



MYTHIC MONSTERS MYTHOS TOO



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ROLEPLAYING GAME COMPATIBLE

MYTHIC PLUG-INS



MYTHIC MONSTERS
MYTHOS TOO



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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.

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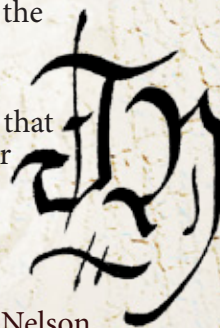
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WHAT YOU WILL FIND INSIDE MYTHIC MONSTERS: MYTHOS TOO

The monsters of the mythos are many and malevolent, so much so that one compilation of mythos monsters was never going to be enough. *Mythic Monsters: Mythos* was a grand and terrible first step in bringing creatures from the farthest realms beyond the stars into the mythic universe, and the product before you doubles down on the awesome alienness of the monsters of the mythos. The beauty of creatures of this alien mythos is that they are simultaneously impossibly ancient and futuristically foreign; whichever direction they lie in terms of flavor, they are something deeply and terribly other from the normal run-of-the-mill monsters PCs might encounter. They signal that something is fundamentally wrong in the universe, and this book brings you that in spades. This book includes minor minions like the **morlock** and **skum**, debased cultists and the corrupted remnant of civilizations of yore, all the way up to the spectacularly sinister creatures like the **spawn of Yog-Sothoth** and the **star-spawn of Cthulhu**, as well as the brand-new **blackgate behemoth**, a tentacular terror that births mysterious monoliths whose inscrutable inscriptions offer the chance at forbidden cosmic knowledge and unknowable cosmic terror. Alien races are here as well, from the foul fungal conquerors, the **mi-go**, to the thought-projecting **yithians** and the gene-warping **elder things**. Stranger things still are found in sky and sea, from **flying polyps** and **holes to eyes of the deep**, and impossible creatures from places beyond understanding like the dream-haunting **nightgaunt** and the mysterious **colour out of space**. A dozen and one corrupt creatures of every description lie within, from CR 3 to 25, but if two whole books of mythic mythos monsters are just not enough we also provide you with the new **xenoid** template and its even more awful **mythic xenoid** version, to turn the humblest creature into a pseudonatural terror of unnatural menace.

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

FROM THE FARTHEST REALMS BEYOND

A common trope within the mythos is the idea of infestation and infiltration; that things from Beyond might come to the meager world of mortals and make a home, and in fact that our neighbors and pets and family and friends might secretly be the aliens in disguise. This theme works equally well with any number of horrible creatures in a fantasy campaign, from sci-fi themed extraterrestrial aliens to outsiders, ghostly or demonic possession, lycanthropy, or any number of shapeshifting creatures. Still, it works particularly well as a way of upsetting the (literally) natural order of things when seemingly ordinary creatures, whether humanoid or monstrous, or even familiar animals and plants, can suddenly turn into awful abominations of indescribable horror. Perhaps even worse, they may in fact be those you once loved but who have been taken into the clutches of an alien *thing* and made into something terrible and aberrant.

THE FARTHEST REALMS BEYOND: The place of origin of mythos creatures varies a great deal. Many classic mythos stories refer to specific locations on alien planets or stars, but these don't necessarily correlate to any known locations in the physical universe. A possible explanation is that the realms from which mythos creatures hail are at the farthest reaches of the physical universe. This could mean that they occupy a sort of multidimensional transplanar substrate where the ragged edges of the Material Plane fray and come apart into entropic shards and fibers, or that they bend back upon themselves as the grand curvature of the universe becomes deformed. At the farthest edges of the Material Plane, the transitive planes like the Shadow Plane or the Plane of Dreams could be overlapped and compressed with the Material Plane in such a way that creatures there exist in multiple realities or even multiple locations simultaneously. These realms could be the location or the melding of universal matter and energy with the notional physics of antimatter, darkmatter, and hyperspace. In a universe that displays physical manifestations of metaphysical constructs dimensions of time, space, and reality can easily be assumed to bend and warp into geometries and probabilities that beggar description and are as alien and impossible to the presumptive universal constants of the "normal" core areas of the Material Plane as to be unrecognizable to those who live there.

