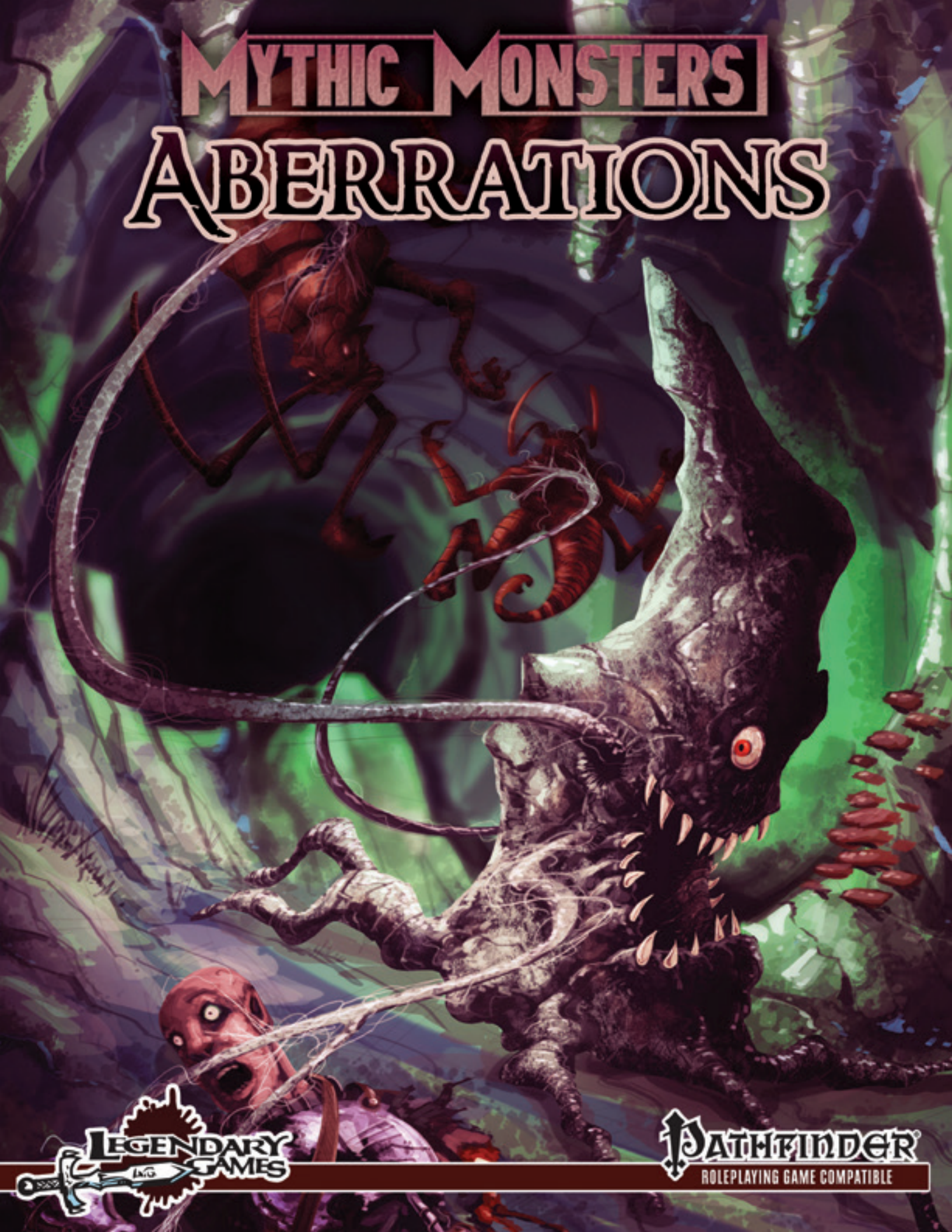


MYTHIC MONSTERS

ABERRATIONS



Pathfinder
ROLEPLAYING GAME COMPATIBLE



MYTHIC MONSTERS
ABERRATIONS



MYTHIC MONSTERS

ABERRATIONS

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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

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!

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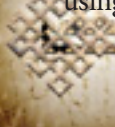
WHAT YOU WILL FIND INSIDE MYTHIC MONSTERS: ABBERATIONS

Many monsters in the history of RPGs are not so different from the familiar fauna of our world, but misshapen or mutated in some terrible way. Some could be ordinary animals made into awful amalgams or other kinds of extraordinary magical beasts, or things that are almost but not quite normal humanoids, becoming monstrous humanoids instead; or creatures that are literally out of this world, with bodies and minds very different from those we know. Still, we haven't yet touched on one category whose defining characteristic is that they are Just. Not. Right. They are the creative legacy of RPGs themselves, things for the most part just too weird and wonderful to have been handed down from the heroic myths and legends of the past. They are the bastard children of sci-fi and horror, filtered through the fevered imaginations of generations of followers and fans to form and stitched together across genres. Their existence constitutes a violation of the natural order of any one world. They are not just different, they are **aberrations!**

These creatures, for whom their strangeness is what makes them what they are, have a long tradition as some of the most iconic creatures ever to appear in campaigns, because they are so different that they have created their own legends. Many date from the early days of RPGs, from ecological scavengers like the hideous **otyugh**, the brilliant but brutal tentacular **roper**, the clever **cloaker**, and the treasure-trap **mimic**, while some are more recent additions like the swift and sneaky **choker**. Others are adaptational evolutions of older monsters like the **veiled master** (an evolved version of the aboleth) or the **vampiric mist** (a devolved version of the crimson death), or the fondly remembered relics of long-ago genre-straddling mash-ups like the **wolf-in-sheep's-clothing** or the fabulous **froghemoth!** A few aberrations have a vague basis in folklore, like the spidery epithet of "attercop" becoming the deadly **ettercap**, while others are stitched together out of nightmarish pieces like the **vemerak**, an insectile centaur with tentacles and deadly spores. Finally, in a case of art imitating life, some monsters literally sprang to life from a toy store's shelves. If you grew up in the 1970's, you might have had **this set of toys**, which my family picked up on a trip. We weren't the only ones; the earliest RPG designers had them too, and these mysterious plastic monsters gave birth to the bulette, the owlbear, and in this book the **rust monster!** To this august assemblage, of aberrations CR 3 to 17, we present a brand-new beast, the **zyoselak**, a floating multi-segmented swarm of gelatinous horror that is quite literally brain-meltingly deadly! As if this were not enough, we also bring you 9 mythic spells for making mythic mutants of your very own!

The *Mythic Monsters* series from Legendary Games sets aside the rich story and background that is our trademark, because it is focused on absolute crunch, and there it absolutely lives up our highest standards of innovative layout, beautiful aesthetics, and excellence in design that is second to none. We hope you enjoy using it as much as we enjoyed making it. Game on!

- Jason Nelson



The Zyoselak Fragments

1*: MoM?>! .ref 3/5 SUT.

hold: K. Kazyar: hammer. G. Grundol: scout. R. Rokurionmonite: stonespk.
neg. → +bb

2-4*: ;1. AMx9jcn.

5-6*: +Z. Zniki: guide. neg. → +ba: Lib.

Lib. X!0 -MoM! neg. → +aa

7-10*: ;1-2. AMx12jcn. X

11-16*: AMx7jcn. X2+

16-21*: !X: urd/sk. ++

22*: Z! near. racty. 12h.

-MoM. !X: urd/sk/dae. ^9/0 ev. +surp: G+Z++. y here? y .-Vaults? Cons.
→ ? : X too close.

-ent. 0 stone fanged maw¹ (10sq) ^O: 200; RFE. [stg+stc, cols. crys.]

... ..

I'm resorting to writing these notes in plaintext as I'm no longer willing to trust that I can execute my personal cipher correctly. After a recent event that I will explain in more detail presently, I am having trouble understanding some of my former notes; my mind has been damaged by an encounter with an unknown entity and I am confused about certain aspects of my method. It seems to me that I have been inconsistent in my application of it in the past but I am also aware that, as I've never had problems deciphering it before, I have likely forgotten some of the contextual techniques. I may well be able to work it out, but I'm not sure I have the time.

Switching to longhand is now appropriate in any case because I'm writing these notes to you now, reader, rather than as the personal memoir they have been to this point. I may not endure much longer and, if the worst comes to pass as I suspect it will--there's little to explain why I'm still alive even now--these scribblings, if they survive, are likely the only record of the story of what happened to us. I will not relate everything that transpired a few hours ago--I am confident that with a little effort you or another will be able to decipher my coded notes--but will focus on the key information you might require. I don't know how long I have until it finds me.

My name is Aurangzeb Mahal, and I am trapped in the Maze of Maws, deep in the Underlands, and I am being toyed with by the creature or creatures--I cannot be sure which--that killed and consumed my companions. My magic is failing me in this accursed labyrinth and I am almost without hope.

My research of the logographs of Sutarsha led me to form an expedition deep into the Underlands to seek out a location identified as the Maze of Maws where, the logographs indicated, revelations would be made regarding the spatial and temporal location of the hidden tomb. (If you are of a mind to continue my research, study the logographs and note that the key is the combination of the

first and last serekhs inverted. If you can translate with this information, then you should have no problem advancing from there.)

I accepted three minor partners in Deephold: the dwarven warriors Kazyar and Grundol, and a gnome stonemason, Rokurionmonite. They in turn helped me to find a reliable svirfneblin guide who could enable safe passage into the deeper Underlands, and provide access to specific lore that I required to locate the Maze. Suffice it to say that Zniki--the aptness of her name was not lost on any of us--proved worthy of every coin she was paid, and she was paid handsomely. The cavern that contains the entrance to the Maze is vast and riddled with a field of stalagmites and stalactites--some of which have formed columns roughly 200 feet in length--bearing surface crystal formations that, had we used light, I'm sure would have sparkled like a rajah's treasure chamber. Our search formation was as it had developed over the weeks we had been together--Zniki and Grundol moving stealthily ahead to ensure the way was safe and clear, while Kaz and Rok remained in the rear, ready to defend me. It had proven a reliable means of evading danger and making swift progress towards our destination.

