

MYTHIC MONSTERS

ALIENS



PATHEFINDER
ROLEPLAYING GAME COMPATIBLE



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

ABOUT LEGENDARY GAMES

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WHAT YOU WILL FIND INSIDE MYTHIC MONSTERS: ALIENS

Space is truly the final frontier when it comes to fantasy RPGs. It's hardly a new concept to integrate science fiction tropes and technology into a fantasy game, going back to classic adventures like *Expedition to the Barrier Peaks* and Dave Arneson's Blackmoor campaign, but the idea of mixing sci-fi with fantasy has been experiencing something of a renaissance of late. The creators of the Pathfinder Roleplaying Game are sci-fi fans themselves, and they have recently launched an entire adventure path devoted to dealing with the fallen wreckage of an ancient vessel from beyond the stars, and the monsters both mutated and mechanical that have grown up in the lands about, where tinker-tyrants build technological terrors to rule over a land of barbarism and brutality. In a land where heroes from this world must face threats from far beyond it,

Mythic Monsters: Aliens brings you a dozen and one monsters that are truly out of this world. A handful are indifferent to the plight of terrestrial races, simply exploring with dispassionate efficiency and adapting themselves to new worlds like the robotic **adaptoid** or the floating **brethedan**. Others are frequent travelers between worlds, either physically like the wily **witchwyrds** and the mighty **xanthos**, or by sending their thoughts out among the cosmos like the **contemplative**. Some alien races usually remain on their own worlds, ruling kingdoms or clanholds like the soaring **dragonkin** and the gun-toting **shobhad**, while the mysterious **flumph** searches out dangerous invaders from beyond the tapestry of night. Some alien invaders simply seed worlds with dangerous propagation, like the spiny **lunarma** or the towering **moonflower**, but others are far more sinister, like the apocalyptic **akata** plagues or the insidious incursions of **intellect devourers**. The brand-new **qomok** is an alien THING that can absorb and assimilate the aspects of virtually anything, taking the semblance of other living things long enough to invade and spread its deadly seed like an all-consuming virus. We also introduce the alien subtype to help characterize creatures from planets beyond your own, along with providing notes on alien magic items and 10 alien-themed spells, including mythic and non-mythic versions of the brand-new *identify technology* spell to help make sense of those alien artifacts your PCs are bound to discover!

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

THINGS FROM BEYOND

Alien creatures from the farthest reaches of space are an unusual but well-known classic trope in fantasy gaming, from the earliest days of Dave Arneson's *Blackmoor* setting through every edition, and the Pathfinder Roleplaying Game is no exception. Awful things from outer space are often correlated with Lovecraftian horrors and surely there is a connection there, but things from beyond need not be from reality-warping dimensions beyond imagination that seek only madness and despair. Some alien cultures are perfectly civilized and agreeable with visitors from elsewhere, or curious explorers seeking among the stars what they might find for answers to the great questions of their place in the universe. Some, of course, are ruthless and bloodthirsty conquerors, soulless machines, or subversive spies for extraterrestrial dominions on the lookout for new planets to add to their empires. Being *alien* simply means to be from somewhere else, a different planet, a different galaxy, wherever it may be, but a place that is present in the physical universe rather than the far-flung planes or bizarre null dimensions in between. What is alien here is perfectly at home elsewhere, much as a spice exotic in northern lands would be commonplace in the jungle islands where it is grown. Mythos creatures are of the mythos wherever they roam, and while there is certainly overlap between the alien and the mythos, with some creatures fitting neatly in both camps, it is worth remembering that it is entirely possible to be vicious, hateful, and evil without being a star-spawn of the Great Old Ones. To this end, *Mythic Monsters: Aliens* presents a new subtype, the **alien subtype**, which can work alongside the **mythos subtype** described in *Mythic Monsters: Mythos* and in the horror-themed *Gothic Campaign Compendium* and *Beyond the Void*, all from Legendary Games.

ALIEN SUBTYPE

An alien is an extraterrestrial creature from another world within the Material Plane. All alien creatures have either a homeworld or actually dwell in the vacuum of outer-space. Creatures not labeled as alien do not gain the alien subtype if they leave their own world and visit an alien homeworld. Aliens have the following traits (unless otherwise noted in a creature's entry):

Alien Mind (Ex) Any creature that attempts to interact directly with an alien's thoughts (such as via detect thoughts or telepathy) must succeed at a Will save or be dazed for 1 round. The save DC is equal to 10 + 1/2 the alien's Hit Dice + the alien's Charisma modifier. An alien using its telepathy to communicate doesn't activate this ability unless it spends a standard action to focus its mind on one opponent. This is a mind-affecting effect.

Inscrutable (Ex) Alien minds and motivations are often strange and indecipherable to creatures not from their homeworld. All Sense Motive skill checks made against an alien creature take a penalty equal to half the alien creature's HD. Additionally, the DC for all Knowledge skill checks made regarding an alien creature are 10 higher than normal.

Except where otherwise noted, alien creatures with an intelligence score of 3 or greater speak their own native alien language and do not have access to the Common tongue.

ALIEN CREATURES

Pathfinder Roleplaying Game Bestiary 1: froghemoth, girallon, intellect devourer

Pathfinder Roleplaying Game Bestiary 2: akata, aurumvorax, moonflower, neh-thalggu, shantak, witchwyrd

Pathfinder Roleplaying Game Bestiary 3: flumph, moon-beast, plasma ooze, wolf-in-sheep's-clothing, xanthos, yithian

Pathfinder Roleplaying Game Bestiary 4: bhole, bodythief, brethedan, colour out of space, contemplative, dragon (outer, all), elder thing, formian (all), lunarma, mi-go, oma, shobhad, star-spawn of Cthulhu

Other Pathfinder Roleplaying Game campaign setting, companion, or adventure product aliens: adaptoid, dark young, dragonkin, lashunta, robot (GM's discretion, based on the robot's planet of origin), somalcygot, star monarch

Legendary Games *Mythic Monsters*: byakhee (greater), qomok

ALIEN MAGIC ITEMS

In addition to creatures of an alien subtype, magic can have a unique interaction with things from outer space. If you are looking to create thematically alien magic, you can certainly utilize your flavor text to create an alien appearance or apparent functionality for items even if they behave identically to standard Pathfinder magic items. The Spellcraft DC to identify such items should be increased by 5 for items that are generally similar to their standard Pathfinder equivalents or by 10 for items that are very dissimilar.

Alternatively, if you want alien items to seem even more different from standard items, but without wholesale adoption of a new system of technological items, you could require a Disable Device or Knowledge (engineering) check (or both) to puzzle out the mechanism of operation and the effects of an alien item. Such items may or may not detect as magical; however, if they do not you should probably introduce a spell like the following:

IDENTIFY TECHNOLOGY

School divination; Level bard 1, sorcerer/wizard 1

Casting Time 1 standard action

Components V, S, F (magnifying glass)

Range 60 ft.

Area cone-shaped emanation

Duration 3 rounds/level (D)

Saving Throw: none; **Spell Resistance**: no

This spell functions as *identify*, except that it gives you a +10 enhancement bonus on Disable Device, Knowledge (engineering), or Spellcraft checks made to identify the properties and activation method of technological items in your possession. This spell does not allow you to identify artifacts or non-technological magical items.

MYTHIC SPELLS

Mythic magic can also interface with alien creatures in the form of mythic spells. Most of the spells described in this section are mythic versions of spells contained in the *Gothic Campaign Compendium* from Legendary Games.

ALIEN CONTACT

As *mythic lesser alien contact*, but you can call one or more non-mythic aberrations or creatures with the alien or mythos subtype whose Hit Dice total no more than 12 plus half your mythic tier, or one or more mythic creatures of these types whose Hit Dice total 12 or less.

ALIEN CONTACT, GREATER

As *mythic lesser alien contact*, but you can call one or more non-mythic aberrations or creatures with the alien or mythos subtype whose Hit Dice total no more than 18 plus half your mythic tier, or one or more mythic creatures of these types whose Hit Dice total 18 or less.

ALIEN CONTACT, LESSER

You can call a non-mythic aberration or creature with the alien or mythos subtype whose Hit Dice are up to 6 plus one-half your mythic tier. You can apply the alien, embryonic, or giant templates or other templates that add the alien or mythos subtype, but you cannot add other templates or class levels. A template that increases a creature's CR increases its equivalent Hit Dice by an equal amount for the purpose of your Hit Dice limit.

Add your mythic tier to the DC of Charisma checks a trapped creature uses to try to break free and on your opposed Charisma checks to negotiate for the creature's service, as well as on caster level checks made to overcome a trapped creature's spell resistance if it attempts to break free from your binding.

BEND SPACE

You increase the miss chance or chance to ignore an attack provided by this spell by 10% (to a maximum of 100%), reduce damage from an area effect by 10% (to a minimum of 0%), and increase the deflection bonus to AC you gain by 1 for every 2 mythic tiers you possess. If you use this spell to extend your reach, it is increased by 5 feet, plus 5 feet for every 5 mythic tiers you possess.

