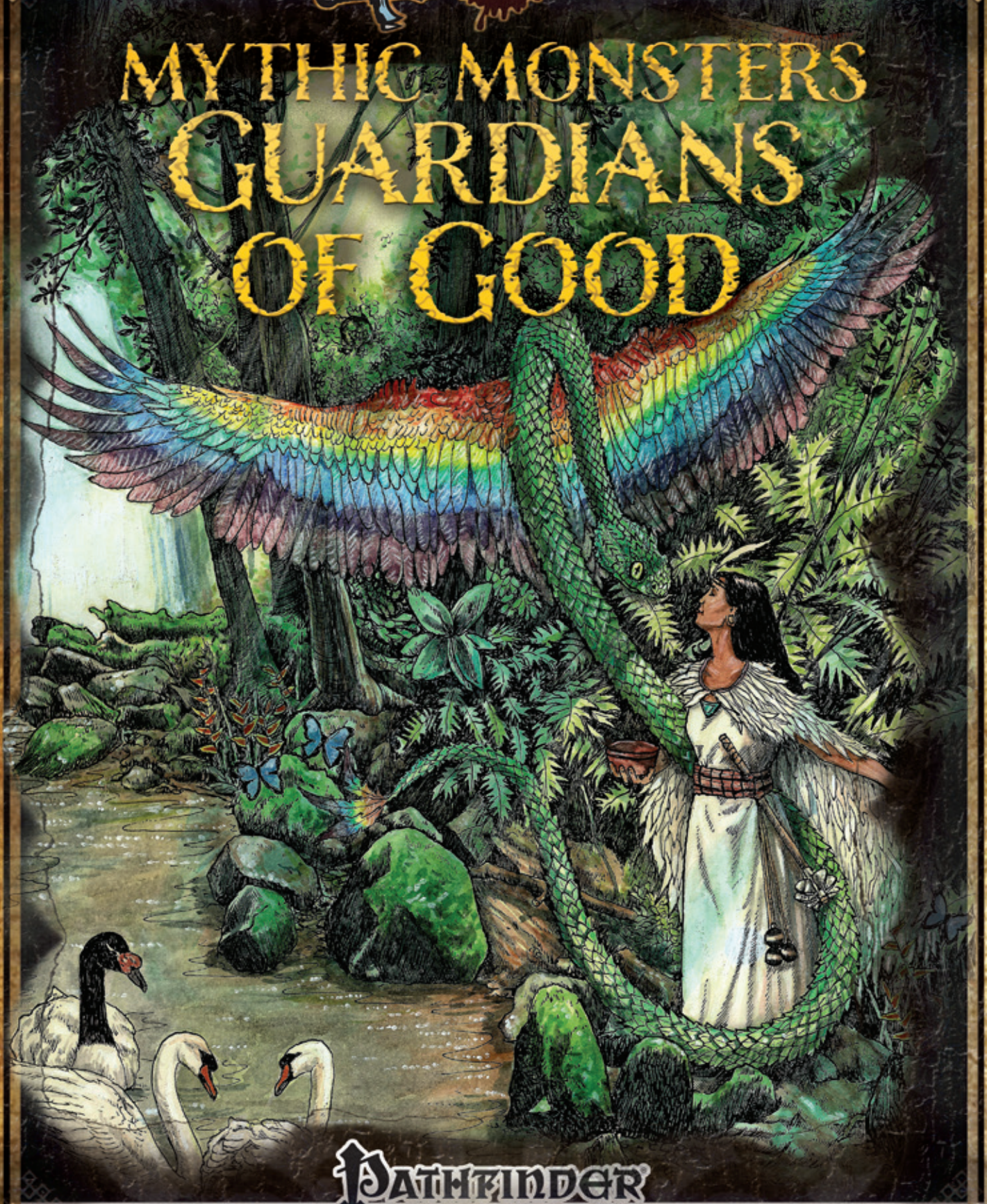




MYTHIC MONSTERS GUARDIANS OF GOOD



D&D
DUNGEONS & DRAGONS
ROLEPLAYING GAME COMPATIBLE

MYTHIC PLUG-INS



MYTHIC MONSTERS:
GUARDIANS
OF GOOD

MYTHIC MONSTERS: GUARDIANS OF GOOD

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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: GUARDIANS OF GOOD

Good-aligned creatures are vastly outnumbered in roleplaying games, for the obvious reason that most of the time the characters are the heroes of the stories and they are unlikely to fight the powers of good. They might enlist them as allies now and then, but for the most part the heroes are the central figures in the story and calling too often on others to fight their battles with them (or worse, for them) takes the spotlight away from the player characters as the heroes in their own story. In many cases, good-aligned creatures are intended as mentors and advisors, guardians of secrets who dispense wisdom and knowledge at need. For such roles, more plot devices than actual characters, statistics are irrelevant. However, in a mythic world of mythic threats from the forces of darkness, there is a need for a mythic response, and here you will find it: the *Guardians of Good*.

You will not find the denizens of Heaven within these pages, nor any other of the upper planes. This product features those bastions of goodness and glory that stand just a little lower than the angels in their purity of heart, but which take a back seat to none in the strength of their spirit or in their power to turn back the forces of evil. The most famous guardians of good are the mighty metallic dragons, from the **young brass** to **adult copper**, a **giant adult bronze** patrolling the sea lanes, the mighty **ancient silver**, and the unfathomable **great wyrm gold dragon**. Of course, there are all manner of heroic beasts beyond the winged wonders of dragonkind, from the feathered serpents of the jungle, the **couatl**, to the **shedu**, tauric guardians of the deep desert. The winged lions of heaven called **lammasu** are here as well, as are the friendly **blink dogs** and the luck-bearing artificial companions called **ceru**. Not all such guardians are wholly inhuman, either, as the seagoing **triton** stands ready to aid any above or below the waves, and the secretive yet stalwart **swan maiden** hides deadly beauty in her feathered form. Even so, a dozen and one goodly guardians from CR 3 to 28 were not enough, so we bring you the wise and noble **chiron**, immortal centaur mentor to aspiring heroes and trainer in the arts of the mind and heart as well as with bow and blade. As if these were not enough, we also bring you eight brand-new feats, including both non-mythic and mythic versions, to represent the mysteries of devotion to the cause of weal and righteousness that will help your heroes carry the day against any enemy.

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



GUARDIANS OF GOOD AND HOLY HEROES

Good-aligned monsters exist in the game primarily as allies and resources for the heroes to turn to when the going gets tough. Setting aside the rare evil campaign, their combat statistics come into play only when the PCs must call upon their aid, or respond to the desperate need of a known champion of righteousness in danger from an onslaught of evil. A more direct way in which good-aligned mentors can influence the campaign, however, is as mentors that can impart the secret knowledge to the heroes, including ways to take their normal heroics up to another level when they face off against the dark powers. The feats below are presented as both standard feats and mythic feats, offering PCs of a variety of specialties the opportunity to delve into the high and holy arts of victory.

ANOINTED ITEM

You infuse the power of life into a magical item you use, shielding the holy from its harmful effects while scourging the wicked.

Prerequisite: Good alignment, channel energy or lay on hands class feature.

Benefit: When you activate a magic item, including spell-completion items, spell-trigger items, and other command word or use-activated items, you can expend one use of your channel energy or lay on hands ability as a swift action in order to purify the item's power as you activate it. The anointed power you release gains the good descriptor and does no harm to creatures with the good subtype or with an aura of good, including paladins and good clerics of good-aligned deities, while damage from the effect is halved (or the effect's duration, if it does not deal damage) against other non-evil creatures; good-aligned creatures gain a +2 circumstance bonus on their saving throw against the effect. Creatures with the evil subtype take 25% more damage (or a 25% greater numeric effect, if any) than normal; if the spell does not deal damage or have a numeric effect, such creatures instead take a -1 penalty on their saving throw.

Your channel energy or lay on hands ability must be able to cure a number of d6 equal to the level of the spell you activate from the item in order to use this feat. Pouring out a vial of holy water onto the item as a move action prior to activating it reduces this number by one. If the effect does not duplicate a spell, the number of d6 must equal one-half the item's caster level.

Mythic: The anointed power you release does no harm to any good-aligned creature, and all evil creatures take 25% more damage or a -1 penalty on their saving throw against it.

EXALTED FIST (COMBAT)

Your powerful blows rain down with the power of your sacred conviction.

Prerequisite: Good alignment, Stunning Fist, ki strike class feature.

Benefit: The save DC for your Stunning Fist is increased by 1 when used against evil creatures. When you make a Stunning Fist attack against a creature with the evil subtype, your unarmed strike is considered a good weapon for the purpose of overcoming damage reduction and the save DC for your Stunning Fist is increased by 2. On a failed save, a creature with the evil subtype is stunned for 1 round and then staggered for 1 round.

Mythic: You add one-half your mythic tier to the damage you deal to creatures with the evil subtype, and all unarmed strikes you make against such creatures are considered good weapons for the purpose of overcoming damage reduction.

FRIENDLY BEASTS

Your aura of beneficence calms and soothes creatures of the natural world.

Prerequisite: Good alignment, Handle Animal 5 ranks or wild empathy class feature.

Benefit: You gain a +4 sacred bonus on Handle Animal checks and wild empathy checks with animals and good-aligned magical beasts, and you can use wild empathy to influence good-aligned magical beasts.

Mythic: You add one-half your mythic tier to the sacred bonus you gain on Handle Animal and wild empathy checks, and you can use wild empathy to influence the reactions of good-aligned magical beasts regardless of their Intelligence.

GIFT OF HOPE

The spirit of hope and faithfulness burns brightly within you.

Prerequisite: Good alignment, Cha 13.

Benefit: You gain a +2 sacred bonus on saving throws against fear and effects with the emotion descriptor. In addition, any creature you assist using the aid another action or the Heal skill also gains this benefit until the end of their next turn.

Mythic: You add one-third your mythic tier to the sacred bonus you gain on saving throws (minimum +1). In addition, if an ally is already affected by a fear or emotion effect, you can use the aid another action and expend one use of your mythic power to grant your ally a new saving throw to end the effect.



HOLY HUNTER

You are a deadly stalker of the servants of evil.

Prerequisite: Good alignment, Sense Motive 5 ranks, Survival 5 ranks, favored enemy class feature.

Benefit: You must choose one of your favored enemy types. When attacking evil creatures of that type, your bonus on Perception and Survival checks and on damage rolls is increased by 50%. In addition, you can sense the presence of evil creatures of that type as if you had the scent special quality. Effects that disguise alignment auras also apply against this ability.

Mythic: The benefits of this feat apply to all of your favored enemy types.

HOLY TERROR

You are a sacred savage, the embodiment of righteous judgment.

Prerequisite: Good alignment, Intimidate 3 ranks, rage class feature.

