^{MA}, hearteater^{MA}, horrific critical, mythic power (2/day, surge +1d6), shadow mark

STATISTICS

Str 19, **Dex** 16, **Con** 17, **Int** 11, **Wis** 14, **Cha** 12

Base Atk +5; **CMB** +9; **CMD** 22 (26 vs. trip)

Feats Flyby Attack^{MF}, Improved Initiative, Weapon Focus (gore)

Skills Fly +12, Perception +10, Stealth +9

Languages Common

ECOLOGY

Environment any

Organization solitary, pair, or flock (3–9)

Treasure standard

SPECIAL ABILITIES

Bloody Biter (Ex) A mythic peryton gains a bite attack as a secondary natural weapon, and its horrifying critical ability applies to this attack as well as its gore.

Hearteater (Ex) Whenever a mythic peryton confirms a critical hit with its gore or bite, it can expend one use of its mythic power to attempt to tear out the heart of a humanoid foe, killing it instantly (DC 16 Fortitude negates). The save DC is Constitution-based and the target gains a +2 bonus on this saving throw if wearing medium armor, +4 if wearing heavy armor. A creature with a natural armor bonus to AC also gains a bonus on this saving throw equal to one-half its natural armor bonus. Whenever a mythic peryton successfully uses this ability or its horrific critical ability to tear out the victim's heart, it can devour the heart as a move action and expend one use of its mythic power to gain the benefits of death knell.

Horrific Critical (Ex) A peryton's bite and gore attacks threaten a critical hit on an 18–20. If a peryton kills a humanoid foe with a critical hit, it can tear out the victim's heart with its wolf-like teeth as a free action. Any creature that witnesses this savage event must make a DC 13 Fortitude save or be shaken for 1 round. This is a mind-affecting fear effect. The save DC is Charisma-based.

Shadow Mark (Su) As a free action, a peryton can make a ranged touch attack by flying over a humanoid target—the maximum range of this attack is 300 feet. If the peryton hits, its shadow transforms to match the shadow of the creature struck. Once a peryton has established this link, it gains a +2 morale bonus on attack rolls and damage rolls made against that target, and every time the peryton hits that target with an attack, the creature must make a DC 13 Will save or become frightened for 1 round. This is a mind-affecting fear effect. The save DC is Charisma-based.

MYTHIC STIRGE**CR 1/MR1**

XP 400

Pathfinder Roleplaying Game Bestiary

N Tiny magical beast (mythic)

Init +4; **Senses** darkvision 60 ft., low-light vision, scent; Perception +1**DEFENSE****AC** 17, touch 16, flat-footed 13 (+4 Dex, +1 natural, +2 size)**hp** 15 (1d10+10)**Fort** +2, **Ref** +6, **Will** +1**OFFENSE****Speed** 10 ft., fly 40 ft. (average)**Melee** touch +7 (4 + attach)**Space** 2-1/2 ft.; **Reach** 0 ft.**Special Attacks** blood drain, mythic power (1/day, surge +1d6), surge^{MA}**STATISTICS****Str** 3, **Dex** 19, **Con** 10, **Int** 1, **Wis** 12, **Cha** 6**Base Atk** +1; **CMB** +3 (+11 grapple when attached); **CMD** 9 (17 vs. trip)**Feats** Weapon Finesse^{MF}**Skills** Fly +8, Stealth +16**SQ** blood bloat^{MA}, diseased**ECOLOGY****Environment** temperate and warm swamps**Organization** solitary, colony (2–4), flock (5–8), storm (9–14), or swarm (15–40)**Treasure** none**SPECIAL ABILITIES**

Attach (Ex) When a stirge hits with a touch attack, its barbed legs latch onto the target, anchoring it in place. An attached stirge is effectively grappling its prey. The stirge loses its Dexterity bonus to AC and has an AC of 12, but holds on with great tenacity and inserts its proboscis into the grappled target's flesh. A stirge has a +8 racial bonus to maintain its grapple on a foe once it is attached. An attached stirge can be struck with a weapon or grappled itself—if its prey manages to win a grapple check or Escape Artist check against it, the stirge is removed.