COSMIC COMMUNION

You may ask one extra question per mythic tier and subtract your mythic tier from your percentile roll to determine the truthfulness of the answer. If you choose to ask only one question, you do not have to make a save and "Lie" and "Random Answer" results count as "Don't Know". Add your mythic tier to your Intelligence check to avoid Intelligence and Charisma decrease and Wisdom damage. If you attract the attention of a cosmic entity and it sends mythos creatures to attack, you gain an insight bonus on your attack rolls, saving throws, caster level checks, and initiative against such creatures equal to one-half your mythic tier.

IDENTIFY TECHNOLOGY

You add twice your mythic tier on Disable Device, Knowledge (engineering), and Spellcraft checks made to identify the properties and activation method of technological items in your possession. In addition, you can identify the properties of any technological item not in your possession that is within the area of effect by concentrating on it as a standard action, adding your mythic tier on the Disable Device, Knowledge (engineering), or Spellcraft check.

Augmented: If a technological creature, including a construct with the clockwork or robot subtype, is within the area of effect, you can expend one use of your mythic power to gain a bonus equal to 10 plus your mythic tier on Knowledge checks you make to identify the creature and its abilities.

INTERPLANETARY TELEPORT

You may teleport willing creatures within 5 feet times your mythic tier, without needing to touch them.

Augmented: You can provide the benefit of *darkvision*, *life bubble*, *resist energy*, or *tongues* for a number of hours equal to your mythic tier by expending one use of your mythic power for each creature you include in your *interplanetary teleport*. You may choose to include some targets and exclude others from the companion spell. If the target is mythic, it can maintain the effects of the companion spell upon itself for a number of hours equal to its mythic rank or tier by expending one use of its mythic power, and it can do so repeatedly to continue extending the effect. If the effect lapses or is dispelled, it ends and cannot be extended in this fashion.

Augmented (3rd): If you expend two uses of mythic power, you may teleport one additional willing creature of any size per 3 mythic tiers.

LIFE BUBBLE

The duration is increased to 3 total hours per level, and you can affect a number of creatures equal to your caster level plus your mythic tier. In addition, any creature affected by *life bubble* can share the breathable air provided by the spell with one adjacent creature by spending a move action each round. This does not affect the spell's duration. If a creature has at least two hours remaining on their allotment of the spell's duration, they can transfer some of their remaining duration in one-hour increments to a willing adjacent creature as a standard action.

Augmented: If you expend two uses of mythic power, all affected creatures gain either *darkvision* 60 feet, low-light vision, or *mistsight* (your choice) for as long as the *life bubble* persists.

SHROUD OF STARS

You can cast this spell as an immediate action. In addition, you add your mythic tier on caster level checks you make to absorb light or darkness spells or to pass through a *prismatic sphere* or *prismatic wall*.

MYTHIC ADAPTOID**CR 8/MR 3**

XP 4,800

Pathfinder Roleplaying Game campaign setting products

N Medium construct (alien, mythic)

Init +2; **Senses** darkvision 60 ft., low-light vision; Perception +10**DEFENSE****AC** 25, touch 14, flat-footed 23 (+2 deflection, +2 Dex, +11 natural)**hp** 105 (10d10+50)**Fort** +3, **Ref** +7, **Will** +5; +2 against bursts, rays, and line-shaped effects**Defensive Abilities** deflector screen^{MA}; **DR** 5/adamantine and epic; **Immune** construct traits**Weaknesses** sunlight dependency**OFFENSE****Speed** 40 ft., climb 20 ft.**Melee** 2 claws +16 (1d8+5/19–20/x3 plus grab)**Ranged** spark +12 touch (2d6 electricity)**Special Attacks** electrostunner^{MA}, mythic power (3/day, surge +1d6)**STATISTICS****Str** 21, **Dex** 14, **Con** —, **Int** 17, **Wis** 10, **Cha** 11**Base Atk** +10; **CMB** +15 (+19 grapple); **CMD** 29**Feats** Improved Critical^{MF} (claw), Iron Will, Lightning Reflexes, Power Attack^{MF}, Weapon Focus (claw)**Skills** Acrobatics +12 (+16 when jumping), Climb +23, Knowledge (engineering) +13, Perception +10, Stealth +12**Languages** Common; shortwave 100 ft.**SQ** rapid rebuild^{MA}, rebuild, solar cell^{MA}**ECOLOGY****Environment** any**Organization** solitary, pair, or network (3–6)**Treasure** standard**SPECIAL ABILITIES**

Deflector Screen (Su) A mythic adaptoid is surrounded by an aura of deflective force that grants it a +2 deflection bonus to Armor Class and a +2 bonus on saving throws against bursts, rays, and line-shaped effects, while also protecting it with a constant *entropic shield*. The adaptoid can expend one use of its mythic power as a swift action to increase the bonuses provided by this ability to +4 and the miss chance provided by its *entropic shield* to 50% for 1 minute. The deflector screen is normally invisible, but flashes briefly when impacted by an attack.

Electrostunner (Ex) A creature struck by a mythic adaptoid's spark is stunned for 1 round. A creature succeeding on a DC 18 Fortitude is staggered for 1 round instead. If the mythic adaptoid confirms a critical hit with its spark (or rolls a natural 20 on its combat maneuver check to grapple, if it uses this ability while grappling), the target

is stunned for 1 minute. A creature with electricity resistance or immunity that prevents damage from the spark is normally immune to this effect, but a mythic adaptoid can expend one use of its mythic power as a free action to enhance its spark attack: damage increases to 2d10 and it bypasses any electricity resistance or immunity possessed by non-mythic creatures or created by non-mythic effects. The save DC is Intelligence-based.

Rapid Rebuild (Ex) A mythic adaptoid can exchange one of its existing abilities for a different ability as a full-round action by expending one use of its mythic power.

Rebuild (Ex) Adaptoid machines are capable of improving and adapting their designs. Each adaptoid starts out with one of the abilities listed below. For every two additional abilities it possesses, its CR increases by +1. Adaptoids may also add the customizable abilities of animated objects (*Pathfinder Roleplaying Game Bestiary*, *Pathfinder Adventure Path* #43), increasing their CRs by +1 for every 2 Construction Points spent in this way (They are already considered metal.) Adaptoids may adapt of their own volition, but it takes 1 day to add each additional ability beyond the first, and they must also possess the rare materials necessary to make such improvements. An ability can only be gained once unless stated otherwise.

- Gain a plasma cutter that deals 1d6 points of fire damage on a melee touch attack.
- Gain advanced treads that increase base speed to 60 feet.
- Modify chassis to gain a burrow, climb, or swim speed of 60 feet. This ability may be taken multiple times. Its effects do not stack. Each time it is taken, it applies to a new movement type.
- Add a radar dish that grants blindsight 120 feet.
- Gain an additional claw or slam melee attack (1d6 damage).
- Lengthen arms to extend reach by 5 feet.
- Gain the rend special attack (2 claws, 1d8+7).
- Add armor plating to gain a +4 natural armor bonus to AC.
- Harden systems to gain resistance 10 against a single energy type (acid, cold, electricity, or fire). This ability may be taken multiple times. Its effects do not stack. Each time it is taken, it applies to a new energy type.

Shortwave (Ex) An adaptoid can communicate with nearby adaptoids via invisible waves. This functions as telepathy 100 ft., but only with other adaptoids. In combat, if any allied adaptoids within range can act in a surprise round, all of them can.

Solar Cell (Ex) A mythic adaptoid can store up to one hour of solar energy in its reserve cells, allowing it to ignore its sunlight dependency for that duration. If it expends one use of its mythic power, it can ignore its sunlight dependency for up to 8 hours.

Spark (Ex) As a standard action, an adaptoid can launch an arc of electricity at a nearby creature. This attack has a range of 20 feet with no range increment. In addition, whenever an adaptoid makes a check to maintain a grapple, it can use its spark attack against the creature it is grappling as a free action.

Sunlight Dependency (Ex) Adaptoids gain their energy from light. In areas of darkness, they gain the sickened condition.

MYTHIC AKATA

CR 1/MR 1

XP 400

Pathfinder Roleplaying Game Bestiary 2

N Medium aberration (alien, mythic)

Init +6; **Senses** darkvision 120 ft., scent; Perception +1

DEFENSE

AC 14, touch 12, flat-footed 12 (+2 Dex, +2 natural)

hp 23 (2d8+14)

Fort +3, **Ref** +2, **Will** +4

Immune cold, disease, poison; **Resist** fire 30

Weaknesses deaf, vulnerable to salt water

OFFENSE

Speed 40 ft., climb 20 ft.