Benefit: While raging, you gain the intimidating glare rage power, though it affects only evil creatures. If you already have this rage power, you gain a +4 bonus on Intimidate checks you make against evil creatures when using it.

Mythic: You can use your intimidating glare rage power as a swift action against evil creatures. If you spend a move action using it against an evil creature, you add your mythic tier on your Intimidate check.

SACRED SHAPE

You can assume the form of goodly beasts of many kinds.

Prerequisite: Good alignment, wild shape class feature.

Benefit: When you use wild shape to duplicate *beast shape III* or *beast shape IV*, you can assume the form of good-aligned magical beasts of the allowed sizes, such as blink dogs, giant eagles, pegasi, and unicorns, gaining all of the creature's exceptional abilities. If the animal has supernatural abilities, you may gain one or more of these abilities by expending one additional use of your wild shape ability for each ability you gain.

Mythic: When you use this feat to assume the form of a good-aligned magical beast, you gain the celestial simple template. In addition, you may expend uses of mythic power in place of uses of your wild shape ability in order to gain the creature's supernatural abilities.

SACRED SMITE

The holy power channeled within your weapon scourges the wicked.

Prerequisite: Smite evil class feature.

Benefit: While your smite evil ability is active, your weapon is treated as good for the purpose of overcoming damage reduction against any target you strike. This is in addition to your ability to overcome the damage reduction of the creature you have designated as the target of your smite evil. If your smite ends, you retain this ability to overcome damage reduction until the beginning of your next turn.

Mythic: While your smite evil ability is active, you add one-half your mythic tier to the damage you deal to creatures with the evil subtype, including the target of your smite. In addition, whenever you confirm a critical hit against a creature with the evil subtype you may expend one use of your mythic power to force the target to succeed on a Will save (DC 10 + 1/2 your Hit Dice + your Charisma modifier + your mythic tier) or be staggered for 1 round, plus 1 round for each critical multiplier of your weapon above x2. If the target is a mythic creature, it adds its mythic rank or tier as a bonus on its saving throw.

MYTHIC BLINK DOG**CR 3/MR 1****XP 800***Pathfinder Roleplaying Game Bestiary 2*

LG Medium magical beast (mythic)

Init +2; **Senses** darkvision 60 ft., low-light vision, scent; Perception +7**DEFENSE****AC** 15, touch 12, flat-footed 13 (+2 Dex, +3 natural)**hp** 32 (3d10+16)**Fort** +5, **Ref** +5, **Will** +4**Defensive Abilities** wink out^{MA}**OFFENSE****Speed** 40 ft.**Melee** bite +4 (1d6+1)**Special Attacks** blinkback bite^{MA}, mythic power (1/day, surge 1d6)**Spell-Like Abilities** (CL 7th; concentration +7)Constant—*blink*At will—quicken *dimension door* (self only)**STATISTICS****Str** 12, **Dex** 15, **Con** 14, **Int** 10, **Wis** 13, **Cha** 11**Base Atk** +3; **CMB** +4; **CMD** 16 (20 vs. trip)**Feats** Combat Reflexes^{MF}, Iron Will**Skills** Perception +7, Stealth +7, Survival +2 (+6 scent tracking)**Languages** Sylvan**ECOLOGY****Environment** temperate plains or forests**Organization** solitary, pair, or pack (3–14)**Treasure** incidental**SPECIAL ABILITIES**

Blinkback Bite (Su) A mythic blink dog is considered to occupy its own space and any spaces adjacent to it for the purpose of flanking and determining its threatened area. This includes spaces occupied by other creatures but not spaces occupied by solid barriers larger than itself. A mythic blink dog can make attacks of opportunity against creatures in this expanded threatened area as if it were occupying any square adjacent to its actual location, blinking there momentarily (taking no penalties for sharing a space with another creature) and blinking back to its point of origin. This movement does not provoke attacks of opportunity.

Wink Out (Su) When a mythic blink dog is successfully grappled, struck by an attack that overcomes the miss chance for its blink ability, or fails a Reflex save, it can expend one use of its mythic power to use its quickened *dimension door* ability as an immediate action.

BLINK DOG SAGES

Mythic blink dog sages may be mythic blink dogs, as described above, with sorcerer levels, or may be standard blink dogs with sorcerer levels and one or more mythic tiers, usually in the marshal or trickster mythic path.

MYTHIC CERU

CR 3/MR 1

XP 800

Official Pathfinder campaign setting “Inland-Sea” Bestiary

NG Tiny magical beast (mythic)

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

DEFENSE

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

hp 32 (3d10+16); fast healing 2

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

Immune poison; **Resist** acid 5, electricity 5; **SR** 14

OFFENSE

Speed 20 ft.

Melee gore +7 (1d3+2 plus poison)

Space 2 1/2 ft.; **Reach** 0 ft.

Special Attacks fast fortune^{MA}, luckbringer, mythic power (1/day, surge 1d6), poison, vicissitude venom^{MA}

Spell-Like Abilities (CL 6th; concentration +8)

Constant—*detect magic*

At will—*mage hand*

STATISTICS

Str 8, **Dex** 15, **Con** 14, **Int** 13, **Wis** 12, **Cha** 15

Base Atk +3; **CMB** +3; **CMD** 12 (16 vs. trip)

Feats Improved Initiative, Weapon Finesse^{MF}

Skills Diplomacy +4, Knowledge (arcana) +4, Perception +6, Stealth +15

Languages Common (can't speak)

ECOLOGY

Environment any urban

Organization solitary, pair, or litter (3–5)

Treasure none

SPECIAL ABILITIES

Fast Fortune (Su) A mythic ceru can use its luckbringer ability as a swift or immediate action. If a mythic ceru exhausts its daily uses of its luckbringer ability, it can expend one use of its mythic power as a standard action to refresh its daily uses. In addition, if the mythic ceru is a familiar and is adjacent to its master, its master can use the mythic ceru's luckbringer ability on itself or the ceru once per day as a swift or immediate action, this is in addition to the normal number of daily uses of this ability.

Luckbringer (Su) As a standard action, a ceru can bring luck or misfortune upon any creature it can see within 30 feet. This effect lasts for 1 round, and the ceru decides in advance whether the modified luck is good or bad. If the ceru grants bad luck, anytime the target makes an ability check, attack roll, saving throw, or skill check, it must roll twice and take the worse result. A successful DC 13 Will save negates this effect. If the ceru grants good luck, the target must choose a single roll (as above) prior to rolling, and may roll the chosen roll twice and take the higher result. A creature can only be affected by this ability once per 24 hours, and the ceru may use the ability once per day for every 4 HD it has (minimum once per day). The save DC is Charisma-based. If the ceru is a familiar, it may use its master's character level, if higher, in place of its racial Hit Dice for determining the number of uses of this ability, and for calculating the save DC (DC = 10 + 1/2 the master's character level + the master's Cha modifier).

Poison (Ex) Gore—injury; *save* Fort DC 13; *frequency* 1/round for 6 rounds; *effect* 1d2 Con; *cure* 2 consecutive saves.

Vicissitude Venom (Su) A creature that fails its save against a mythic ceru's poison suffers the effects of bad luck as long as the poison remains in its system (DC 13 Will negates). The save DC is Constitution-based.

NOTE: A mythic spellcaster of 7th level or higher can bond with a mythic ceru via the mythic Improved Familiar feat.



MYTHIC COUATL

CR 12/MR 5

XP 19,200

Pathfinder Roleplaying Game Bestiary

LG Large outsider (mythic, native)

Init +12^{MF}; **Senses** darkvision 60 ft., *detect chaos/evil/good/law*; Perception +23

DEFENSE

AC 27, touch 13, flat-footed 23 (+3 Dex, +1 dodge, +14 natural, -1 size)

hp 188 (12d10+122)

Fort +10, **Ref** +13, **Will** +14

DR 10/epic

OFFENSE

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

Melee bite +16 (1d8+7 plus grab and poison), 2 wings +11 (1d6+2)

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

Special Attacks constrict (1d8+7), ether drop^{MF}, feathered serpent^{MF}, mythic power (7/day, surge 1d8), sacred poison^{MF}, spitting snake^{MF}, transcendent coils^{MF}

Spell-Like Abilities (CL 9th; concentration +13)

Constant—*detect chaos, detect evil, detect good, detect law*

At will—*alter self, detect thoughts* (DC 16), *ethereal jaunt* (CL 16th), *invisibility, plane shift* (DC 21), *share language*

Spells Known (CL 9th; concentration +13)

4th (5/day)—*charm monster*^{MS} (DC 18), *freedom of movement*

3rd (7/day)—*deep slumber*^{MS} (DC 17), *magic circle against evil, summon monster III*

2nd (7/day)—*cure moderate wounds, eagle's splendor, scorching ray*^{MS}, *silence* (DC 16)

1st (7/day)—*divine favor, endure elements, mage armor*^{MS}, *obscuring mist, true strike*

0 (at will)—*daze, disrupt undead, light, ray of frost, read magic, resistance, stabilize*

STATISTICS

Str 20, **Dex** 16, **Con** 22, **Int** 17, **Wis** 19, **Cha** 19

Base Atk +12; **CMB** +18 (+22 grapple); **CMD** 32 (can't be tripped)

Feats Alertness, Dodge, Empower Spell, Eschew Materials^B, Extra Mythic Power^{MF}, Improved Initiative^{MF}, Iron Will, Lightning Reflexes, Mythic Spell Lore^{MF}

Skills Acrobatics +18, Bluff +10, Diplomacy +19, Fly +20, Knowledge (arcana) +9, Knowledge (religion) +12, Perception +23, Sense Motive +15, Spellcraft +15, Survival +16, Use Magic Device +19

Languages Celestial, Common, Draconic; telepathy 100 ft.

SQ messenger of the gods^{MF}

ECOLOGY

Environment warm forests

Organization solitary, pair, or flight (3–6)

Treasure standard

SPECIAL ABILITIES

Spells A couatl casts spells as a 9th-level sorcerer, and can cast spells from the cleric list as well as those normally available to a sorcerer. Cleric spells are considered arcane spells for a couatl, meaning that the creature does not need a divine focus to cast them.

Ether Drop (Su) Whenever a mythic couatl falls, it can expend one use of its mythic power as an immediate action to become ethereal (as *ethereal jaunt*) just before hitting the ground, avoiding falling damage. It can do this even if it is unconscious or otherwise unable to take actions by expending two uses of its mythic power. When a mythic couatl successfully grapples a flying creature of its own size or smaller, its target cannot use its own wings to fly and falls. The mythic couatl can fall with the grappled creature, triggering this ability just before impact with the ground so that the formerly grappled creature takes falling damage but it does not. If the grappled creature is using magical flight, it does not fall unless the couatl's weight of 1,800 pounds exceeds its heavy load. A mythic couatl is staggered for 1d3 rounds after using this maneuver.