I was troubled when we at first failed to discover the entrance to the Maze due to my certainty that we were in the right place and my thought that we had searched everywhere. But Zniki had taught me a thing or two about my surface-world expectations being out of place here, and our subsequent search of the ceiling of the cavern, aided by my flying carpet, located a large opening shaped like a fanged mouth. As we floated up through that first maw, it snapped shut behind us, sealing us within a 30-ft. square chamber from which 10-ft. square tunnels led from the centre of each of the four walls and the ceiling. When there was no sight or sound of an attack or trap, we triggered our magical illuminations to better study the area.

The entire complex is constructed from a dense, silver-gray stone that Rok could not manipulate, despite his powerful earth magic. Neither he nor any of the others could detect any sign of construction either. The substance is likely some sort of conjured material and yet it seems inherently magic-resistant. It is also so hard that even Kaz's hammer couldn't mark it, and yet each wall is carved with horizontal and vertical bands of logographs, around 5 foot wide, that traverse into and emerge out of each of the tunnels. While it seems to be entirely the same substance, the stone of each band is one of four colors: bone white, blood red, pure black, and pale green.

I immediately set to translating the carvings, employing several minor spells, and discovered that, just as it was at Sutarsha, the logographs contain words in the Deep Vault language that mixes Aklo and Terran, as well as words in the script that I failed to identify. However, the logographs here also incorporate graphemes of Abyssal and Infernal, a combination of the two typical of the Daemonic language. Each of the four bands of logographs start at that first maw, each with a serekh that announces it as a path to oblivion: the white path of Pestilence, the red path of War, the black path of Famine, and the green path of Death.

We had fought Deep Vault daemonspawn on approach but, as nothing in my research had linked them to the Maze or the logographs of Sutarsha, I was surprised at the discovery of this daemonic influence in the Maze, and therefore unprepared to deal with what seems to be a shrine to the Four Horsemen. Why was this information not revealed by the Quadrilat? Or was I supposed to understand that the Quadrilat itself was a reference to (the) Four? I feel like it's all some sort of sick joke, to be honest.

Obviously, none of us wanted to walk the paths, and I had to defend myself against accusations that I had knowingly lured them all to their deaths. We

decided to retreat and reconsider our options. Zniki examined the closed maw beneath us, but despite an exhaustive search augmented by my divinations, she could find no method of opening it again. Rok channeled his divine power and asked the maw to open for us, but it ignored him, did not understand, or could not hear his request. We then tried to open a dimension door through to the other side. The conjuration executed, erased from my memory, but had no effect.

I'm speculating based on the few divinations I have cast, but I think it's possible that the silvery-gray stone is some form of solid Astral mass, and that the structure around me is only the part of it that protrudes into the Material. This would explain why teleportation effects fail within the structure—and possibly might to some distance around it. My companions demanded that I use one of the teleport scrolls but I explained that it would fail for the same reason the dimension door failed. Their objections grew with their suspicions of my motives, and I was almost resigned to wasting a scroll to prove my point when Kaz's patience ended; he jumped from the carpet to the frame of the stone maw beneath us, and began trying to smash through it with his hammer. The dull thuds echoed loudly all around us, growing into a cacophony of ringing beats as Kaz's frenzied blows pounded the stone. After some initial exhortations for the dwarf to collect himself, we were reduced to simply watching his exertions, and his frustration gradually became exhaustion. Eventually, Kaz stopped, his face above his black beard flushed red and shiny with sweat; the stone of the maw undamaged, without even a mark. I recall how Kaz looked back at us then; a cold, resignation in his eyes at the moment we all knew that we would have to delve deeper into the Maze. I recall that moment clearly, because that's when my precognition ignited, and it came.

A floating, transparent ooze flowed into the chamber from the path of Death, distending and distorting as it writhed through the air towards us. As it drew closer, what I had at first thought was merely a shadow was revealed to be a shoal of minuscule matter, suspended throughout the jelly yet moving within it. By the time I had started to react to its sudden entrance—my companions' mundane senses, alas, only just beginning to warn them that danger was present—the mass had reconfigured into a rough sphere about 10 feet across, and the black shoal had extended into four gelatinous tentacles that extruded from the central clot. I commanded the carpet to withdraw us from its growing reach and into the path of War but it was too quick and lashed out with a pseudopod at Grundol, striking the ranger with a strong blow across the face that left a film of slime behind. He began a cry of pain as the jelly started to burn his skin away but it was cut short in his throat as his muscles failed and he collapsed, falling back onto the carpet as we flew up to the tunnel entrance behind us. But it was so fast, it was upon

....

i have had to move agen. i d the thing came back and it hurt my thinkng agen. i now that i am not speling things propely but i cant remeber remember sum of the woRds how to spel them what is in my head. I am going to keep riteing tho so that i can tell you my sTOry. i am sure you can work out what i am saying when i get it Rong. thnak you.

so we flew on my carPit to the red path what was behind us but the monster was hitting kaz with its tenticles and it was buning him with it@s asid slim. kaz was crying it was hurting him and it flu down and kaz was insid it insid the slime. but he hit it with his haMer he hurt it I think but the slim not the swarm. i cudent hear him crying after that he was insid it but he was not

moving like grundol was not moving on the carpit.

i cast a spel at it it was a good spel that trid to slow it down but it didnt work i was sorry abot kaz i didnt wont to hurt him insid it. rok helped grundol move agen with a spel and zniki was firing her crosbow at it but i told her it wuodent work and it didnt. i no. they just went Threw it but she didnt hit kaz which was good. i think it is not hurt by pearsing wepons and hamers are good tho.

i think it can also be good at not risisting spels it is also fast

it flew flew back up agen with kaz inside it he was not moving he probly cudent breth to. i was sorry abot kaz he was my frend. we flue down the red tunil and it was flying after us with its tenticles. it was slow in the tunil. it then hurt our minds with a sycik atack it was far away down the tunel not fast as my carpit i am sorry these word are not what i am wonting to say but i m am trying my best. it has hurt my mind many tims now i canot remebember how meny.

grundol was crying to now. he was kaz frend to and he was his best frend. im having truble consentrating. we had to save kaz and so we fort the monster and stoped running away on the carpit. gurndol jumped onto the red path and ran to fite it. and then the mosnter went all blak and we cudent se kaz enymor. he was insid the blak jely. gundol was throwing his axes at it but no he cudent becas he mit hit kaz. and rok and sniki were helping grundol they jumped down to they sed i was scard and we must help kaz. i was scard they wer rite i am scard now to. but they all dide. i cudent rember al my spels it had hurt my mind i didnt no the rite spels to help them. itrid my best but it kild them all. it has blak jely that bruns your skin and parilsiz you as well.

i cudent see the blak swarm insid now. it was etting kaz i think. it hit them with its tenticles and it coverd them all up insid its blak jely ther is only ther stuff left no. wepins and armor and stuf. not them. it was very quit no one screaming any more i was very sad and i flew away on my carpit. this shrin is a maze of tunils in evry way up and down and evry way some ways are red others are green white or black they are like the demons of abadon the for hors men. the paths go on all walls sum times they go on the seeling upsid down or on the sid. and ther are lots of roms that the paths conect. i think ther are monsters hear demons waiting for pepil to wark on the paths on the walls and the seeling but i was on my carpit not warking on the fier path

.....

it has cort me now. it is otisd of the blak jely in a big swarm all arond me it is teling me to rite in my book. i am loking at the litel bits of it in the swarm they are like eyes and like spiky bals it is hurting me if i do not rite in my book so i am riting now but i am so tird. it flew out of the blak jely and it was ver y fast and it cort me i was sleepy. the jely turned into warter. al of my frends are did no. did i rite that. i am al alon in the maze of mAWs it has meny voyses speking in my hed i dont no wat it is sayin to meny voses sum are speking sum are lafing they ar lafing at me and my frends it tells me i must rite lines its name it is zio zyoselak zyoselak Zyoselak Zy0selak i must rite my lines i hav been bad zyosea zyoselak zyoselak z

MALLEABLE AND MUTATED

Aberrations are the strangest of all creatures, whose existence is by nature at variance with the normal form and structure of living things. Their internal organs and external features are unlike the typical anatomy and physiology of conventional creatures, even if their external appearance is similar, though their strangeness is just as often manifested in their outward form as well. The magic of change and polymorph is a natural companion for an examination of aberrations, because they are the logical extension of the basic idea of changing a thing into something else—an aberration by its very definition is different from *everything*, even other aberrations! The spells that follow all deal with the magic of mutation and change and are drawn from the *Gothic Campaign Compendium* from Legendary Games.

MYTHIC SPELLS

ABERRANT FORM (ALL)

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

Mythic aberrant form increases any ability score bonuses and reduces any ability score penalties granted by the standard version by 2 and increases the natural armor bonus the spell provides by 1 (granting a +1 bonus if the spell normally grants no bonus). In addition, you may change the range of this spell to touch and target one creature you touch rather than yourself. The subject of this spell can resume its normal form and then shift back into the same assumed form without ending the spell; however, the spell's duration continues to elapse while the target is in its own form. If the subject is a mythic creature, it can spend one use of its own mythic power as a full-round action to shift into a different form allowed by the spell.

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

FLESHCURDLE

If you affect the target's attacks, it takes a -4 penalty on attack and damage rolls with that natural attack. If you target its defense, its natural armor bonus to AC is decreased by 6, to a minimum bonus of 0. If you affect its movement, one of its movement rates is reduced to zero (if it has more than one form of natural movement) or reduced by 75% (if it has only one form of movement).

Augmented (4th): If you expend two uses of mythic power, the duration becomes permanent.

GENETIC PURIFICATION

The target gains immunity to disease and polymorph effects for 24 hours. In addition, if you purge a part-human creature of its genetic impurity and transform it into a full-blooded human (or similarly convert a half-elf into an elf or half-orc into an orc), the target does not gain negative levels if it is a willing target.

MUTAGENIC TOUCH

If you expend one use of your mythic power, you can pass on the effect of your mutagen to a creature you touch while retaining the effect of the mutagen on yourself. You can do this multiple times, expending one use of your mythic power each time you share your mutagen. When you do this, you choose how much of your mutagen's remaining duration you wish to share with the target, with a minimum of 10 minutes. The remaining duration of your own mutagen is reduced by twice this amount, so if you share 1 hour of your mutagen's duration with the target, the remaining duration of your own mutagen is reduced by 2 hours.