Rules-wise, it is possible to consider these "farthest realms beyond," however defined and constructed, as other planes, in which case mythos creatures should be considered to have the extraplanar subtype. However, it is equally valid to presume the aberrant reality of their home space to still be a part of the Material Plane. The latter is the assumption used in this product.

ALIEN CYSTS: A classic feature of alien nests often casts aberrant things from beyond as being somewhat insectoid, creating hives or cysts built out of mucus and resin exuded through their unnatural orifices and accreted into cells and chambers that seal out the air of the living world and trap in a noxious effluent that more closely mimics the atmosphere of the nightmare dimensions they call home. This can be used as a merely descriptive effect to bring home the strangeness of these beings from beyond, but the following templates presuppose that these pseudonatural "xenoid" creatures are actually dependent on these alien environments if they are to operate freely in their unnatural state. Otherwise, they must remain hidden in their fleshy cages as they walk among the fleshy beings of our world.

CYSTIC RESIN: A xenoid creature can express enough alien cystic resin, sometimes called *kaor*, to coat a 10-foot square area with an inch-thick layer, which hardens to the strength of solid wood in 1 hour. This takes one hour and can be done once per day, and once applied the resin layer lasts 1 year before decaying into crumbling flakes. At the GM's option, this material can be shaped into any objects that could normally be crafted out of wood or leather. Alternatively, a xenoid creature can exude a more refined resin called *kaorak* which has the hardness of steel, but it can produce only a 1-foot-square area an inch thick, sufficient to use as the material for a light or one-handed weapon, or with several days of effort to make an item similar in quality to darkwood. Items made of this alien resin can be made masterwork or even into magical items and follow normal crafting rules.

CREATING A XENOID CREATURE

“Xenoid” is an acquired template that can be added to any living creature that has been corrupted from within by alien forces from beyond the farthest realms. A xenoid creature uses the base creature’s statistics and abilities except as noted here.

CR: Same as base creature (or base creature +1, if the creature has 5 or more Hit Dice).

Type: The creature’s type changes to aberration. Do not recalculate HD, BAB, or saves. The creature also gains the shapechanger subtype and the mythos subtype, as described in *Mythic Monsters: Mythos* and the *Gothic Campaign Compendium* from Legendary Games.

Armor Class: A xenoid creature gains an insight bonus to Armor Class as noted on the Xenoid Template Defenses table.

Special Attacks: Xenoid creatures gain the following special attack.

True Strike (Su): A xenoid creature can use *true strike* once per day as a swift action.

Special Qualities and Defenses: A xenoid creature gains darkvision 60 feet and the following abilities.

Energy Resistance (Ex): Xenoid creatures gain energy resistance to acid and electricity as noted on the Xenoid Template Defenses table.

Spell Resistance (Su): Xenoid creatures gain energy resistance equal to their new CR + 5.

Unnatural Anatomy (Ex): Xenoid creatures have a chance to negate critical hits, sneak attacks, and other precision-based damage as if wearing armor with the fortification property, as noted on the Xenoid Template Defenses table.

XENOID TEMPLATE DEFENSES

HIT DICE	AC BONUS	ACID/ ELECTRICITY RESISTANCE	FORTIFICATION
1-4	+1	5	25%
5-10	+2	10	50%
11+	+3	15	75%

Unnatural Form (Su): Xenoid creatures seem normal at first glance; however, as a standard action they can reveal their true alien nature in a horrifying transformation. They can also trigger this transformation as an immediate action after a creature confirms a critical hit against them. Any non-xenoid creature with line of sight to the xenoid creature when it transforms is affected as if the xenoid creature possessed the frightful presence ability. This affects only creatures with fewer Hit Dice than the xenoid creature, and creatures of 4 Hit Dice or less that fail their saves are panicked only if they have fewer than one-half the xenoid creature’s Hit Dice. A creature that saves against a xenoid creature’s unnatural form is immune to the unnatural form of all xenoid creatures of the same type for 24 hours.

