



MYTHIC MONSTERS: MONSTROUS HUMANOIDS

BY JASON NELSON, JONATHAN H. KEITH,
AND TOM PHILLIPS

WITH THE LEGENDARY GAMES DESIGN TEAM



MYTHIC PLUG-INS



MYTHIC MONSTERS:
MONSTROUS
HUMANOIDS



MYTHIC MONSTERS: MONSTROUS HUMANOIDS

Credits.....

Authors: Jason Nelson, Jonathan H. Keith, and Tom Phillips

Artist: Jason Juta and Chris McFann

Design and Layout: Richard Kunz

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

Publisher: Jason Nelson

Executive Partner: Neil Spicer

Business Director: Rachel Ventura

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

Special Thanks.....

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

Legal

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

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

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

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

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

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

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

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

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

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

5. Representation of Authority to Contribute: If You are contributing original material as Open Game Content, You

represent that Your Contributions are Your original creation and/or You have sufficient rights to grant the rights conveyed by this License.

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

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

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

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

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

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

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

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

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

15. COPYRIGHT NOTICE

Open Game License v 1.0a © 2000, Wizards of the Coast, Inc. *Mythic Monsters: Monstrous Humanoids* © 2014, Legendary Games; Authors: Jason Nelson, Jonathan H. Keith, and Tom Phillips.

System Reference Document. © 2000, Wizards of the Coast,

Inc.; Authors Jonathan Tweet, Monte Cook, Skip Williams, based on material by E. Gary Gygax and Dave Arneson. The Hypertext d20 SRD. © 2004, Jans W Carton.

The Book of Fiends, © 2003, Green Ronin Publishing; Authors Aaron Loeb, Erik Mona, Chris Pramas, and Robert. J. Schwab

Pathfinder Roleplaying Game Advanced Player's Guide. © 2010, Paizo Publishing, LLC; Author: Jason Bulmahn, James Jacobs, Steve Kenson, Hal Maclean, Rob McCreary, Erik Mona, Jason Nelson, Stephen Radney-MacFarland, Sean K Reynolds, F. Wesley Schneider, James L. Sutter, Owen Stephens, and Russ Taylor.

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

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

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

Pathfinder Roleplaying Game Bestiary 4. © 2013, Paizo Publishing, LLC; Authors: Dennis Baker, Jesse Benner, Savannah Broadway, Ross Byers, Adam Daigle, Tim Hitchcock, Tracy Hurley, James Jacobs, Matt James, Rob McCreary, Jason Nelson, Tom Phillips, Stephen Radney-MacFarland, Sean K Reynolds, F. Wesley Schneider, Tork Shaw, and Russ Taylor.

Pathfinder Roleplaying Game Core Rulebook. © 2009, Paizo Publishing, LLC; Author: Jason Bulmahn, based on material by Jonathan Tweet, Monte Cook, and Skip Williams.

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

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

TABLE OF CONTENTS

| | |
|---|----|
| WELCOME TO ULTIMATE PLUG-INS: MYTHIC MONSTERS! | 1 |
| WHAT YOU WILL FIND INSIDE MYTHIC MONSTERS: MONSTROUS HUMANOIDS | 2 |
| MONSTROUS MUTANTS..... | 3 |
| MYTHIC ADARO | 5 |
| MYTHIC ANNIS HAG | 6 |
| MYTHIC BUGGANE..... | 7 |
| MYTHIC CENTAUR..... | 8 |
| MYTHIC DERHII | 9 |
| MYTHIC DOPPELGANGER | 10 |
| MYTHIC MONGRELMAN | 11 |
| MYTHIC PUKWUDGIE..... | 12 |
| MYTHIC SERPENTFOLK | 13 |
| MYTHIC STYGIRA..... | 14 |
| MYTHIC WINTER HAG..... | 15 |
| MYTHIC YETI | 16 |
| XOTENGA..... | 17 |
| IS YOUR GAME LEGENDARY? | 21 |

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

MF = MYTHIC FEAT

MA = MYTHIC ABILITY

MMA = MAJOR MYTHIC ABILITY (COUNTING AS TWO ABILITIES)

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



WELCOME TO ULTIMATE PLUG-INS: MYTHIC MONSTERS!

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

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

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



SPECIAL ELECTRONIC FEATURES

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

ABOUT LEGENDARY GAMES

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

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

WHAT YOU WILL FIND INSIDE MYTHIC MONSTERS: MONSTROUS HUMANOIDS

Monstrous humanoids are the other side of the same coin that magical beasts represent. Both are monsters in the truest, most classic sense of the word, and when you think of monster movies or the great myths and legends of old, a great many of those monsters that aren't magical beasts fall into this category instead. These are still completely monstrous, yes, but they may walk on two legs like a minotaur, or they bear a partly human body bound to an otherwise bestial form like a centaur or lamia. In some ways, their vaguely retained humanity makes them even more horrible as monsters, far too close to comfort. Ofcourse, it can also make them more tragic if they are well-meaning creatures that just want to be left alone but are adjudged monstrous and hunted down by the supposedly civilized races become more monstrous in their own way than ever were the subjects of their xenophobic purges.

This product brings you a dozen and one marvelous monsters of this not-quite-human kind, including mythological classics from all over the world like the horse-bodied **centaur** of Greece, the abominable snowmen of the Himalayas, the **yeti**, the blood-hungry sea hunters of the Solomon Islands, the **adaro**, the sinister and spiny **pukwudgie** of New England, and the brutal **buggane** of the Isle of Man. You will also find a range of horrid hags, including the steel-skinned **annis hag**, the fearsomely frosty **winter hag**, and the crystal-craving eyeless **stykira**. As with magical beasts, monstrous humanoids also provide fertile ground for the creative lexicon of RPGs, from classics like the duplicitous **doppelganger** and mangy **mongrelman** to newer iconic creatures like the winged apes of the **derhii** and the sinister **serpentfolk**. As if this deadly dozen were not enough, we also bring you the **xotenga**, a flying fiend from the wild wastes that feeds on hunger and is sated only by suffering, a creature that lives and breathes famine and desolation in a rain of deadly feathered shafts plucked from its own desiccated wings. We also bring you a simple template for creating your own mutated amalgams of person and beast through the tauric template and its mythic expansion, allowing you to stitch together your own awful creations for the mad scientists, corrupt genengineers, and beast-cultists all over your campaign world.

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



MONSTROUS MUTANTS

In many ways, most monstrous humanoids are just a different variety of magical beast, in that they have predominantly humanoid features merged with some kind of bestial body. One iconic type of monstrous humanoid is the centaur, with a horse's lower body and a human's body above, but the concept of a humanoid torso joined to a monstrous lower body can be applied to any number of different and horrible combinations using the template below, both for mythic and non-mythic creatures.

CREATING A TAURIC CREATURE

"Tauric" is an inherited template that can be added to any Large or smaller humanoid or monstrous humanoid, adding to it a lower body of an animal, magical beast, or vermin with four or more legs to form a hybrid creature that is no more than one size larger than its humanoid part. A tauric creature uses the base creature's statistics and abilities except as noted here.

CR: A tauric creature's CR is equal to the CR of its humanoid half or its hybrid half (whichever is greater) +1.

Type: The creature's type changes to monstrous humanoid. Any racial Hit Dice become d10s, and the creature's Hit Dice, base attack bonus, and saves for racial Hit Dice are recalculated as a monstrous humanoid. Hit Dice, base attack bonus, and saves from class levels are unaffected.

Senses: A tauric creature gains darkvision 60 ft.

Armor Class: A tauric creature gains a natural armor bonus equal to the natural armor bonus of its humanoid half or its hybrid half, whichever is better.

Hit Dice: A tauric creature's racial Hit Dice are equal to the Hit Dice of either its hybrid half or its humanoid half (whichever is greater) +1.

Defensive Abilities: A tauric creature gains all exceptional and supernatural defensive abilities possessed by its humanoid half and its hybrid half.

Speed: A tauric creature gains the movement speeds of its hybrid half.

Space/Reach: The space occupied by a tauric creature is based on its hybrid half. Its reach, however, is determined by the size of its humanoid half.

Attacks: A tauric creature retains the weapon and armor proficiencies of its humanoid half. If its humanoid half has a bite, claw, gore, or slam attacks, it retains those attacks. It loses any other natural weapons. Its hybrid half loses any bite, gore, or slam attacks. It retains any other natural weapons it possesses, including claw, hoof, sting, tail, and wing attacks, but these are treated as secondary natural attacks.

Special Attacks: A tauric creature gains any exceptional and supernatural attacks of its hybrid half that primarily use its feet, legs, wings, and tail, such as pounce, rake, and trample. It does not gain spell-like abilities from its hybrid half, nor exceptional or supernatural abilities that primarily use its arms or head, such as

breath and gaze weapons, grab, and rend.

Special Qualities: A tauric creature gains any exceptional or supernatural special qualities possessed by its humanoid half or its hybrid half. Tauric creatures gain the following special quality: *Undersized Weapons (Ex):* Although a tauric creature's lower body may be larger than its upper body, its upper torso determines the size of weapons it can use. As a result, they wield weapons as if they were one size category smaller than their actual size. If its humanoid half has natural weapons, they deal damage based on the size of the base humanoid creature.