Augmented: If you expend two uses of mythic power when sharing your mutagen, the target must succeed on a Will save against the spell's save DC or become filled with affection for you, seeing you as its mutant "parent." You may choose to affect the target as *charm monster* or as *reckless infatuation*. You must choose the desired effect before the creature makes its saving throw, and the effect lasts only as long as both you and it remain affected by the mutagen.

MUTAGENIC MIST

Creatures that fail their save against this spell are dazzled and take a saving throw penalty against polymorph effects equal to 2 plus one-half your mythic tier for as long as they remain within the *mutagenic mist* and for 1 hour after they leave it. Creatures that successfully save are dazzled and take a -2 penalty against polymorph effects as long as they remain within the *mutagenic mist* and for 1d4+1 rounds after they leave it.

Augmented (6th): If you expend two uses of mythic power, creatures that begin their turn within the *mutagenic mist* are affected as *mythic fleshcurdle*.

MUTAGENIC REVERSION

The target becomes highly resistant to new mutational or polymorph effects for the duration of the *mutagenic reversion*. Such spells or effects of 3rd level or lower have no effect on the target, and higher-level spells and supernatural effects such as alchemical mutagens affect the target only if the creator of the effect succeeds at a caster level check (using its Hit Dice in place of its caster level for supernatural effects) against a DC equal to 11 plus your caster level plus your mythic tier. If the effect is not a mythic effect, the DC is increased by 4.

Augmented (3rd): If you expend two uses of mythic power, you can affect one additional creature for every 2 mythic tiers you possess.

MUTATION

If you use this spell to duplicate the effect of *fleshcurdle*, you instead duplicate the effects of *mythic fleshcurdle*. If you inflict a permanent *mutation* instead, you can roll twice to determine which mutation you inflict, choosing whichever result you prefer. You add your mythic tier to the DC to remove a *mutation* you inflict, whether to dispel a *fleshcurdle* effect or to use *break enchantment* or a similar effect to remove a permanent *mutation*.

Augmented (3rd): If you expend two uses of mythic power, the target must save twice against the spell; if both saves are failed, you inflict two mutations on the target rather than one.

MUTATION, MASS

This spell gains the same benefits as *mythic mutation*, but you may affect a number of additional targets equal to your mythic tier. In addition, you may select targets anywhere within range; they need not be within 30 feet of each other.

Augmented (3rd): If you expend two uses of mythic power, all targets of the spell must save twice against the spell; if both saves are failed, you inflict two mutations on the target rather than one.

SUMMON MUTANTS

The creatures you summon are considered mythic creatures and gain one use of mythic power and the surge ability, which they can use to add 1d6 to a single die roll, and they gain the fortification (25%) ability. Your summoned monsters gain no other mythic abilities.

Augmented (6th): If you expend two uses of mythic power, you can add the **agile**, **invincible**, or **savage** mythic simple template to creatures you summon with this spell. These templates are described in the Mythic Monster Advancement section of Chapter 6 in *Pathfinder Roleplaying Game Mythic Adventures*.

MYTHIC CHOKER

CR 3/MR 1

XP 800

Pathfinder Roleplaying Game Bestiary

CE Small aberration (mythic)

Init +6/-14, **dual initiative**^{MA}; **Senses** darkvision 60 ft.; Perception +1

DEFENSE

AC 18, touch 13, flat-footed 16 (+2 Dex, +5 natural, +1 size)

hp 24 (3d8+11)

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

OFFENSE

Speed 20 ft., climb 10 ft.

Melee 2 tentacles +6 (1d4+3 plus grab)

Space 5 ft.; **Reach** 10 ft.

Special Attacks constrict (1d4+3), grab (Large), **mythic power** (1/day, surge +1d6), strangle and suffocate^{MA}

STATISTICS

Str 16, **Dex** 14, **Con** 13, **Int** 4, **Wis** 13, **Cha** 7

Base Atk +2; **CMB** +4 (+8 grapple); **CMD** 16

Feats Extra Mythic Power, Improved Initiative, Skill Focus (Stealth)

Skills Climb +16, Stealth +13

Language Undercommon

SQ quickness

ECOLOGY

Environment any underground

Organization solitary or clutch (1 mythic choker and 2–8 chokers)

Treasure double

SPECIAL ABILITIES

Quickness (Su) A choker is supernaturally quick. It can take an extra move action during its turn each round.

Strangle and Suffocate (Ex) A mythic choker has an unerring talent for seizing its victims by the neck. A creature grappled by a mythic choker cannot speak, cannot cast spells with verbal components, and cannot breathe and must hold its breath. Additionally, a mythic choker can choose to **smother** (as the Mythic Universal Monster Rule) a grappled victim, and can expend one use of mythic power as a swift action to reduce the time remaining until the target has to attempt checks to avoid suffocation by 2d6 rounds (instead of the 1d6 rounds granted by the smother ability). Creatures that do not need to breathe are unaffected by this ability.

MYTHIC CLOAKER**CR 6/MR 2**

XP 2,400

Pathfinder Roleplaying Game Bestiary

CN Large aberration (mythic)

Init +7; **Senses** darkvision 60 ft.; Perception +14**DEFENSE****AC** 21, touch 12, flat-footed 18 (+3 Dex, +9 natural, -1 size)**hp** 67 (6d8+40)**Fort** +6, **Ref** +5, **Will** +7**Defensive Abilities** shadow shift; **DR** 5/epic**OFFENSE****Speed** 10 ft., fly 40 ft. (average)**Melee** bite +9 (1d6+6 plus blood drain), tail slap +4 (1d8+3)**Space** 10 ft.; **Reach** 10 ft. (5 ft. with bite)**Special Attacks** blood drain (1d2 Con), engulf, moan, mythic power (4/day, surge +1d6)**STATISTICS****Str** 23, **Dex** 16, **Con** 19, **Int** 14, **Wis** 15, **Cha** 14**Base Atk** +4; **CMB** +11 (+15 grapple); **CMD** 24 (can't be tripped)**Feats** Combat Reflexes, Extra Mythic Power, Improved Initiative, Skill Focus (Perception)**Skills** Disguise +8 (+16 as cloak), Fly +10, Knowledge (religion) +11, Perception +14, Sense Motive +8, Stealth +8; **Racial Modifiers** +8 Disguise to appear as a cloak, sheet, manta ray, or similarly shaped object or creature**Languages** Undercommon**ECOLOGY****Environment** underground**Organization** solitary, pair, mob (1 mythic cloaker, 3–6 cloakers), or flock (1–2 mythic cloakers, 7–12 cloakers)**Treasure** standard**SPECIAL ABILITIES**

Engulf (Ex) A mythic cloaker can try to wrap a Medium or smaller creature in its body as a standard action. The mythic cloaker attempts a grapple with a +4 bonus on its combat maneuver check that does not provoke an attack of opportunity. If it wins the grapple check, it automatically bites the engulfed victim. It can still use its whip-like tail to strike at other targets. Attacks that hit an engulfing mythic cloaker deal half their damage to the monster and half to the trapped victim.

Moan (Ex) A mythic cloaker can emit an infrasonic moan as a standard action, or as a swift action if it spends one use of mythic power, with one of four effects.

Fear: All creatures in a 30-foot spread must save (Will negates) or become panicked for a number of rounds equal to 2 plus the cloaker's mythic rank.

Nausea: All creatures in a 30-foot cone must save (Fortitude negates) or fall prone and be nauseated for a number of rounds equal to 1d4+1 plus the cloaker's mythic rank.

Stupor: A single creature within 30 feet is affected by *hold monster* for a number of rounds equal to 5 plus the cloaker's mythic rank (Will negates).

Unnerve: Anyone within a 60-foot spread automatically takes a -2 penalty on attack and damage rolls. Those in the area for more than a number of consecutive rounds equal to 6 less the cloaker's mythic rank must save (Will negates) or enter a trance, helpless until the moaning stops.

Cloakers are immune to these sonic, mind-affecting attacks. A mythic creature that successfully saves against a mythic cloaker's fear, nausea, or unnerve moans cannot be affected by that same moan effect from that cloaker for 24 hours. All of the save DCs against a mythic cloaker's moan are DC 17. Save DCs are Charisma-based and include a +2 racial bonus.

Shadow Shift (Su) When in dim illumination, a cloaker can manipulate shadows as a free action to create one of three effects: *blur* (lasts 1d4 rounds, self only), *mirror image* (CL 6th), or *silent image* (DC 15, CL 6th, save DC is Charisma-based).

MYTHIC ETTERCAP

CR 4/ MR 1

XP 1,200

Pathfinder Roleplaying Game Bestiary

NE Medium aberration (mythic)

Init +8^{MF}; **Senses** darkvision 60 ft., low-light vision; **Perception** +9

DEFENSE

AC 16, touch 13, flat-footed 13 (+3 Dex, +3 natural)

hp 38 (4d8+20)

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

OFFENSE

Speed 30 ft., climb 30 ft.

Melee bite +5 (1d6+2 plus poison^{MA}) and 2 claws +5 (1d4+2)

Special Attacks mythic power (1/day, surge +1d6), razor web^{MA}, traps, web (+6 ranged, DC 15, hp 4)

STATISTICS

Str 14, **Dex** 17, **Con** 17, **Int** 6, **Wis** 15, **Cha** 8

Base Atk +3; **CMB** +5; **CMD** 18

Feats Great Fortitude, Improved Initiative^{MF}

Skills Climb +14, Craft (trapmaking) +8, Perception +9, Stealth +7; **Racial Modifiers** +8 on Craft (trapmaking)

Languages Common

SQ spider empathy +7

ECOLOGY

Environment temperate forests

Organization solitary or nest (1 mythic ettercap, 2–8 ettercaps, and 2–12 giant spiders)

Treasure double

SPECIAL ABILITIES

Poison (Ex) Bite—injury; *save* Fort DC 15; *frequency* 1/round for 10 rounds; *effect* 1d4+1 Dex; *cure* 2 consecutive saves. The save DC is Constitution-based. Additionally, a mythic ettercap can expend one use of mythic power as a free action to force an opponent to roll two Fortitude saves to resist its poison and keep the lower roll.

Razor Web (Ex) Once per minute as a standard action, a mythic ettercap can use its web attack to throw a razor-edged web coated with the ettercap's poison. Creatures entangled by the web take 1d6 points of damage plus 2 points of bleed damage at the beginning of their turn each round. Creatures that are damaged by the razor-edged web must also save versus the mythic ettercap's poison.