A xenoid creature can remain in its unnatural form for up to 1 hour per Hit Die it possesses. While in its unnatural form, a xenoid creature gains one of the following special abilities, as described in the Appendices to the *Pathfinder Roleplaying Game Bestiary* series:

D10 ROLL	ABILITY
1	all-around vision
2	blindsight 30 feet
3	compression
4	natural reach increased by 5 feet
5	no breath
6	poisonous blood (as bloodroot, but the save DC is equal to 10 + 1/2 the xenoid creature’s Hit Dice + its Constitution modifier)
7	split (slashing, 10 hp)
8	stench
9	trip
10	unnatural aura

At the GM’s option, all xenoid creatures of a particular kind may share the same ability in their unnatural form or abilities could vary by individual. Likewise, most xenoid creatures have one specific ability that they gain when they shift into their unnatural form, but if desired the ability can be randomly determined each time a xenoid creature assumes its unnatural form.

Xenoid creatures crave being in their unnatural form and feel constricted and morose if trapped in their natural bodies for long periods. A xenoid creature can remain in its natural body for a maximum number of hours equal to its Constitution score, after which it becomes shaken (even if normally immune to fear)

until it spends at least 1 hour in its unnatural form. Each hour thereafter that it does not transform it must succeed at a Will save (DC 15, +1 per hour after the first) or be compelled to transform into its unnatural form, becoming confused for 1d6 rounds after the transformation.

Weaknesses: While in its unnatural form, a xenoid creature gains the following weakness.

Toxic Reality (Ex): The thick and orderly physical reality of the Material Plane is painful and disturbing to a xenoid creature in its unnatural form. Each hour it remains in this form it must succeed on a Fortitude save (DC 15, +1 for each hour after the first) or take 1d6 points of nonlethal damage and become fatigued. This nonlethal damage cannot be healed until the xenoid creature resumes its normal form or reaches an alien environment more suited to its nature. A xenoid creature that falls unconscious as a result of this nonlethal damage takes lethal damage each hour on a failed save.

Ability Scores: A xenoid creature uses the base creature's ability scores, but its Intelligence is at least 3.

Alignment: A xenoid creature's alignment is shifted one step towards evil, though it retains the lawful or chaotic component of the base creature's alignment.

MYTHIC XENOID CREATURES (MR 1 OR 2, CR +1)

Mythic xenoid creatures follow the same rules as non-mythic xenoid creatures, but their alienness is far more pronounced and they are imbued with far greater pseudonatural power. The mythic xenoid template is an acquired template that can be applied to any creature that already possesses the xenoid creature template. This template overlaps and replaces the xenoid template and does not stack with it. If the creature has 11 or more Hit Dice, this simple template grants a mythic rank of 2 instead of 1. A mythic xenoid creature's quick and rebuild rules are the same.

Rebuild Rules: AC as noted on the Mythic Xenoid Template Defenses table; hp mythic bonus hit points (see sidebar about the mythic subtype under Mythic Monster Advancement in Chapter 6 of *Pathfinder Roleplaying Game Mythic Adventures*)

Ability Scores +4 Str, +2 Dex, +2 Con

Defensive Abilities as a non-mythic xenoid creature, but using the Mythic Xenoid Template Defenses table instead

Special Attacks grab, rotting touch, tentacle rake, true strike.

MYTHIC XENOID TEMPLATE DEFENSES

HIT DICE	AC BONUS	ACID/ELECTRICITY RESISTANCE	FORTIFICATION	TENTACLES
1-4	+2	10	50%	1
5-10	+4	20	75%	2
11+	+6	30	100%	4

Grab (Ex): A mythic xenoid creature in its unnatural form gains the grab special attack with its tentacles.