Melee bite +2 (1d6+1 plus void bite^{MA}), 2 tentacles -3 (1d3)

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

STATISTICS

Str 12, **Dex** 15, **Con** 16, **Int** 3, **Wis** 12, **Cha** 12

Base Atk +1; **CMB** +2; **CMD** 14 (18 vs. trip)

Feats Improved Initiative, Extra Mythic Power^{MF}

Skills Acrobatics +6 (+10 when jumping), Climb +9, Stealth +10;

Racial Modifiers +4 Stealth

SQ hibernation, no breath

ECOLOGY

Environment any

Organization solitary, pair, or pack (3–30)

Treasure standard

SPECIAL ABILITIES

Cocooning (Ex) A mythic akata can cocoon itself or another Medium or smaller creature rapidly by excreting tangling fibers from its mouth that entwine the target and harden rapidly. If the target is unwilling, the akata must succeed on a melee touch attack to entwine the target. The akata can spend a full-round action to create a cocoon with hardness 1 and 6 hit points, but once the cocoon is begun it can continue adding 1 point of hardness and 6 hit points to the cocoon as a standard action in subsequent rounds. As long as the cocoon has at least 1 hit point, the cocooned creature is entangled. A partially formed cocoon provides cover if it has at least 20 hit points and improved cover if it has at least 40 hit points, though the cover bonus to AC does not apply against touch attacks made by mythic akatas to cocoon the target.

Once a cocoon reaches 60 hit points, it hardens and seals, providing total cover that applies until the cocoon is completely destroyed. A creature trapped within a cocoon can cut its way free, and the cocoon's hardness is halved against attacks from inside it. It cannot be broken with a Strength check. A sealed akata cocoon is airtight and contains only 1d4 minutes of breathable air; a

creature unable to escape before this time elapses begins to suffocate. An akata can produce up to 100 hit points of cocoon fibers per day. When an akata seals a cocoon, it can expend one use of its mythic power to infest the cocoon with its larval young, exposing a creature trapped within to void death (see below).

Deaf (Ex) Akatas cannot hear. They are immune to spells and effects that rely on hearing to function, but they also cannot make Perception checks to listen.

Hibernation (Ex) Akatas can enter a state of hibernation for an indefinite period of time when food is scarce. When an akata wishes to enter hibernation, it seeks out a den and surrounds itself in a layer of fibrous material excreted from its mouth—these fibers quickly harden into a dense, almost metallic cocoon. While hibernating, an akata does not need to drink or eat. The cocoon has hardness 10 and 60 hit points, and is immune to fire and bludgeoning (including falling) damage. As long as the cocoon remains intact, the akata within remains unharmed. The akata remains in a state of hibernation until it senses another living creature within 10 feet or is exposed to extreme heat, at which point it claws its way to freedom in 1d4 minutes as its cocoon degrades to fragments of strange metal.

Salt Water Vulnerability (Ex) Salt water acts as an extremely strong acid to akatas. A splash of salt water deals 1d6 points of damage to an akata, and full immersion in salt water deals 4d6 points of damage per round.

Void Bite (Ex) Akatas hold hundreds of invisibly small larval young within their mouths, spreading these parasitic creatures to hosts through their bite. Only humanoids make suitable hosts for akata young—all other creature types are immune to this parasitic infection. The disease itself is known as void death. A mythic akata can expend one use of its mythic power when it infects a creature with void death to accelerate the frequency of the disease from 1/day to 1/hour.

Disease (Ex) Void Death: Bite—injury; *save* Fort DC 12; *onset* immediate; *frequency* 1/day; *effect* 1d2 Dex and 1d2 Con damage; an infected creature who dies rises as a void zombie 2d4 hours later (see below); *cure* 2 consecutive saves.

Void Zombie (CR +1)

A humanoid killed by void death becomes a void zombie. A void zombie is a fast zombie (*Pathfinder Roleplaying Game Bestiary*) that gains a secondary “tongue” attack (actually the larval akata’s feeding tendrils), dealing 1d6 points of damage. A void zombie also gains the following special attack.

Blood Drain (Ex) If a void zombie hits a living creature with its tongue attack, it drains blood, dealing 2 points of Strength damage before the tongue detaches.

MYTHIC BRETHEDAN

CR 6/MR 2

XP 2,400

Pathfinder Roleplaying Game Bestiary 4

N Large aberration (alien, mythic)

Init +0; **Senses** blindsense 120 ft., darkvision 60 ft.; Perception +12

DEFENSE

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

hp 82 (7d8+51); regeneration 2 (acid)

Fort +7, **Ref** +2, **Will** +9

Defensive Abilities adaptive recovery^{MA}, amorphous, reactive adaptation^{MA}; **DR** 5/epic

OFFENSE

Speed 0 ft., fly 30 ft. (good)

Melee 2 slams +10 (1d6+5 plus grab)

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

Special Attacks constrict (1d6+5), engulf (DC 18, 1d6 acid and paralysis), mythic power (2/day, surge +1d6)

STATISTICS

Str 21, **Dex** 11, **Con** 20, **Int** 12, **Wis** 14, **Cha** 11

Base Atk +5; **CMB** +11 (+15 grapple); **CMD** 21 (can't be tripped)

Feats Combat Reflexes, Iron Will, Power Attack^{MF}, Weapon Focus (slam)

Skills Escape Artist +10, Fly +12, Handle Animal +7, Perception +12, Stealth +6

Languages Brethedan; telepathy 100 ft.

SQ adaptation, combine, forced merging^{MA} (DC 18)

ECOLOGY

Environment any sky

Organization solitary or squadron (1 mythic brethedan and 2–4 brethedans)

Treasure none

SPECIAL ABILITIES

Adaptation (Ex) A brethedan's body is extremely mutable, and can adapt to respond to virtually any situation. Once per round as a swift action that does not provoke attacks of opportunity, a brethedan can reshape its body and chemistry to adopt any of the following qualities.

It gains resistance 5 against a single energy type (acid, cold, electricity, or fire).

It gains an additional natural attack (bite, tentacle, etc.) with damage appropriate to its size.

Its slam damage type changes to slashing or piercing.

Its slam damage die increases by one step (from 1d6 to 1d8 for most brethedans).

It gains a +4 natural armor bonus to AC.

Its reach increases to 20 feet.

A brethedan can only have one modification in effect at any one time—if it selects a new adaptation, it loses any other in effect. More extreme adaptations are also possible (at

the GM's discretion), but generally take days or even months to adopt.

Adaptive Recovery (Ex) A mythic brethedan can use its natural adaptive abilities to end harmful conditions that affect its body. If a mythic brethedan fails a Fortitude save to resist an effect with a duration other than instantaneous, it can attempt a second saving throw at the same DC to end that effect 1 round later. A mythic brethedan can continue to attempt additional Fortitude saves on subsequent rounds, but it must spend one use of mythic power to do so on each round after the first.

Combine (Ex) Thanks to their perfect communication, brethedans can combine to work together as parts of a larger organism. As a swift action, a brethedan adjacent to another can merge with it, becoming a single creature occupying both spaces. The merging brethedan forfeits its actions to augment the other, and adds its hit points (though not its Hit Dice) to the new creature's collective total. At this time, it also chooses one adaptation—the combined creature gains this benefit, and it cannot be changed unless the combined creature uses its single adaptation action each round to do so. Any number of brethedans can merge in this fashion, but each adaptation can be gained only once (though resistances to multiple energy types are allowed). The combined creature retains the ability to swap one adaptation each round (not once per component creature). Splitting into the component creatures again is a full-round action in which all component creatures are released and the remaining hit points are divided evenly. For the purposes of Hit Die-related effects, the Hit Dice of a combined brethedan are equal to those of the component creature with the highest CR.

Forced Merging (Ex) A mythic brethedan that begins its turn with a creature engulfed in its body can spend one use of mythic power as a standard action to attempt to forcibly combine with that creature, similar to the way brethedans combine with each other. The target may make a DC 18 Fortitude save to resist being merged with the brethedan. A creature that is merged ceases to suffocate and take acid damage from being engulfed, but remains paralyzed until it is no longer pinned. Additionally, half of any damage dealt to the brethedan is instead dealt to the merged creature, as per the spell *shield other*. If this damage would kill the engulfed creature, it deals only enough damage to reduce the creature to negative hit points equal to its Constitution score, and all remaining damage is dealt to the mythic brethedan. While a brethedan is merged with a creature, it adds any

supernatural or extraordinary abilities that depend on the engulfed creature's form to the list of qualities it can gain using its adaptation ability. It can adopt one of these abilities as a free action upon merging with the creature, but must use a swift action as normal if it wishes to choose a new ability on subsequent rounds. Adaptations gained from a merged creature do not count against the brethedan's normal limit of one active adaptation.

A creature remains merged with the brethedan until it ceases to be pinned, or until it dies. Merging with a non-brethedan is taxing to the brethedan; it may only merge with one creature at a time, and cannot combine with other brethedans while merged with a non-brethedan creature. The save DC is Constitution-based.

Reactive Adaptation (Ex) A mythic brethedan can spend one use of mythic power to use its adaptation ability as an immediate action, rather than as a swift action. When a brethedan gains an adaptation this way, any numerical bonuses provided by the adaptation are doubled until the beginning of its next turn.