Feathered Serpent (Ex) A mythic couatl gains two wing buffet attacks, and on a successful hit the target is dazzled until the end of the mythic couatl's next turn. If the couatl hits the same target with both wings, it gains concealment against that target until the end of its next turn. The mythic couatl gains a +2 circumstance bonus on attack rolls against targets dazzled by its feathers.

Messenger of the Gods (Sp) A mythic couatl is seen as a divine messenger, and its words are laced with divine authority. It can use *alter self* and *share language* at will as spell-like abilities. In addition, a mythic couatl can expend one use of its mythic power as a full-round action to use *overwhelming presence* (DC 23) as a spell-like ability against a single creature that understands its speech.

Poison (Ex) Injury—bite; *save* Fortitude DC 22; *frequency* 1/minute for 10 minutes; *effect* 1d4 Str; *cure* 2 consecutive saves. The DC is Constitution-based.

Sacred Poison (Su) A mythic couatl's poison is highly virulent against creatures with the evil subtype, bypassing their poison immunity and increasing the poison's frequency to 1/round for 10 rounds. In addition, on a successful bite attack against such a creature a mythic couatl can expend one use of its mythic power as a swift action to use *accelerate poison* (DC 22 Fortitude negates) or *pernicious poison* on the target before resolving the effect of its poison. This is considered a supernatural effect but otherwise functions as the spell in question.

Spitting Snake (Ex) A mythic couatl may spit its poison at a single target as a ranged touch attack with a range of 30 feet, or affecting all creatures within a 15-foot line or 10-foot cone-shaped burst (no attack roll required). When it spits its venom, the save DC is decreased by 2 but any creature failing its save is blinded for 1d4 rounds.

Transcendent Coils (Su) A creature grappled by a mythic couatl is affected as *dimensional anchor*. In addition, even creatures nearby adjacent to a mythic couatl are drawn in by a planar rippling that suppresses teleportation effects unless their creator succeeds on a DC 23 caster level check. A mythic caster can add her mythic tier on this check.

The mythic version of *charm monster* was originally presented in *Mythic Magic: Core Spells* from *Legendary Games* and is reprinted here for ease of reference.

CHARM MONSTER

You add your mythic tier to Charisma checks to convince the target to act as you command, and the target can understand your commands or suggestions as if you shared a language, though you are not otherwise able to communicate. Add your mythic tier to the Sense Motive DC to discern that a creature is charmed.

Augmented: If you expend two uses of mythic power, the duration is increased to 1 day/level.

MYTHIC BRASS DRAGON, YOUNG**CR 8/MR 3**

XP 4,800

Pathfinder Roleplaying Game Bestiary

CG Medium dragon (fire, mythic)

Init +9^{MF}; **Senses** blindsense 60 ft., dragon senses; **Perception** +14**DEFENSE****AC** 24, touch 12, flat-footed 22 (+2 Dex, +12 natural)**hp** 106 (8d12+54)**Fort** +9, **Ref** +8, **Will** +7**DR** 5/epic **Immune** fire, paralysis, sleep**Weakness** vulnerability to cold**OFFENSE****Speed** 60 ft., burrow 30 ft., fly 150 ft. (average); **sand glide**^{MA}**Melee** bite +12 (1d8+6), 2 claws +12 (1d6+4), 2 wings +7 (1d4+2)**Space** 5 ft.; **Reach** 5 ft. (10 ft. with bite)**Special Attacks** breath weapon (60-ft. line, DC 17, 6d4 fire), captivating voice^{MA}, **mythic power** (3/day, surge +1d6), sand in the eyes^{MA}, sleep breath**Spell-Like Abilities** (CL 8th; concentration +10)At will—*Speak with animals***Spells Known** (CL 1st; concentration +3)1st (4/day)—*charm person* (DC 15), *comprehend languages*0 (at will)—*dancing lights*, *detect magic*, *mage hand*, *message***STATISTICS****Str** 19, **Dex** 14, **Con** 17, **Int** 12, **Wis** 13, **Cha** 14**Base Atk** +8; **CMB** +12; **CMD** 24 (28 vs. trip)**Feats** Alertness, Hover, Improved Initiative^{MF}, Spell Focus^{MF} (enchant)**Skills** Bluff +13, Diplomacy +13, Fly +13, Heal +12, Linguistics +12, Perception +14, Sense Motive +14**Languages** Common, Draconic plus any 8 others**SQ** move sand, suss out rumor^{MA}**ECOLOGY****Environment** warm deserts**Organization** solitary**Treasure** triple**SPECIAL ABILITIES**

Captivating Voice (Su) As a full-round action, a mythic brass dragon can expend one use of mythic power to fascinate all creatures that can hear the dragon in a 60-foot radius (DC 16 Will save negates). The dragon cannot use this ability on a creature that made its save for 24 hours. As long as the dragon spends a move action each round to continue talking, all affected creatures remain fascinated. This is a language-dependent compulsion effect. If the dragon moves while talking, fascinated creatures will

move to follow it. The save DC is Charisma-based.

Move Sand (Sp) A young brass dragon can move sand to excavate ruins or hide treasures. This functions as *move earth*, but it only affects sand. The dragon uses his HD in place of his caster level for this effect. This is equivalent to a 5th-level spell.

Sand in the Eyes (Su) Creatures that fail their saves against a mythic brass dragon's fire breath weapon are blinded for 3 rounds. Creatures that succeed on their saves but still take damage are instead dazzled for 3 rounds. This ability has no effect on sightless creatures.

Sleep Breath (Su) Instead of a line of fire, a brass dragon can breathe a cone of sleep gas. Creatures within the cone must succeed on a DC 17 Will save or fall asleep for 1d6+3 rounds.

Suss Out Rumor (Su) At the beginning of the day, a mythic brass dragon can designate one named object, person, building, town, country, etc. If anyone within 3 miles utters the chosen name, the dragon hears it and the next 25 words as if he were within 100 feet of the speaker. He also knows the distance and general direction to the speaker. For the next 24 hours, the dragon can use *locate creature* to seek out any creature that has spoken the name.

MYTHIC BRONZE DRAGON, GIANT ADULT CR 17/MR 6

XP 102,400

Pathfinder Roleplaying Game Bestiary

LG Gargantuan dragon (mythic, water)

Init -1/-21, **dual initiative**^{MA}; **Senses** dragon senses; Perception +28**Aura** frightful presence (180ft., DC 23)**DEFENSE****AC** 34, touch 5, flat-footed 34 (-1 Dex, +29 natural, -4 size)**hp** 292 (16d12+188)**Fort** +18, **Ref** +9, **Will** +15**Defensive Abilities** bulletproof^{MA}, lightning rod^{MA}; **Immune** electricity, paralysis, sleep; **DR** 10/epic and magic; **SR** 30**OFFENSE****Speed** 40 ft., fly 250 ft. (clumsy), swim 60 ft.; wave mastery**Melee** bite +24 (4d8+18), 2 claws +24 (2d8+12), 2 wings +22 (2d6+6), tail +22 (2d8+18)**Space** 20 ft.; **Reach** 15 ft. (20 ft. with bite)**Special Attacks** breath weapon (120-ft. line, DC 26, 12d6 electricity), crush (DC 26, 2d8+18), **mythic power** (6/day, surge +1d8), repulsion breath, riptide vortex^{MA}, shipwrecker^{MA}**Spell-Like Abilities** (CL 16th; concentration +21)At will—*create food and water, fog cloud, speak with animals***Spells Known** (CL 7th; concentration +12)3rd (5/day)—*draconic reservoir*^{MS}, *heroism*^{MS}2nd (7/day)—*invisibility, mirror image, slipstream*1st (8/day)—*alarm, mage armor*^{MS}, *magic missile*^{MS}, *protection from evil*^{MS}, *silent image*^{MS}0 (at will)—*detect magic, light, mage hand, mending, message, prestidigitation, resistance***STATISTICS****Str** 35, **Dex** 8, **Con** 27, **Int** 20, **Wis** 21, **Cha** 20**Base Atk** +16; **CMB** +32; **CMD** 41 (45 vs. trip)**Feats** Alertness, Devastating Breath^{MF}, Flyby Attack, Hover, Improved Natural Attack (bite), Improved Vital Strike, Multiattack, Mythic Spell Lore^{MF}, Power Attack, Vital Strike^{MF}**Skills** Bluff +20, Diplomacy +20, Fly +8, Intimidate +20, Knowledge (arcana, geography, nature) +20, Perception +28, Sense Motive +28, Spellcraft +20, Stealth +6, Swim +37, Use Magic Device +24**Languages** Aquan, Auran, Common, Draconic, Elven, Gnome, Giant, aquatic telepathy^{MA}**SQ** change shape 3/day (any animal or humanoid; *polymorph*), water breathing, wave mastery^{MA}**ECOLOGY****Environment** temperate coastlines**Organization** solitary**Treasure** triple**SPECIAL ABILITIES****Aquatic Telepathy (Sp)** A mythic bronze dragon can communicate telepathically with any creature with the aquatic or water subtype within 180 feet, and if it concentrates for 10 minutes it can use *sending* to deliver a message to such a creature at long range. If it expends one use of its mythic power, it can alter this *sending* into a *demand* (DC 23).A mythic adult bronze dragon can use its aquatic telepathy to pacify amphibious, aquatic, or water creatures within range of its frightful presence, causing them to become calmed (as *calm emotions*) rather than shaken if they fail their saving throw. If the dragon converses with a calmed creature for 1 full round, it can expend one use of its mythic power to use *suggestion* (DC 18) or *charm monster* (DC 19) on that creature.**Bulletproof (Ex)** The hard-angled glaxis of a mythic bronze dragon's scales turns away bullets. Creatures attacking a mythic bronze dragon with firearms must hit its normal AC rather than its touch AC. A mythic bronze dragon takes only half damage from siege weapons.**Change Shape (Su)** An adult bronze dragon can take any animal or humanoid form 3/day as if using *polymorph*.**Lightning Rod (Su)** Whenever a ranged electricity spell, spell-like ability, or supernatural effect (including effects that normally affect an area) is used within 30 feet of a mythic adult bronze dragon, it can expend one use of its mythic power as an immediate action to divert that electricity effect to itself, absorbing and negating it rather than affecting the intended target(s) or area. If an effect it absorbs has some effect other than electricity, that portion of the effect affects the dragon normally, though defenses such as spell resistance also apply normally. This ability does not affect electricity effects delivered by melee attacks or ranged weapons or ammunition that have the shock or *shocking burst* property, and the like.**Repulsion Breath (Su)** Instead of a line of electricity, a bronze dragon can breathe a 60-foot cone of repulsion gas. Targets must make a Will save or be compelled to do nothing but move away from the dragon for 1d6+6 rounds. This is a mind-affecting compulsion effect.