Pseudonatural Impregnation (Su): A mythic xenoid creature can transform another living creature into a xenoid creature, permanently granting it the xenoid creature template (or the mythic xenoid creature template, if the target creature is already a mythic creature). This process requires 8 hours, during which the target creature must be helpless or willing. The mythic xenoid creature must remain in continuous intimate physical contact with the target throughout the process, during which time it is considered fascinated by the target. At the end of this time, the mythic xenoid creature must expend one use of its mythic power (two uses if the target is a mythic creature) and the target must succeed on a Fortitude save (DC 10 + 1/2 the mythic xenoid creature's Hit Dice + its Constitution modifier) or become a xenoid (or mythic xenoid) creature permanently. A willing target may, of course, voluntarily choose to fail the saving throw. If the target saves, the mythic xenoid creature can repeat the process, and each subsequent attempt increases the DC by 1.

Rotting Rake (Su): Each time a mythic xenoid creature succeeds on a combat maneuver check to grapple with its tentacles, it deals 1d3 points of Strength damage per hit to the target. A successful Fortitude save (DC 10 + 1/2 the xenoid creature's Hit Dice + its Constitution modifier) halves this Constitution damage.

Tentacle Rake (Ex): A mythic xenoid creature in its unnatural form gains one or more tentacle attacks as secondary natural weapons. Against a target it charges, or has grappled or pinned, however, it attacks with its tentacles as if they were primary natural weapons.

True Strike (Su): A mythic xenoid creature can use its *true strike* ability as a swift action a number of times per day equal to its Hit Dice.

Unnatural Form (Su): Non-mythic creatures seeing a mythic xenoid creature's unnatural form are affected by frightful presence whenever they see it, rather than only being affected if they witness its transformation. In unnatural form, a mythic xenoid creature gains one of the listed abilities, plus one additional ability for every 4 Hit Dice it possesses.

MYTHIC BHOLE

CR 21/MR 8

XP 409,600

Pathfinder Roleplaying Game Bestiary 4

CN Colossal magical beast (alien, mythic, mythos)

Init +11^{MF}; **Senses** darkvision 60 ft., low-light vision, tremorsense^{MA} 300 ft.; Perception +28

DEFENSE

AC 41, touch 1, flat-footed 41 (–1 Dex, +40 natural, –8 size)

hp 390 (20d10+280); fast healing^{MA} 15

Fort +22, **Ref** +13, **Will** +11; **second save**^{MA}

Defensive Abilities slime coat^{MA}; **DR** 10/–; **Immune** acid, fire, disease, magical control^{MA}, paralysis, poison, sleep, stun; **SR** 36

OFFENSE

Speed 50 ft., burrow 50 ft.

Melee bite +32 (6d6+30/19–20/×3 plus grab), slam +32 (3d8+30/19–20/×3)

Space 30 ft.; **Reach** 60 ft.

Special Attacks breath weapon^{MA}, fast swallow^{MA}, ground smash^{MA}, **mythic power** (8/day, surge +1d10), overwhelming strength^{MA}, swallow whole (20d6 acid damage, AC 30, 39 hp), trample (3d8+30; DC 40)

STATISTICS

Str 50, **Dex** 8, **Con** 30, **Int** 3, **Wis** 21, **Cha** 23

Base Atk +20; **CMB** +48 (+50 bull rush, +52 grapple); **CMD** 57 (59 vs. bull rush, can't be tripped)

Feats Awesome Blow, Critical Focus^{MF}, Improved Bull Rush, Improved Critical (bite), Improved Critical (slam), Improved Initiative^{MF}, Lightning Reflexes, Power Attack^{MF}, Quick Awesome Blow^{MF}, Staggering Critical, Vital Strike