MYTHIC CONTEMPLATIVE CR 3/ MR 1

XP 800

Pathfinder Roleplaying Game Bestiary 4

N Medium monstrous humanoid (alien, mythic)

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

DEFENSE

AC 13, touch 12, flat-footed 11 (+1 Dex, +1 dodge, +1 natural)

hp 28 (4d10+6)

Fort +0, **Ref** +5, **Will** +7

Immune mind-affecting effects

OFFENSE

Speed 5 ft., fly 30 ft. (perfect)

Melee 2 claws +2 (1d4-2)

Special Attacks merge minds^{MA}, mythic power (3/day, surge +1d6), telekinetic mastery^{MA}

Spell-Like Abilities (CL 4th; concentration +9)

Constant—*detect magic*, *mage hand*, *read magic*, *tongues*

At will—*daze* (DC 15), *detect thoughts* (DC 17), *ghost sound* (DC 15), *magic missile*

1/day—*telekinesis* (DC 20)

STATISTICS

Str 6, **Dex** 13, **Con** 8, **Int** 24, **Wis** 17, **Cha** 21

Base Atk +4; **CMB** +2; **CMD** 14

Feats Combat Casting, Dodge, Extra Mythic Power^{MF}

Skills Bluff +9, Diplomacy +9, Fly +9, Handle Animal +9, Knowledge (arcana, history, planes) +11, Linguistics +11, Perception +10, Sense Motive +7, Spellcraft +11, Use Magic Device +9

Languages telepathy 100 ft.; tongues

ECOLOGY

Environment any urban

Organization solitary, trio, or convocation (3 mythic contemplatives and 4-7 contemplatives)

Treasure standard

SPECIAL ABILITIES

Merge Minds (Su) A mythic contemplative can spend one use of mythic power as a standard action to touch minds with a single creature within range of its telepathy. The creature must make a DC 17 Will save or fall under the contemplative's influence. A creature under a mythic contemplative's influence becomes docile and cooperative. It moves with the contemplative on the contemplative's turn, if able, and remains as close as it can to the contemplative at all times. So long as the contemplative remains within the creature's reach, the contemplative gains a +2 shield bonus to its Armor Class and a +2 resistance bonus on its saving throws. Any time the contemplative speaks or uses its telepathy, the creature echoes its words in a vacant, soulless voice. If the contemplative attempts a skill or ability check, and the creature is capable of using the aid another action to assist the contemplative, it does so. It otherwise takes no actions.

This effect lasts for 1 minute or until the contemplative releases the connection as a free action. If a mythic contemplative attacks a creature under its influence, the effect immediately ends for that creature, and any further attempt to influence it with this ability fails. A creature that successfully saves is immune to the same mythic contemplative's influence for 24 hours. This is a mind-affecting effect. The save DC is Charisma-based.

Telekinetic Mastery (Su) A mythic contemplative can expend one use of mythic power to cast the mythic spell version of *telekinesis* in place of its *telekinesis* spell-like ability. A mythic contemplative may treat its mythic tier as being equal to its caster level when determining the effects of this spell. When a mythic contemplative successfully uses a combat maneuver against a creature using telekinesis, the target of that combat maneuver takes an additional 1d6 points of force damage.

MYTHIC DRAGONKIN

CR 11/MR 4

XP 12,800

Pathfinder Roleplaying Game campaign setting products

LN Large dragon (alien, mythic)

Init +2; **Senses** darkvision 60 ft., low-light vision, scent; Perception +14

DEFENSE

AC 27, touch 11, flat-footed 25 (+2 Dex, +16 natural, -1 size)

hp 165 (10d12+100)

Fort +13, **Ref** +9, **Will** +8

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

OFFENSE

Speed 40 ft., fly 120 ft. (average)

Melee mwk glaive +17/+12 (2d8+10/x3), bite +17 (1d8+10) or bite +17 (1d8+10), 2 claws +16 (1d6+7)

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

Special Attacks breath weapon (30-ft. cone, 9d6 fire damage, Reflex DC 21 half, usable every 1d4 rounds), dragon blood^{MA} (1d6 fire), dragon fury^{MA} (1d6 fire), mythic power (3/day, surge +1d8)

STATISTICS

Str 24, **Dex** 15, **Con** 22, **Int** 11, **Wis** 12, **Cha** 17

Base Atk +10; **CMB** +18; **CMD** 30

Feats Combat Reflexes^{MF}, Flyby Attack, Power Attack, Vital Strike^{MF}, Weapon Focus (bite)

Skills Bluff +16, Fly +17, Intimidate +16, Perception +14, Stealth +11, Survival +14

Languages Common, Draconic

SQ fireproof rider^{MA}, powerful blows (bite), rider bond^{MA}

ECOLOGY

Environment any mountains

Organization solitary, pair, patrol (1 mythic dragonkin and 2–5 dragonkin), or wing (1 mythic dragonkin and 7–14 dragonkin)

Treasure standard (masterwork glaive, other treasure)

SPECIAL ABILITIES

Fireproof Rider (Su) A mythic dragonkin's rider gains immunity to fire while in contact with the dragonkin.

Rider Bond (Su) A dragonkin can form a permanent bond with its rider. Once this bond is made, a dragonkin cannot form another rider bond until its current rider dies. A dragonkin and its rider can communicate with each other as if they both had telepathy 1,000 ft. In combat, when a rider is mounted on his dragonkin, both creatures roll initiative separately and treat the highest result as their single result.

Additionally, a mythic dragonkin can expend one use of mythic power as a free action to *teleport* to its rider's location, provided the rider is within range of their bond.

Note: Some dragonkin have breath weapons that deal acid, cold, electricity, or other types of damage. In this case, all of a dragon's special abilities, such as dragon blood and fireproof rider, should apply to that type of damage instead.

MYTHIC FLUMPH**CR 1/MR 1**

XP 400

Pathfinder Roleplaying Game Bestiary 3

LG Small aberration (alien, mythic)

Init +3; **Senses** cosmic awareness^{MA}, darkvision 60 ft.; Perception +7**DEFENSE****AC** 19, touch 14, flat-footed 16 (+3 Dex, +5 natural, +1 size)**hp** 17 (2d8+8)**Fort** +0, **Ref** +3, **Will** +5**OFFENSE****Speed** 5 ft., fly 20 ft. (perfect)**Melee** sting +5 (1d4 plus acid injection)**Ranged** spikes +5 or +3/+3 (1d4 plus acid injection and stench spray)**Special Attacks** *mythic power* (3/day, surge +1d6), *needler*^{MA}, stench spray**Spell-Like Abilities** (CL 2nd; concentration +4)Constant—*comprehend languages*At will—*detect aberration*1/day—*locate creature* or *locate object***STATISTICS****Str** 10, **Dex** 16, **Con** 11, **Int** 10, **Wis** 14, **Cha** 10**Base Atk** +1; **CMB** +0; **CMD** 13**Feats** Extra Mythic Power^{MF}, Weapon Finesse**Skills** Diplomacy +2, Fly +18, Perception +7, Sense Motive +3, Stealth +11**Languages** Aklo, Common**ECOLOGY****Environment** any land or underground**Organization** solitary, pair, or colony (4–16)**Treasure** standard**SPECIAL ABILITIES**

Acid Injection (Ex) When a flumph strikes an opponent with its spikes, it injects a burning, irritating acid that deals 1d4 points of acid damage immediately and another 1d4 points of acid damage on the round after the attack. The target can end the acid's effects by submerging the wound in water for a round or by being treated with a DC 15 Heal check. A creature that grapples or swallows the flumph takes this acid damage automatically every round it maintains this contact with a living flumph.

Cosmic Awareness (Su) A mythic flumph has extrasensory powers that allow it to sense the presence of creatures from outside the world on which they reside. A mythic flumph can use *detect aberration* at will as a spell-like ability and *locate creature* once per day, using its Hit Dice as its caster level. These abilities detect the presence of both aberrations and extraterrestrial alien creatures regardless of type but not other creatures. A mythic

flumph's cosmic awareness provides the benefits of uncanny dodge and improved uncanny dodge against such creatures. A mythic flumph may use *locate object* instead of *locate creature* but this ability can only detect objects of extraterrestrial origin (GM's discretion).

A mythic flumph may spend one use of its mythic power as a standard action to gain the benefits of *foresight* against aberrations and alien creatures. As long as this *foresight* ability persists, the mythic flumph is also treated as having blindsight with a 60-ft. range for the purpose of detecting such creatures.

Needler (Ex) A mythic flumph can shoot its needle-like spikes as a ranged attack with a range increment of 20 feet (maximum range 100 feet). It can attack targets within the first range increment as a ranged touch attack. It can shoot a single spike as a standard action or two spikes as a full attack action. It can fire up to 6 spikes per day. Creatures struck by its spikes are affected by its acid injection and its stench spray.

Stench Spray (Ex) A flumph can spray a 20-foot line of foul-smelling liquid once every 1d4 rounds. This spray functions like the stench universal monster ability, except it only affects creatures struck by the spray, which must make a DC 10 Fortitude save or be sickened for 5 rounds. The save DC is Constitution-based.

Alternatively, the flumph can concentrate the spray on a single target within 5 feet. To use this version of its stench spray, the flumph must succeed at a ranged touch attack (+5 for most flumphs). If the target is hit, it must make a DC 10 Fortitude save or become nauseated for 5 rounds; otherwise, it is sickened for 5 rounds. The odor from this spray lingers in the area and on all creatures struck for 1d4 hours, and can be detected at a range of 100 feet (creatures with the scent ability can smell it at double this range).