Blood Bloat (Ex) When a mythic stirge uses its blood drain ability, it gains 1d4 temporary hit points for every point of Constitution damage it inflicts as its body becomes bloated with blood. These temporary hit points stack with other temporary hit points, but they fade at a rate of 1d4 per hour as the stirge digests its feast. If a mythic stirge is reduced below 0 hit points while bloated with blood, its body ruptures and sprays diseased blood in a 5-foot-radius burst. All creatures in this radius are dazzled for 1

minute or until they spend a full-round action to clean off the blood, and also have a 10% chance of being exposed to filth fever or blinding sickness (equal chance of each). If the mythic stirge has not expended its daily use of mythic power, it do so as it dies, increasing this chance to 100%.

Blood Drain (Ex) A stirge drains blood at the end of its turn if it is attached to a foe, inflicting 1 point of Constitution damage. Once a stirge has dealt 4 points of Constitution damage, it detaches and flies off to digest the meal. If its victim dies before the stirge's appetite has been sated, the stirge detaches and seeks a new target.

Diseased (Ex) Due to the stagnant swamps in which they live and their contact with the blood of numerous creatures, stirges are harbingers of disease. Any creature subjected to a stirge's blood drain attack has a 10% chance of being exposed to filth fever, blinding sickness, or a similar disease, as described in the appendix of the *Pathfinder Roleplaying Game Core Rulebook*. Once this check is made, the victim can no longer be infected by this particular stirge, though attacks by different stirges are resolved normally and may result in multiple illnesses.

Swarming (Ex) Up to four mythic stirges can occupy the same square, which they can share with another creature of any size. Mythic stirges in the same square treat any non-stirge in that square as flanked, and a creature that begins its turn with more than one mythic stirge in its square because nauseated for 1 round due to the distraction caused by their flapping, swarming, and stabbing probosci. A successful Fortitude save negates this effect; the DC is equal to 10 plus the number of stirges in the creature's square (maximum DC 14). The save DC is Constitution-based. Even if a creature being swarmed by mythic stirges is not nauseated, any stirges in its space are treated as having cover against its attacks.

MYTHIC THRASFYR**CR 21/MR 8**

XP 409,600

Pathfinder Roleplaying Game Bestiary 2

CE Huge magical beast (fire, mythic)