Riptide Vortex (Ex) Once per minute as a full-round action, a mythic adult bronze dragon can cause the water adjacent to it to churn and surge in a swirling vortex filling a 20-foot cone-shaped spread; it can increase this to a 40-foot cone by expending one use of its mythic power. Creatures within the riptide vortex take 2d8+18 points of bludgeoning damage (DC 30 Reflex negates). In addition, Huge or smaller creatures failing their Reflex save must succeed on a second save or be swept away by the riptide vortex, which moves in a straight line away from the dragon through the water at a rate of 60 feet per round or until it encounters a solid barrier that is larger than itself. Creatures trapped in the vortex are considered entangled and cannot move other than to move along with the vortex. Trapped creatures take 2d8+10 points of damage each round at the beginning of their turn. Creatures with a swim speed can attempt a DC 30 Reflex save each round as a free action at the beginning of their turn to escape. Failing this, they may also make a DC 30 Swim check as a full-round action to escape the churning waters. The riptide vortex loses a bit of potency over time, as the damage it deals and the save DC and Swim DC decrease by 1 each round, fully dissipating after 1 minute. The dragon must be in or adjacent to a body of water to use this ability. The save DCs are Strength-based.

If a Huge or smaller ship (Gargantuan or smaller for a 40-foot cone) is in the area of the riptide vortex, it can be damaged and caught in the vortex as a swimming creature can be, substituting Profession (sailor) checks by its captain for Reflex saves or Swim checks to avoid or escape the vortex.

Shipwrecker (Ex) A mythic bronze dragon deals double damage to ships with its natural attacks. In addition, if it uses its crush attack on board the deck of a ship it can affect creatures up to two sizes smaller than itself, and creatures on the ship take a -6 penalty on Acrobatics, Climb, and Profession (sailor) checks as long as the dragon maintains its crushing attack.

Water Breathing (Ex) A bronze dragon breathes water and can use its breath weapon, spells, and abilities underwater.

Wave Mastery (Su) For up to 60 minutes per day, an adult bronze dragon, along with creatures or vessels within 50 feet, can move at twice its normal speed in water. Alternatively, it may calm all winds and waves within this area, reducing wind speed either to a light breeze (sufficient to move sailing vessels but little else) and making the surface of the water flat and smooth. Creatures attempting to magically manipulate the wind and or water conditions within this radius must succeed on a caster level check to overcome the dragon's spell resistance in order to affect this area.

This feat originally appeared in *Mythic Monsters: Dragons* and is reprinted here for ease of reference.

DEVASTATING BREATH (MYTHIC)

Your breath unleashes an irresistible holocaust of destruction.

Prerequisite: Con 19, breath weapon special attack.

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

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

MYTHIC ADULT BRONZE DRAGON CR 16/MR 6

Without the giant simple template, a mythic adult bronze dragon's stats are as follows:

XP 76,800

Size Huge

Init +0/-20

AC touch 8

hp 260

Fort +16, **Ref** +10

Melee bite +24 (4d6+15), 2 claws +24 (2d6+10), 2 wings +22 (1d8+5), tail +22 (2d6+15)

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

Special Attacks breath weapon (100-foot line, DC 24), crush (DC 24, 2d8+15)

Str 31, **Dex** 10, **Con** 23

CMB +28 **CMD** 38 (42 vs. trip)

Skills Fly +11, Stealth +11, Swim +35.

MYTHIC COPPER DRAGON, ADULT**CR 15/MR 6**

XP 51,200

Pathfinder Roleplaying Game Bestiary

CG Large dragon (earth, mythic)

Init +11^{MF}; **Senses** dragon senses; Perception +22**Aura** frightful presence (180 ft., DC 23)**DEFENSE****AC** 35, touch 10, flat-footed 34 (+1 Dex, +25 natural, -1 size)**hp** 232 (15d12+135)**Fort** +14, **Ref** +10, **Will** +13**Defensive Abilities** block attacks^{MA}, uncanny dodge; **DR** 10/epic and magic; **Immune** acid, emotion manipulation^{MA}, paralysis, sleep; **SR** 29**OFFENSE****Speed** 40 ft., fly 200 ft. (poor); climb stone**Melee** bite +22 (2d6+12/19-20), 2 claws +22 (1d8+8/19-20), 2 wings +17 (1d6+4), tail +17 (1d8+12)**Space** 10 ft.; **Reach** 5 ft. (10 ft. with bite)**Special Attacks** breath weapon (80-ft. line, DC 22, 12d6 acid), greasy breath^{MA}, joking banter^{MA}, mythic power (6/day, surge +1d8), mythic spell-like abilities^{MA}, slapstick prop^{MA}, slow breath**Spell-Like Abilities** (CL 15th; concentration +21)At will—*grease* (DC 17), *hideous laughter* (DC 18), *stone shape***Spells Known** (CL 7th; concentration +13)3rd (5/day)—*dispel magic*, *major image* (DC 19)2nd (8/day)—*glitterdust* (DC 18), *invisibility*, *phantom trap*1st (8/day)—*alarm*, *identify*, *magic missile*, *shield*, *silent image*0 (at will)—*detect magic*, *ghost sound* (DC 16), *light*, *message*, *open/close*, *prestidigitation*, *read magic***STATISTICS****Str** 27, **Dex** 12, **Con** 21, **Int** 18, **Wis** 19, **Cha** 22**Base Atk** +16; **CMB** +24 (+31 trip); **CMD** 35 (40 vs. trip)**Feats** Combat Expertise^{MF}, Greater Trip, Improved Critical (bite, claw), Improved Initiative^{MF}, Improved Trip^{MF}, Power Attack, Vital Strike**Skills** Bluff +24, Craft (traps) +28, Diplomacy +24, Fly +13, Perception +22, Perform (comedy) +21, Sense Motive +22, Spellcraft +22, Stealth +15, Use Magic Device +24**Languages** Common, Draconic, Elven, Gnome, Halfling**SQ** stage presence^{MA}, trap master**ECOLOGY****Environment** warm hills**Organization** solitary**Treasure** triple**SPECIAL ABILITIES****Climb Stone (Ex)** A copper dragon can climb on stone surfaces as though using the *spider climb* spell.**Greasy Breath (Su)** Each square affected by a mythic copper dragon's acid breath weapon is treated as though *grease* had been cast on it. This effect lasts for 6 rounds.**Immune to Emotion Manipulation (Su)** A mythic copper dragon is used to playing on others' emotions, rendering him immune to fear and all effects with the emotion descriptor.**Joking Banter (Ex)** A mythic copper dragon frustrates his foes with quips directed at them. As a standard action, he can attempt to demoralize up to 6 creatures within 30 feet that can see and hear the dragon, substituting a Perform (comedy) check with a +6 luck bonus in place of an Intimidate check. This is a language-dependent mind-affecting compulsion but though creatures become shaken this is not considered a fear effect and does not stack with other fear effects. If an ally is targeted with joking banter while subject to a fear effect or other harmful emotion effect, it gains a new saving throw against that effect with a +3 luck bonus. The dragon can spend one use of mythic power to target a single creature with its joking banter as a swift action.**Mythic Spell-like Abilities (Su)** Three times per day, an adult mythic copper dragon may cast the mythic spell version of any of its corresponding spell-like abilities. A mythic shedu 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.**Slapstick Prop (Su)** By spending one use of mythic power as an immediate action, a mythic copper dragon can target a manufactured weapon within 60 feet, forcing it to become soft and floppy. The weapon's hardness is halved and it deal non-lethal damages and emits an appropriately silly sound effect on every hit until the end of the dragon's next turn (DC 22 Fortitude save negates). The save DC is Constitution-based.**Slow Breath (Su)** Instead of a line of acid, a copper dragon can breathe a cone of slowing gas. Those in the cone must make a DC 22 Fortitude save or be slowed (as per the spell *slow*) for 1d6+6 rounds.**Stage Presence (Ex)** A mythic copper dragon can always take 10 on Charisma-based skill checks, and as a free action can expend one use of mythic power to take 20 on a Charisma-based skill check. This applies even when the dragon is rushed or threatened.**Trap Master (Ex)** An adult copper dragon receives a +6 bonus on Craft (traps) and Perception checks made to locate a trap.**Uncanny Dodge (Ex)** An adult copper dragon is always looking out for an ambush. He can never be caught flat-footed. This ability functions like the rogue ability of the same name.

MYTHIC GOLD DRAGON, GREAT WYRM CR 28/MR 10

XP 4,915,200

LG Colossal dragon (fire, mythic)