MYTHIC INTELLECT DEVOURER CR 10/ MR 4

XP 9,600

Pathfinder Roleplaying Game Bestiary

CE Small aberration (alien, mythic)

Init +15/-5, **dual initiative**; **Senses** blindsight 60 ft., *detect magic*; Perception +19**DEFENSE****AC** 27, touch 18, flat-footed 20 (+7 Dex, +9 natural, +1 size)**hp** 116 (8d8+80)**Fort** +7, **Ref** +9, **Will** +8**Defensive Abilities** extraordinary agility^{MA}; **DR** 10/adamantine, epic, and magic; **Immune** fire, mind-affecting effects; **Resist** cold 20, electricity 20, sonic 20; **SR** 27**Weaknesses** vulnerability to *protection from evil***OFFENSE****Speed** 40 ft.**Melee** 4 claws +14 (1d4+8)**Special Attacks** body thief^{MA}, id stimulation^{MA} (DC 19), mythic spell-like abilities^{MA} (4/day), **mythic power** (4/day, surge +1d8), sneak attack +3d6**Spell-Like Abilities** (CL 8th)Constant—*detect magic*At will—*confusion* (DC 18, single target only), *daze monster* (DC 16, no HD limit), *inflict serious wounds* (DC 17), *invisibility*, *reduce person* (self only)3/day—*cure moderate wounds*, *globe of invulnerability***STATISTICS****Str** 12, **Dex** 25, **Con** 21, **Int** 16, **Wis** 10, **Cha** 19**Base Atk** +6; **CMB** +6; **CMD** 23 (27 vs. trip)**Feats** Improved Initiative^{MF}, Iron Will, Toughness, Weapon Finesse^{MF}**Skills** Acrobatics +7, Bluff +20, Disguise +12, Knowledge (local) +14, Perception +19, Sense Motive +8, Stealth +30, Use Magic Device +11; **Racial Modifiers** +8 Bluff, +8 Perception, +8 Stealth
Languages Undercommon (cannot speak); telepathy 100 ft.**ECOLOGY****Environment** any underground**Organization** solitary, brood (1 mythic intellect devourer and 2–6 intellect devourers), or tribe (1 mythic intellect devourer and 7–17 intellect devourers)**Treasure** triple**SPECIAL ABILITIES**

Body Thief (Su) As a full-round action that provokes an attack of opportunity, a mythic intellect devourer can reduce its size, crawl into the mouth of a helpless or dead creature, and burrow into the victim's skull to devour its brain. This is a coup de grace attempt that inflicts 8d4+3d6+32 points of damage. If the victim is slain (or already dead), the mythic intellect devourer usurps control of the body and may use it as its own, as if it controlled the target via a *dominate monster* spell. The mythic

intellect devourer has full access to all of the host's defensive and offensive abilities save for spellcasting and spell-like abilities (although the mythic intellect devourer can still use its own spell-like abilities). A host body may not have been dead for longer than 1 day for this ability to function, and even successfully inhabited bodies decay to uselessness in 7 days (unless this time is extended via *gentle repose*). As long as the mythic intellect devourer occupies the body, it knows (and can speak) the languages known by the victim, has detailed information about the victim's identity and personality, and has access to all of the victim's specific memories and knowledge. This allows the mythic intellect devourer to make Knowledge skill checks based on its victim's Knowledge skills, even if the mythic intellect devourer does not have that particular skill. Damage done to a host body does not harm the mythic intellect devourer, and if the host body is slain, the mythic intellect devourer emerges and is staggered for 1 round. *Raise dead* cannot restore a victim of body theft, but *resurrection* or more powerful magic can. Additionally, a mythic intellect devourer can expend one use of mythic power as a swift action to instantly *teleport* itself onto the head of a helpless or dead creature within 100 feet. The mythic intellect devourer must either be able to see its target in order to teleport onto a creature's head. This action does not provoke an attack of opportunity. Once atop a creature's head, the mythic intellect devourer can—as a full-round action that does provoke an attack of opportunity—reduce its size, crawl into the mouth of the helpless or dead creature, and burrow into the victim's skull to devour its brain as described above.

Extraordinary Agility (Ex) A mythic intellect devourer can expend one use of mythic power as a swift action to gain a +8 dodge bonus to its AC until the start of its next turn. During this time, unless the mythic intellect devourer attempts to move through an opponent's space, its movement (including standing up from a prone position) doesn't provoke attacks of opportunity from any of its opponents. If the mythic intellect devourer moves through an opponent's space, it gains a +8 bonus to its Acrobatics check to do so without provoking an attack of opportunity.

Id Stimulation (Su) Once per minute, a mythic intellect devourer can expend one use of mythic power as a standard action to unleash a mental attack on a single creature within 100 feet in an attempt to overstimulate its passions and emotions, and trigger overwhelming flashes of extreme pleasure and pain. Non-mythic targets are automatically stunned for 1 round and must succeed on

a DC 18 Will save or remain stunned for an additional 1d4 rounds. Mythic targets are automatically dazed for 1 round and must succeed on a DC 18 Will save or they are staggered for 1d4 rounds after the dazed condition ends. This is a mind-affecting effect and the save DC is Charisma-based.

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

Vulnerable to Protection from Evil (Ex) An intellect devourer is treated as a summoned creature for the purpose of determining how it is affected by a *protection from evil* spell.

MYTHIC LUNARMA

CR 8/MR 3

XP 4,800

Pathfinder Roleplaying Game Bestiary 4

N Medium aberration (alien, mythic)

Init +8; **Senses** all-around vision, darkvision 60 ft.; Perception +10

DEFENSE

AC 20, touch 11, flat-footed 19 (+1 Dex, +9 natural)

hp 100 (9d8+60)

Fort +9, **Ref** +4, **Will** +9

Defensive Abilities barbed carapace; **DR** 5/epic; **Immune** cold, poison; **Resist** electricity 5, fire 5

OFFENSE

Speed 0 ft., fly 60 ft. (good)

Melee 3 claws +10 (1d8+4 plus grab), bite +12 (1d6+4), gore +10 (1d6+4)

Space 5 ft.; **Reach** 5 ft. (10 ft. with claws and gore)

Special Attacks breath weapon (30-ft. line, 2d6 acid damage plus recurring damage, Reflex DC 18 half, usable every 1d4 rounds), constrict (1d8+4), goring barb^{MA}, implant eggs^{MA}, larval spray^{MA}, lingering breath^{MA} (2d4 acid, 3 rounds), mythic power (3/day, surge +1d6)

STATISTICS

Str 18, **Dex** 12, **Con** 19, **Int** 5, **Wis** 12, **Cha** 10

Base Atk +6; **CMB** +10 (+14 grapple); **CMD** 21

Feats Great Fortitude, Hover, Improved Initiative^{MF}, Iron Will, Weapon Focus (bite)^{MF}

Skills Fly +5, Perception +10, Stealth +7

Languages Common (can't speak); telepathy 120 ft. (other lunarma only)

SQ no breath

ECOLOGY

Environment any underground

Organization solitary, pair, or hive (1 mythic lunarma and 3–16 lunarma)

Treasure none

SPECIAL ABILITIES

Barbed Carapace (Ex) A lunarma's carapace is covered in jagged barbs. Any creature that grapples a lunarma or attacks it with unarmed strikes or natural weapons takes 1d4 points of damage from the vicious barbs. Using a reach weapon does not endanger the attacker this way.

Breath Weapon (Su) The acid from a lunarma's breath weapon lasts for 1d4 additional rounds, dealing 2d6 points of acid damage on its turn to any creature that took damage from the breath weapon. Washing off the acid with water or other liquid is a full-round action that ends the continuing damage.

Goring Barb (Ex) A mythic lunarma possesses a single long barb among the barbs on its carapace, giving it a gore attack with a 10-foot reach.

Implant Eggs (Ex) As a full-round action, a lunarma can lay 2d6 eggs in a helpless creature. The eggs hatch after 24 hours and each deals 1 point of Con damage per hour as they feed on the host. After 1d2 days of eating, the larvae crawl out and find a safe place to mature into adults. A *remove disease* spell rids a creature of all implanted eggs or larvae, or they can be removed one at a time by using the Heal skill to treat deadly wounds.

Additionally, a mythic lunarma can expend one use of mythic power as a free action to improve the eggs' growth. The eggs hatch after 8 hours and each larvae deals 1d2 points of Con damage per hour for 1d2 days. The *remove disease* and Heal check DCs increase by 2 to remove the eggs and larvae. Finally, one of the larvae becomes a mythic lunarma, while the remainder are advanced lunarmas.

Larval Spray (Ex) Once per day, a mythic lunarma can expend one use of mythic power as a standard action to create a 30-foot cone filled with larvae, which deals 4d6 piercing damage (DC 18 Reflex save half). Those failing the save are implanted with larvae, which damage their new host as per the implant eggs ability. The save DC is Constitution-based.