Spider Empathy (Ex) This ability functions as the druid's wild empathy, save that an ettercap can only use this ability on spiders. An ettercap gains a +4 racial bonus on this check. Spiders are mindless, but this empathic communication imparts on them a modicum of implanted intelligence, allowing ettercaps to train giant spiders and use them as guardians.

Traps (Ex) The ettercap is particularly skilled at crafting cunning traps with its webs. Deadfalls, nooses, and spear traps are the most common traps ettercaps build with their webs. An ettercap doesn't require gold to build its traps, merely time.

Ettercap Deadfall: CR 3; *Type* mechanical; *Perception* DC 20; *Disable Device* DC 20; *Trigger* location; *Reset* repair; *Effect* +10 melee (4d6), multiple targets (all targets in a 10-ft. square).

Ettercap Noose: CR 1; *Type* mechanical; *Perception* DC 20; *Disable Device* DC 20; *Trigger* location; *Reset* repair; *Effect* +15 CMB check (grapple).

Ettercap Spear Trap: CR 2; *Type* mechanical; *Perception* DC 20; *Disable Device* DC 20; *Trigger* location; *Reset* repair; *Effect* +15 melee (1d6+6).

The alien subtype is described in *Mythic Monsters: Aliens* from *Legendary Games*; if you do not have that resource, you can ignore this subtype, as its primary function is to identify creatures whose origin is extraterrestrial.

The following mythic feats were previously published in *Mythic Monsters: Sea Monsters* and are reprinted here for ease of reference.

ARMS OF THE DEEP (MYTHIC)

Your lashing strikes reach up from the water to strike from all directions.

Prerequisite: Large or larger size, two or more natural weapons, swim speed.

Benefit: While you are in the water, you gain the benefit of flanking whenever an ally threatens an enemy that is threatened by you. In addition, if you attack the same creature with two or more natural weapons, you provide the benefits of flanking to yourself against that target for each attack after the first.

INESCAPABLE GRASP (COMBAT, MYTHIC)

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

Prerequisite: Improved Grapple or grab special attack.

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

MYTHIC FROGHEMOTH

CR 16/MR 6

XP 76,800

Pathfinder Roleplaying Game Bestiary

N Huge aberration (alien, mythic)

Init +11/-9^{MF}, **dual initiative**^{MA}; **Senses** all-around vision, blindsight 30 ft., darkvision 60 ft.; **Perception** +16

DEFENSE

AC 34, touch 9, flat-footed 33 (+1 Dex, +25 natural, -2 size)

hp 248 (16d8+176)

Fort +13, **Ref** +8, **Will** +11

DR 10/epic; **Immune** electricity (partial); **Resist** fire 10

Weaknesses slowed by electricity

OFFENSE

Speed 20 ft., swim 30 ft.

Melee bite +22 (2d6+12/19-20 plus grab), 4 tentacles +20 (1d8+18 plus grab), tongue +20 (1d4+6 plus grab)

Space 15 ft.; **Reach** 15 ft. (30 ft. with tongue)

Special Attacks constrict (tentacle, 1d8+18), **mythic power** (6/day, surge +1d8), pounce^{MA}, sloshing gullet^{MA}, swallow whole (3d6+12 damage, AC 22, hp 24), tenacious grapple^{MA}, tentacle toss^{MA}, tongue tigger^{MA}

STATISTICS

Str 34, **Dex** 13, **Con** 26, **Int** 2, **Wis** 13, **Cha** 11

Base Atk +12; **CMB** +26 (+30 grapple); **CMD** 37

Feats Arms of the Deep^{MF}, Cleave, Improved Critical (bite), Improved Initiative^{MF}, Inescapable Grasp^{MF}, Lightning Reflexes, Lunge, Multiattack, Power Attack, Skill Focus (Stealth)

Skills Perception +16, Stealth +14 (+22 in marshes), Swim +20;

Racial Modifiers +8 Perception, +8 Stealth in marshes

SQ powerful blows^{MA} (tentacle)

ECOLOGY

Environment temperate marsh

Organization solitary

Treasure standard

SPECIAL ABILITIES

Sloshing Gullet (Ex) A mythic froghemoth's belly is filled with turbid, mucky swamp water; any creature swallowed is treated as being underwater and must hold its breath or begin drowning. This filthy effluent blocks all sight (even darkvision) and carries a virulent strain of blinding sickness with an immediate onset time. Any creature swallowed must succeed at a DC 16 Fortitude save or become infected.

Slowed by Electricity (Ex) Although a froghemoth is immune to damage from electricity, whenever it would otherwise take such damage it is instead slowed as the spell for 1 round.

Tenacious Grapple (Ex) A mythic froghemoth does not gain the grappled condition if it grapples a foe with a tentacle.

Tentacle Toss (Ex) When a mythic froghemoth successfully grapples a creature with one of its tentacles, it may choose not to constrict the opponent but instead to toss it 1d6 x 5 feet in a straight line in any direction (including straight up). The target takes 1d6 points of damage for every 10 feet traveled (or per 10 feet fallen, whichever is greater) and falls prone after being tossed. If a mythic froghemoth has a creature grappled in its tentacle, it can expend one use of its mythic power as an immediate action when targeted with a ranged attack to toss the grappled creature into the path of the attack by making a ranged attack roll against a DC equal to the attack roll of the creature making the ranged attack. If the froghemoth beats the DC, the attack targets the tossed creature instead. If it fails to beat the DC, the tossed creature provides soft cover to the froghemoth but is not directly harmed by the attack.

Tongue Tugger (Ex) When a mythic froghemoth successfully grapples a creature with its tongue, it can make an additional combat maneuver check against that target as a free action to pull the target towards itself by 5 feet, plus 5 feet for every 5 points by which its combat maneuver check exceeds the target's CMD. If the target is pulled within the froghemoth's normal reach of 15 feet the froghemoth can use its other natural weapons to attack the target. If it bites a creature already grappled by its tongue, it can attempt a grapple combat maneuver as a free action to swallow the creature whole, as if it had the fast swallow ability.

MYTHIC MIMIC

CR 5/ MR 2

XP 1,600

Pathfinder Roleplaying Game Bestiary

N Medium aberration (mythic, shapechanger)

Init +7/-13, **dual initiative**^{MA}; **Senses** darkvision 60 ft.; Perception +11

DEFENSE

AC 18, touch 11, flat-footed 17 (+1 Dex, +7 natural)

hp 68 (7d8+37)

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

DR 5/epic; **Immune** acid

OFFENSE

Speed 10 ft.

Melee slam +11 (1d8+7 plus 1d6 acid and adhesive)

Special Attacks acidic adhesive^{MA}, constrict (slam, 1d8+7 plus 1d6 acid), envelop^{MA}, **mythic power** (2/day, surge +1d6)

STATISTICS

Str 21, **Dex** 12, **Con** 17, **Int** 10, **Wis** 13, **Cha** 10

Base Atk +5; **CMB** +10; **CMD** 21 (can't be tripped)

Feats Improved Initiative^{MF}, Lightning Reflexes, Skill Focus (Perception), Weapon Focus (slam)

Skills Climb +15, Disguise +10 (+30 when mimicking objects), Knowledge (dungeoneering) +10, Perception +14; **Racial**

Modifiers +20 Disguise when mimicking objects

Languages Common

SQ mimic object

ECOLOGY

Environment any

Organization solitary

Treasure incidental

SPECIAL ABILITIES

Acidic Adhesive (Ex) Each time a creature takes damage from a mythic mimic's slam or constrict attack, it takes an additional 1d6 points of acid damage. This acid only affects flesh and organic material, not metal or stone.

Adhesive (Ex) A mimic exudes a thick slime that acts as a powerful adhesive, holding fast any creatures or items that touch it. An adhesive-covered mimic automatically grapples any creature it hits with its slam attack. Opponents so grappled cannot get free while the mimic is alive without removing the adhesive first. A weapon that strikes an adhesive-coated mimic is stuck fast unless the wielder succeeds on a DC 18 Reflex save. A successful DC 18 Strength check is needed to pry off a stuck weapon. Strong alcohol or universal solvent dissolves the adhesive, but the mimic can still grapple normally. A mimic can dissolve its adhesive at will, and the substance breaks down 5 rounds after the creature dies. The save DC is Strength-based.

Envelop (Ex) If a mythic mimic begins the round grappling a Medium or smaller creature, it can make a CMB check to completely envelop the creature it is grappling. Enveloped opponents gain the pinned condition, suffer damage from the mythic mimic's constrict ability each round they remain enveloped, and are trapped inside the mythic mimic's body until they are no longer pinned. Each round, if the mythic mimic succeeds on the check to maintain the pin, the mythic mimic may make a slam attack against an adjacent creature (though it cannot grapple a second creature) while still enveloping an opponent. While a mythic mimic pins a Medium or Small opponent, any attacks striking the mythic mimic deal damage to both the mythic mimic and its victim; each receives half the damage before damage reduction, rounded down.

Mimic Object (Ex) A mimic can assume the general shape of any Medium object, such as a massive chest, a stout bed, or a door. The creature cannot substantially alter its size, though. A mimic's body is hard and has a rough texture, no matter what appearance it might present. A mimic gains a +20 racial bonus on Disguise checks when imitating an object in this manner. Disguise is always a class skill for a mimic.