Init -2/-22, **dual initiative**^{MA}; **Senses** dragon senses; Perception +43**Aura** fire (10 ft., 2d6 fire), frightful presence (360 ft., DC 33)**DEFENSE****AC** 50, touch 0, flat-footed 50 (-2 Dex, +50 natural, -8 size)**hp** 655 (30d12+560)**Fort** +29, **Ref** +15, **Will** +27, **second save**^{MA}**Defensive Abilities** draconic fortitude^{MA}, glittering scales^{MA}, impenetrable scales^{MA}, indomitable will^{MA}; **DR** 25/—; **Immune** fire, paralysis, sleep; **SR** 44**OFFENSE****Speed** 60 ft., fly 300 ft. (clumsy), swim 60 ft.**Melee** bite +40 (4d8+27/19-20), 2 claws +40 (4d6+18/19-20), 2 wings +38 (2d8+9/19-20), tail +38 (4d6+27)**Space** 30 ft.; **Reach** 20 ft. (30 ft. with bite)**Special Attacks** breath weapon (70-ft. cone, DC 37, 24d10 fire), crush (DC 37, 4d8+27), debilitating breath^{MA}, fires of heaven^{MA}, mythic drain^{MA}, **mythic power** (10/day, surge +1d12), tail sweep (DC 36, 2d8+27), weakening breath**Spell-Like Abilities** (CL 30th; concentration +38)At will—*bless*, *daylight*, *detect evil*, *foresight*, *geas/quest*, *sunburst* (DC 26)**Spells Known** (CL 19th; concentration +27)9th (4/day)—*prismatic sphere*^{MS}, *time stop*^{MS}8th (7/day)—*maze*, *mind blank*, *protection from spells*7th (7/day)—*greater teleport*, *prismatic spray* (DC 25), *resurrection*6th (7/day)—*antimagic field*, *contingency*^{MS}, *heal*^{MS}5th (7/day)—*dispel evil* (DC 23), *plane shift* (DC 23), *teleport*, *true seeing*4th (8/day)—*divination*, *greater invisibility*, *restoration*, *spell immunity*3rd (8/day)—*dispel magic*^{MS}, *fireball*^{MS} (DC 22), *haste*^{MS}, *prayer*^{MS}2nd (8/day)—*aid*, *cure moderate wounds*, *mirror image*, *resist energy*, *silence*1st (8/day)—*alarm*, *divine favor*, *mage armor*^{MS}, *shield*, *shield of faith*^{MS}0 (at will)—*create water*, *detect magic*, *light*, *guidance*, *mage hand*, *mending*, *prestidigitation*, *read magic*, *stabilize***STATISTICS****Str** 47, **Dex** 6, **Con** 35, **Int** 26, **Wis** 27, **Cha** 26**Base Atk** +30; **CMB** +56; **CMD** 64 (68 vs. trip)**Feats** Alertness, Critical Focus^{MF}, Dazing Spell, Extend Spell, Improved Critical (bite, claw, wing), Iron Will, Multiattack, Mythic Spell Lore^{MF}, Negation Breath^{MF}, Persistent Spell, Power Attack^{MF}, Quicken Spell, Staggering Critical, Stunning Critical, Suppress Vulnerability^{MF}, Vital Strike**Skills** Diplomacy +41, Fly +15, Heal +41, Knowledge (arcana, geography, history, local, nobility, planes, religion) +41, Perception +45, Sense Motive +45, Spellcraft +41, Swim +57**Languages** Abyssal, Celestial, Common, Draconic, Dwarven, Elven, Giant, InfernalSQ change shape 3/day (any animal or humanoid; *polymorph*), detect gems, divine aid, fast flight, luck, luck dragon^{MA}, scales of justice^{MA}**ECOLOGY****Environment** warm plains**Organization** solitary**Treasure** triple**SPECIAL ABILITIES****Detect Gems (Sp)** A great wurm gold dragon can detect gems three times per day. This functions as *locate object*, but can only be used to locate gemstones.**Divine Aid (Sp)** Once a week, a great wurm gold dragon can call upon celestial powers for aid. This functions as a *miracle*.**Draconic Fortitude (Ex)** Whenever the dragon would take ability damage, ability drain, temporary or permanent penalties to ability scores, or temporary negative levels, it ignores an amount of that damage, drain, penalty, or number of levels equal to one-half its mythic rank. In addition, a dragon can expend one use of its mythic power as a free action to end any one of the following effects currently affecting it: bleed, blinded, confused, cowering, dazed, dazzled, deafened, entangled, exhausted, fascinated, fatigued, frightened, nauseated, panicked, paralyzed, shaken, sickened, staggered, or stunned. It can use this ability at the beginning of its turn if one of the above conditions would prevent the dragon from taking actions. The dragon can also negate permanent conditions such as feeblemind, insanity, a permanent negative level, or petrification by expending two uses of its mythic power if the condition resulted from a non-mythic effect, or 3 uses of its mythic power if it was from a mythic effect.**Debilitating Breath (Su)** When a mythic gold dragon uses its weakening breath, it may choose to deal damage to any ability score it chooses. If the dragon expends one use of its mythic power, it may choose to drain 6 uses of mythic power (DC 37 Will half) from all mythic creatures in the area rather than dealing ability damage.**Fast Flight (Ex)** A gold dragon is treated as one size category larger when determining its fly speed. Since the dragon is already Colossal, its fly speed is increased by 50 feet.**Fire Aura (Su)** A great wurm gold dragon is surrounded by an aura of fire. All creatures within 10 feet of the dragon take 2d6 points of fire damage at the beginning of the dragon's turn. The dragon can activate or suppress this aura as a free action.

Fires of Heaven (Su) All fire effects created by a mythic great wrym gold dragon are infused with the divine power of the heavens, dealing one-half of their damage as untyped divine energy. If the dragon expends one use of its mythic power as a swift action, all fire damage from effects it creates for the next minute is treated as untyped divine energy against creatures with the evil subtype.

Glittering Scales (Ex) A mythic great wrym gold dragon's scales are glossy and reflect ordinary light and magical energy. In bright light, any creature within 60 feet is automatically dazzled (no save), and any creature beginning its turn adjacent to the dragon is blinded for 1d4 rounds (DC 28 Reflex negates). Creatures can avoid being dazzled or blinded by averting their gaze or closing their eyes, as if this were a gaze attack.

In addition to reflecting natural light, rays and magical ranged touch attacks have a 20% miss chance when targeting the dragon, and effects that are deflected have a 20% chance of being redirected toward another target (chosen randomly) within 50 feet; otherwise, they are simply harmlessly deflected away. As an immediate action, the dragon can expend one use of its mythic power to increase its reflectiveness to 50% for 10 rounds. The chance to redirect the attack at another creature is likewise increased to 50%, and if the attack is redirected and the caster of the effect is within 50 feet, the dragon can choose to reflect the effect directly back at the caster rather than rolling randomly.

Magical effects with the light descriptor as well as light-based effects such as *color spray*, *prismatic spray*, and *searing light* have the same chance of being reflected (if targeting the dragon) or simply to not affect the dragon (if they affect an area) as rays. This does not enable the dragon to move through a *prismatic wall* or *prismatic sphere*.

Impenetrable Scales (Ex) The dragon's damage reduction is increased by 5, and its damage reduction is treated as DR/-. Weapons or effects that would normally overcome its damage reduction no longer do so, including an antipaladin's smite good or mythic effects such as a mythic champion's fleet charge or a mythic trickster's surprise strike. The dragon's damage reduction applies even against spells, supernatural abilities, and other magical effects that deal bludgeoning, piercing, and slashing damage. The dragon also gains immunity to bleed effects, though this immunity can be bypassed on a critical hit with an epic weapon, mythic spell, or the natural weapon of a mythic creature whose mythic rank is equal to or greater than the dragon's.

Indomitable Will (Ex) The dragon gains a +5 bonus on Will saves, and if the dragon is affected by a mind-affecting effect that results in a partial or reduced effect on a successful save, the dragon is completely unaffected by it. In addition, whenever it would be affected by a mind-affecting effect (including effects that allow no saving throw), the dragon can ignore the effect as an immediate action by expending one use of its mythic power (two uses if the effect is a mythic effect).

Luck (Sp) Once per day a great wrym gold dragon can touch a gem, usually one embedded in the dragon's hide, and enspell it to bring good luck. As long as the dragon carries the gem, it and every good creature within a 120 ft. radius of it receives a +1 luck bonus on all saving throws. If the dragon gives an enspelled gem to another creature, only that bearer gets the bonus. The effect lasts 1d3+36 hours. This ability is the equivalent of a 2nd-level spell.

Luck Dragon (Su) Whenever a mythic great wrym gold dragon or an ally within 60 feet expends a use of its mythic power to gain a mythic surge, they may reroll if the result of the surge die is a 1. If the dragon expends one use of its mythic power when it creates an effect that grants a luck bonus, it adds a mythic surge to any caster level checks or concentration checks associated with that ability, and the luck bonus is added to the result of any mythic surge that affected creatures use. In addition, if the dragon or a creature carrying its luck gem (see above) rolls a natural 20 on any 1d20 roll, it gains a bonus mythic surge which it must use before the end of its next turn or the power is lost. If an adjacent ally rolls a natural 20 on any 1d20 roll, the dragon or creature carrying the luck jewel can expend one use of its mythic power as a free action to grant that ally a bonus mythic surge, which must be used before the end of the ally's next turn.

Mythic Drain (Su) Whenever the dragon confirms a critical hit against a creature that has mythic power, the dragon steals one use of that creature's mythic power and adds it to its own daily uses of mythic power. If the dragon has a mythic feat or ability that has a daily limit on its use, it can use the stolen mythic power to recharge and activate one daily use of that ability, but this must be done within 1 minute of stealing the mythic power. Otherwise, the additional use of mythic power is subject to the normal restrictions on its use.



Scales of Justice (Su) Whenever an attacker confirms a critical hit against a mythic great wyrm gold dragon, the next successful attack the dragon makes against that attacker is automatically a critical threat. In addition, if a creature expends mythic power to use or enhance an ability that targets the dragon (including harmful area effects), the dragon gains a bonus use of its mythic power which it must use before the end of its next turn or the power is lost. The dragon gains only one use of its mythic power per attacker per round, even if the attacker expends multiple uses of mythic power.

Weakening Breath (Su) Instead of a cone of fire, a gold dragon can breathe a cone of weakening gas. Creatures within the cone must succeed on a Fortitude save or take 12 points of Strength damage (Will save half).

The following mythic feats were originally presented in *Mythic Monsters: Dragons* and are reprinted here for ease of reference.

NEGATION BREATH (MYTHIC)

Your enchanted breath leaches and unravels enchantments wherever it strikes.

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

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

SUPPRESS VULNERABILITY (MYTHIC)

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

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

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



MYTHIC SILVER DRAGON, ANCIENT**CR 23/MR 9**

XP 819,200

LG Gargantuan dragon (cold, mythic)

Init +3/-17, **dual initiative**^{MA}; **Senses** dragon senses, fog vision^{MA}; Perception +35**Aura** cold (10 ft., 1d6 cold), courage^{MA} (30 ft.), frightful presence (300 ft., DC 29)**DEFENSE****AC** 47, touch 5, flat-footed 47 (-1 Dex, +42 natural, -4 size)**hp** 477 (25d12+315)**Fort** +23, **Ref** +15, **Will** +23; **second save**^{MA}**Defensive Abilities** reflective scales; **DR** 15/epic and magic; **Immune** acid, cold, fear, paralysis, sleep; **SR** 39**OFFENSE****Speed** 40 ft., fly 250 ft. (poor); cloudwalking, graceful flight**Melee** bite +37 (4d6+21/19-20), 2 claws +35 (2d8+14), 2 wings +33 (2d6+7), tail slap +33 (2d8+21)**Space** 20 ft.; **Reach** 15 ft. (20 ft. with bite)**Special Attacks** breath weapon (60-ft. cone, DC 31, 20d8 cold), crush (DC 31, 4d6+18), deflecting scales^{MA}, dispatcher of evil^{MA}, freezing fog^{MA}, **mythic power** (10/day, surge +1d12), numbing cold^{MA}, paralyzing breath, shattering cold^{MA}, tail sweep (DC 31, 2d6+18)**Spell-Like Abilities** (CL 25th; concentration +32)At will—*control weather, control winds, detect evil, feather fall, fog cloud***Spells Known** (CL 15th; concentration +22)7th (5/day)—*holy word*^{MS} (DC 24), *repulsion* (DC 24)6th (7/day)—*banishment* (DC 23), *greater dispel magic, heal*^{MS}5th (7/day)—*break enchantment*^{MS}, *flame strike* (DC 22), *plane shift, wall of force*^{MS}4th (7/day)—*dimension door, freedom of movement, restoration, solid fog*^{MS}3rd (7/day)—*cure serious wounds*^{MS}, *dispel magic*^{MS}, *hold person* (DC 22), *wind wall*2nd (8/day)—*augury, calm emotions, cure moderate wounds, invisibility, web*1st (8/day)—*bless*^{MS}, *divine favor, protection from evil*^{MS}, *shield, true strike*^{MS}0 (at will)—*detect magic, flare* (DC 17), *light, message, prestidigitation, read magic, resistance, stabilize, virtue***STATISTICS****Str** 39, **Dex** 8, **Con** 29, **Int** 24, **Wis** 25, **Cha** 24**Base Atk** +27; **CMB** +43; **CMD** 52 (56 vs. trip)**Feats** Critical Focus^{MF}, Devastating Breath^{MF}, Flyby Attack, Hover, Improved Critical (bite), Improved Initiative, Iron Will, Lightning Reflexes, Multiattack, Mythic Spell Lore^{MF}, Power Attack^{MF}, Quicken Spell, Skill Focus (Fly), Vital Strike, Weapon Focus^{MF} (bite)**Skills** Acrobatics +24, Diplomacy +35, Fly +21, Heal +35, Intimidate +35, Knowledge (arcana, history, local, nobility, planes) +35, Perception +35, Sense Motive +35, Spellcraft +35**Languages** Auran, Common, Draconic, Dwarven, Elven, Giant,