Init +13^M; **Senses** darkvision 120 ft., low-light vision, *see invisibility*; **Perception** +28**DEFENSE****AC** 40, touch 9, flat-footed 39 (+1 Dex, +31 natural, -2 size)**hp** 359 (18d10+260); regeneration 15 (acid or cold)**Fort** +21, **Ref** +12, **Will** +15**DR** 15/cold iron and epic and slashing; **Immune** fire, sonic; **Resist** electricity 30; **SR** 36**Weaknesses** vulnerable to cold**OFFENSE****Speed** 50 ft., climb 50 ft.**Melee** 2 bites +30 (2d6+14), 4 claws +30 (1d8+21), gore +30 (2d6+14), 6 chains +25 (1d6+14 plus grab and pull)^{MA}**Space** 15 ft.; **Reach** 15 ft. (30 ft. with chains)**Special Attacks** breath weapon (80-foot cone, 20d8 fire damage, Reflex DC 29 half, usable once every 1d4 rounds), entangling chains^{MA}, lingering breath (2d8 fire, 8 rounds), mythic power (8/day, surge +1d10), powerful charge (gore, 4d8+30), powerful blows (claws), pull (chain, 5 ft.)^{MA}, rend (2 chains, 1d6+21)^{MA}**Spell-Like Abilities** (CL 18th; concentration +23)Constant—*air walk*, *see invisibility*1/day—*greater teleport* (self plus 50 lbs. of objects only, and only to a master's side)**STATISTICS****Str** 38, **Dex** 13, **Con** 31, **Int** 5, **Wis** 24, **Cha** 20**Base Atk** +18; **CMB** +34 (+38 grapple); **CMD** 45 (53 vs. trip)**Feats** Combat Reflexes^{MF}, Critical Focus, Greater Rending Fury^{MF}, Improved Initiative^{MF}, Improved Vital Strike, Rending Fury, Iron Will, Power Attack^{MF}, Rending Fury, Staggering Critical**Skills** Climb +22, Perception +28**Languages** Aklo, Sylvan**SQ** chain binder^{MA}, master's bond, planar acclimation**ECOLOGY****Environment** any**Organization** solitary**Treasure** double**SPECIAL ABILITIES****Chain Binder (Ex)** A mythic thrasfyr does not gain the grappled condition if it grapples a foe with a chain attack. The chains can be sundered (hardness 15, hp 35, Break DC 32).**Entangling Chains (Su)** A mythic thrasfyr can control the six chains that hang from its body as if they were its own limbs. As a standard action, it can cause these chains to snake outward to a radius of 30 feet. All creatures in this area take 15d6 points of slashing damage and are pulled 15 feet towards the mythic thrasfyr—a DC 33 Reflex save halves the damage and negates the pull. A mythic thrasfyr must release all opponents that are grappled by its chains prior to using this ability. The mythic thrasfyr creates these chains from its own body—destroyed chains regrow in 24 hours. A mythic thrasfyr that expends one use of mythic power immediately regrows all destroyed chains. The save DC is Strength-based.**Master's Bond (Su)** A thrasfyr can form a bond with a willing creature by touching that creature. This allows the thrasfyr to communicate telepathically with the bonded creature with no range restriction (provided the thrasfyr and its master are on the same plane). Both thrasfyr and master can sense the other's condition as if both were under the effect of a *status* spell. A thrasfyr can maintain a bond with only one master at a time.**Planar Acclimation (Ex)** A thrasfyr is always considered to be on its home plane, regardless of what plane it finds itself upon. It never gains the extraplanar subtype.

MYTHIC YPOTRYLL**CR 18/MR 7****XP 153,600***Pathfinder Roleplaying Game Bestiary 4*

N Huge magical beast (mythic)

Init -1; **Senses** darkvision 60 ft., low-light vision, scent; Perception +12**DEFENSE****AC** 36, touch 7, flat-footed 36 (-1 Dex, +29 natural, -2 size)**hp** 323 (22d10+202)**Fort** +21, **Ref** +12, **Will** +9; second save**Defensive Abilities** ferocity, *freedom of movement*; **DR** 10/—;**Immune** charms and compulsions**OFFENSE****Speed** 60 ft.**Melee** gore +34 (4d8+21 plus push), 2 hooves +32 (2d8+21), tail slap +32 (2d6+7 plus push)**Space** 15 ft.; **Reach** 10 ft. (15 ft. with tail slap)**Special Attacks** destructive charge^{MA}, feral savagery (full attack), mythic power (7/day, surge +1d10), push (gore, tail slap, 10 ft.), thundering path^{MA}, trample (2d8+21, DC 35), unstoppable force**Spell-Like Abilities** (CL 18th; concentration +16)Constant—*freedom of movement***STATISTICS****Str** 38, **Dex** 9, **Con** 21, **Int** 2, **Wis** 10, **Cha** 7**Base Atk** +22; **CMB** +38 (+40 bull rush, +45 overrun); **CMD** 47 (49 vs. bull rush, 52 vs. overrun)**Feats** Bloody Assault^{MF}, Charge Through^{MF}, Great Fortitude, Greater Overrun, Improved Bull Rush, Improved Overrun^{MF}, Iron Will, Multiattack, Power Attack^{MF}, Run, Toughness**Skills** Acrobatics +6 (+18 when jumping), Perception +12, Survival +4, Swim +26; **Racial Modifiers** +12 Acrobatics when jumping, +4 Swim**SQ** bloody-minded^{MA}**ECOLOGY****Environment** temperate marshes, hills, or coasts**Organization** solitary, pair, herd (1 mythic ypotryll and 3–16 ypotrylls)**Treasure** none**SPECIAL ABILITIES****Bloody-Minded (Ex)** A mythic ypotryll is not easily swayed from its bloody business. It is immune to charm and compulsion effects.**Destructive Charge (Ex)** A mythic ypotryll's charge attack ignores up to 2 points of a target object's hardness for each 5 feet charged, and deals bonus damage equal to its mythic rank. If a mythic ypotryll expends one use of mythic power as part of a charge attack against an object, it treats the object's hardness as 0 and adds double its mythic rank to damage instead.**Thundering Path (Ex)** A mythic ypotryll's charge shakes the ground it crosses. The path of its charge is considered difficult terrain until the start of the mythic ypotryll's next turn, and creatures with tremorsense that are within 100 feet of the end of the mythic ypotryll's charge are blinded for that same amount of time. If a mythic ypotryll expends one use of mythic power as part of a charge attack, all creatures on the ground within 15 feet of the end of the mythic ypotryll's charge must succeed at a DC 35 Reflex save or fall prone. The save DC is Strength-based.**Unstoppable Force (Ex)** An ypotryll's bonus on a charge attack is +4, and it may add this bonus on overrun combat maneuver checks attempted using Charge Through. An ypotryll may charge over difficult terrain, provided the terrain does not cost more than 2 squares to enter.