Ability Scores: Increase from the base creature's humanoid half as follows: Str +4, Dex +4, Con +4, Wis +2.

Skills: A tauric creature gains 4 skill points plus its Intelligence bonus for each racial Hit Die as a monstrous humanoid. A tauric creature treats the following as class skills: Climb, Craft, Fly, Intimidate, Perception, Ride, Stealth, Survival, or Swim. In addition, it retains any other class skills and racial skill bonuses of both halves. If both halves have a racial bonus to the same skill, it uses the better bonus; they do not stack. A tauric creature gains any racial languages spoken by its hybrid half as well as its humanoid half.

Feats: A tauric creature gains feats as normal for a monstrous humanoid of its Hit Dice. Their feat selections commonly mirror those of their humanoid half or their hybrid half, but they are not required to do so.

GWOR (GOBLIN-WORG TAURIC CREATURE)

With the tauric simple template, this creature with a goblin's upper body and a worg's lower body has the following statistics:

CR 3; **XP** 800;

Size Medium; **Init** +8;

AC 18, touch 14, flat-footed 14 (+2 armor, +4 Dex, +1 natural, +1 shield); **hp** 42 (5d10+15);

Fort +4, **Ref** +8, **Will** +4; **Speed** 30 ft.;

Melee short sword +6 (1d4+2); **Ranged** composite shortbow +8 (1d4+2);

Str 15, **Dex** 19, **Con** 16, **Int** 10, **Wis** 11, **Cha** 8;

Base Atk +4; **CMB** +6; **CMD** 20 (24 vs. trip);

Feats Improved Initiative, Point Blank Shot, Run;

Skills Perception +10, Ride +16, Stealth +16, Survival +10;

Racial Modifiers +2 Perception, +4 Ride, +4 Stealth, +2 Survival.



MYTHIC TAURIC CREATURES (MR 1, CR +1)

Mythic tauric creatures follow the same rules as non-mythic tauric creatures, but they are imbued with a greater sense of power and authority over their distant kin and also retain more of the unique abilities of their hybrid bodies.

Rebuild Rules: AC increase natural armor bonus by 2; **hp** mythic bonus hit points (see sidebar about the mythic subtype under Mythic Monster Advancement in Chapter 6 of *Pathfinder Roleplaying Game Mythic Adventures*); **Ability Scores** +4 Cha; **Special Attacks** hybrid heritage; **Special Qualities** master of kind, self-mounted.

Hybrid Heritage (Su): A mythic tauric creature retains one of the following features that creatures of its hybrid half possess: one primary natural weapon, along with one exceptional ability that functions as part of that weapon (such as bite and poison, or gore and powerful charge); two secondary natural weapons; or one supernatural ability whose function is based on the creature's head or upper body, such as a breath weapon or gaze weapon. These natural weapons and abilities function identically to the abilities of a creature of the same kind as its hybrid half, but any effects based on size function using the size of the creature's humanoid half.

This is considered a mythic simple template that can be added to any creature with the tauric template. If building a new mythic monster from scratch instead of applying a template, the hybrid heritage, master of kind, and self-mounted abilities could be applied separately as new mythic abilities to an existing hybrid creature with two or more distinct creature types merged into a single amalgam.

Master of Kind (Su): A mythic tauric creature gains the wild empathy ability as a ranger of a level equal to its Hit Dice, with a +4 racial bonus. This ability functions only against creatures of the same kind of animal, magical beast, or vermin as the creature's hybrid half. The tauric creature can communicate with such creatures as if it had continuous *Speak with Animals* and gains a +4 racial bonus on Handle Animal checks it makes with such creatures. A tauric creature can expend one use of its mythic power to use *Animal Trance*, *Charm Animal*, or *Hold Animal* against a creature of the same kind as its hybrid half, with a caster level equal to its Hit Dice and using Charisma to determine the save DC. These abilities are supernatural, not spell-like, and they affect creatures of the chosen type even if they are not animals.

Self-Mounted (Ex): A mythic tauric creature is considered mounted for the purpose of using mounted combat feats. It is considered to have 1 rank in the Ride skill and the Mounted Combat feat for the purpose of feat prerequisites. The tauric creature is treated as both the rider and the mount for the purpose of such feats, whichever is more advantageous in any situation.

MYTHIC ADARO**CR 4/MR 1****XP 1,200**

Pathfinder Roleplaying Game Bestiary 3

NE Medium monstrous humanoid (aquatic, mythic)

Init +3; **Senses** blindsense 30 ft., darkvision 60 ft., low-light vision, keen scent; Perception +8**DEFENSE****AC** 16, touch 13, flat-footed 13 (+3 Dex, +3 natural)**hp** 40 (4d10+18)**Fort** +3, **Ref** +7, **Will** +5; +2 vs. electrical effects**Defensive Abilities** storm bond^{MA}**OFFENSE****Speed** 10 ft., swim 50 ft.**Melee** mwk spear +10 (1d8+4/x3 plus poison), bite +2 (1d6+3)**Ranged** mwk spear +10 (1d8+3/x3)**Special Attacks** mythic power (1/day, surge +1d6), mythic rain frenzy^{MA}**STATISTICS****Str** 16, **Dex** 17, **Con** 14, **Int** 10, **Wis** 13, **Cha** 13**Base Atk** +4; **CMB** +7; **CMD** 20**Feats** Deadly Aim, Storm-Lashed^{B, ISWG}, Weapon Focus (spear)^{MF}**Skills** Intimidate +8, Perception +8, Stealth +10, Swim +18**Languages** Aquan, Common, speak with sharks**SQ** amphibious, poison use**ECOLOGY****Environment** warm oceans**Organization** solitary, hunting party (1 mythic adaro and 2–6 adaros), or tribe (1–2 mythic adaros and 7–12 adaros)**Treasure** standard (3 mwk spears, other treasure)**SPECIAL ABILITIES**

Mythic Rain Frenzy (Su) Adaros revere storms, and their lust for blood is amplified exponentially while it is raining. Mythic adaros gain Storm-Lashed^{ISWG} as a bonus feat. While fighting in the rain or during other stormy weather, mythic adaros act as though affected by the *rage* spell and as a move action may expend one use of mythic power to gain the benefits of *haste* (self only) for 2 rounds. A mythic adaro gains this benefit even if it is underwater, but only as long as it remains within a move action away from the water's surface (50 feet for most adaros). This ability modifies an adaro's rain frenzy ability.

Poison (Ex) Adaros favor a paralytic toxin secreted by the flying nettlefin pufferfish—a sticky venom that doesn't wash away in water.

Nettlefin Toxin: Spear—injury; *save* Fort DC 15; *frequency* 1/minute for 4 minutes; *effect* paralyzed for 1 minute; *cure* 2 consecutive saves.

Poison Use (Ex) Adaros are skilled in the use of poison and never risk accidentally poisoning themselves.

Speak with Sharks (Su) An adaro can communicate telepathically with sharks to a distance of 100 feet. This communication is limited to simple concepts such as “come,” “defend,” or “attack.”

Storm Bond (Su) As an immediate action, a mythic adaro may expend one use of mythic power to gain immunity to electricity for 1 minute. During this time, the adaro can see without impediment through rain and high winds and cannot be checked or pushed back by high winds. If the adaro would take electricity damage during that duration, the mythic adaro may target one creature within 10 ft. to take the damage instead.

MYTHIC ANNIS HAG

CR 7/MR 3

XP 3,200

Pathfinder Roleplaying Game Bestiary 3

CE Large monstrous humanoid (mythic)

Init +1; **Senses** darkvision 60 ft.; Perception +13

DEFENSE

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

hp 96 (7d10+58)

Fort +8, **Ref** +6, **Will** +6

Defensive Abilities steelskin^{MA}; **DR** 5/bludgeoning and epic; **SR** 20

OFFENSE

Speed 40 ft.

Melee bite +14 (1d6+8), 2 claws +14 (1d6+8 plus grab)

Space 10 ft.; **Reach** 10 ft.

Special Attacks fearful strength^{MA}, grisly grapppler^{MA}, irongrip^{MA}, mythic power (3/day, surge +1d6), rend (2 claws, 2d6+12)

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

3/day—*alter self*, *fog cloud*

STATISTICS

Str 27, **Dex** 12, **Con** 18, **Int** 13, **Wis** 13, **Cha** 10

Base Atk +7; **CMB** +16 (+20 grapple); **CMD** 27

Feats Alertness, Blind-Fight^{MF}, Great Fortitude^{MF}, Intimidating Prowess

Skills Bluff +7, Diplomacy +7, Intimidate +18, Perception +13, Sense Motive +3, Stealth +7

Languages Common, Giant

ECOLOGY

Environment cold marshes

Organization solitary or coven (1 mythic annis hag plus 2 hags of any kind)

Treasure standard

SPECIAL ABILITIES

Fearful Strength (Ex) The iron grip and bloodthirsty ferocity of a mythic annis hag belie her lanky build. Whenever a mythic annis hag confirms a critical hit with a natural weapon or successfully grapples or rends a target, she can make an Intimidate check to demoralize that creature as a swift action. If she expends one use of her mythic power, she can demoralize the target as a free action and if the Intimidate check succeeds the target is frightened instead of shaken.