Halfling, Terran

SQ change shape 3/day (any animal or humanoid; *polymorph*), healing cloud^{MA}**ECOLOGY****Environment** temperate mountains**Organization** solitary**Treasure** triple**SPECIAL ABILITIES****Aura of Courage (Su)** A mythic silver dragon's courage is an impenetrable shield, rendering the dragon immune to fear and allowing it to extend protection from fear to its allies. Each ally within 30 feet gains a +4 morale bonus on saving throws against fear effects. As a free action, the dragon may spend one use of mythic power to allow all allies affected by a fear effect within its aura to attempt a new save against that effect, rolling twice for the new saving throw and taking the best result.**Cloudwalking (Su)** An ancient silver dragon can tread on clouds or fog as though on solid ground.**Deflecting Scales (Su)** A mythic silver dragon that successfully turns a spell with its reflective scales can choose a new target entirely for the spell by spending one point of mythic power as a free action.**Dispatcher of Evil (Su)** A mythic silver dragon increases its critical multiplier by one when it scores a critical hit on an evil creature. Additionally, an evil creature that takes massive damage from a single attack by the dragon must succeed at a DC 25 Fortitude save to avoid dying outright.**Fog Vision (Ex)** An ancient silver dragon can see perfectly well in fog and clouds. A mythic silver dragon can spend one use of mythic power to grant this ability to up to 10 creatures within 30 feet. Those creatures retain this ability for 24 hours.**Freezing Fog (Su)** A mythic silver dragon can charge any fog spell or spell-like ability with supernatural cold. The fog deals 1d6 points of nonlethal cold damage per level of the spell (Fortitude negates) and become fatigued with hypothermia for as long as they have this nonlethal damage (see Cold Dangers in the *Pathfinder Roleplaying Game Core Rulebook*).



Graceful Flight (Ex) An ancient silver dragon's aerial maneuverability is one step better than normal.

Healing Cloud (Su) Instead of its other breath weapon choices, a mythic silver dragon can expend one use of mythic power to exhale a 30-foot-radius cloud that cures $2d8+10$ points of damage and acts as *lesser restoration* for all creatures within the cloud. If a creature has ability damage to multiple ability scores, it may choose which ability damage it wishes to have healed.

Numbing Cold (Ex) If a creature takes damage from a mythic silver dragon's aura of cold, it must succeed on a DC 31 Fortitude save to avoid becoming staggered for 1 round. A mythic creature that makes its save is immune to this effect for 24 hours.

Paralyzing Breath (Su) Instead of a cone of cold, a silver dragon can breathe a cone of paralyzing gas. Creatures within the cone must succeed on a DC 29 Fortitude save or be paralyzed for $1d6+10$ rounds.

Reflective Scales (Su) Any spell that targets an ancient silver dragon but fails to penetrate the silver dragon's spell resistance might be reflected. If the caster level check to penetrate the dragon's spell resistance is failed by 5 or more, the spell is reflected. If the check fails by 4 or less, the spell is merely wasted. This otherwise functions as *spell turning*.

Shattering Cold (Su) A mythic silver dragon inflicts twice its aura of cold damage to melee weapons that strike it. This damage bypasses a metal weapon's hardness and is applied after the weapon's attack is resolved.



MYTHIC LAMMASU**CR 10/MR 4**

XP 9,600

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LG Large magical beast (mythic)

Init +9^{MF}; **Senses** darkvision 60 ft., low-light vision; Perception +15**Aura** magic circle against evil (20 ft.)**DEFENSE****AC** 25, touch 10, flat-footed 24 (+1 Dex, +15 natural, -1 size)**hp** 143 (9d10+94)**Fort** +12, **Ref** +9, **Will** +8**DR** 5/epic**OFFENSE****Speed** 30 ft., fly 60 ft. (average)**Melee** 2 claws +14 (1d8+6), 2 wings +9 (1d6+3)**Space** 10 ft.; **Reach** 5 ft.**Special Attacks** breath of heaven^{MA} (30-ft. cone, 6d8 fire damage, Reflex DC 20 for half, usable 1/day), **mythic magic**^{MA} (3/day), **mythic power** (6/day, surge +1d8), pounce, rake (2 claws +14; 1d8+6)**Spell-Like Abilities** (CL 9th; concentration +12)3/day—*greater invisibility*1/day—*dimension door***Oracle Spells Known** (CL 7th; concentration +10)3rd (5/day)—*cure serious wounds, neutralize poison, searing light*2nd (7/day)—*cure moderate wounds, lesser restoration, resist energy, spiritual weapon*1st (7/day)—*bles, command* (DC 14), *cure light wounds, detect evil, detect undead, divine favor*0 (at will)—*detect magic, detect poison, guidance, mending, purify food and drink, resistance, stabilize***STATISTICS****Str** 23, **Dex** 12, **Con** 23, **Int** 16, **Wis** 17, **Cha** 16**Base Atk** +9; **CMB** +16; **CMD** 27 (31 vs. trip)**Feats** Blind-Fight, Eschew Materials^B, Extra Mythic Power^{MF}, Improved Initiative^{MF}, Iron Will, Lightning Reflexes, Power Attack**Skills** Diplomacy +12, Fly +11, Knowledge (arcana) +12, Perception +15, Sense Motive +12**Languages** Celestial, Common**SQ** golden protector^{MA}, heaven's light^{MA}, mysterious revelation (Life, channel energy, 4d6, 4/day)^{MA}**ECOLOGY****Environment** temperate deserts**Organization** solitary**Treasure** standard**SPECIAL ABILITIES**

Breath of Heaven (Su) A mythic lammasu's fiery breath weapon deals no damage to good-aligned creatures, instead granting them the benefit of a *bles* spell (caster level 9th). Its breath ignores the fire resistance or immunity of creatures with the evil subtype. A mythic lammasu can use its breath weapon more than once per day if it expends one use of its mythic power for each use after the first.

Golden Protector (Su) Whenever a mythic lammasu is within the area of an effect with the evil descriptor, it can absorb the entire effect into itself. The mythic lammasu itself forfeits any saving throw normally allowed, but other creatures in the area are completely unharmed. If a creature adjacent to the mythic lammasu is targeted with an effect with the evil descriptor, the lammasu can likewise divert the evil effect onto itself rather than the intended target. When an adjacent creature is attacked with an unholy weapon, the lammasu takes the bonus damage from the weapon's *unholy* property, while the ally takes any other damage from the attack.

Heaven's Light (Su) As a full-round action, a mythic lammasu can expend one use of its mythic power to fill the *magic circle against evil* that surrounds it with golden light equivalent to *daylight* that also protects the area surrounding it as a *forbiddance* spell. This effect is stationary and lasts as long as the mythic lammasu remains within the area and for 1 minute thereafter, up to a maximum of 24 hours. Lawful good creatures can freely pass into the area. Evil creatures are automatically dazzled as long as they remain within 20 feet of the golden light and for 1 minute thereafter.

Mysterious Revelation (Su) A mythic lammasu selects a mystery as an oracle, adding the mystery spells to its list of spells known, and may select one revelation from its mystery. Once per day, it can spend one hour in meditation upon its mystery in order to exchange its revelation for a different one. If its revelation has a limited number of uses per day, it can gain an additional uses (or replenish the duration available for use, if measured in units of time) by expending one use of its mythic power as a free action per use (or per unit of time) regained.

Spells A mythic lammasu casts spells as a 7th-level oracle and ignores all divine focus material components for spells it casts.

MYTHIC SHEDU**CR 11/MR 4****XP 12,800***Pathfinder Roleplaying Game Bestiary 3*

LG Large magical beast (mythic)

Init +7; **Senses** darkvision 60 ft., *detect chaos*, *detect evil*, low-light vision, *true seeing*; Perception +20**DEFENSE**

AC 28, touch 16, flat-footed 27 (+1 Dex, +6 insight, +12 natural, -1 size)

hp 166 (11d10+106); fast healing 5**Fort** +13, **Ref** +14, **Will** +11**Defensive Abilities** prescience; **DR** 10/epic and evil; **Resist** electricity 10, fire 10; **SR** 22**OFFENSE****Speed** 30 ft., fly 60 ft. (good)**Melee** gore +18 (2d8+8/19-20/x3), 2 hooves +13 (1d6+4), 2 wings +13 (1d6+4)**Space** 10 ft.; **Reach** 5 ft.**Special Attacks** astral avenger^{MA}, battering bull^{MA}, **mythic power** (4/day, surge 1d8), mythic spell-like abilities^{MA}, trample (2d6+12, DC 23)**Spell-Like Abilities** (CL 12th; concentration +18)Constant—*detect chaos*, *detect evil*, *true seeing*3/day—empowered *cure moderate wounds*, *dispel magic*, *magic circle against evil*, *remove disease*, *shield other*, *statue*1/day—*arcane lock*, *dismissal* (DC 18), *flame strike* (DC 18), *lesser astral projection*, *restoration***STATISTICS****Str** 26, **Dex** 13, **Con** 22, **Int** 19, **Wis** 22, **Cha** 19**Base Atk** +11; **CMB** +20 (+26 bull rush); **CMD** 37 (41 vs. bull rush, and trip)**Feats** Empower Spell-Like Ability (cure moderate wounds), Greater Bull Rush, Improved Bull Rush^{MF}, Improved Critical^{MF} (gore), Iron Will, Power Attack**Skills** Diplomacy +15, Fly +13, Knowledge (planes) +15, Knowledge (religion) +15, Perception +20, Sense Motive +17**Languages** Auran, Celestial, Common; telepathy 100 ft.**SQ** gate guardian^{MA}, multiple monoliths^{MA}**ECOLOGY****Environment** warm deserts**Organization** solitary**Treasure** standard**SPECIAL ABILITIES****Astral Avenger (Su)** A mythic shedu can use *lesser astral projection* once per day as a spell-like ability, and it can perceive astral silver cords and can immediately discern when a creature is astrally projected. If a mythic shedu

confirms a critical hit against a creature using astral projection, whether an astral copy or a physically manifested body, the target must succeed on a DC 19 Will save or its astral copy or body is destroyed, causing the creature to awaken in its body with two negative levels.