MYTHIC OTYUGH**CR 5/MR 2**

XP 1,600

Pathfinder Roleplaying Game Bestiary

N Large aberration (mythic)

Init +0; **Senses** darkvision 60 ft., scent; Perception +10**Aura** stench^{MA} (DC 14, 10 rounds)**DEFENSE****AC** 19, touch 9, flat-footed 19 (+10 natural, -1 size)**hp** 55 (6d8+28)**Fort** +3, **Ref** +2, **Will** +6**Immune** disease**OFFENSE****Speed** 20 ft.**Melee** bite +8 (1d8+5 plus disease), 2 tentacles +6 (1d6+7 plus grab)**Space** 10 ft.; **Reach** 10 ft. (15 ft. with tentacle)**Special Attacks** constrict (tentacle, 1d6+7), garbage gullet^{MA}, mythic power (2/day, surge +1d6)**STATISTICS****Str** 20, **Dex** 10, **Con** 13, **Int** 5, **Wis** 13, **Cha** 6**Base Atk** +4; **CMB** +10 (+14 grapple); **CMD** 20 (22 vs. trip)**Feats** Multiattack, Skill Focus (Perception), Toughness**Skills** Perception +10, Stealth +2 (+10 in lair); **Racial Modifiers** +8 Stealth in lair**Languages** Common**SQ** powerful blows^{MA} (tentacle)**ECOLOGY****Environment** any underground**Organization** solitary, pair, or cluster (3–4)**Treasure** standard**SPECIAL ABILITIES****Disease (Ex)** *Filth fever*: Bite—injury; *save* Fortitude DC 14; *onset* 1d3 days; *frequency* 1/day; *effect* 1d3 Dex damage and 1d3 Con damage; *cure* 2 consecutive saves. The save DC is Constitution-based.**Garbage Gullet (Ex)** A mythic otyugh's maw is a fetid pit of corruption and filth unimaginable, and it constantly absorbs and exudes putrescence from every pore. A creature constricted by a mythic otyugh or failing its save against the otyugh's bite attack becomes sickened for 1d4 rounds. On a critical hit, this effect lasts 1d4 minutes, and the onset of disease is immediate on a failed save.In addition, a mythic otyugh can expend one use of its mythic power as a standard action to exhale a cloud of reeking vapor equivalent to *stinking cloud* (DC 14 Fortitude negates) in a 30-foot cone-shaped spread. This is a non-magical disease effect but is otherwise identical to the spell. The save DC is Constitution-based.

MYTHIC ROPER

CR 15/MR 6

XP 51,200

Pathfinder Roleplaying Game Bestiary

CE Large aberration (mythic)

Init +5; **Senses** darkvision 60 ft., low-light vision, tremorsense^{MA} 60 ft.; **Perception** +24

DEFENSE

AC 33, touch 10, flat-footed 32 (+1 Dex, +23 natural, -1 size)

hp 246 (12d8+192)

Fort +16, **Ref** +5, **Will** +13

Defensive Abilities block attacks^{MA}, shatter weapons^{MA}; **DR** 10/epic; **Immune** electricity; **Resist** cold 10; **SR** 33

Weaknesses vulnerability to fire

OFFENSE

Speed 10 ft.

Melee bite +20 (4d8+18/19-20/×3)

Ranged 12 strands +11 touch (1d6 Strength)

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

Special Attacks antimagic glare^{MA}, mythic power (6/day, surge +1d8), improved pull^{MA} (strand, 5 feet), strands^{MA}

STATISTICS

Str 34, **Dex** 13, **Con** 35, **Int** 13, **Wis** 16, **Cha** 12

Base Atk +9; **CMB** +22 (+26 pull); **CMD** 33 (can't be tripped)

Feats Improved Critical (bite)^{MF}, Improved Initiative, Iron Will^{MF}, Skill Focus (Perception, Stealth), Weapon Focus (strand)^{MF}

Skills Climb +27, Knowledge (dungeoneering) +16, Knowledge (religion) +13, Perception +24, Stealth +18 (+26 in stony or icy areas); **Racial Modifiers** +8 Stealth in stony or icy areas

Languages Aklo, Undercommon

SQ freeze^{MA}

ECOLOGY

Environment any underground

Organization solitary, pair, or cluster (1 mythic roper and 3-6 ropers)

Treasure standard

SPECIAL ABILITIES

Antimagic Glare (Su) A mythic roper's single huge eye continuously emits a 60-ft. line of antimagic (treat as *antimagic field*, caster level 15th). Once per round, as a free action, a mythic roper can activate or deactivate its antimagic glare by shutting its eye. When its eye is shut, the mythic roper gains the blinded condition, but can still use its tremorsense to locate foes. By spending one use of its mythic power as a swift action, a mythic roper can change the area of its antimagic glare to a 60-ft. cone for a number of rounds equal to half its mythic rank (3 rounds for most mythic ropers).

Freeze (Ex) A mythic roper can hold itself so still it appears to be a natural rock formation. A mythic roper that uses freeze can take 20 on its Stealth check to hide in plain sight as a natural rock formation, such as a stalagmite. If a mythic roper initiates combat from this pose, it gains a +6 bonus on its initiative check.

Improved Pull (Ex) A mythic roper can choose to make a free combat maneuver check with a +4 bonus when it hits with a strand attack. If successful, this check pulls the creature attached to the strand 5 feet closer to the mythic roper plus an extra 5 feet closer for every 5 by which the mythic roper's combat maneuver check exceeds the creature's CMD. This ability only works on Large creatures or smaller, and creatures pulled in this way do not provoke attacks of opportunity and stop if the pull would move them into a solid object or creature.

Shatter Weapons (Ex) Whenever a character strikes a mythic roper with a weapon (magical or nonmagical), the weapon takes 3d6 points of damage. Apply the weapon's hardness normally. Weapons that take any amount of damage in excess of their hardness gain the broken quality.

Strands (Ex) A mythic roper can extend up to 12 (6 plus its mythic rank) thin, sticky strands from its body at a time, launching them to a maximum range of 50 feet. A mythic roper's attacks with its strands resolve as ranged touch attacks. These strands are quite strong, but can be severed by any amount of slashing damage that overcomes the mythic roper's DR (a strand is AC 20). A creature struck by a strand is numbed and weakened by the strange material, and must make a DC 28 Fortitude save or take 1d6 points of Strength damage. If a mythic roper spends one use of its mythic power as a free action, any creature struck by a strand before the roper's next turn is also paralyzed for 1 round if they fail the saving throw, and the duration of this paralysis stacks with each additional failed save. The save DC is Constitution-based. Each time a mythic roper causes Strength damage to a creature, the mythic roper gains 5 temporary hit points. These temporary hit points stack to a maximum amount equal to the monster's mythic bonus hit points (48 for most mythic ropers).



MYTHIC RUST MONSTER

CR 4/MR 1

XP 1,200

Pathfinder Roleplaying Game Bestiary

N Medium aberration (mythic)

Init +3; **Senses** darkvision 60 ft., scent metals 90 ft.; Perception +12

DEFENSE

AC 19, touch 13, flat-footed 16 (+3 Dex, +6 natural)

hp 35 (5d8+13)

Fort +2, **Ref** +4, **Will** +5

DR 5/epic

OFFENSE

Speed 40 ft., climb 10 ft.

Melee bite +6 (1d3), 2 antennae +6 touch (rust)

Special Attacks mythic power (3/day, surge +1d6), pounce

STATISTICS

Str 10, **Dex** 17, **Con** 13, **Int** 2, **Wis** 13, **Cha** 8

Base Atk +3; **CMB** +3; **CMD** 16 (20 vs. trip)

Feats Ability Focus (rust), Extra Mythic Power, Skill Focus (Perception), Weapon Finesse

Skills Climb +8, Perception +12

ECOLOGY

Environment any underground

Organization solitary, pair, or nest (2 mythic rust monsters, 1–8 rust monsters)

Treasure incidental (no metal treasure)

SPECIAL ABILITIES

Rust (Su) Each of a mythic rust monster's antennae is a primary touch attack that causes any metal object it touches to swiftly rust and corrode. The object touched takes half its maximum hp in damage and gains the broken condition—a second hit destroys the item. A mythic rust monster never provokes attacks of opportunity by attempting to strike a weapon with its antennae. Against creatures made of metal, each of a mythic rust monster's antennae deals 3d6+5 points of damage. An attended object, any magic object, or a metal creature can attempt a DC 17 Reflex save to negate this effect. The save DC is Constitution-based and includes a +2 racial bonus. If a mythic rust monster spends one use of mythic power as a free action when it hits an attended object, a magic object, or a metal creature with an antennae attack, the object or creature must roll its saving throw twice and take the lowest result.

Scent Metals (Ex) This ability functions much the same as the scent ability, except that the range is 90 feet and the rust monster can only use it to sense metal objects (including creatures wearing or carrying metal objects).

MYTHIC VAMPIRIC MIST**CR 4/ MR 1**

XP 1,200

Pathfinder Roleplaying Game Bestiary 2

NE Medium aberration (air, mythic, water)

Init +9^{MF}; **Senses** darkvision 60 ft., sense blood; Perception +8**DEFENSE****AC** 15, touch 15, flat-footed 10 (+4 Dex, +1 dodge)**hp** 38 (4d8+20)**Fort** +4, **Ref** +5, **Will** +5**Defensive Abilities** amorphous; **DR** 5/epic and magic**Weaknesses** vulnerable to fire**OFFENSE****Speed** fly 50 ft. (perfect)**Melee** touch +7 (1d6 bleed and blood siphon)**Special Attacks** anesthetizing shroud^{MA} (DC 17), mythic power (1/day, surge +1d6)**STATISTICS****Str** —, **Dex** 19, **Con** 16, **Int** 7, **Wis** 13, **Cha** 10**Base Atk** +3; **CMB** —; **CMD** —**Feats** Improved Initiative^{MF}, Weapon Finesse**Skills** Fly +12, Perception +8, Stealth +11**Languages** Aklo**SQ** blood overdose, misty form**ECOLOGY****Environment** temperate or warm swamps or underground**Organization** solitary or gang (1 mythic vampiric mist and 2–8 vampiric mists)**Treasure** incidental**SPECIAL ABILITIES**

Anesthetizing Shroud (Ex) A mythic vampiric mist can expend one use of its mythic power as a special full-round action to completely envelop an adjacent Medium or smaller creature. The mythic vampiric mist does not need to make an attack roll; it merely takes a 5-foot step into the target creature's square. This provokes an attack of opportunity from the creature, though the mythic vampiric mist receives a +4 dodge bonus to its AC. A creature enveloped by a mythic vampiric mist must succeed at a DC 17 Fortitude save or become paralyzed for 2d6 rounds and fall prone. This is a poison effect. The save DC is Constitution-based and has a +2 racial modifier. Each round a creature remains inside the mythic vampiric mist, it automatically takes 1d6 points of bleed damage and is subject to the mythic vampiric mist's blood siphon attack. While a mythic vampiric mist pins a Medium or Small opponent, any attacks striking the mythic vampiric mist deal damage to both the mythic vampiric mist and its victim; each receives half the damage before damage reduction, rounded down.