Grisly Grapppler (Ex) When a mythic annis hag succeeds on a combat maneuver check to grapple a target, she can deal her rend damage to that creature as a swift action even if she hits with only one claw. In addition, if she bites a target she has grappled she gains a +4 bonus on her attack roll and deals 1d6 points of bleed damage on a successful hit, or 1d3 points of Constitution bleed on a critical hit.

Irongrip (Ex) When a mythic annis hag successfully grapples a creature, she can maintain her grapple in subsequent rounds as a move action. Alternatively, she may spend one use of her mythic power to maintain a grapple as a swift action; if this check succeeds, she gains a +4 bonus on attack rolls or combat maneuver checks she makes against her grappled target until the end of her turn.

Steelskin (Ex) The skin of a mythic annis hag is as hard as enchanted steel, and blades that strike her become notched and dull. Any weapon striking her takes 3d6 points of damage, reduced by the hardness of the weapon. Weapons that take damage in excess of their hardness gain the broken quality. The penalties for the broken condition are applied before resolving the attack against the hag; if the attack roll penalty from the broken condition would cause the attack to miss her AC, the attack deals no damage. A weapon that is destroyed by this damage likewise deals no damage. Piercing or slashing weapons lose 1 point of hardness each time they hit the hag (DC 17 Fortitude negates). Lost hardness can be repaired by *make whole*, but *mending* has no effect. The save DC is Constitution-based.



MYTHIC BUGGANE**CR 6/MR 2**

XP 2,400

Pathfinder Role Playing Game Bestiary 4

CE Large monstrous humanoid (mythic)

Init +5^M; **Senses** tremorsense 60 ft., scent; Perception +9**DEFENSE****AC** 20, touch 8, flat-footed 20 (-1 Dex, +12 natural, -1 size)**hp** 71 (6d10+38)**Fort** +7, **Ref** +4, **Will** +6**DR** 5/epic**Weaknesses** light blindness**OFFENSE****Speed** 30 ft., burrow 30 ft.**Melee** 2 claws +12 (1d8+7), gore +12 (1d8+7)**Space** 10 ft.; **Reach** 10 ft.**Special Attacks** *feral savagery* (full attack), *mythic power* (2/day, surge +1d6), *rend* (2 claws, 1d8+10), *rending butchery* (DC 20)^{MA}, *smash and bash* (DC 20)**STATISTICS****Str** 24, **Dex** 9, **Con** 17, **Int** 6, **Wis** 13, **Cha** 6**Base Atk** +6; **CMB** +14; **CMD** 23**Feats** Great Fortitude, Improved Initiative^{MF}, Skill Focus (Stealth)**Skills** Climb +11, Perception +9, Stealth +7 (+15 when underground); **Racial Modifiers** +8 Stealth when underground**Languages** Giant**SQ** blind, earth distortion^{MA} (2 rounds)**ECOLOGY****Environment** any underground**Organization** solitary, hunting party (1 mythic buggane and 3–5 bugganes), or clan (1 mythic buggane and 6–30 bugganes)**Treasure** standard**SPECIAL ABILITIES**

Blind (Ex) Bugganes are almost completely blind. They are immune to gaze attacks, visual effects, illusions, and other attack forms that rely on sight. Bright light still dazzles them, however, and is a shock to all their perceptive senses, giving them the light blindness weakness.

Earth Distortion (Su) As a swift action, a mythic buggane can empower itself to completely ignore the physicality of stone and metal, enabling it to pass through stone and metal barriers as easily as air. For a number of rounds equal to its mythic rank, the mythic buggane has earth glide and takes no damage from stone or metal weapons, or from the natural attacks of creatures of the earth subtype or stone or metal constructs. Additionally, a mythic buggane's melee attacks ignore any AC bonus (including enhancement bonuses) from metal or stone armor and shields. While using earth distortion, the mythic buggane cannot damage stone or metal constructs or creatures of the earth subtype with its natural attacks.

Additionally, a mythic buggane can expend one use of mythic power as a free action to extend its earth distortion ability for an additional number of rounds equal to its mythic rank. Otherwise, the buggane must wait 1d4+1 rounds before it can use earth distortion again.

Rending Butchery (Ex) When a mythic buggane damages an opponent with its rend attack, it can expend one use of mythic power as a swift action to shred its opponent's vital internal organs with its powerful claws. Against a non-mythic opponent, the mythic buggane makes an immediate coup de grace attack that provokes an attack of opportunity. This attack deals twice the mythic buggane's rend damage to the victim. Mythic opponents who succeed on a DC 20 Fortitude save take twice the mythic buggane's rend damage, but avoid the coup de grace. Creatures immune to critical hits and precision damage are immune to this attack. The save DC is Strength-based. A mythic buggane cannot make a rending butchery attack in the same round it makes a smash and bash attack.

Smash and Bash (Ex) As a free action, a buggane can attempt to trip an opponent it damages with its rend attack without provoking an attack of opportunity. If the trip attempt fails, the buggane cannot be tripped in return. If the trip attempt is successful, the target must succeed at a DC 20 Fortitude save or be stunned for 1 round. The save DC is Strength-based. A mythic buggane cannot smash and bash in the same round it makes a rending butchery attack.

MYTHIC CENTAUR

CR 4/MR 1

XP 1,200

Pathfinder Roleplaying Game Bestiary

N Large monstrous humanoid (mythic)

Init +7^{MF}; **Senses** darkvision 60 ft.; Perception +7

DEFENSE

AC 20, touch 11, flat-footed 19 (+6 armor, +2 Dex, +2 natural, +1 shield, -1 size)

hp 40 (4d10+18)

Fort +3, **Ref** +6, **Will** +6

OFFENSE

Speed 50 ft. (35 ft. in armor)

Melee mwk longsword +6 (1d8+2/19-20), 2 hooves +0 (1d6+1)

Ranged mwk composite longbow +6 (1d8+2/×3) or spear +5 (1d8+2/×3)

Special Attacks mythic power (1/day, surge +1d6), pounding hooves^{MA}, trample (1d6+3, DC 14)^{MA}

Space 10 ft., **Reach** 5 ft.

STATISTICS

Str 15, **Dex** 14, **Con** 15, **Int** 11, **Wis** 14, **Cha** 12

Base Atk +4; **CMB** +7 (+9 overrun); **CMD** 19 (21 vs. overrun, 23 vs. trip)

Feats Improved Initiative^{MF}, Punishing Kick^B, Run

Skills Diplomacy +5, Intimidate +6, Knowledge (nature) +4, Perception +7, Survival +9

Languages Common, Elven, Sylvan

SQ undersized weapons

ECOLOGY

Environment temperate forests and plains

Organization solitary, pair, band (1 mythic centaur plus 3-10 centaurs), tribe (11-30 centaurs plus 3 centaur hunters of 3rd level and 1 mythic centaur leader of 6th level)

Treasure standard (breastplate, buckler, mwk longsword, spear, mwk composite longbow (+2 Str), 20 arrows, other treasure)

SPECIAL ABILITIES

Pounding Hooves (Ex) A mythic centaur gains Punishing Kick as a bonus feat, which it can use in conjunction with its hoof attacks up to four times per day. If it hits a creature with both hoof attacks in the same round, it can use this feat without needing to expend one of its daily uses, and it can expend one use of its mythic power as a swift action to replenish its daily uses of this feat.

When a mythic centaur uses its trample, it can use Punishing Kick as a swift action at any point during its trample against a target that fails its saving throw against its trample (or waives its saving throw to make an attack of opportunity). A mythic centaur may also expend one use of its mythic power when using its trample to enable it to use Punishing Kick against all creatures that fail (or waive) their save against its trample.

Undersized Weapons (Ex) Although a centaur is Large, its upper torso is the same size as that of a Medium humanoid. As a result, they wield weapons as if they were one size category smaller than their actual size (Medium for most centaurs).