Skills Perception +28

Languages Aklo (rarely speaks)

ECOLOGY

Environment any underground

Organization solitary

Treasure none

SPECIAL ABILITIES

Breath Weapon (Su) Once every 1d4 rounds, a mythic bhole can expel a prodigious amount of thick slime from its gullet. This breath weapon has a range of 900 feet, and creates a 40-foot-diameter spread of slime in its targeted area. Creatures within this area are stunned for 1d4 rounds (DC 30 Fortitude negates). The slime transforms the area it coats into difficult terrain, and any creature entering or beginning its turn within the area or entering it is affected as the **entrap** special attack (DC 30, 2d6 hours, hardness 5, hp 39), as described in the *Pathfinder Roleplaying Game Bestiary 3* and later appendices. A mythic

bhole adds its mythic tier to the DC of concentration checks required by entrapped creatures to cast spells. Destroying the slime frees the creature. Bhole slime persists for 2d6 hours and bhole lairs are typically pre-caked with the stuff. A bhole can move through bhole slime without penalty. The save DC is Constitution-based.

Ground Smash (Su) Once per minute as a standard action, a mythic bhole can rear up and smash head first into the ground, causing an intense, localized tremor equivalent to an *earthquake* centered on the point of impact. The mythic bhole is subject to the effect but cannot be pinned beneath rubble and can easily burrow out of a bury zone created by the spell. If a mythic bhole expends two uses of its mythic power as a free action when performing a ground smash, the effect is as per *mythic earthquake*; if it expends four uses of its mythic power, the effect is as per augmented *mythic earthquake*.

Immune to Magical Control (Ex) A mythic bhole is immune to mind-affecting effects, as well as *magic jar* and possession effects.

Overwhelming Strength (Ex) A mythic bhole always applies 1-1/2 times its Strength modifier on all natural weapon attacks, and the critical multiplier of each of its natural weapon attacks is increased by 1.

Slime Coat (Ex) A mythic bhole is covered in sticky bhole slime. A creature striking a mythic bhole with a manufactured weapon must make a DC 30 Reflex save; failure means the weapon sticks to the mythic bhole and cannot be used to make attacks until freed. Freeing a stuck weapon requires a successful grapple check.

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

QUICK AWESOME BLOW (COMBAT, MYTHIC)

You can send foes flying with careless ease.

Prerequisite: Awesome Blow, base attack bonus +11.

Benefit: On your turn, you can perform a single awesome blow combat maneuver in place of one of your melee attacks. You must chose the melee attack with the highest base attack bonus to make the awesome blow.

Normal: An awesome blow combat maneuver is a standard action.

MYTHIC COLOUR OUT OF SPACE CR 12/MR 5

XP 19,200

Pathfinder Roleplaying Game Bestiary 4

CN Huge ooze (alien, incorporeal, mythic, mythos)

Init +12; **Senses** blindsense 120 ft.; Perception +18**Aura** confusing lassitude^{MA} (300 ft., DC 23)**DEFENSE****AC** 29, touch 29, flat-footed 19 (+11 deflection, +8 Dex, +2 dodge, -2 size)**hp** 178 (12d8+124)**Fort** +11, **Ref** +14, **Will** +10**Defensive Abilities** amorphous, evasion^{MA}, incorporeal; **DR** 10/epic; **Immune** acid, cold, fire, mind-affecting effects, ooze traits, poison, sonic; **SR** 26**Weaknesses** susceptible to force effects^{MA}**OFFENSE****Speed** 30 ft., fly 50 ft. (perfect)**Melee** 2 disintegrating touches^{MA} +15 touch (8d6 plus staggered; DC 23)**Space** 15 ft.; **Reach** 15 ft.**Special Attacks** disintegrating flow^{MA}, feed^{MA}, mythic power (5/day, surge +1d8)**STATISTICS****Str** —, **Dex** 26, **Con** 24, **Int** 19, **Wis** 23, **Cha** 25**Base Atk** +9; **CMB** +19; **CMD** 36 (can't be tripped)**Feats** Dodge^{MF}, Improved Initiative, Lightning Reflexes, Mobility^{MF}, Spring Attack^{MF}, Weapon Finesse**Skills** Fly +27, Knowledge (geography, nature, planes) +16, Perception +18, Stealth +12**Languages** Aklo (can't speak)**ECOLOGY****Environment** any**Organization** solitary**Treasure** incidental**SPECIAL ABILITIES**