Blood Siphon (Ex) A mythic vampiric mist drains blood with each melee touch attack dealing 1d4 points of Constitution damage. Every time a mythic vampiric mist damages a creature in this way, the mythic vampiric mist heals 3 hit points for each point of Constitution damage dealt to its victim. Hit points healed in excess of its maximum are gained as temporary hit points, to a maximum amount equal to its twice the mythic vampiric mist's Constitution score. These temporary hit points last for 1 hour.

Blood Overdose (Su) When a vampiric mist gorges on blood to an extent that it gains temporary hit points, it moves much more quickly. It gains a +2 bonus to its Armor Class and on Reflex saves, and can take one additional move action each round.

Misty Form (Ex) A vampiric mist's body is composed of a semisolid red mist similar in consistency to thick foam. The vampiric mist does not have a Strength score, and it cannot manipulate or wear solid objects. This form grants it the amorphous defensive ability, and allows it to move through areas as small as 1 inch in diameter with no reduction to its speed. The creature can speak in a hissing voice. A vampiric mist cannot enter water or other fluids, and is treated as a creature two size categories smaller than its actual size (Tiny for most vampiric mists) for the purposes of how wind affects it.

Sense Blood (Ex) A vampiric mist can immediately sense the presence of warm-blooded creatures in a 60-foot radius as if by scent. It can detect exposed blood within a mile.

MYTHIC VEILED MASTER**CR 17/MR 7**

XP 102,400

Campaign Setting bestiary for the official Pathfinder campaign world

LE Large aberration (aquatic, mythic, mythos, shapechanger)

Init +17^{MF}; **Senses** darkvision 120 ft., *true seeing*^{MA}; Perception +23**Aura** mucus cloud (30 ft.) or mucus mist^{MA} (30 ft.)**DEFENSE****AC** 37, touch 15, flat-footed 31 (+4 armor, +6 Dex, +18 natural, -1 size)**hp** 272 (16d8+200); fast healing 10**Fort** +14, **Ref** +13, **Will** +14**Defensive Abilities** *mirror dodge*^{MA}; **DR** 10/epic; **Immune** electricity, mind-affecting effects; **Resist** cold 20; **SR** 32**OFFENSE****Speed** 10 ft., swim 80 ft.**Melee** bite +17 (2d6+6 plus consume memory^{MA} and slime),2 claws +17 (1d6+6 plus consume memory^{MA} and slime), 4tentacles +12 touch (4d6+3 electricity plus thoughtlance^{MA})**Space** 10 ft.; **Reach** 10 ft. (20 ft. with claws and tentacles)**Special Attacks** delayed suggestion, *mythic magic*^{MA}, *mythic power* (7/day, surge +1d10)**Spell-Like Abilities** (CL 20th; concentration +28)Constant—*mage armor*At will—*detect thoughts* (DC 20), *dominate person* (DC 23), *hypnotic pattern* (DC 22), *illusory wall* (DC 24), *mirage arcana* (DC 25), *persistent image* (DC 25), *programmed image* (DC 26), *project image* (DC 27), *veil* (DC 26)3/day—*dominate monster* (DC 27), *quicken dominate person* (DC 23), *geas/quest* (DC 24), *mass suggestion* (DC 24)**Sorcerer Spells Known**^{MA} (CL 16th; concentration +24)8th (4)—*symbol of insanity* (DC 27)7th (6)—*greater teleport*, *symbol of stunning* (DC 26)6th (7)—*mislead* (DC 27), *symbol of fear* (DC 25), *symbol of persuasion* (DC 25)5th (7)—*overland flight*, *symbol of pain* (DC 24), *symbol of scrying* (DC 24), *symbol of striking* (DC 26)4th (8)—*dimension door*, *greater invisibility*, *phantasmal killer* (DC 24), *symbol of slowing*^{UM} (DC 23)3rd (8)—*clairaudience/clairvoyance*, *explosive runes* (DC 22), *hold person* (DC 21), *secret page*2nd (8)—*blindness/deafness* (DC 20), *levitate*, *mirror image*, *symbol of mirroring*^{UM} (DC 23), *touch of idiocy*1st (8)—*charm person* (DC 19), *comprehend languages*, *erase* (DC 19), *ray of enfeeblement* (DC 19), *silent image* (DC 21)0 (at will)—*arcane mark*, *dancing lights*, *daze* (DC 18), *detect magic*, *ghost sound* (DC 20), *mage hand*, *message*, *read magic*, *touch of fatigue***STATISTICS****Str** 22, **Dex** 22, **Con** 29, **Int** 21, **Wis** 19, **Cha** 26**Base Atk** +12; **CMB** +19; **CMD** 35 (can't be tripped)**Feats** Arcane Strike^{MF}, Combat Casting, Eschew Materials^B,Extend Spell, *Fabulous Figments*^{MF}, Improved Initiative^{MF},

Lightning Reflexes, Quicken Spell, Quicken Spell-Like Ability

(dominate person), Spell Focus (illusion)^{MF}**Skills** Knowledge (arcana, history, nature) +21, Perception +23, Sense Motive +20, Spellcraft +24, Stealth +21, Swim +33, Use Magic Device +24**Languages** Aboleth, Aklo, Aquan, Azlanti, Undercommon; telepathy 300 ft.**SQ** change shape (any Small or Medium form; *greater polymorph*), runemastery, swift transformation, tangible illusion^{MA}**ECOLOGY****Environment** any water**Organization** solitary or shoal (1 mythic veiled master and 2–8 aboleths)**Treasure** triple**SPECIAL ABILITIES**

Consume Memory (Su) When a mythic veiled master bites or claws a creature, it absorbs some of that creature's memories. The creature must succeed at a DC 26 Fortitude save or gain one negative level for each successful attack. If a mythic veiled master spends one use of its mythic power as a free action when biting a creature, the creature gains 1d4+1 negative levels if it fails its saving throw, or one negative level if it succeeds. A mythic veiled master heals 5 points of damage each time it grants a negative level in this way, and also learns some of the target creature's memories (subject to the GM's discretion). Healing in excess of the mythic veiled master's total hit points becomes temporary hit points that stack to a maximum amount equal to the mythic veiled master's mythic bonus hit points (56 for most mythic veiled masters). This is a mind-affecting effect. A mythic veiled master can suppress this ability as a free action. The save DC is Charisma-based.

Delayed Suggestion (Sp) Whenever a veiled master successfully uses *dominate person* or *dominate monster* on a creature, it can also implant a delayed *suggestion* that triggers when the dominate effect ends. Typically, this *suggestion* (which functions as a spell-like ability, CL 20th, Will DC 21 negates) is for the previously dominated creature to seek out the veiled master again and submit to a new domination attempt, but sometimes, a veiled master implants other *suggestions* (such as a *suggestion* to attack the first person it sees).

Mucus Cloud (Ex) While underwater, a veiled master exudes a cloud of transparent slime in a 30-foot-radius spread. All creatures in this area must succeed at a DC 27 Fortitude save each round or lose the ability to breathe air (but gain the ability to breathe water) for 24 hours. Renewed contact with this mucus cloud and failing another save extends the effect for another 24 hours. The save DC is Constitution-based.

Mucus Mist (Ex) When exposed to the air, a mythic veiled master can release its mucus as a fine mist which has the same properties as its mucus cloud. The mythic veiled master can see through this mist as if it was perfectly clear, but for other creatures the mist obscures vision like *obscuring mist*. Creatures that breathe water are able to breathe normally while within the mist. The mist moves with the mythic veiled master. By spending one use of its mythic power, a mythic veiled master can activate this ability even when it has used its change shape ability to adopt a different form.

Runemastery (Ex) A veiled master is particularly skilled at casting spells that create magical writing, such as *explosive runes*, *secret page*, or any spell with the word “symbol” in its name. It never requires material components or focus components when casting such spells, and the save DC of any of these spells increases by 1. A veiled master’s symbol spells are difficult to disarm—the Disable Device DC for these symbols increases by 2.

Slime (Ex) A creature hit by any of a veiled master’s bite or claw attacks must succeed at a DC 27 Fortitude save or have its skin and flesh transform into a clear, slimy membrane over the course of 1d4 rounds. The creature’s new “flesh” is soft and tender, reducing its Constitution score by 4 as long as the condition persists. If the creature’s flesh isn’t kept moist, it dries quickly and the victim takes 1d12 points of damage every 10 minutes. Remove disease and similar effects can restore an afflicted creature to normal, but immunity to disease offers no protection from this attack. The save DC is Constitution-based.

Spells A mythic veiled master can cast spells as a 16th-level sorcerer.

Swift Transformation (Su) A veiled master can use its change shape ability as a swift action.

Tangible Illusion (Su) A mythic veiled master can temporarily transform an illusory object into a real one. As a full-round action, a mythic veiled master can expend one use of its mythic power to temporarily transform a single object created by an illusion spell it casts or spell-like ability it uses into a physical, nonmagical version of that object. The object lasts for 10 minutes per mythic rank, after which it reverts to being an illusion (or vanishes, if the duration of the original illusion has expired). During that time, the illusion gains all the physical properties of the depicted illusory object. The mythic veiled master must touch the illusion to use this ability, and the object can be no larger than 5 cubic feet per tier. For example, if a mythic veiled master created an illusory stone door, it could transform it into an actual nonmagical stone door.

Thoughtlance (Su) Four of a veiled master’s tentacles end in glowing spheres of light. These spheres deal 4d6 points of electricity damage on a touch attack, and also blast a creature’s mind with waves of mental energy—a creature touched by one of these tentacles (regardless of whether the touch deals electricity damage) must succeed at a DC 26 Will save or be stunned for 1 round, and then staggered for 1d4 rounds. Nonmythic creatures that succeed on the saving throw are staggered for 1 round. Additional touches increase durations by 1 round. While a creature is staggered in this manner, it must make concentration checks to cast spells as if it were experiencing extremely violent motion while casting (DC = 20 + spell level). The save DC is Charisma-based.

MYTHIC VEMERAK

CR 17/ MR 7

XP 102, 400

Pathfinder Roleplaying Game Bestiary 2

CE Huge aberration (mythic)

Init +15/-5^{MF}, **dual initiative**^{MA}; **Senses** darkvision 60 ft., tremorsense 30 ft.; Perception +23

Aura madness^{MA} (60 ft., DC 24), spore cloud (30 ft.)