MYTHIC DERHII**CR 6/MR 2**

XP 2,400

Pathfinder Role Playing Game Bestiary 3

N Large monstrous humanoid (mythic)

Init +3; **Senses** darkvision 60 ft., scent; Perception +14**DEFENSE****AC** 20, touch 12, flat-footed 17 (+3 Dex, +8 natural, -1 size)**hp** 79 (7d10+41)**Fort** +5, **Ref** +8, **Will** +8**DR** 5/epic**OFFENSE****Speed** 30 ft., climb 30 ft., fly 60 ft. (poor)**Melee** +1 *keen falchion* +13/+8 (2d6+10/15-20) or

2 slams +12 (1d6+6)

Ranged mwk javelin +10 (1d8+6)**Space** 10 ft.; **Reach** 10 ft. (15 ft. with lunging sweep)**Special Attacks** aerial charge, derhii pounce^{MA}, knockout^{MA}, mythic power (2/day, surge +1d6), lunging sweep^{MA}**STATISTICS****Str** 23, **Dex** 16, **Con** 17, **Int** 9, **Wis** 12, **Cha** 10**Base Atk** +7; **CMB** +14; **CMD** 27**Feats** Acrobatic^{MF}, Combat Reflexes, Iron Will, Skill Focus (Perception)**Skills** Acrobatics +14, Climb +14, Fly +11, Perception +14**Languages** Auran, Common**SQ** booming voice**ECOLOGY****Environment** warm forests and mountains**Organization** solitary, troop (1 mythic derhii and 3-5 derhii), or tribe (1 mythic derhii and 8-48 derhii)**Treasure** double (+1 *keen falchion*, 4 masterwork javelins, other treasure)**SPECIAL ABILITIES****Aerial Charge (Ex)** When airborne, a derhii can dive at twice its normal flying speed. This is the equivalent of a charge, granting a +2 bonus on the attack roll and a -2 penalty to AC.**Booming Voice (Ex)** A derhii can use its own booming voice as a signal. The sound can be heard up to 12 miles away as a thrumming in the air that conveys 20 words of information in 5 minutes.**Derhii Pounce (Ex)** When a mythic derhii makes a charge attack (whether on the ground or when making an aerial charge), it can make a full attack. Additionally, when a mythic derhii damages a non-mythic opponent in the same round in which it makes a derhii pounce attack, it can expend one use of mythic power as a free action to knock its opponent prone and daze it for one round (DC 19 Fortitude negates). The save DC is Strength-based.**Knockout (Ex)** When a mythic derhii confirms a critical hit with a two-handed weapon, it has a chance to knock an opponent out in addition to the damage dealt by the critical hit. If the derhii's critical hit confirmation roll exceeds its opponent's CMD, the opponent is knocked unconscious for one round. Mythic opponents that succeed on a DC 19 Fortitude save are merely stunned for one round. The save DC is Strength-based.**Lunging Sweep (Ex)** Whenever a mythic derhii can make a full attack with a melee weapon, it can instead make a single attack at its highest melee weapon attack bonus and apply the results to all opponents within its reach plus an additional 5 feet. Roll damage once and apply it to all opponents hit by the attack. This attack cannot deal precision damage. If the attack roll is a critical threat, choose one target the mythic derhii hit and attempt to confirm the critical against that target. When making a lunging sweep attack, the mythic derhii takes a -2 penalty to its AC until the beginning of its next turn. Additionally, a mythic derhii can expend one use of mythic power as part of making a lunging sweep attack to deal 1d4 points of bleed damage to all of the creatures it hits.

MYTHIC DOPPELGANGER

CR 4/MR 2

XP 1,200

Pathfinder Roleplaying Game Bestiary

N Medium monstrous humanoid (mythic, shapechanger)

Init +1; **Senses** darkvision 60 ft.; Perception +9

DEFENSE

AC 18, touch 12, flat-footed 16 (+1 Dex, +1 dodge, +6 natural)

hp 46 (4d10+24)

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

Defensive Abilities moment of doubt^{MA}; **Immune** charm, sleep

OFFENSE

Speed 30 ft.

Melee 2 claws +8 (1d8+4)

Special Attacks arcane appropriation^{MA}, mythic power (4/day, surge +1d6)

Spell-Like Abilities (CL 18th)

At will—*detect thoughts* (DC 14)

STATISTICS

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

Base Atk +4; **CMB** +8; **CMD** 20

Feats Dodge, Extra Mythic Power^{MF}, Great Fortitude

Skills Bluff +10 (+14 while using change shape ability), Diplomacy +5, Disguise +10 (+30 while using change shape ability), Perception +9, Sense Motive +6, Stealth +5; **Racial Modifiers** +4 Bluff, +4 Disguise

Languages Common

SQ change shape (*polymorph*), mimicry, mythic transformation^{MA}, perfect copy

ECOLOGY

Environment any

Organization solitary, pair, or gang (1 mythic doppelganger and 3–6 doppelgangers)

Treasure NPC Gear

SPECIAL ABILITIES

Arcane Appropriation (Su) When a mythic doppelganger duplicates the appearance of a spellcasting creature within 30 feet, that creature must succeed on a DC 14 Will save or the doppelganger gains knowledge of every spell that spellcaster has prepared (or knows, for spontaneous casters). As a standard action, the mythic doppelganger may expend one use of its mythic power to steal one of those spells or slots from the target (who loses that spell or slot as if it had been cast or expended) and cast the spell itself using the spellcaster's caster level and ability scores. The mythic doppelganger can ignore non-costly material components when using this ability, as if it had the Eschew Materials feat. A mythic doppelganger cannot cast a spell with a costly material component or focus requirement unless it actually has that component or focus. The save DC is Charisma-based.

Mimicry (Ex) A doppelganger is proficient in all weapons, armor, and shields. In addition, a doppelganger can use any spell trigger or spell completion item as if the spells were on its spell list. Its caster level is equal to its racial Hit Dice.

Moment of Doubt (Ex) When a mythic doppelganger takes the form of another creature, that creature and its allies may not attack the doppelganger for 1 round unless they succeed on a DC 14 Will save. No creatures can be affected by this ability more than once in a 24 hour period. If the mythic doppelganger is adjacent to a creature whose appearance it has duplicated, whenever it is targeted it can expend one use of its mythic power as an immediate action to make a Bluff check with a +4 bonus, opposed by the attacker's Sense Motive check; if the Bluff check succeeds, the attack targets the other creature rather than the mythic doppelganger. The save DC is Charisma-based.

Mythic Transformation (Ex) A mythic doppelganger's change shape ability functions as *polymorph* (self only) rather than *alter self*.

Perfect Copy (Su) When a doppelganger uses change shape, it can assume the appearance of specific individuals.

MYTHIC MONGRELMAN**CR 2/MR 1**

XP 600

Pathfinder Role Playing Game Bestiary 2

LN Medium monstrous humanoid (mythic)

Init +1; **Senses** darkvision 60 ft., low-light vision; Perception +6**DEFENSE****AC** 14, touch 11, flat-footed 13 (+1 Dex, +3 natural)**hp** 25 (2d10+14)**Fort** +2, **Ref** +4, **Will** +4**DR** 5/epic**OFFENSE****Speed** 30 ft.**Melee** +1 *club* +5 (1d6+4) or

slam +4 (1d4+3)

Special Attacks corrupting touch^{MA} (DC 13), mythic power (3/day, surge +1d6)**STATISTICS****Str** 14, **Dex** 13, **Con** 15, **Int** 10, **Wis** 12, **Cha** 7**Base Atk** +2; **CMB** +4; **CMD** 15**Feats** Extra Mythic Power, Skill Focus (Stealth)**Skills** Climb +6, Perception +6, Sleight of Hand +7, Stealth +13, Survival +5; **Racial Modifiers** +4 Sleight of Hand, +4 Stealth**Languages** Common, Undercommon**SQ** mutant bloodline^{MA}, sound mimicry (voices)**ECOLOGY****Environment** any ruins or underground**Organization** solitary, gang (1 mythic mongrelman and 3–6 mongrelmen), band (1 mythic mongrelman and 7–12 mongrelmen), or tribe (21–30 mongrelmen plus 30% noncombatants, 2–4 mongrelmen rogues of 1st–3rd level, 1–2 mongrelmen oracles or witches of 2nd–4th level, 1 mythic mongrelman fighter or ranger chieftain of 3rd–6th level, 4–6 dire bats, and 3–20 dire rats)**Treasure** double (+1 *club*, other treasure)**SPECIAL ABILITIES**

Corrupting Touch (Su) A mythic mongrelman can expend one use of mythic power when making a touch attack to infect a target with a corrupting curse that warps and mutates their physical form. If the mythic mongrelman succeeds on a melee touch attack, the target must succeed on a DC 13 Fortitude save or take 1d3 points of Charisma bleed. Creatures reduced to 0 Charisma are knocked unconscious and immediately transformed into a mongrelman (as if targeted by a *polymorph* spell). This is a curse effect and the save DC is Constitution-based. Mongrelmen are immune to this effect.

Mutant Bloodline (Su) As a move action, a mythic mongrelman can tap into its mutant bloodline to transform a part of its anatomy so it can use one of the following abilities: climb 60 ft., fly 60 ft. (good maneuverability),

swim 60 ft., scent, grab, pounce, or trip (as *beast shape II*). The mythic mongrelman can only use one ability at a time, but can continue to use the ability from one round to the next. As a move action, the mythic mongrelman can switch to a different ability.

MYTHIC PUKWUDGIE

CR 9/MR 4

XP 6,400

Pathfinder Roleplaying Game Bestiary 3

NE Small monstrous humanoid (mythic, shapechanger)

Init +6; **Senses** darkvision 60 ft., deathwatch, detect good, detect magic; Perception +13

DEFENSE

AC 26, touch 18, flat-footed 19 (+6 Dex, +1 dodge, +8 natural, +1 size)

hp 125 (9d10+76)

Fort +7, **Ref** +12, **Will** +10

Defensive Abilities quill counterstrike^{MA}; **DR** 5/epic; **Immune** poison

OFFENSE

Speed 30 ft.