This slaving brownish hound with huge-fanged jaws seems to waver and ripple before your eyes, drifting and shifting from one place to another even when standing still or split between several places at once. Even its flesh seems unstable and flowing, bending and curling in on itself to expose its inner tissues and organs before swallowing itself and dragging its rough-coated exterior out again.

WARPWOLF

CR 5/MR 2

XP 1,600

CE Medium magical beast (mythic)

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

DEFENSE

AC 20, touch 14, flat-footed 16 (+3 Dex, +1 dodge, +6 natural)

hp 65 (6d10+32)

Fort +7, **Ref** +8, **Will** +3

Defensive Abilities gut-wrenching^{MA}, warp fugue; **DR** 5/epic

OFFENSE

Speed 40 ft.

Melee bite +10 (1d6+6)

Special Attacks bifurcated bite^{MA}, mythic power (2/day, surge 1d6)

Spell-Like Abilities (CL 6th; concentration +7)

Constant—*displacement*

At will—*blink*

1/day—*dimension door*

STATISTICS

Str 19, **Dex** 17, **Con** 14, **Int** 8, **Wis** 13, **Cha** 12

Base Atk +6; **CMB** +10; **CMD** 24 (28 vs. trip)

Feats Dodge^{MF}, Mobility, Precise Strike^B, Spring Attack

Skills Acrobatics +7 (+11 when jumping), Perception +8, Stealth +7; **Racial Modifiers** +4 Acrobatics when jumping

Languages Aklo

SQ pack of one^{MA}, transdimensional

ECOLOGY

Environment any

Organization solitary, pair, or pack (3–9)

Treasure incidental

SPECIAL ABILITIES

Bifurcated Bite (Su) As a standard action, a warpwolf can make two bite attacks against a single opponent. These bites can originate in any square adjacent to both the warpwolf and the target for the purpose of cover and flanking, allowing the warpwolf to provide flanking for itself.

Dimensional Instability (Su) A warpwolf's bifurcated bite, gut-wrenching, transdimensional, and warp fugue abilities are suppressed by dimensional anchor, dimensional lock, or forbiddance.

Gut-wrenching (Su) A warpwolf's body is in a constant state of inverting flux, its inward parts and its nominal exterior constantly churning and folding in upon each other. A warpwolf gains a +10 bonus on combat maneuver checks made to escape a grapple and on saving throws to avoid becoming entangled. Whenever it is struck by an attack, it can attempt a combat maneuver check to disarm its attacker as an immediate action that does not provoke attacks of opportunity. If the weapon is disarmed, it is engulfed inside the warpwolf's body and cannot be retrieved unless the warpwolf is killed. If the warpwolf expends one use of its mythic power as part of this immediate action, it can disgorge part of its transpatial innards on its attacker (including creatures using natural weapons, unarmed strokes, or melee touch attacks) as a melee touch attack, affecting the target as a tanglefoot bag on a successful hit.