Battering Bull (Ex) When a creature fails its save against a mythic shedu's trample (or forfeits its save in order to make an attack of opportunity), the mythic shedu can attempt a combat maneuver check to bull rush the target in addition to dealing its trample damage.**Gate Guardian (Sp)** A mythic shedu can create an *arcane lock* once per day as spell-like ability. If one of the duplicate statues it creates with its multiple monoliths ability is adjacent to the doorway, gate, or portal that has been locked, the DC to breach the arcane lock with *Disable Device*, a Strength check, or *dispel magic* is increased by 2 (or by 4, if there are statues on both sides of the door), and it is also protected by an *alarm* spell. If the mythic shedu is present in *statue* form or is using *enter image* to project its consciousness into one of the statues, this bonus is doubled, and a creature trying to use a *knock* spell to penetrate the arcane lock must first overcome the mythic shedu's spell resistance. The caster takes a -4 penalty on this check if it is not a mythic creature.**Multiple Monoliths (Su)** A mythic shedu often stands watch for uncounted years in deep contemplation amidst ancient ruins. It can use *statue* 3/day as a spell-like ability, and while in *statue* form it can concentrate for one minute and expend one use of its mythic power to create a duplicate statue of itself in any unoccupied space within 30 feet. These duplicate statues persist for one month before crumbling to dust. While in *statue* form, a mythic shedu can project its consciousness into any of its duplicate statues as if using *enter image*. While its consciousness is occupying one of these statues, it may expend one use of its mythic power as a standard action to transfer its consciousness (and any equipment) completely into the statue it occupies. It may then turn itself back into flesh at its new location, while its former *statue* body becomes a duplicate statue.**Mythic Spell-like Abilities (Su)** Three times per day a mythic shedu may cast the mythic spell version of any of its corresponding spell-like abilities. A mythic shedu 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.**Prescience (Su)** A shedu can see all the possible outcomes of any of its own futures. This grants the creature an insight bonus to its AC and on initiative checks and Reflex saves equal to its Wisdom bonus (+6 for most shedus).

MYTHIC SWAN MAIDEN**CR 7/MR 3**

XP 3,200

Pathfinder Roleplaying Game Bestiary 4

CG Medium fey (mythic, shapechanger)

Init +6; **Senses** low-light vision; Perception +20**DEFENSE****AC** 26, touch 17, flat-footed 19 (+4 armor, +6 Dex, +1 dodge, +4 natural, +1 shield)**hp** 73 (10d6+38)**Fort** +5, **Ref** +13, **Will** +8**Defensive Abilities** aerial evasion^{MA}; **DR** 5/cold iron and epic;**Resist** cold 10, electricity 10; **SR** 18**OFFENSE****Speed** 30 ft., fly 40 ft. (good)**Melee** mwk rapier +12 (1d6+6/18–20)**Ranged** mwk composite longbow +12 (1d8+1/×3)**Special Attacks** dazzling transformation^{MA}, **mythic power** (3/day, surge +1d6)**Spell-Like Abilities** (CL 10th; concentration +12)At will—*dancing lights*1/day—*confusion* (DC 16), *deep slumber* (DC 15), *entangle* (DC 13), *glitterdust* (DC 14), *major image* (DC 15)**STATISTICS****Str** 13, **Dex** 22, **Con** 15, **Int** 10, **Wis** 12, **Cha** 15**Base Atk** +5; **CMB** +6; **CMD** 23**Feats** Deadly Aim^{MF}, Dodge, Flyby Attack, Skill Focus (Perception), Weapon Finesse^{MF}**Skills** Acrobatics +19, Bluff +10, Diplomacy +10, Fly +21, Knowledge (nature) +8, Perception +20, Sense Motive +10, Stealth +23, Swim +5; **Racial Modifiers** +4 Stealth**Languages** Common, Sylvan**SQ** change shape (trumpeter swan, *beast shape I*), feather cloak, quick change^{MA}, rhinemaiden's call^{MA}, trackless step, transformation ritual**ECOLOGY****Environment** temperate lakes or swamps**Organization** solitary, pair, or flock (3–10)**Treasure** double (mithral chain shirt, mwk buckler, mwk rapier, mwk composite longbow (+1 Str) with 20 arrows, other treasure)**SPECIAL ABILITIES****Aerial Evasion (Ex)** When flying, a mythic swan maiden gains evasion, and if she fails a Reflex save she can expend one use of her mythic power to gain improved evasion against that effect.**Dazzling Transformation (Su)** When using her change shape ability, a mythic swan maiden may release a dazzling burst of shimmering light and fluttering feathers of radiance. Hostile creatures within 20 feet are automatically dazzled and must succeed on a DC 17 Will save or be fascinated for 1 round. She gains a +3 bonus on Charisma checks or Charisma-based skill checks made against creatures fascinated by her dazzling transformation.**Feather Cloak (Su)** Without her feather cloak, a swan maiden can't use her change shape ability.**Quick Change (Su)** A mythic swan maiden can use her change shape ability as a move action, or as a swift action if she expends one use of her mythic power.**Rhinemaiden's Call (Su)** If a swan maiden is reduced to negative hit points or killed and has at least one use of her mythic power remaining, all uses of her mythic power are expended to summon a valkyrie. This does not require an action. The valkyrie appears in an adjacent square and uses her *breath of life* spell-like ability on the mythic swan maiden, automatically succeeding on its caster level checks to bypass the swan maiden's spell resistance and to concentrate while casting defensively if necessary. The valkyrie remains present until the end of the swan maiden's next turn, and any creature attacking the swan maiden during this time provokes an attack of opportunity from the valkyrie. If the swan maiden remains dead (or is killed again) by the end of her next turn, the valkyrie takes her body and departs.**Transformation Ritual (Su)** A swan maiden can transform a willing good female humanoid into a swan maiden via a ritual that takes 24 hours. The humanoid loses her class and racial abilities.

MYTHIC TRITON

CR 3/MR 1

XP 800

Pathfinder Roleplaying Game Bestiary 2

NG Medium outsider (mythic, native, water)

Init +0; **Senses** darkvision 60 ft., low-light vision; Perception +7

DEFENSE

AC 15, touch 10, flat-footed 15 (+5 natural)

hp 19 (3d10+3)

Fort +4, **Ref** +1, **Will** +4

OFFENSE

Speed 5 ft., swim 40 ft.

Melee mwk trident +5 (1d8+1)

Ranged heavy crossbow +3 (1d10/19–20)

Special Attacks horn of the tritons^{MA}, mythic power (1/day, surge 1d6)

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

1/day—*summon nature's ally II* (Small water elemental or 1d3 dolphins only)

STATISTICS

Str 12, **Dex** 10, **Con** 12, **Int** 13, **Wis** 13, **Cha** 11

Base Atk +3; **CMB** +4; **CMD** 14

Feats Mounted Combat^{MF}, Ride-By Attack

Skills Craft (any one) +7, Diplomacy +6, Perception +7, Ride +6, Sense Motive +7, Stealth +6, Survival +7, Swim +9

Languages Aquan, Common

SQ sea rider^{MA}

ECOLOGY

Environment any oceans

Organization solitary, company (2–5), squad (6–11), or band (12–21 plus 2–16 dolphins)

Treasure standard (masterwork trident, heavy crossbow with 10 bolts, other treasure)

SPECIAL ABILITIES

Horn of the Tritons (Su) When a mythic triton sounds a non-magical conch shell, he can use it as if it were a *horn of the tritons* by expending one use of his mythic power. If the triton creates *fear*, it does not affect its allies. If it uses the horn to summon, it may choose to summon 1d3 giant seahorses or a single killer seahorse or advanced sea cat. It cannot use this ability if a *horn of the tritons* has already been sounded within 1 mile until 1 minute has passed.

Sea Rider (Ex) A creature ridden by a mythic triton gains a +10-foot enhancement bonus to its swim speed and a +1 dodge bonus to its AC. In addition, if a mythic triton rides the creature for at least one hour, it can expend one use of its mythic power to grant the creature agile mythic simple template (as described in Chapter 6 of *Pathfinder Roleplaying Game Mythic Adventures*) for 24 hours. This ability affects only aquatic or water subtype creatures with 6 or fewer Hit Dice and an Intelligence of 1 or 2.

This noble centaur carries an air of dignity and wisdom, with its silvery-white hair framing an ageless face. Its flanks and fetlocks supple and smooth but its humanoid parts well-worn and tanned with age.

CHIRON**CR 9/MR 4**

XP 4,800

NG Large monstrous humanoid (mythic)

Init +6; **Senses** darkvision 60 ft.; **Perception** +19**DEFENSE****AC** 24, **touch** 15, **flat-footed** 18 (+6 Dex, +8 natural, +1 shield, -1 size)**hp** 133 (11d10+73)**Fort** +6, **Ref** +12, **Will** +12; +4 vs. death effects**Defensive Abilities** uncanny awareness^{MA}; **DR** 10/epic; **SR** 20**OFFENSE****Speed** 40 ft.**Melee** 2 hooves +12 (1d6+2)**Ranged** +1 *mythic bane composite longbow* +17/+12/+7 (2d6+3/19-20/x3)**Space** 10 ft.; **Reach** 5 ft.**Special Attacks** bow of victory^{MA}, master mentor, mythic power (4/day, surge 1d8)**Spell-Like Abilities** (CL 11th; concentration +15)At will—*augury*, *bleed glory* (DC 17), *guidance*, *minor image* (DC 16), *restore mythic power*, *share glory*, *speak with animals*, *summon instrument*, *true strike*3/day—*cure moderate wounds*, *share language*1/day—*divination*, *legend lore*, *major creation*, *moment of prescience*, *speak with plants***STATISTICS****Str** 15, **Dex** 23, **Con** 16, **Int** 17, **Wis** 20, **Cha** 19**Base Atk** +11; **CMB** +14; **CMD** 30 (34 vs. trip)**Feats** Deadly Aim, Improved Critical (composite longbow), Manyshot^{MF}, Point-Blank Shot, Quicken Spell-Like Ability (*true strike*), Rapid Shot^{MF}**Skills** Heal +10, Knowledge (arcana) +15, Knowledge (dungeoneering) +15, Knowledge (engineering) +15, Knowledge (geography) +15, Knowledge (history) +15, Knowledge (local) +15, Knowledge (nature) +15, Knowledge (nobility) +15, Knowledge (planes) +15, Knowledge (religion) +15, Perception +18, Perform (oratory) +10, Perform (sing) +10, Perform (string) +10, Survival +10, Use Magic Device +15**Languages** Aklo, Common, Sylvan**SQ** ageless and ancient, bottomless quiver^{MA}, hero forge^{MA}, mentor's blessing^{MA}, undersized weapons, wild empathy +15**ECOLOGY****Environment** temperate forests or plains**Organization** solitary, mentor (1 plus NPC protege of 3rd–7th level), or council (2–5)**Treasure** standard**SPECIAL ABILITIES**

Ageless and Ancient (Ex) A chiron never suffers ill effects from aging and cannot die of old age. Magical aging effects like *sands of time* have no effect against them, and they gain a +4 racial bonus on saving throws against death effects.