DEFENSE

AC 36, touch 11, flat-footed 33 (+3 Dex, +25 natural, -2 size)

hp 268 (17d8+192)

Fort +14, **Ref** +9, **Will** +13; **second save**^{MA}

Defensive Abilities **fortification**^{MA} (50%); **DR** 10/—; **Immune** acid, electricity, disease, mind-affecting, poison; **Resist** sonic 20; **SR** 32

OFFENSE

Speed 40 ft., burrow 20 ft., climb 40 ft.

Melee bite +24 (2d6+12), 2 claws +24 (1d8+18 plus grab), 3 tentacles +20 (1d6+6 plus grab)

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

Special Attacks breath weapon (120-foot line or 60-foot cone, 14d8 acid damage, DC 25 half, once every 1d4 rounds), constrict (tentacles 1d6+6 or claws 1d8+18), earthquake, **lingering breath** (2d8 acid, 7 rounds), **mythic power** (7/day, surge +1d10), seize and sever^{MA} (DC 30)

STATISTICS

Str 34, **Dex** 19, **Con** 25, **Int** 5, **Wis** 16, **Cha** 22

Base Atk +12; **CMB** +26 (+30 grapple); **CMD** 40 (52 vs. trip)

Feats Awesome Blow, Great Fortitude, Improved Bull Rush, Improved Initiative^{MF}, Multiattack, Power Attack^{MF}, Toughness, Weapon Focus (bite)^{MF}, Weapon Focus (claws)^{MF}

Skills Climb +20, Perception +23

Languages Aklo

SQ powerful blows^{MA} (claws)

ECOLOGY

Environment any underground

Organization solitary

Treasure double

SPECIAL ABILITIES

Aura of Madness (Su) Any being within 60 feet of a conscious mythic vemerak must succeed at a DC 24 Will save each round or take 1 point of Wisdom damage and become confused for 1 round. A creature that fails 4 saves in a row becomes permanently insane (as the *insanity* spell). A mythic vemerak can suppress or activate this aura as a free action. This is a mind-affecting effect and the save DC is Charisma-based.

Breath Weapon (Su) A mythic vemerak's acidic breath weapon has no effect on inorganic or undead material. If the breath weapon deals damage to a living fleshy creature, the acid creates a transparent cloud of foul-smelling vapor that radiates from the creature for 1d4+1 rounds. The creature exuding the foul-smelling vapor and any other creature within 5 feet must succeed at a DC 25 Fortitude save or be nauseated for 1d4 rounds. This cloud is a poison effect. The save DC is Constitution-based.

Earthquake (Su) As a full-round action, a vemerak can burrow its tentacles, legs, and mouth into the ground—this action does not provoke attacks of opportunity. At the start of the next round, it creates an effect identical to an *earthquake* spell (CL 17th). A vemerak can maintain this zone of trembling earth indefinitely, as long as it continues to take full-round actions to maintain the effect.

Seize and Sever (Ex) If a mythic vemerak begins the round grappling a Large or smaller non-mythic creature with its tail tentacles, it can expend one use of mythic power as a standard action to automatically bite off the creature's head, instantly killing it. A DC 30 Fortitude save negates the death effect, though the creature still takes bite damage. This is a death effect and the save DC is Strength-based.

Spore Cloud (Su) A unique form of magic-resistant mold grows upon the body of a vemerak. This mold is the source of the vemerak's spell resistance. When the vemerak moves, the mold exudes a cloud of spores in a 30-foot radius that acts as a targeted *greater dispel magic* (CL 17th) against the highest caster level magical effect the cloud touches as part of the vemerak's move that turn.

MYTHIC WOLF-IN-SHEEP'S-CLOTHING CR 10/MR 4

XP 9,600

Pathfinder Roleplaying Game Bestiary 3

N Medium aberration (alien, mythic)

Init +4; **Senses** all-around vision, darkvision 60 ft.; Perception +14**DEFENSE****AC** 25, touch 10, flat-footed 25 (+15 natural)**hp** 129 (13d8+71)**Fort** +9, **Ref** +6, **Will** +10**DR** 10/epic; **SR**^{MA} 21**OFFENSE****Speed** 5 ft., burrow 5 ft., climb 5 ft.**Melee** bite +14 (1d6+5), 8 tentacles +14 (1d4+7 plus grab and pull)**Space** 5 ft.; **Reach** 5 ft. (15 ft. with tentacle)**Special Attacks** constrict (tentacle 1d4+7), implant^{MA}, mythic power (4/day, surge +1d8), pull (tentacle, 5 ft.), tenacious tentacles^{MA}**STATISTICS****Str** 21, **Dex** 10, **Con** 17, **Int** 6, **Wis** 14, **Cha** 7**Base Atk** +9; **CMB** +14 (+20 grapple); **CMD** 24 (can't be tripped)**Feats** Combat Reflexes^{MF}, Great Fortitude, Greater Grapple^B, Improved Initiative, Lightning Reflexes, Multiattack, Skill Focus (Perception), Weapon Focus (tentacle)^{MF}**Skills** Climb +15, Disguise -1 (+11 as tree stump), Knowledge (nature) +4, Perception +14, Sense Motive +8, Stealth +9; **Racial Modifiers** +12 Disguise as tree stump**SQ** living lure^{MA}, powerful blows^{MA} (tentacle)**ECOLOGY****Environment** any forest**Organization** solitary**Treasure** incidental**SPECIAL ABILITIES**

Living Lure (Ex) By setting a corpse atop its stump and riddling the body with small, extruded filaments, a wolf-in-sheep's-clothing can crudely maneuver the corpse, manipulating it like a puppet. A mythic wolf-in-sheep's-clothing can also extrude these filaments into a helpless or pinned creature it has set atop its stump as part of a grapple action, turning it into a living lure. The creature takes 8d4 points of damage, is pinned atop the stump by the filaments, and staggered by severe pain. A target that succeeds at a DC 21 Fortitude save takes half damage and is not pinned or staggered by the filaments, although the mythic wolf-in-sheep's-clothing can spend one use of its mythic power as a free action to force the target to roll its saving throw twice and take the lowest result. A creature that fails the saving throw can be controlled by the monster just like a corpse; it cannot leave the stump or perform complex actions, but is instead used to lure prey within

range of the mythic wolf-in-sheep's-clothing's tentacles: a living lure typically doing this through cries for help and screams of pain. In addition, as a swift action, a mythic wolf-in-sheep's clothing can force a conscious living lure to fall unconscious for up to 10 minutes per mythic rank, or an unconscious living lure to wake up. A conscious creature can resist falling unconscious with a successful DC 21 Will save. The largest corpse or creature a mythic wolf-in-sheep's-clothing can manipulate in this fashion is the same size category as itself (thus Medium creatures for most mythic wolves-in-sheep's-clothing). When a mythic wolf-in-sheep's-clothing uses a corpse or creature like this, it gains a +8 bonus on Disguise checks beyond its normal racial bonus. The save DCs are Strength-based.

Implant (Ex) A mythic wolf-in-sheep's-clothing can infest a creature with its eggs in one of two ways. A creature that eats a carcass used by the monster as a corpse lure automatically becomes implanted. Alternatively, up to a number of times per day equal to 1 plus its mythic rank (5 for most mythic wolves-in-sheep's-clothing), a mythic wolf-in-sheep's-clothing can implant an egg into a helpless or pinned creature as part of a grapple action. The target can resist being implanted with a DC 21 Fortitude save. A mythic wolf-in-sheep's-clothing can spend one use of its mythic power as a free action when implanting an egg to force the target to roll its saving throw twice and take the lowest result. If the target fails its saving throw, the egg gestates and becomes a self-aware creature that steals nourishment from its host before finally exploding free of its host's gut. The parasite can be cut free of the host's belly with a DC 25 Heal check, which takes 1 hour and deals 3d6 slashing damage regardless of success or failure. *Remove disease* (or any similar effect) also kills an implanted egg if the caster succeeds at a DC 21 caster level check. *Mythic Wolf-in-Sheep's-Clothing Egg*: Infestation—ingestion; *save* Fort 21; *onset* 1 hour; *frequency* 1/hour; *effect* 1d4 Str damage until host reaches 0, then 3d6 damage as parasite bursts free; *cure* 3 consecutive saves. The save DC is Constitution-based and includes a +2 racial bonus.

Tenacious Tentacles (Ex) A mythic wolf-in-sheep's-clothing does not gain the grappled condition if it grapples a foe with a tentacle. In addition, a mythic wolf-in-sheep's clothing can maintain a grapple with a tentacle in place of that tentacle's attack, permitting it to maintain multiple grapples with a full attack action.



ZYOSELAK

A transparent, gelatinous mass distends and distorts as it floats through the air; a shoal of minuscule matter, suspended throughout yet moving within it, flows into tendrils of ooze that extrude from the central clot.

ZYOSELAK

CR 12/MR 5

XP 19,200

NE Large aberration (alien, mythic, swarm)

Init +10/−10^{MF}, **dual initiative**^{MA}; **Senses** blindsight 60 ft., darkvision 60 ft.; Perception +22

DEFENSE

AC 20, touch 15, flat-footed 14 (+6 Dex, +5 natural, −1 size)

hp 160 (16d8+88) plus 50 gelatinous shield

Fort +8, **Ref** +11, **Will** +13; +5 vs. mind-affecting effects

Defensive Abilities gelatinous shield, **mythic saving throws**^{MA}, swarm traits; **DR** 10/epic; **Immune** acid, cold, electricity, ooze traits; **SR** 26

Weaknesses vulnerability to sonic

OFFENSE

Speed fly 30 ft. (perfect)

Melee 4 slams +17 (1d6+6/19-20/×3 plus 1d6 acid and paralysis), swarm (4d6 plus mind ablation^{MA})

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

Special Attacks distraction (DC 21), engulf (DC 21, 1d6 acid plus paralysis), **mythic power** (5/day, surge +1d8)

STATISTICS

Str 13, **Dex** 23, **Con** 16, **Int** 23, **Wis** 16, **Cha** 13

Base Atk +12; **CMB** +14; **CMD** 30

Feats Ability Focus (engulf), Combat Reflexes, Critical Focus^{MF}, Flyby Attack, Improved Critical (slam)^{MF}, Improved Initiative, Power Attack, Weapon Finesse^{MF}

Skills Acrobatics +25, Bluff +17, Fly +31, Intimidate +20, Knowledge (dungeoneering) +22, Knowledge (planes) +25, Knowledge (religion) +22, Perception +22, Sense Motive +19, Stealth +21

Languages Aklo, Daemonic (cannot speak); telepathy (within swarm's area)

SQ abhorrent mind^{MA}, accelerated assimilation^{MA}, no breath, separate^{MA}, transparency control

ECOLOGY

Environment any

Organization solitary or audience (2-3 zyoyselaks)

Treasure double

SPECIAL ABILITIES

Abhorrent Mind (Ex) Mind-affecting effects that target single creatures function normally against a zyoyselak, since the creature's individual components share a hive mind. Due to the alien nature of its hive mind, however, a zyoyselak gains a bonus equal to its mythic rank on saving

throws against mind-affecting effects, and whenever it succeeds at a save against a mind-affecting effect, the opponent attacking it with that effect must succeed at a Will save (at the same DC) or be stunned for 1 round.