MYTHIC MOONFLOWER**CR 10/MR 4**

XP 9,600

Pathfinder Roleplaying Game Bestiary 2

N Huge plant (alien, mythic)

Init +8^{MF}; **Senses** darkvision 60 ft., **greensight**^{MA} 60 ft., low-light vision; Perception +9**DEFENSE****AC** 25, touch 8, flat-footed 25 (+17 natural, -2 size)**hp** 136 (11d8+87); fast healing 5**Fort** +12, **Ref** +3, **Will** +4**Defensive Abilities** defensive pulse^{MA}; **DR** 10/epic and slashing;**Immune** electricity, plant traits; **Resist** cold 10**Weaknesses** vulnerable to fire**OFFENSE****Speed** 20 ft.**Melee** bite +17 (2d6+11 plus grab), 2 tentacles +15 (1d8+5)**Space** 15 ft.; **Reach** 15 ft.**Special Attacks** enhanced pods^{MA}, **mythic power** (4/day, surge +1d8), light pulse, pod prison**STATISTICS****Str** 32, **Dex** 10, **Con** 21, **Int** 5, **Wis** 12, **Cha** 17**Base Atk** +8; **CMB** +21 (+25 grapple); **CMD** 31 (can't be tripped)**Feats** Blind-Fight, Improved Initiative^{MF}, Improved Sunder, Multiattack, Power Attack^{MF}, Skill Focus (Stealth)**Skills** Perception +9, Stealth +4 (+20 in thick vegetation); **Racial Modifiers** +16 Stealth in thick vegetation**Languages** telepathy (1 mile, other moonflowers and pod prisons only)**SQ** greensight^{MA}, mythic pod spawn^{MA}, woodland stride^{MA}**ECOLOGY****Environment** any land**Organization** solitary or patch (1 mythic moonflower and 2–3 advanced moonflowers)**Treasure** standard**SPECIAL ABILITIES**

Defensive Pulse (Ex) When struck by a critical hit or sneak attack, a mythic moonflower can spend one use of mythic power as an immediate action to use its light pulse ability. If the creature that made the triggering attack is blinded by the light pulse, the critical hit or sneak attack is negated (similar to the *fortification* armor special ability, but without requiring a roll). The damage is instead rolled normally.

Enhanced Pods (Ex) When a mythic moonflower cocoons a creature in a pod prison, it can spend one use of mythic power to apply one of the following modifications to the pod prison.

Rigid shell: The pod prison's skin immediately hardens into a thick protective shell. Its AC increases by 4, and its hit points are doubled.

Flailing tendrils: The pod prison is covered in flailing tendrils that lash out at nearby creatures. Any creature other than a moonflower that begins its turn next to the pod takes 2d6 points of bludgeoning damage. Creatures damaged by the pod must make a DC 20 Reflex save or be entangled for 1d4 rounds. This save DC is Constitution-based.

Skittering roots: Thick, dextrous roots sprout from the bottom of the pod, pulling it nimbly across the ground. The pod can move up to 30 ft. per round. The pod moves in a straight line unless directed to do otherwise by the moonflower. Controlling the pod's movement is a move action. The pod stops moving if it strikes an impassable barrier, though if a creature tries to block its movement, the pod can attempt an overrun check, provoking an attack of opportunity as normal. The pod uses the moonflower's CMB, but does not receive the moonflower's size bonus.

Draining thorns: The interior of the pod is covered in blood-sucking thorns. Rather than take bludgeoning and acid damage, the target takes 2d6 points of piercing damage and 1 Con damage each round. Additionally, the pod heals 5 points of damage each round.

Light Pulse (Su) As a standard action, a moonflower can release a pulse of bright light. All creatures within a 50-foot burst that can see the moonflower must make a DC 20 Fortitude save or be blinded for 1d4 rounds. Moonflowers are immune to this ability. The save DC is Constitution-based.

Mythic Pod Spawn (Ex) Should a mythic moonflower's pod prison kill and digest a Small or larger creature, the pod transforms into an adult moonflower with full hit points and the advanced simple template after 1d4 hours. The newly formed moonflower has its own consciousness, but some aspect of its trunk or blossoms resembles the creature that died within. The dead creature's equipment remains inside the new moonflower and can be retrieved by killing it.

A mythic moonflower can spend one use of mythic power as a standard action to force a pod prison containing a deceased creature to sprout prematurely. The pod transforms into a moonflower immediately, but the resulting plant is weaker than a normal moonflower and lives only for a short time. It gains the young simple template, and dies 1d4 hours after sprouting.

Pod Prison (Ex) This works like the swallow whole ability, except the moonflower can only use it once every 1d4 rounds, and the swallowed creature is immediately wrapped in a tight digestive cocoon and expelled into an adjacent square, where it takes damage every round (2d6 bludgeoning and 2d6 acid, AC 15, 25 hp). The cocooned target cannot use Escape Artist to get out of the cocoon. Other creatures can aid the target by attacking the cocoon with piercing or slashing weapons, but the creature within takes half the damage from any attack against the cocoon. Once the cocoon is destroyed, it deflates and decays. Each creature swallowed by a moonflower is encased in its own cocoon.

Woodland Stride A mythic moonflower gains woodland stride, as the druid class ability.

MYTHIC SHOBBHAD

CR 5/ MR 2

XP 1,600

Pathfinder Roleplaying Game Bestiary 4

N Large monstrous humanoid (mythic)

Init +8/-12, dual initiative; **Senses** darkvision 60 ft.; Perception +8

DEFENSE

AC 21, touch 11, flat-footed 19 (+4 armor, +2 Dex, +6 natural, -1 size)

hp 67 (5d10+40)

Fort +5, **Ref** +6, **Will** +4; second save

Defensive Abilities ferocity; **DR** 5/epic; **Resist** cold 5

OFFENSE

Speed 40 ft. (30 ft. in armor)

Melee longsword +5 (2d6+5/19-20), longsword +5 (2d6+2/19-20), 2 slams +4 (1d6+2)

Ranged mwk shobhad longrifle +8 (2d6/×4) or 2 javelins +6 (1d8+5)

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

Special Attacks kill shot^{MA} (DC 16), mythic power (2/day, surge +1d6)

STATISTICS

Str 20, **Dex** 15, **Con** 18, **Int** 10, **Wis** 11, **Cha** 13

Base Atk +5; **CMB** +11; **CMD** 23

Feats Combat Reflexes, Improved Initiative^{MF}, Multiweapon Fighting, Weapon Focus^B (shobhad longrifle)

Skills Intimidate +9, Perception +8, Stealth +3, Survival +8

Languages Giant

ECOLOGY

Environment cold deserts or mountains

Organization solitary, raiding party (1 mythic shobhad and 3-19 shobhads), or clan (20-50 shobhads, plus 1 sergeant of 3rd-4th level per 10 adults, and 1 mythic shobhad leader of 5th-7th level), plus mounts (use statistics for ankylosaurus, *Pathfinder RPG Bestiary* 83).

Treasure NPC gear (hide armor, 2 longswords, 2 javelins, masterwork shobhad longrifle with 20 bullets, other treasure)

SPECIAL ABILITIES

Kill Shot (Ex) As a special full-round ranged attack action, a mythic shobhad can expend one use of mythic power to deliver a kill shot with her shobhad longrifle. Before making the attack, the mythic shobhad must first study her victim—who must be within 200 feet—as a full-round action. If the attack hits it is an automatic critical threat. The mythic shobhad then makes three rolls to confirm the critical hit and keeps the highest roll. Once the mythic shobhad has completed the 1 round of study, she must make the kill shot before the end of her next turn. If a kill shot is attempted and fails (the victim makes his save) or if the mythic shobhad does not launch the attack before the end of her next turn after completing the study, the mythic shobhad must study her victim again before she can attempt another kill shot.

MYTHIC WITCHWYRD**CR 8/MR 3**

XP 4,800

Pathfinder Roleplaying Game Bestiary 2

LN Medium monstrous humanoid (mythic)

Init +6; **Senses** darkvision 60 ft., *detect magic*; **Perception** +8**DEFENSE****AC** 22, touch 12, flat-footed 20 (+4 armor, +2 Dex, +6 natural)**hp** 98 (8d10+54)**Fort** +7, **Ref** +8, **Will** +9**Defensive Abilities** absorb force^{MA}, block attacks^{MA}; **DR** 5/epic and magic**OFFENSE****Speed** 30 ft.**Melee** ranseur +11/+6 (2d4+4/×3), 2 slams +6 (1d4+1 plus grab) or

4 slams +11 (1d4+3 plus grab)

Space 5 ft.; **Reach** 5 ft. (10 ft. with ranseur)**Special Attacks** force bolt^{MA}, mythic power (3/day, surge +1d6), mythic spell-like abilities^{MA} (3/day)**Spell-Like Abilities** (CL 8th; concentration +14)Constant—*detect magic*, *floating disk*, *mage armor*, *resist energy* (one at a time), *unseen servant*3/day—*dispel magic*, *displacement*, *suggestion* (DC 19)1/day—*dimension door*, *resilient sphere* (DC 20)**STATISTICS****Str** 16, **Dex** 15, **Con** 17, **Int** 18, **Wis** 13, **Cha** 22**Base Atk** +8; **CMB** +11 (+15 grapple); **CMD** 23**Feats** Deflect Arrows^{B, MF}, Great Fortitude, Improved Initiative, Iron Will, Persuasive^{MF}**Skills** Appraise +12, Bluff +14, Diplomacy +14, Intimidate +21, Knowledge (arcana) +12, Knowledge (geography) +12, Knowledge (planes) +12, Perception +8, Sense Motive +5, Use Magic Device +10**Languages** Common, Draconic, one or more planar languages; *tongues***ECOLOGY****Environment** any land**Organization** solitary, entourage (1 mythic witchwyrd and 2–5 humanoid guards), or enclave (1 mythic witchwyrd, 2–5 witchwyrds, and 11–20 humanoid guards)**Treasure** double**SPECIAL ABILITIES**

Absorb Force (Su) Once per round, a witchwyrd can use a free hand to “catch” a *magic missile* fired at it. This absorbs the missile and manifests as a glowing nimbus around that hand (which is no longer considered free). The energy lasts 6 rounds or until it is used to create a force bolt. To use this ability, a mythic witchwyrd does not need to be aware of the incoming *magic missile* and can be flat-footed.