Pack of One (Ex) A warpwolf gains one teamwork feat as a bonus feat, and all of its allies are treated as if they had the same feat for the purpose of the warpwolf gaining its benefits. Its allies gain no benefits from this ability. When a warpwolf uses its bifurcated bite, it gains the benefit of its teamwork feat with respect to the creature it attacked, as if the warpwolf were its own adjacent ally. A warpwolf can expend one use of its mythic power as a full-round action to switch its teamwork feat to a different teamwork feat for which it qualifies.

Transdimensional (Su) A warpwolf exists across multiple planes simultaneously, and its senses extend into those planes as well as the interstices between planes. A warpwolf can see and attack astral, ethereal, and incorporeal creatures, as well as creatures using blink, shadow walk, or similar spells that move them through transitive planes that border the Material Plane. Its attacks deal full damage to such creatures and never have a miss chance against them.

Warp Fugue (Su) A warpwolf has constant displacement, but this effect is not purely illusory; a warpwolf actually exists partially in several places simultaneously. A warpwolf cannot be flanked, and it can treat any adjacent square (including squares occupied by other creatures or objects) as its own space for the purpose of determining flanking and cover.

Warpwolves are deadly and savage transdimensional predators that exist simultaneously in multiple planes but are fully at home in none. Their appearance is similar to oversized brownish wolfhounds with oversized jaws filled with cruel fangs, but their strangely unstable bodies and spatial existence mark them as wholly unnatural creatures. They are merciless killers with little care for whom or what they destroy. Warpwolves stand between 3 and 4 feet tall at the shoulder and weigh 200 to 300 pounds.

HABITAT AND SOCIETY

Warpwolves are distant and debased relatives of blink dogs who once became stuck and stretched over the threshold between worlds, their minds and bodies being pulled and twisted in a hundred directions by the remorseless skeins of reality. Thus unwound and spun back together over the course of ages until they were finally able to disentangle a portion of themselves back into a semblance of reality, warpwolves have a vicious hatred of all existence, but their keenest loathing is for their former kin.

Like their blink dog kin, warpwolves tend to run in packs led by an alpha, though warpwolves do not differentiate between genders, perhaps as a result of the commingling of male and female warpwolves who were caught together in the planar interstices as each was rewoven with parts of all others. It is theorized that, due to the fluid nature of warpwolf flesh, gender could likewise be mutable to suit biological need for procreation, and it has also proven tragically true on a few occasions that warpwolves can mate with blink dogs. While most such litters end up stillborn, some pups do survive to maturity and breed true as new warpwolves.

Warpwolves packs are not particularly stable, as they are prone to divide whenever an individual warpwolf begins to chafe under a dominant alpha. These divisions may consist of just wandering off when the mood strikes, while at other times a disgruntled warpwolf may try to rally others in the pack to its cause, splitting the pack down the middle. Most such sedition is met with violence, with the alpha seeking to destroy the upstart rival in order to preserve its place, but many alphas happily let malcontents go as long as they do not directly challenge the alpha's authority.

ECOLOGY

Warpwolves are primarily carnivorous, though they will happily feast on carrion when it is available, and they also kill for pleasure as well as for nutrition and may leave corpses of their prey to rot. They are territorial and possessive, driving off other predators or scavengers who would disturb their kills; however, they are also easily distracted and prone to wanderlust, and will often simply move on and leave heaps of dead flesh behind. The sole exception is that they will always devour any blink dogs they have slain and will hunt down and destroy any creature that dares steal a blink dog corpse from them. distant and debased relatives of blink dogs who once became stuck and stretched over

Warpwolf: These shadowy hounds exist simultaneously in several realities, constantly displacing themselves in space and time. Distantly related to blink dogs but mortal enemies of their kin, even a lone warp wolf seems almost a pack unto itself as it attacks from every direction at once.







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