Bottomless Quiver (Su) A chiron's quiver never runs out of arrows during combat, producing as many as needed, every arrow tipped with arrowheads of Elysian bronze (as described in *Pathfinder Roleplaying Game Ultimate Equipment*). A chiron can expend one use of its mythic power to select one form of damage reduction (except DR/-) that its arrows may bypass for 1 minute.

Bow of Victory (Su) Any bow in a chiron's hands functions as a +1 *mythic bane weapon* (as described in *Pathfinder Roleplaying Game Mythic Adventures*), though as a standard action it can exchange this ability for *magical beast bane* or *monstrous humanoid bane*. If its bow is broken, disarmed, or destroyed, a chiron can create a new bow as a standard action by expending one use of its mythic power. A chiron's bow has no magical abilities when wielded by others.

Hero Forge (Su) A chiron is a master at crafting the magical tools needed by his proteges. He can expend one or more uses of his mythic power to gain any of the following for 24 hours, gaining one per use of mythic power expended: 11 ranks in any Craft skill, 11 ranks in Spellcraft, any item creation feat as a bonus feat, Mythic Crafter as a bonus feat. Items crafted in this way do not function for chiron or centaurs. In addition, given time and materials any chiron can craft *ambrosia* (as described in Chapter 5 of *Pathfinder Roleplaying Game Mythic Adventures*) as if they met all prerequisites for creating the item, expending one use of mythic power per day while preparing it but otherwise automatically succeeding on all rolls relating to its creation.

Master Mentor (Ex/Su) A chiron gains the bardic knowledge, bardic performance (inspire competence, inspire courage, inspire greatness), lore master, and jack of all trades abilities of an 11th-level bard. He can activate his bardic performance as a move action and can use the ability for up to 26 rounds per day. Chirons treat all Knowledge and Perform skills as class skills, and most chirons use oratory as their chosen mode of performance.

A character using the retraining rules from *Pathfinder Roleplaying Game Ultimate Campaign* requires only one-fifth the normal amount of time when instructed by a chiron during this retraining, though a character must often perform a quest of some sort to prove his worthiness to be trained. If not using those rules, the chiron can expend one use of its mythic power and 24 hours of training to enable a character to exchange a feat, language, spell, or up to 4 skill points they know for a different one for which they qualify. Things which serve as prerequisites for other things cannot be exchanged.

Mentor's Blessing (Su) When a chiron uses its *restore mythic power* spell-like ability on a good-aligned creature, it must expend only one use of its own mythic power to restore one use of the target's mythic power. In addition, if the target uses that mythic power before the end of its next turn to use a mythic surge, it can roll the surge dice twice and select the better result. In addition, if a chiron is killed it can expend all of its remaining mythic power as an immediate action. This allows it to utter a dying message of up to 25 words and to use *ascension* as a spell-like ability, investing an item it is holding or wearing as the focus item for the effect. A chiron that does this cannot be returned to life by any means short of divine intervention.

Uncanny Awareness (Ex) Chirons can always act during a surprise round. A chiron also gains uncanny dodge, and if he is flanked he can expend one use of his mythic power as an immediate action to gain improved uncanny dodge (treating the chiron as an 11th-level rogue for the purpose of overcoming this ability).

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

Wild Empathy (Ex) As the ranger class feature.

Chirons are a noble and ancient subrace of centaurs, dedicated and devoted to the tutelage of mortal heroes and the overthrow of monstrous races and threats. They are skilled in the sciences, masters of music, disciples of the healing arts, and marvelous mentors. A typical chiron is 7 feet tall and weighs between 1500 and 2000 pounds.



HABITAT AND SOCIETY

Chirons rarely live among their centaur kin, and in fact tend to consider themselves a tribe apart, referring to their less civilized relatives as “wild centaurs,” “wildlings,” or “mavericks.” They favor pastoral forests, grasslands, and hills for their homes, and unlike the nomadic centaurs chirons are generally staid and content to live in and around just one place where they can find peace and solitude. Many chirons find isolated and remote valleys while others dwell in simple caves surrounded by natural springs and windswept heights. A few even take to the sea to find a home on a lonely island, and those who have been a long time alone may take a good deal of convincing to provide instruction to an aspiring hero. Chiron proteges are often very young, with instruction in the simple rudiments of literacy and numeracy providing a foundation for later learning. Older students may focus on one or more specific disciplines in which the chiron can guide them.

Not all chirons follow such a hermetic path, however. Many actively seek out proteges to mentor and teach in the old codes and ancient traditions of the land. Others work as tutors for the children of royalty, or those that are nominated to their tutelage by the acclamation of those they trust. Chirons rarely abide in palaces even when working with kings, but they may find contentment in grand gardens, or in the temple compounds of prophetic oracles.

Even chirons that enjoy the company of others rarely associate for long with other chirons. Whether it is from professional jealousy or rivalry, or perhaps a genuine sense that their efforts would be better spent nurturing many different heroes, only rarely will chirons convene a council of members. In such councils, the eldest and wisest of the chirons present typically carry the most weight in debate and discussion. In the event of an impasse, one of the chirons will typically surrender the point rather than create bad blood between them or their proteges. Even when no such disagreements surface, chiron councils of up to 4 rarely last more than a week or two before each party goes its own separate way.

ECOLOGY

Chirons are primarily herbivorous, though they can and do eat meat on occasion. Though they can subsist on meager fare at need, they enjoy finely crafted wine and delicate cuisine when they can obtain it. Many chirons are gardeners and beekeepers, as they savor the taste of honey and use it to create mythic *ambrosia*, which they often give as a parting gift to heroic proteges setting off on dangerous quests.

Though able to interbreed with common centaurs, few chirons do so (which may account for their relative rarity). Their immortal lifespans preclude a deep sense of attachment with those among their short-lived kin, and those among their kind that sire children must often watch them grow old and die while the immortal chiron lives on, as only rarely is their divine spark passed on by heredity. Most prefer to reserve their paternal instincts for the heroes that seek them out, as they teach each new generation the lessons and leagcies of the past.

Chirons can have a strong impact on the local environment, as they often contemplate the auguries and oracles before making decisions to see what omens they reveal. Acts that would compromise the beauty and balance of the natural world are avoided whenever possible, and they may help coordinate disorganized fey creatures and even the wild things of the wood to rise up and drive out those that would despoil their homes.



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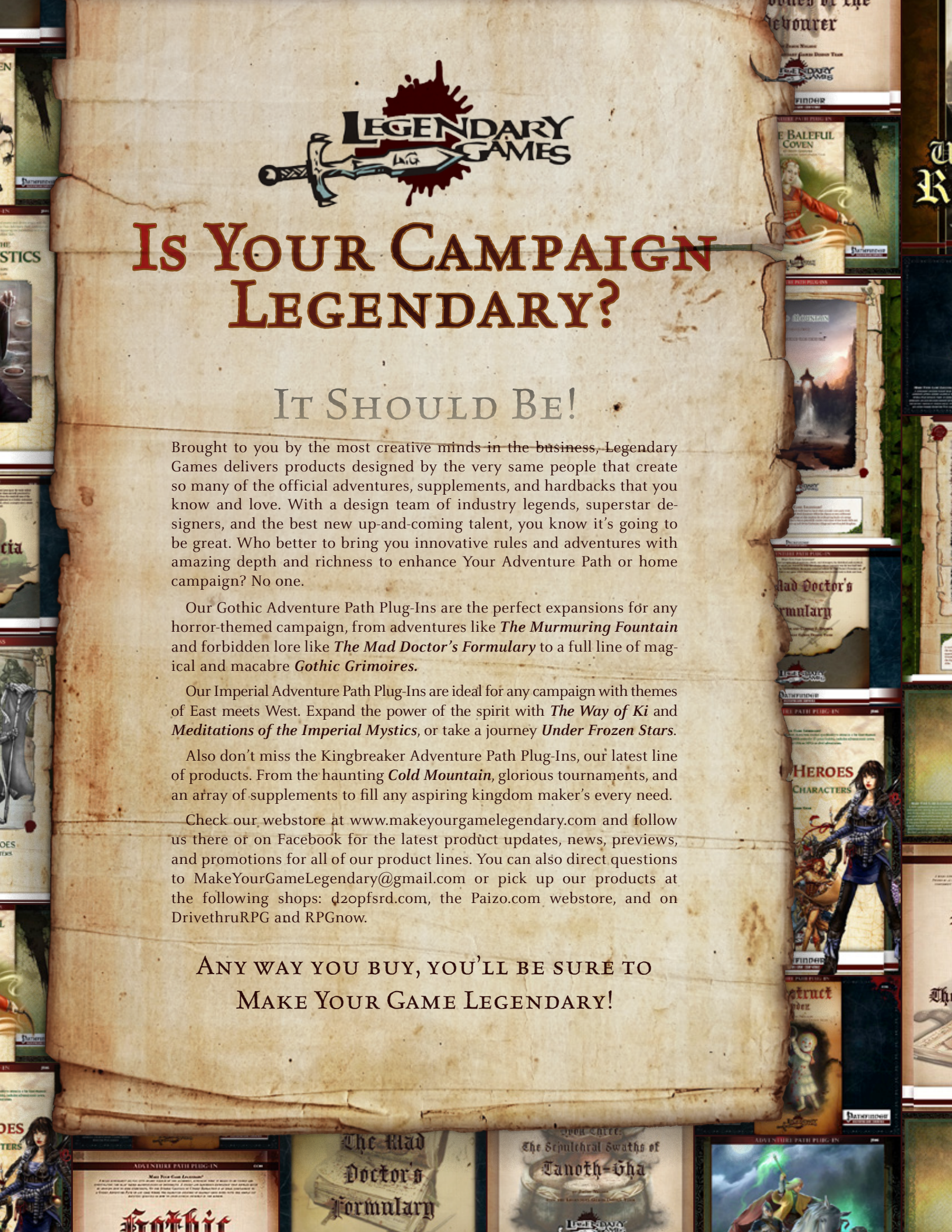
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