Force Bolt (Su) A witchwyrd can “throw” a mythic *magic missile* (2d4+1 damage) from each free hand as a free action (maximum of two per round). If it has absorbed a *magic missile*, it can throw an additional force bolt that round as a mythic *magic missile*, expending the absorbed energy (maximum of two additional bolts per round).

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

QOMOK

A slight tremor in the man's face heralds the arrival of a ghastly horror. What was a man moments ago suddenly rips itself apart: its flesh bursts open, blood and viscera spray in all directions, and its internal organs liquefy and ooze to the floor. As the man-thing contorts and expands in impossible directions, great multi-jointed insectoid legs and a sickening array of clawed limbs, oily tentacles, and sucking mouths sprout from its ruined torso and its face ruptures to form an awful split-faced maw of jagged teeth.

QOMOK

CR 14/MR 5

XP 38,400

CE Large aberration (mythic, shapechanger)

Init +11; **Senses** all-around vision, blindsight 60 ft., scent; Perception +23

Aura frightful presence (30 ft., DC 22), unnatural aura (30 ft.)

DEFENSE

AC 25, touch 11, flat-footed 23 (+2 Dex, +14 natural, -1 size)

hp 264 (16d8+152); regeneration 10 (acid, electricity, or fire; ceases during hibernation)

Fort +19, **Ref** +14, **Will** +18

Defensive Abilities hard to kill^{MA}, split (acid, electricity, or fire; 10 hp); **DR** 10/epic; **Immune** ability damage, ability drain, bleed, cold, death effects, disease, mind-affecting effects, ooze traits, petrification, sonic attacks

Weaknesses vulnerable to acid, electricity, and fire

OFFENSE

Speed 40 ft.

Melee 2 extremities +20 (1d8+7/19-20/×3 plus grab), bite +19 (2d6+10) or feeding tendrils +14 (1d3 plus attach, blood drain, and infection)

Space 10 ft.; **Reach** 10 ft. (20 ft. with feeding tendrils)

Special Attacks blood drain (1d3 Con), infection^{MA} (DC 25), **mythic power** (5/day, surge +1d8)

STATISTICS

Str 25, **Dex** 14, **Con** 24, **Int** 24, **Wis** 18, **Cha** 18

Base Atk +12; **CMB** +20; **CMD** 32 (can't be tripped)

Feats Cleave^{MF}, Great Fortitude, Improved Critical (extremities)^{MF}, Improved Initiative^{MF}, Lightning Reflexes, Power Attack, Weapon Focus (extremities)

Skills Acrobatics +21, Bluff +28, Climb +17, Diplomacy +20, Disguise +28, Intimidate +23, Knowledge (dungeoneering) +31, Knowledge (nature) +31, Perception +23, Sense Motive +20, Stealth +29, Swim +26; **Racial Modifiers** +8 Bluff, +8 Disguise, +8 Stealth, +16 all Knowledge skills

Languages Elder Thing (can't speak); *telepathy* (only with other qomoks, 100 ft.)

SQ alter shape^{MA}, assimilate^{MA}, assimilated knowledge, compression, hibernation, no breath

ECOLOGY

Environment warm and temperate land

Organization solitary or invasion (2-5)

Treasure none

SPECIAL ABILITIES

Alter Shape (Ex) When a qomok attacks, its body bursts open to display a variety of strange and terrifying body parts and portions of anatomy—claws, tentacles, insectoid limbs, eyes, teeth, horns, partially- or fully-formed animal heads, humanoid faces—from creatures it has assimilated and replicated. This ghastly transformation immediately triggers its frightful presence ability. A qomok can alter its shape in the following ways:

- As a full-round action, during which it is completely helpless, a qomok can perfectly mimic the last creature it assimilated. A qomok can use this ability to assume the appearance of specific individuals, much like a doppelganger's perfect copy ability. None of the qomok's ability scores are adjusted when it mimics a victim's form. While it mimics a victim's form, a qomok knows (and can speak) the languages known by the victim, and gains the use of all of the victim's defensive and offensive abilities, but not feats, traits, supernatural abilities, spellcasting, spell-like abilities, or extraordinary abilities, and cannot gain immunity or resistance to acid, electricity, or fire through this ability. A qomok uses its victim's bonuses and DCs when it uses an ability it does not already possess. A qomok also gains any weaknesses, such as light blindness or light sensitivity, and vulnerabilities of the creature for as long as it continues to mimic it. A qomok also replicates the appearance of any physical wounds (though it does not suffer damage itself), illnesses or diseases possessed by a victim (though it does not suffer any ill effects), as well as any physical deformities, such as missing eyes or limbs. A qomok can only replicate living, organic material.
- As a swift action, a qomok can extend the reach of one of its extremities' or its bite attack by 10 feet until the beginning of its next turn. A qomok can also expend one use of mythic power as a swift action to extend all of its melee attacks by 10 feet until the beginning of its next turn.
- As a move action, a qomok can generate body parts that provide it with one of the following additional forms of movement: burrow 20 ft., climb 40 ft., fly 60 ft. (poor), or swim 40 ft. It can only maintain body parts for one of these four forms of movement at a time.
- As a swift action, a qomok can gain one of the following special attack forms. A qomok can maintain up to 6 of these replicated special attack forms at one time, and it can end any number of them as a free action. Additionally, if any of the special attacks require a saving throw, a qomok can expend one use of mythic power as a free action to force its target to roll two saves and keep the lower result.
 - ☐ attach (bite)
 - ☐ constrict (1d8+7)
 - ☐ distraction (DC 25)
 - ☐ engulf (DC 25, 1d6 acid)
 - ☐ fast swallow (1d6 acid, AC 17, 26 hp)
 - ☐ grab
 - ☐ pounce
 - ☐ pull (feeding tendrils or tentacle, 10 ft.)
 - ☐ push (slam, 10 feet)
 - ☐ rake (2 claws +20, 1d8+7)

- ☐ rend (2 natural attacks, 1d8+10)
- ☐ smother
- ☐ stench (DC 25, 2d6 rounds)
- ☐ strangle
- ☐ trample (1d8+10, DC 25)
- ☐ trip

Assimilate (Ex) When a qomok slays a Small, Medium, Large, or Huge living creature (excluding non-native outsiders, oozes, plants, and creatures that do not have blood) with its blood drain attack, it reduces its victim to a gelatinous sludge that the qomok can absorb as a full-round action to assimilate that creature. An assimilated creature does not contract the qomok's alien infection (see below) and transform into a qomok. Instead, an assimilated creature's body is completely annihilated and can only be restored to life using *miracle*, *true resurrection*, or *wish*. However, if a qomok kills a creature with its feeding tendril and is prevented from—or chooses not to—assimilate its victim's body, the victim's remains automatically contract the qomok's alien infection. After it assimilates a creature, a qomok has detailed information about the victim's identity and personality and has access to all of the victim's memories. A qomok does not gain access to a victim's abilities unless it uses its alter shape ability to mimic its victim's form.

Assimilated Knowledge (Ex) A qomok absorbs an incredible amount of knowledge from its assimilated victims over its long existence. It adds its HD on all Knowledge checks and can make all Knowledge checks untrained.

Extremities (Ex) When a qomok attacks, it generates various extremities that end in claws, pincers, bludgeoning protrusions, spikes, tentacles, or talons as a free action. Regardless of which attack form a qomok generates or what size a qomok assumes, the base damage for its extremities natural attack is 1d8.

Feeding Tendril (Ex) A qomok generates a long, ropey feeding tendril that it uses to drain blood and assimilate other creatures by pumping them full of the qomok's alien genetic material. A feeding tendril has a reach of 20 feet, strikes as a melee attack, and uses the qomok's Dexterity modifier on its attack roll instead of its Strength modifier. A qomok's feeding tendril attack automatically succeeds if the qomok successfully pins its target or its target is paralyzed, stunned, or otherwise helpless. A feeding tendril has 10 hit points, DR 5/slashing, a Break DC of 18, an effective Strength of 13, CMB +13, and CMD 25. If a feeding tendril is destroyed, a qomok can generate a replacement as a swift action.

Frightful Presence (Ex) A qomok's frightful presence ability is triggered when it uses its alter shape ability to adopt a strange and terrifying form.