Melee 2 claws +16 (1d4+6 plus poison)

Ranged 2 quills +16 (1d4+2 plus poison)

Special Attacks dropped quill strike^{MA}, mythic death knell^{MA}, mythic power (4/day, surge +1d8), sneak attack +3d6, sneak poison^{MA}, spawn undead

Spell-Like Abilities (CL 10th; concentration +14)

Constant—*deathwatch*, *detect good*, *detect magic*

At will—*command undead* (DC 16), *produce flame*

3/day—*animate dead*, *mythic death knell* (DC 16), *invisibility*, *ray of enfeeblement* (DC 15), *scare* (DG 16)

1/day—*nondetection* (DC 17)

STATISTICS

Str 14, **Dex** 22, **Con** 19, **Int** 15, **Wis** 14, **Cha** 19

Base Atk +9; **CMB** +10; **CMD** 27

Feats Dodge, Iron Will, Mobility^{MF}, Weapon Finesse^{MF}, Weapon Focus (quill)

Skills Bluff +10, Heal +10, Knowledge (arcana) +11, Knowledge (religion) +11, Perception +13, Spellcraft +11, Stealth +18

Languages Common, Draconic, Infernal

SQ change shape (porcupine, *beast shape II*), *nondetection screen*^{MA}

ECOLOGY

Environment temperate forests, hills, or mountains

Organization solitary, pair, or cult (1 mythic pukwudgie plus 3-10 pukwudgies)

Treasure standard

SPECIAL ABILITIES

Dropped Quill Strike (Su) Whenever a mythic pukwudgie misses with a quill attack, that quill remains in a square occupied by the target. If that creature remains within 40 feet of the dropped quill at the beginning of the mythic pukwudgie's next turn, the quill launches itself at the same target. A dropped quill makes only one additional attack.

Mythic Death Knell (Sp) A mythic pukwudgie's death knell spell-like ability functions as mythic death knell.

Nondetection Screen (Su) When using its nondetection spell-like ability, a mythic pukwudgie may expend two uses of mythic power to cause the spell to affect itself and every undead it is currently controlling. Undead that the mythic pukwudgie ceases to control lose the effects immediately.

Poison (Su) Quill—injury; *save* Fort DC 18; *frequency* 1/round for 6 rounds; *effect* 1d3 Con damage; *cure* 2 consecutive saves. The save DC is Constitution-based.

Quills (Ex) A pukwudgie can fire two of its quills as a ranged attack as a standard action. These quills have a range increment of 40 feet. Any creature attacking a pukwudgie with light or one-handed melee weapons, natural weapons, or an unarmed strike takes 1d3 points of piercing damage. A creature that grapples a pukwudgie takes 2d4 points of piercing damage. Anyone who takes damage from these quills is also exposed to the pukwudgie's poison.

Quill Counterstrike (Ex) When an opponent misses a mythic pukwudgie, the mythic pukwudgie may expend one use of mythic power as an immediate action to fire two of its quills at the opponent with +4 to its attack bonus. This ranged attack does not provoke attacks of opportunity.

Sneak Poison (Ex) When a mythic pukwudgie deals sneak attack damage to an opponent with its quills, the target takes a -4 penalty on its saving throw against that quill's poison.

Spawn Undead (Su) Any creature slain by a pukwudgie's poisonous quills rises in 24 hours as a zombie. Undead created by this ability are not immediately under the control of a pukwudgie, but they receive a -4 penalty on saves against a pukwudgie's control undead spell-like ability.

MYTHIC SERPENTFOLK**CR 5/MR 2**

XP 1,600

Pathfinder Roleplaying Game Bestiary 2

NE Medium monstrous humanoid (mythic)

Init +10; **Senses** darkvision 60 ft., scent; Perception +10**DEFENSE**

AC 21, touch 16, flat-footed 15 (+6 Dex, +5 natural)

hp 62 (5d10+35)

Fort +6, Ref +10, Will +6

Immune mind-affecting effects, paralysis, poison; **SR** 17**OFFENSE****Speed** 30 ft.**Melee** mwk dagger +12 (1d4+6/19–20), bite +6 (1d6+6 plus poison)**Ranged** dagger +11 (1d4–1/19–20)**Special Attacks** mythic power (2/day, surge +1d6), overwhelming suggestion^{MA}, potent venom^{MA}**Spell-Like Abilities** (CL 4th; concentration +7)At will—*disguise self* (humanoid form only, DC 14), *ventriloquism*
1/day—*blur*, *mirror image*, *suggestion* (DC 18)**STATISTICS****Str** 8, **Dex** 23, **Con** 17, **Int** 18, **Wis** 15, **Cha** 16**Base Atk** +5; **CMB** +4; **CMD** 20**Feats** Great Fortitude, Improved Initiative, Weapon Finesse^{MF}**Skills** Acrobatics +11, Disguise +8, Escape Artist +19, Knowledge (arcana) +9, Perception +10, Sense Motive +7, Spellcraft +9, Use Magic Device +12; **Racial Modifiers** +4 Use Magic Device, +8 Escape Artist**Languages** Aklo, Common, Draconic, Undercommon; telepathy 100 ft.**ECOLOGY****Environment** any land (usually jungles or underground)**Organization** solitary, pair, or cult (1–2 mythic serpentfolk and 1–12 serpentfolk)**Treasure** NPC gear (masterwork dagger, 4 daggers, other treasure)**SPECIAL ABILITIES****Overwhelming Suggestion (Su)** A mythic serpentfolk adds its mythic rank to the DC for its *suggestion* spell. A target that succeeds on its Will save must make a second Will save the next round or succumb to the *suggestion*.**Poison (Ex)** Bite—injury; *save* Fort DC 17; *frequency* 1/round for 6 rounds; *effect* 1d2 Str; *cure* 2 saves. The save DC is Constitution-based and includes a +2 racial bonus.**Potent Venon (Ex)** The DC of a mythic serpentfolk's poison gains a +2 racial bonus. On a successful hit with its bite attack, a mythic serpentfolk may expend one use of its mythic power to increase the save DC of its poison by its mythic rank and the effect of the poison to 1d4 points of Strength damage with each failed save.**Spiteful Disruption (Ex)** When a mythic serpentfolk hits an enemy casting a spell, the DC of the concentration check to cast the spell is increased by 10. In addition, if an enemy that is threatened by a mythic serpentfolk tries to cast a spell defensively, the mythic serpentfolk can spend one use of mythic power as an immediate action to take an attack of opportunity and try to disrupt the spell.

MYTHIC STYGIRA

CR 9/MR 3

XP 6,400

Pathfinder Roleplaying Game Adventure Path #33

LE Medium monstrous humanoid (mythic)

Init +7; **Senses** blindsight 30 ft. (120 ft. with gem eye), scent, *true seeing* with gem eye; Perception +23

DEFENSE

AC 22, touch 13, flat-footed 19 (+3 Dex, +9 natural)

hp 106 (8d10+62)

Fort +6, **Ref** +9, **Will** +14

DR 10/adamantine and epic; **Immune** gaze attacks, paralysis, petrification; **SR** 21

Weaknesses light blindness

OFFENSE

Speed 30 ft.

Melee 2 claws +12 (1d4+4 plus stone curse)

Special Attacks gem gaze, mythic power (3/day, surge +1d6), slave of stone^{MA}, stone curse^{MA}

Spell-Like Abilities (CL 8th; concentration +10)

At will—*darkness*

1/day—*major creation* (crystals and gemstones only), *spike stones*, summon (level 4, 1d4+1 crystals, 50% chance)

STATISTICS

Str 19, **Dex** 16, **Con** 18, **Int** 17, **Wis** 22, **Cha** 15

Base Atk +8; **CMB** +12; **CMD** 25

Feats Alertness, Blind-Fight^{MF}, Improved Initiative, Iron Will^{MF}

Skills Bluff +10, Knowledge (arcana) +11, Knowledge (dungeoneering) +11, Knowledge (religion) +11, Perception +23, Sense Motive +16, Spellcraft +11; **Racial Modifiers** +4 Perception (with gemstone)

Languages Cyclops, Giant, Terrain

SQ create crystal^{MA}, darkweaver^{MA}, gem eye

ECOLOGY

Environment temperate hills and underground

Organization solitary, pair, or mystery (1 mythic stygira and 2–6 stygira)

Treasure standard (typically gemstones)

SPECIAL ABILITIES

Create Crystal (Sp) A mythic stygira can create shards of glittering crystal, using *major creation* to create gemstones to use with her gem gaze, creating a field of transparent crystalline spikes equivalent to *spike stones*, or summoning a pack of crystals to do her bidding. A mythic stygira can use each ability once per day, though she can expend one use of her mythic power as a free action to gain one additional use.

Darkweaver (Sp) A mythic stygira can use *darkness* at will as a spell-like ability, though she may create only one area of *darkness* at a time; if she creates a new area of *darkness*, any previous *darkness* effect ends. A stygira may expend one use of mythic power as a standard action to create *deeper darkness*.

Gem Eye (Su) Stygiras possess a special connection with gemstones. While holding or otherwise in contact with a gemstone of at least the size of a human eye, a stygira can see through the gemstone like a magical eye, viewing her surroundings as if her blindsense extended to 120 feet and she were under the effects of *true seeing*, which grants her a +4 bonus on Perception checks.

Gem Gaze (Su) Shaken for 1d4 rounds, 30 feet, Fortitude DC 16 negates. The save DC is Charisma-based. A stygira can only make use of this ability while holding a gemstone.