Accelerated Assimilation (Ex) The acid of a zyoyselak's gelatinous shield breaks down flesh and bone into nutrients that the zyoyselak absorbs. Whenever a gelatinous shield deals acid damage to a target made of flesh or bone, a zyoyselak within it heals an equal amount of damage. If a creature dies while engulfed by a gelatinous shield, its flesh and bone is completely consumed at the end of the zyoyselak's next turn, providing the swarm with additional healing equal to twice the creature's Hit Dice. A creature that has been completely consumed can only be returned to life by magic that does not require a piece of the creature's body, such as *miracle*, *true resurrection*, and *wish*.

Acid (Ex) A zyoyselak's gelatinous shield is a digestive acid that dissolves only flesh and bone—creatures not made of flesh or bone (including most constructs, elementals, oozes, plants, and incorporeal creatures) are immune to the gelatinous shield's acid damage.

Engulf (Ex) A zyoyselak's gelatinous shield can engulf Large or smaller creatures in its path as a move action. The gelatinous mass merely has to move over the opponents, affecting as many as it can cover. Opponents can make attacks of opportunity against the gelatinous shield, but if they do so they are not entitled to a saving throw. Those who do not attempt attacks of opportunity can attempt a DC 21 Reflex save to avoid being engulfed—on a success, they are pushed back or aside (opponent's choice) as the mass moves through their space. Engulfed creatures are subject to the jelly's paralysis and acid, gain the pinned condition, are in danger of suffocating, and are trapped within the gelatinous mass until they are no longer pinned. If the zyoyselak is inside the gelatinous shield, engulfed creatures are also subject to the zyoyselak's swarm attack. The save DC is Strength-based.

Gelatinous Shield (Ex) A zyoyselak secretes and inhabits a mass of acidic, paralytic jelly which it uses for both offense and defense. A zyoyselak telekinetically animates and levitates the gelatinous mass, enabling it to continue to fly while within it (albeit at half speed) and extrude dextrous pseudopods with which to make slam attacks. Although a zyoyselak is a swarm of Fine aberrations, while it is in a gelatinous shield it is treated as a Large aberration as it does not function as a true swarm. It retains most of its swarm traits, but loses its vulnerability to area effects, and susceptibility to high winds. It can only make a swarm attack against creatures that it has engulfed. It gains immunity to

electricity, 4 slam attacks and the engulf special attack. A zyo-selak uses its Charisma as its Strength score, and its Intelligence as its Dexterity score while in a gelatinous shield. A fully-formed, undamaged gelatinous shield has 50 hit points. Damage to a zyo-selak in a gelatinous shield is split equally between the swarm and the shield. The shield is immune to piercing and slashing damage, and the swarm is immune to all weapon damage. If the shield is reduced to 0 hp, it liquefies and falls harmlessly to the ground. As a full-round action, a zyo-selak can secrete enough jelly to increase a shield's current hit points by 1 (to a maximum of 50). If a zyo-selak's gelatinous shield has been destroyed, it can create a new one with 1 hit point in 1 minute.

Mind Ablation (Su) Creatures whose spaces are occupied by a zyo-selak at the end of its move must succeed at a DC 21 Will save or take 1d4 points of Intelligence damage as the creature psychically erodes their minds. This is a mind-affecting effect. The save DC is Charisma-based and includes a +2 racial bonus. Each time a zyo-selak causes Intelligence damage to a creature, the zyo-selak gains 5 temporary hit points. These temporary hit points stack to a maximum amount equal to the creature's mythic bonus hit points (40 for most zyo-selaks). As a standard action, a zyo-selak can spend one use of mythic power to use its mind ablation ability as an 80-ft. line or 40-ft. cone.

Paralysis (Ex) A target hit by a zyo-selak's slam or engulf attack must succeed on a DC 21 Fortitude save or be paralyzed for 3d6 rounds. A zyo-selak can automatically engulf a paralyzed opponent. The save DC is Constitution-based.

Separate (Ex) If a zyo-selak moves outside of its gelatinous shield, the gelatinous shield liquefies and falls harmlessly to the ground. If a zyo-selak spends one use of mythic power as a swift action, however, the gelatinous shield's integrity and current position are maintained, and the zyo-selak can move out. Without the zyo-selak configuring its shape from within, the gelatinous shield becomes a sphere. As a standard action, the zyo-selak can telekinetically move the sphere up to 30 feet. Outside of a gelatinous shield, a zyo-selak functions as a true swarm; its statistics change as follows: CE Fine aberration (alien, mythic, swarm); **Init** +12; **AC** 31, touch 26, flat-footed 23; **Ref** +13; **Defensive Abilities** swarm traits; **Immune** acid, cold, ooze traits; **Speed** fly 60 ft. (perfect); **Melee** swarm (4d6 plus mind ablation^{MA}); **Special Attacks** distraction (DC 21), mythic power (5/day, surge +1d8); **Reach** 0 ft.; **Str** 1, **Dex** 27; **CMB** —; **CMD** —; **Skills** Acrobatics +27, Fly +43, Stealth +43. If the zyo-selak does not move back into the gelatinous shield within 1 round per mythic rank, moves farther

than 80 feet away from it, or otherwise wills it as a free action, the shield liquefies and collapses. A zyo-selak can only maintain one gelatinous shield at a time.

Transparency Control (Ex) A zyo-selak can change the transparency and color of a gelatinous shield that it is touching as a free action. A transparent shield is difficult to discern. A DC 15 Perception check is required to notice a motionless gelatinous shield. Any creature that fails to notice a gelatinous shield and moves into it is automatically engulfed. A zyo-selak in an opaque shield has total concealment but opponents that can see the opaque gelatinous mass nevertheless know which squares the zyo-selak occupies.

A zyo-selak is a hive-mind swarm of thousands of minute organic entities, each of which is a specialized element of the creature, unique in appearance—most commonly resembling viruses, pollen, or eyes—and sized no more than an inch or so in diameter, but typically less. Each individual unit of the creature houses a brain with a limited, autonomous intelligence, but together, the swarm acts as a large, telepathic neural network—each node of which is a brain itself—with an emergent mind capable of highly advanced reasoning and learning but also indecipherable and unpredictable behaviors that seem to focus on inventive, extreme, and unusual cruelties with which to torture other forms of sentient, organic life.

The 'voice' of a zyo-selak is a telepathic cacophony of confusing and chaotic contributions of opinion, the most prevalent of which tend to be the most discernibly coherent amongst the noise, but there is not always a prevailing view. In this case, the creature might communicate in a number of parallel voices, each of which conveys a stream of distinct, perhaps contradictory, information. A conversation with a zyo-selak can therefore be an extremely difficult endeavour, not to mention the fact that the range of its telepathy is limited to the area within its swarm and so communication is often accompanied by physical and mental assault by the creature which fails to appreciate or care for the objections that other beings have to this behavior.

As well as contributing its petty and selfish votes within the distributed decision-making apparatus that drives a zyo-selak's aberrant conduct, and performing one or more functions for the collective—perceiving with its alien equivalent of an eye, ear, nose or tongue, perhaps; breaking down flesh and bone with protrusions like teeth, knives, saws, or pincers; reconstructing, reconstituting, or birthing individual units from the remains of those destroyed and other assimilated organic matter—each entity in the swarm is also capable of excreting an acidic, paralytic jelly that it telekinetically manipulates for both defensive and offensive purposes. Although it slows the psionic flight of the zyo-selak, this gelatinous bubble shields the swarm from physical and electrical attacks while providing a vehicle with which to engulf and entrap creatures, or attack them with powerful, paralyzing slams.



ECOLOGY

Zyoselaks are an extremely rare and advanced type of alien life that evolved on a distant world in response to a set of unique, environmental pressures that forced them to form collective gestalts and which were subsequently infused with mythic power through prolonged exposure to the body and aura of a god-like ooze that still lies inert in the crushing, freezing depths of an acidic ocean. The supragenius intellects that eventually resulted, which manifested preternatural forms of telepathy and telekinesis, coincided with an utter negation of morality and empathy for other living things.

A zyoselak that manages to acquire a steady supply of flesh, blood, and bone that it can consume over several weeks or months without having to move much or repair itself can replicate until it is a Huge swarm. Soon after reaching Huge size, a zyoselak splits into two Large zyoselaks.

HABITAT & SOCIETY

Zyoselaks are at once solitary and highly social creatures. They are solitary in the sense that an individual zyoselak tends not to associate with other zyoselaks except on rare occasions when they have a, typically inscrutable, common purpose. But zyoselaks have no community or culture to speak of, and as autophages and cannibals, are as likely to attack each other as they are other creatures.

They are social in the sense that each zyoselak is a collective intelligence with a continuous, internal array of discussions that range from the trivial to the deeply philosophical—a fact that makes their apparently universal rejection of morality all the more chilling—and whose behavior is regulated by its constituent entities through a type of proportional representation electoral system.

Rare even on their homeworld, zyoselaks are virtually unknown elsewhere. Still, powerful conjurations can and have opened interplanar portals and interplanetary gates that have enabled them to cross into other realms where they prefer to lurk deep beneath the surface, devastating endemic ecologies while randomly roaming through abysmal caverns and sunken seas.





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