Hard to Kill (Ex) A qomok does not age, nor does it need to eat, breathe, or sleep. Only violence can bring about the death of one of these creatures. A qomok is incredibly hard to kill, for each individual cell is effectively a separate living organism, and if the creature is not killed by acid, electricity, or fire damage it will eventually fully heal. A qomok reduced to negative hit points by acid, electricity, or fire damage does not gain the dying condition but enters a state of hibernation (as described below). A qomok is only truly destroyed when its hit points are reduced to its negative Constitution score times its mythic tier ($-24 \times 5 = -120$ hp) by acid, electricity, or fire damage.

Hibernation (Ex) If a qomok is reduced to negative hit points by acid, electricity, or fire, or if it becomes trapped in an extremely cold environment (trapped under solid ice, sub-freezing liquid, or ejected into the vacuum of deep space) for more than 5 minutes, it enters a state of involuntary hibernation. While in this state, it can take no actions, is helpless, and its regeneration ability ceases to function. The qomok also appears dead to most observers, though a successful DC 44 Heal check detects faint signs of life. A qomok forced into hibernation after taking acid, electricity, or fire damage awakens in 4d6 hours (after its charred remains cool). A qomok forced into hibernation due to extreme cold remains in hibernation until it enters a warmer environment, whereupon it awakens in 1d4 days. Once a qomok awakens its regeneration ability begins functioning again.

Infection (Ex) When a creature takes Con damage from a qomok's blood drain attack (and does not die) or a creature makes a successful bite attack against a qomok, it must succeed on a DC 25 Fortitude save or contract an exceptionally virulent alien infection that eventually transforms the creature into a qomok. This is a disease effect. After an infected creature transforms into a qomok, it can only be restored to life using *miracle*, *true resurrection*, or *wish*. A qomok can also expend two uses of mythic power as a free action to expose a creature to its alien infection with a mere touch (delivered either as part of a natural attack, as a separate melee attack using the qomok's highest base attack bonus, or as an out-of-combat action to touch an unsuspecting creature).

Alien Infection: Blood drain, successful bite attack against the qomok, or qomok's touch—injury or contact; *save* Fortitude DC 25; *onset* immediate; *frequency* 1/minute; *effect* victim transforms into a qomok after failing 3 Fortitude saves; *cure* 3 consecutive saves. The save DC is Constitution-based.

The alien infection works insidiously, with the victim often feeling and showing no signs of discomfort. Anyone who examines the victim and succeeds on a DC 44 Heal check identifies the alien infection. When the infection transforms a creature into a qomok, the transformation is extremely subtle as well. Creatures observing the victim as he or she transforms must succeed on a DC 30 Sense Motive check to notice something is amiss. Infected creatures that die before transforming into a qomok rise as a qomok 1d6 minutes after death. Creatures killed and reduced to sludge by a qomok's blood drain attack—even those normally immune to diseases—are automatically infected and transform into a qomok 2d6 rounds after death if the qomok does not assimilate the creature's body before that time elapses.

Split (Ex) A qomok splits into two identical copies of itself when it suffers acid, electricity, or fire damage that reduces it to less than half of its current hit points. If a qomok is taking continuous acid or fire damage when it splits only one of the copies continues to suffer the continuous damage. Each copy has half of the original's remaining hit points (rounded down) and each time a qomok splits it decreases one size category, though it cannot decrease below Diminutive. This decrease in size changes the qomok's statistics as the *reduce person* spell. A Tiny or Diminutive qomok's Intelligence score drops to 2, and it can only attack with its feeding tendril. A Tiny or Diminutive qomok becomes focused on self-preservation and generally avoids combat unless it can attack without endangering itself. A qomok reduced to less than 10 hit points cannot split itself further. Two or more copies of the same qomok can merge as a move action, and the copies that merge combine their total remaining hit points. A qomok increases one size category for each copy that merges.

The remote reaches of the universe are home to bizarre phenomena and horrific alien life forms beyond normal comprehension, most of which pale in comparison to the unspeakable and utterly alien horror epitomized by the qomok. Known by many names throughout the universe, but most often as "Things," qomoks are shape-shifting parasitic organisms with the ability to absorb, assimilate, and then perfectly mimic the bodies of other living creatures. A qomok's original form resembles a fleshy mass of oozing viscera, covered with rope-like tendrils and undulating sucker-mouths that slithers and shambles with surprising agility. In this form, a qomok is roughly 12 feet in diameter and weighs 2,000 pounds. However, most qomoks haven't assumed this shape since the first qomok left its distant homeworld billions of years ago, for the creatures are driven by an irresistible drive to absorb and assume their victims' forms.

Extremely paranoid, and with an unrivaled instinct for self-preservation and survival, qomoks prefer to attack lone targets so they do not needlessly endanger themselves. When attacking, a qomok shifts its body asunder in a spectacle of gore and violence, generating various extremities and toothy maws, in an attempt to surprise its prey. It then ensnares its victim with its feeding tendril so it can be absorbed and assimilated. When a qomok's true nature is exposed, the creature will react depending on its current size, health, and the nature of the threat. Smaller copies of a qomok will usually attempt to flee, whereas a full-sized and healthy qomok will often attack multiple creatures head on in an attempt to quickly overwhelm and neutralize them. However, true to its self-preserving nature, a qomok will almost always prefer to flee if its cover is not completely lost.

ECOLOGY

A qomok has only assimilation and self-preservation in mind. It will selfishly save itself or even attack other qomoks or other copies of itself in order to avert attention and suspicion. A qomok's level of intelligence is determined by its size. Larger qomoks are extremely intelligent; it is theorized that full-sized qomoks have the combined intelligences of all the organisms they have ever assimilated. Smaller copies are much less intelligent, and often show little creativity or goals other than survival.

Qomoks have little regard for organic life, seeing living creatures merely as prey and conveniences by which they can gain newer, more versatile forms. They care nothing for emotions, and have no need for personal relationships, religion, or mercy. Due to their intense paranoia and overriding instinct for self-preservation, as well as their callous indifference for "lesser" life forms, qomoks rarely communicate with sentient prey. When they do converse, they do so only to maintain their cover, avert attention away from themselves, or confuse their prey. Qomoks have only slightly more regard for their own kind, including their own infection-spawned offspring. Although they will cooperate with one another when they share a common enemy or goal, qomoks only do so if the association serves their personal need for assimilation and survival.

Though highly intelligent and able to use most technology and magic items, qomoks are not adept at spellcasting. Whether due to their alien physiology or some other psychological barrier, qomoks cannot cast spells or mimic the supernatural or spell-like abilities of other beings. While their natural forms are decidedly alien, they can spontaneously generate limbs and other body parts that allow them to use tools and magical items as easily as a humanoid. Though they are able to wield weapons with as much skill as an assimilated creature, qomoks prefer to use their natural weapons in combat.

HABITAT AND SOCIETY

Qomoks originated on a tiny, swamp-covered moon orbiting a gas giant world in a remote corner of the universe. They began as microscopic clusters of semi-sentient cells that took a bizarre turn on the evolutionary path and developed the ability to assimilate and mimic other organic cells. After a few billion years, the qomoks grew prodigiously and became the dominant species on their homeworld. The immortal qomoks then spent eons slithering about their muddy little world, occasionally absorbing and assimilating one another. Though highly intelligent, these qomoks were unfathomably savage; they formed no society, no religion, and were content to focus their attentions on the swampy surface of their world, remaining completely unaware of the stars above and any worlds beyond their own.

That changed when an elder thing explorer happened upon the qomok homeworld. Having visited scores of inhabited worlds in its own long lifetime, the elder thing immediately recognized the qomoks' physical resemblance to the bio-engineered shoggoths—a powerful slave race created by the elder things. Insatiably curious, the elder thing began a long-term study of the qomoks with the goal of eventually collecting a live specimen and weaponizing it. Unfortunately for the elder thing, and for many future denizens of the universe, this ill-planned scheme was a disaster. One day, after several years of safely studying the qomoks from the air, the elder thing landed on an outcropping of rock that was too close to one of the creatures. The qomok ensnared the elder thing with its feeding tendril and swiftly absorbed and assimilated the overmatched explorer.

In that instant, as the qomok absorbed the elder thing's body and mind, its own consciousness expanded a millionfold. The qomok's thoughts flooded with the memories, knowledge, and experiences of the elder thing, and it suddenly became cognizant of the existence of other living creatures and other worlds. Led by an insatiable drive to assimilate other life forms, the qomok assumed the elder thing's winged form and immediately launched itself into the sky. Mimicking the elder thing's ability to travel between the stars, the qomok hurled itself through interstellar space and slipped into hibernation. Eventually, untold eons later, the sleeping qomok fell to the surface of an inhabited world. Since that time, this single qomok has seeded its kind on many worlds as it slowly and inexorably spreads its race across the universe.

THE THING

"I don't know what the hell's in there, but it's weird and pissed off, whatever it is."

In the summer of 1982, the words "The Thing" burned in jagged pale blue letters on cinema screens and the world beheld, for the first time, one of the most horrifying movie monsters ever created. With much reverence, we humbly offer the qomok as an homage to the utterly alien, and unapologetically gruesome, Thing. Keep your flamethrowers handy.







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MYTHIC MONSTERS
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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.