Light Blindness (Ex) Despite their effective blindness, stygiras remain sensitive to light. Abrupt exposure to bright light blinds stygiras for 1 round; on subsequent rounds, they are dazzled as long as they remain in the affected area.

Slave of Stone (Su) When a humanoid fails its save against a mythic stygira's calcific curse ability, the mythic stygira may expend one use of her mythic power as a swift action to enhance the power of her curse. If the target is petrified by the calcific curse, it immediately animates as a caryatid column under the control of the mythic stygira, wielding whatever weapon the creature was carrying when petrified. If the mythic stygira is killed, the effect ends and the creature is merely petrified again. If the caryatid column is killed, its stone body shatters and the creature cannot be revived by magic that requires an intact corpse, such as *raise dead*.

Stone Curse (Su) Any creature struck by a stygira's claws must make a DC 18 Will save or be affected by a curse that gradually drains it of color, stiffens its joints, and finally turns the victim to stone. This curse proves frighteningly unpredictable, forcing another save against its effects every 1d3 minutes. Any creature that is drained to 0 Dexterity or fails three saves against the curse is permanently petrified.

Even if a creature is petrified and then restored to flesh, it is still affected by the curse and is petrified again upon failing its next save against the curse. A stone curse can only be removed in one of two ways: by casting *remove curse* or by spending a full hour in unobstructed natural sunlight. Magical radiance like *daylight* does not affect a stone curse, and *remove curse* does not return a petrified creature to flesh. The save DC is Constitution-based.

Stone curse: Claw—curse; save Will DC 18; *frequency* 1/1d3 minutes; *effect* 1d6 Dex damage, failing 3 saves results in petrification; *cure* casting *remove curse* or spending 1 hour in natural sunlight

MYTHIC WINTER HAG**CR 8/MR 3**

XP 4,800

Pathfinder Role Playing Game Bestiary 4

CE Medium monstrous humanoid (cold, mythic)

Init +1; **Senses** darkvision 60 ft., *see invisibility*, snow vision; Perception +18**DEFENSE****AC** 23, touch 11, flat-footed 22 (+1 Dex, +12 natural)**hp** 115 (10d10+60)**Fort** +8, **Ref** +8, **Will** +8**DR** 10/epic and magic; **Immune** cold; **SR** 21**Weaknesses** vulnerable to fire**OFFENSE****Speed** 30 ft.**Melee** +2 *frost quarterstaff* +15/+10 (1d6+6 plus 1d6 cold) or 2 claws +13 (1d4+3)**Special Attacks** breath weapon (30-ft. cone, 6d6 cold and blinded, Reflex DC 18 partial, usable every 1d4 rounds)^{MA}, icy vengeance^{MA}, mythic coven magic^{MA}, **mythic power** (5/day, surge +1d6), mythic spell-like abilities (3/day)^{MA}**Spell-Like Abilities** (CL 10th; concentration +15)Constant—*pass without trace*, *see invisibility*At will—*chill metal* (DC 17), *detect magic*, *fog cloud*, *frostbite*, *whispering wind*3/day—*alter self*, *charm monster* (DC 19), *invisibility* (self only), *major image* (DC 18)1/day—*cone of cold* (DC 20; *see ice staff*), *control weather* (windy or cold weather only), *wall of ice* (DC 19), *waves of fatigue***STATISTICS****Str** 17, **Dex** 13, **Con** 16, **Int** 16, **Wis** 13, **Cha** 20**Base Atk** +10; **CMB** +13; **CMD** 24**Feats** Alertness, Blind-Fight, Combat Casting, Deceitful, Extra Mythic Power, Great Fortitude^{MF}**Skills** Bluff +19, Craft (alchemy) +11, Diplomacy +10, Disguise +12, Intimidate +18, Knowledge (arcana) +8, Perception +18, Ride +9, Sense Motive +8, Spellcraft +8, Stealth +9 (+13 in snow);**Racial Modifiers** +4 Stealth in snow**Languages** Aklo, Common, Giant**SQ** ice staff, icewalking**ECOLOGY****Environment** cold forests or plains**Organization** solitary, patrol (1 mythic winter hag and 1 winter wolf), or coven (3 hags of any type)**Treasure** double**SPECIAL ABILITIES**

Breath Weapon (Su) A non-mythic creature that fails to save against a mythic winter hag's breath weapon takes full damage and is permanently blinded, while a successful save reduces the damage by half and reduces the blindness to 1d4 rounds. A mythic creature that fails to save against a mythic winter hag's breath weapon takes full damage and is blinded for 1 round, while a success-

ful save reduces the damage by half and only dazzles the victim for 1d4 rounds.

Additionally, a mythic winter hag can expend one use of mythic power as a swift action to force an opponent to make two Reflex saves and keep the lower roll.

Ice Staff (Su) Once per week, a winter hag can perform an hour-long ritual to create a staff made of black ice that is as hard as steel and functions as a +2 *frost quarterstaff*. A winter hag holding her ice staff can use *cone of cold* once per day as a spell-like ability. The staff melts after 1 week.

Icwalking (Ex) This ability works like the *spider climb* spell, but the surfaces the winter hag climbs must be icy. The winter hag can move across icy surfaces without penalty and doesn't need to make Acrobatics checks to run or charge on ice.

Icy Vengeance (Su) Once per minute, when a mythic winter hag takes damage from a melee attack, the hag can expend one use of mythic power as an immediate action to discharge a blast of supernatural cold. All creatures within 30 feet of the hag suffer effects identical to the mythic winter hag's breath weapon attack.

Mythic Coven Magic (Su) A hag coven containing a mythic winter hag may cooperatively cast the mythic spell version of any available coven spells. The mythic winter hag must expend the same amount of mythic power that would normally be required to cast a mythic spell, treating its adjusted CR (typically CR 8) as its mythic tier for the purpose of qualifying to use augmented versions of mythic spells.

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

Snow Vision (Ex) A winter hag can see perfectly well in snowy conditions and doesn't take any penalties on Perception checks while in snow.

MYTHIC YETI

CR 5/MR 2

XP 1,600

Pathfinder Roleplaying Game Bestiary

N Large monstrous humanoid (cold, mythic)

Init +1; **Senses** darkvision 60 ft., scent; Perception +10

DEFENSE

AC 19, touch 10, flat-footed 18 (+1 Dex, +9 natural, -1 size)

hp 65 (6d10+32)

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

Immune cold

Weaknesses vulnerability to fire

OFFENSE

Speed 40 ft., climb 30 ft.

Melee 2 claws +10 (1d6+5 plus 1d6 cold)

Ranged rock +7 (2d6+7 plus 1d6 cold)

Space 10 ft.; **Reach** 10 ft.

Special Attacks frightful gaze, frozen boulder^{MA}, hypothermic hug^{MA}, **mythic power** (2/day, surge +1d6), rend (2 claws, 1d6+7 plus 1d6 cold and fatigue)

STATISTICS

Str 21, **Dex** 12, **Con** 15, **Int** 9, **Wis** 12, **Cha** 10

Base Atk +6; **CMB** +12; **CMD** 23

Feats Cleave, Great Fortitude, Power Attack^{MF}

Skills Climb +22, Intimidate +9, Perception +10, Stealth +1 (+9 in snow); **Racial Modifiers** +4 Stealth (+12 in snow)

Languages Aklo

SQ snow skulk^{MA}

ECOLOGY

Environment cold mountains

Organization solitary, pair, or tribe (1-2 mythic yetis, 1-8 yetis)

Treasure standard

SPECIAL ABILITIES

Cold (Su) A yeti's body generates intense cold, dealing 1d6 points of cold damage to any creature that contacts it with a natural attack or unarmed strike, or whenever it hits a foe with its claws or rend attack.

Frightful Gaze (Su) Creatures within 30 feet that meet a yeti's gaze must succeed on a DC 13 Will save or stand paralyzed in fear for 1 round. This is a mind-affecting fear paralysis effect. A creature that successfully saves cannot be affected again by the frightful gaze of that yeti for 1 day. The save DC is Charisma-based.

Frozen Boulder (Ex) A mythic yeti gains the rock throwing universal monster ability with a range increment of 30 feet, and its cold ability applies to boulders and similar objects it hurls.

Hypothermic Hug (Ex) When a mythic yeti rends an opponent, it leaches the heat from the target's body, inducing hypothermia. The target becomes fatigued (or exhausted, if already fatigued). Mythic creatures can attempt a DC 15 Fortitude save to resist this effect. The save DC is Constitution-based.

Snow Skulk (Ex) A mythic yeti that remains motionless in snowy terrain can treat any Stealth check as if it rolled a 20. In addition, when a mythic yeti in snowy terrain would be struck by an attack, it can expend one use of its mythic power as an immediate action to use the withdraw action, moving up to its speed. The mythic yeti leaves no tracks when using this ability and can make a Stealth check at the end of its movement even if under direct observation.

This long-limbed humanoid is tall and emaciated, its black skin mottled with scabrous sores. Its spreading wings are covered in black and white feathers like a molting vulture, but have clawed finger joints like a bat's. A vulture's head perches atop a slender neck with sunken yellow eyes. It grasps a pair of bony javelins in its prehensile talons.

XOTENGA

CR 13/MR 5

XP 25,600

NE Large monstrous humanoid (mythic)

Init +8/-12, **dual initiative**^{MA}; **Senses** blindsense 120 ft., darkvision 60 ft., low-light vision; Perception +15

Aura aura of famine^{MA} (DC 20)

DEFENSE

AC 31, touch 17, flat-footed 27 (+8 Dex, +14 natural, -1 size)

hp 173 (13d10+102)

Fort +8, **Ref** +16, **Will** +11

DR 10/epic; **Immune** exhaustion, fatigue, nonlethal damage, poison; **Resist** fire 30

OFFENSE

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

Melee 2 claws +16 (1d6+4)

Ranged mwk composite longbow +25/+20/+15 (2d6+8/19-20/x3) or bolas +20 (1d6+4 nonlethal)

Space 10 ft.; **Reach** 10 ft.

Special Attacks bitter quill^{MA}, bowmaster, **mythic power** (5/day, surge +1d8), twin talons^{MA}

Spell-Like Abilities (CL 13th; concentration +16)

At will—*feast of ashes*^{APG} (DC 15), *fester*^{APG} (DC 15), *ray of enfeeblement* (DC 14), *ray of exhaustion* (DC 16)

3/day—*venomous bolt*^{APG} (DC 16)

1/day—*sirocco*^{APG} (DC 19), *waves of fatigue*

STATISTICS

Str 18, **Dex** 27, **Con** 18, **Int** 11, **Wis** 16, **Cha** 9

Base Atk +13; **CMB** +18; **CMD** 36

Feats Greater Weapon Focus (longbow), Greater Weapon Specialization (longbow), Improved Critical (longbow), Manyshot^{MF}, Point Blank Shot^B, Rapid Shot^{MF}, Weapon Focus^{MF} (longbow), Weapon Specialization (longbow)

Skills Craft (bows) +10, Fly +22, Perception +15, Stealth +19, Survival +17

SQ famine's feast^{MA}, improved evasion^{MA}

ECOLOGY

Environment any warm

Organization solitary, pair, or flock (3-6)

Treasure standard (masterwork composite longbow, 2 bolas)

SPECIAL ABILITIES

Aura of Famine (Su) Creatures that need to eat are wracked with hunger within 30 feet of a xotenga, taking 1d6 points of nonlethal damage per round. In addition, each round they begin their turn within the aura of famine they become fatigued (DC 20 Fortitude negates).

Creatures already fatigued become exhausted, exhausted creatures also become staggered for as long as they remain within the aura and for 1d4 rounds thereafter, and staggered creatures are rendered unconscious for as long as they remain within the aura and for 1d4 minutes thereafter on a failed save. Unconscious creatures no longer take nonlethal damage from the aura. Undead such as ghouls and vampires that consume flesh or blood are affected as if they were living creatures, though they take lethal damage.

If a creature is within the overlapping aura of multiple xotengas, the damage from each aura stacks. Only one save is required per round; however, the save DC is increased by 2 for each xotenga after the first. If a creature spends 24 hours within this aura, it takes 1 point of Constitution drain from each aura. Xotengas are immune to this aura, as are vultures and creatures with the daemon subtype.

Bitter Quill (Su) Xotengas can pluck long needle-sharp cartilaginous quills from their molting wings and use them as arrows, never needing to carry manufactured ammunition. These quills are considered magical for the purpose of overcoming damage reduction. In addition, as a standard action, a xotenga can loose a bitter quill, which gains the *seeking* property and also contains the imbued power of one of the xotenga's spell-like abilities. On a successful hit, a bitter quill deals damage normally and also affects the target as the spell-like ability in question. A xotenga can expend one use of its mythic power as a free action when using this ability to instead deliver the mythic version of its spell-like ability on a successful hit. A bitter quill must be used in the same round it is created or it loses its power.

Bowmaster (Ex) Xotengas are proficient with bows of all types and gain a +1 racial bonus on attack rolls with bows. In addition, they can use their racial Hit Dice in place of fighter levels for the purpose of qualifying for feats applied to the bow, such as Weapon Specialization.

Famine's Feast (Su) Anytime a xotenga is within 10 feet of a dying, fatigued, or exhausted creature, it gains fast healing 5.



Flurry of Feathers (Su) When an opponent confirms a critical hit against a xotenga, the xotenga can release a flurry of razor-sharp feathers that swarm around and fly towards the creature that confirmed the critical hit. The feathers have statistics identical to a bat swarm but are treated as a monstrous humanoid rather than an animal, as they are considered part of the xotenga (though damage to the flurry of feathers does not harm the xotenga). The flurry of feathers moves each round to pursue and engulf its target in its swarm, though it will also damage other nearby creatures if the opportunity presents itself. A xotenga can spend one use of its mythic power as an immediate action to use this ability whenever it is hit.

Twin Talons (Ex) A xotenga can attack with both claws as part of the same attack action, charge action, or standard action. If the xotenga hits the same target with both claws, it can attempt a drag combat maneuver against its target as a free action that does not provoke attacks of opportunity. If the maneuver succeeds, the xotenga can move with its target after making its attack as far as the drag maneuver allows, even if its movement for the round would otherwise have been completed. The target is not grappled and is released at the end of the drag maneuver, which may result in a fall if dragged into the air or off of a wall, tree, or other high place. If both the xotenga and the creature it dragged are willing, the dragged creature can hold on long enough to mount the xotenga on its next turn as a move action and begin riding it. If the dragged creature is helpless, the xotenga does not need to drop it and can carry it away.

Xotengas are creatures of the dust, soaring over the parched savannah and desolate badlands. Xotengas often appear in the wake of natural disasters of all kinds, following in the wake of floods and wildfires as readily as amidst the devastated rubble of an earthquake or volcanic eruption. They are heralds of misery, hastening the onset of suffering begun by inundation beneath tainted waters, roiling clouds of toxic smoke, and burning pyroclastic flows. However, while local legends tell that the appearance of xotengas presages disaster as well as follows it, what is less well known is that their mere presence actually brings about devastation and woe. Xotengas are the living embodiment of famine, some say created as mortal servants by the Four Horsemen that rule the daemonic race to hasten the coming Apocalypse. Hunger and despair follow in their footsteps and rise wherever their shadows fall. From on high their deadly quills rain down suffering and want, leaving those who survive the initial assault to cower in fearful misery as the xotengas begins their long, slow torment.

ECOLOGY

Xotengas are cruel, ravaging beasts, hateful torturers that prolong the agony of their victims as they flay and devour them piece by bloody piece with bony shards plucked from their own flesh. A xotenga does not feast upon its victims for sustenance but rather for pleasure, savoring the pain and terror they induce in their victims. Xotengas do not eat because they cannot; they lack any true digestive tract. They can gobble flesh and bone into their hideous beaks, but what they swallow in hideous gulps is simply deposited into a distensible gizzard where it molds into putrefaction, eventually to be vomited back up.

This inability to eat does not mean that xotengas do not feel hunger as other creatures do, however. To the contrary, they are plagued with an unending hunger that gnaws at their innards like a nest of pitiless worms. Their hunger cannot be sated by food, however, but only by consuming the hunger of others like a gruesome parasite. Their very presence draws forth the hunger and deprivation of others, sapping their life and vitality while assuaging the xotenga's boundless hunger, if only temporarily. For this reason, xotengas typically prefer capturing their victims, as a creature killed outright can provide them no sustenance. In truth, xotengas do not need to kill at all to draw forth what they need from their victims, drinking their life away until nothing is left but a desiccated husk. However, the vein of cruelty runs deep in a xotenga and they often cannot resist the temptation to torture, as the miserable whimpering, anguished screams, and blubbing delirium of prisoners slowly descending into madness are terribly entertaining to these hateful hunters.

Xotengas typically lair in desert places, refuges where they can find safety from not only the rare few creatures that might prey upon them but also where they can hide from those who might seek revenge upon them for their predations. Xotengas love to lair amid fetid mud pots and sulfurous springs filled with nauseous vapors that shroud their comings and goings, but they also find refuge in caves, clefts, and windswept cliffs beyond the reach of ground-bound enemies, or even in temporary rookeries in the depths of desert dunes. Strong flyers able to keep their bearings in the midst of howling sandstorms, xotengas have little to fear from environments that would give even the hardest travelers pause. Experienced travelers in the blasted lands know well to avoid such places, lest they stumble into an entire colony of these foul beings.



While xotengas seek out desert locales for their roosts, even when they choose to lair in fertile areas desertification follows wherever they go. The aura of famine and desolation that surrounds xotengas stunts and eventually withers living plants and the microfauna that support their growth, causing all to shrivel and die. This environmental destruction is of little moment to a xotenga, as they can simply move on whenever their supply of ready prey has been exhausted. However, xotengas are aware of the lure of verdant oases in dry and dusty lands, and they are cunning enough to make a point of leaving some green places inviolate, the better to lure settlers and travelers into lands seemingly unspoiled. Of course, it is only a matter of time before the xotengas sweep in, pouncing in lightning raids to kill the strongest who could challenge them or seek revenge, capturing the weak and dragging them off to a fate of slow starvation. Xotengas hide all evidence of their attacks when they can, so that potential new victims coming into these newly vacated oases will not suspect a thing until their next wave of ambushes is sprung. They are also nomadic, migrating when necessary to leave fertile lands fallow from their raiding long enough for any memory of their attacks to fade, or for potential victims to decide that fertile lands are sufficiently precious as to be worth the risk. The brave or foolish will eventually return to till the land, watching and hoping that the xotengas will never return. A lucky few are right, but more often those hopes are dashed by the sound of wingbeats and the cruel croaks of xotengas on the wing.

HABITAT AND SOCIETY

Xotengas are despised and shunned by all other living creatures, since even if xotengas did not lair in inhospitable desolation, their mere presence means a slow and certain death for anyone nearby. Curiously, vultures are immune to the sympathetic starvation of xotengas, but for their part xotengas care little for their distant kin.

Socially, many xotengas choose to remain solitary in order to avoid sharing their nourishment. Others gather in small flocks to bring down large prey or assault large groups of foes or even raid directly into towns and villages to carry off their victims into the barren lands. Their flocks never number more than half a dozen, however, as they simply cannot afford a greater number of rivals for the nourishment they steal from their victims, and the potential for jealousy, resentment, strife, and murder between their brethren is far too high.

Many xotengas claim direct descent from the horseman of Famine, in some ways being the mortal equivalents of the meladaemons that serve the same patron. However, xotenga clerics and oracles venerate all of the Four Horsemen of the Apocalypse. Even those not claiming a divine birthright see themselves as the agents of the Apocalypse in their world, divinely appointed as harvesters of sorrow to cull the planet of the weak and unworthy, eclipsing joy with sorrow and delight with despair, and dragging all of creation down into the final extinguishing of hope.







IS YOUR CAMPAIGN LEGENDARY?

IT SHOULD BE!

Brought to you by the most creative minds in the business, Legendary Games delivers products designed by the very same people that create so many of the official adventures, supplements, and hardbacks that you know and love. With a design team of industry legends, superstar designers, and the best new up-and-coming talent, you know it's going to be great. Who better to bring you innovative rules and adventures with amazing depth and richness to enhance Your Adventure Path or home campaign? No one.

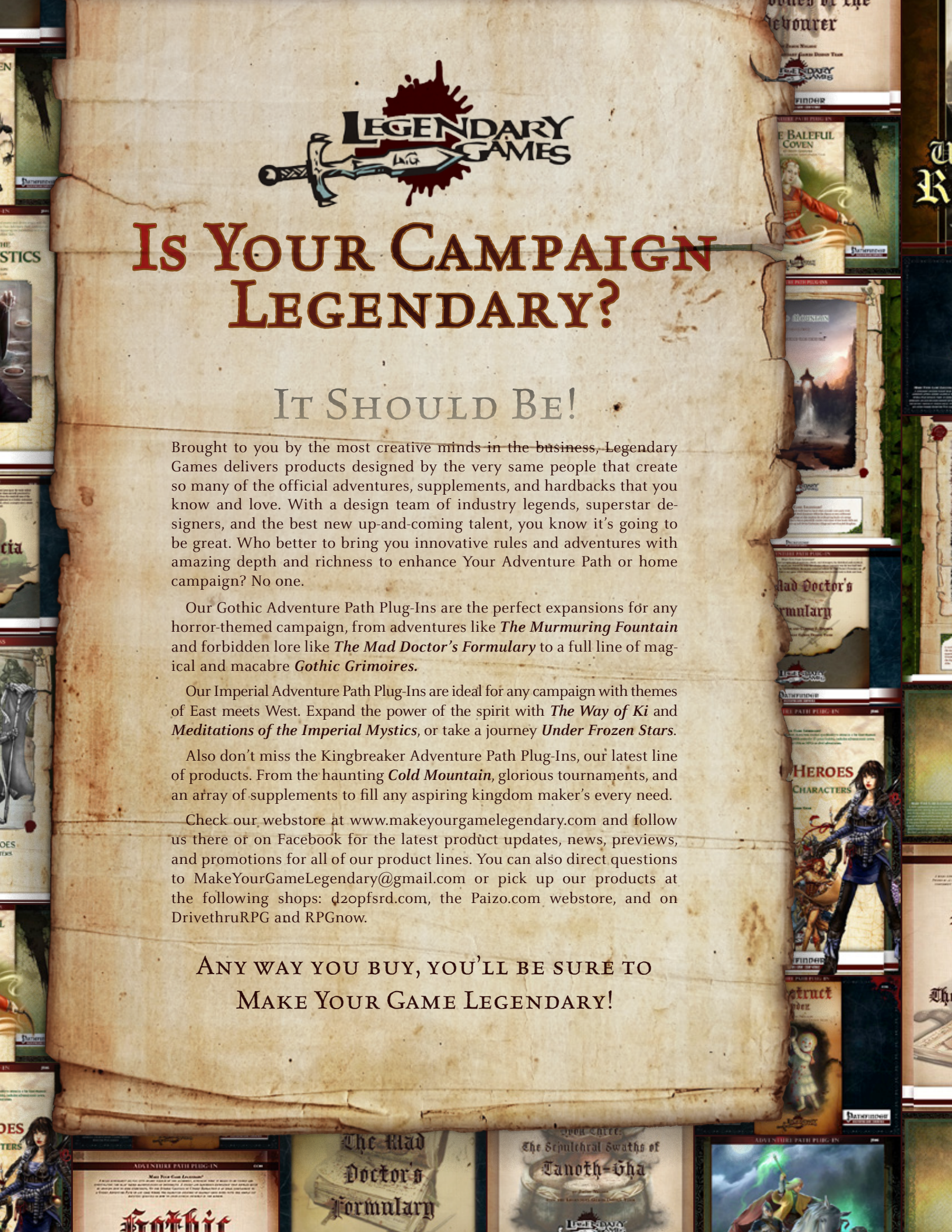
Our Gothic Adventure Path Plug-Ins are the perfect expansions for any horror-themed campaign, from adventures like *The Murmuring Fountain* and forbidden lore like *The Mad Doctor's Formulary* to a full line of magical and macabre *Gothic Grimoires*.

Our Imperial Adventure Path Plug-Ins are ideal for any campaign with themes of East meets West. Expand the power of the spirit with *The Way of Ki* and *Meditations of the Imperial Mystics*, or take a journey *Under Frozen Stars*.

Also don't miss the Kingbreaker Adventure Path Plug-Ins, our latest line of products. From the haunting *Cold Mountain*, glorious tournaments, and an array of supplements to fill any aspiring kingdom maker's every need.

Check our webstore at www.makeyourgamelegendary.com and follow us there or on Facebook for the latest product updates, news, previews, and promotions for all of our product lines. You can also direct questions to MakeYourGameLegendary@gmail.com or pick up our products at the following shops: q2opfsrd.com, the Paizo.com webstore, and on DrivethruRPG and RPGnow.

ANY WAY YOU BUY, YOU'LL BE SURE TO MAKE YOUR GAME LEGENDARY!





MYTHIC MONSTERS:
MONSTROUS
HUMANOIDS



A MONSTROUS APPETITE FOR DESTRUCTION

The *Mythic Monsters* series from Legendary Games brings you dynamic and exciting mechanics alongside evocative and cinematic new abilities that really help creatures live up to their flavor text, whether they are creatures of real-world myth and legend or creatures born out of the RPG tradition itself. **These creatures work just as well in a non-mythic campaign as they do in one that incorporates the full mythic rules**, as you can throw them at your jaded players who think they've seen it all or know the standard monster stats as well as you do. That look of surprise and "What was THAT?" will warm any GM's heart.

Mythic Monsters: Monstrous Humanoids brings you a dozen and one half-human monsters, including mythological classics like the horse-bodied **centaur** of Greece, the abominable snowmen of the Himalayas, the **yeti**, the blood-hungry sea hunters of the Solomon Islands, the **adaro**, the sinister and spiny **pukwudgie** of New England, and the brutal **buggane** of the Isle of Man. You will also find a host of horrid **hags** and classical fantasy archetypes from **doppelgangers** and **mongrelmen** to pulp staples like **derhii** winged apes and **serpentfolk**. As if this deadly dozen were not enough, we also bring you the **xotenga**, a flying fiend from the wild wastes that feeds on hunger and is sated only by suffering, a creature that lives and breathes famine and desolation in a rain of deadly feathered shafts plucked from its own desiccated wings, as well as the mythic and non-mythic **tauric template** for creating your own awful amalgams. Every creature within, ranging from CR 1 to 13, has complete mythic stat blocks packed with unique and exciting new mythic abilities, from a mythic annis hag's *fearful strength* and *grisly grappler* to the *earth distortion* and *rending butchery* of a mythic buggane!



This product is a rules and adventure supplement for the Pathfinder Roleplaying Game and requires the use of the *Pathfinder Roleplaying Game Core Rulebook* and *Pathfinder Roleplaying Game Mythic Adventures* from Paizo, Inc., or the free online rules for the game available in the Pathfinder Reference Document (paizo.com/PRD/) and equivalent third-party online resources such as d20pfsrd.com.

PATHFINDER
ROLEPLAYING GAME COMPATIBLE

MYTHIC PLUG-INS