Aura of Confusing Lassitude (Su) A creature within 300 feet of a mythic colour out of space (even when the colour is hiding within a solid object) must succeed at a DC 23 Will save or become overwhelmed with listlessness and ennui. While under this effect, the creature gains the staggered condition, takes a -4 penalty on all Will saving throws, and doesn't willingly travel farther than a mile from the area where it failed its saving throw against that colour's aura of lassitude. If an affected creature is also affected by a compulsion effect, or if a creature or effect attempts to force it outside the aura's area, it becomes

confused for 2d4 rounds and interprets that attempt or compulsion effect as an attack. While confused, the staggered condition is suppressed. *Break enchantment* can end the effect with a successful DC 23 caster level check. Every 24 hours, a creature affected by an aura of lassitude can attempt a new DC 23 Will save to cast off the effects of the aura. A creature that succeeds at this saving throw is immune to that colour's aura of lassitude for 24 hours. A creature that is under the effects of an aura of lassitude from a mythic colour out of space can't be further affected by this ability from other colours. This is a mind-affecting effect. The save DC is Charisma-based.

Disintegrating Flow (Su) As a full-round action, a mythic colour out of space can move up to its speed and deal damage as per its disintegrating touch attack (DC 23 Fortitude half) against objects and creatures made of flesh and/or bone as it moves through the space they occupy. Targets of a disintegrating flow can make an attack of opportunity, but at a -4 penalty. If targets forgo an attack of opportunity, they can attempt to avoid damage entirely with a successful DC 24 Reflex save. The save DC is Dexterity-based. A mythic colour out of space can only deal damage to each target once per round, no matter how many times its movement takes it through a target creature.

Disintegrating Touch (Su) A mythic colour out of space's touch causes a terrible disintegration of flesh and bone, dealing 8d6 points of damage and nauseating the victim with pain for 1 round. A successful DC 23 Fortitude save halves the damage and negates the nauseated condition. A creature reduced to 0 hit points or less by a mythic colour out of space's touch attack must succeed at a DC 23 Fortitude save or be immediately slain and reduced to a pile of fine ash. The save DC is Constitution-based.

Feed (Su) A mythic colour can attempt to feed on any living creature or a region of plant life as a standard action. If it feeds on a single creature, the mythic colour must have line of sight and be within 300 feet of the target. If it feeds on a region of plant and animal life, it only needs to be within that region. It can attempt to feed on a region once per week, and upon a living creature at will. Feeding on a region of plant life is automatically successful, blighting that region of plant life as if by a *mythic diminish plants* spell (*Mythic Magic: Core Spells* 42) used to stunt growth.

A creature can resist being fed upon by a mythic colour out of space by succeeding at a DC 23 Will save, in which case the creature takes 1 point of Charisma and Constitution damage and the colour must wait 24 hours before attempting to feed on that creature again. If this

saving throw fails, the victim takes 1d6 points of Charisma drain and Constitution drain, and the colour can continue making feed attacks against the victim if it so chooses. A creature whose Constitution score is drained to 0 by a mythic colour out of space's feed attack immediately dies, crumbling into a mass of desiccated tissue. The save DC is Charisma-based.

If a mythic colour out of space expends one use of its mythic power as a free action when making a feed attack, it can attempt to feed again on a creature that has already successfully resisted the attack within the last 24 hours. If that creature fails to resist this attack, the mythic colour out of space can continue to make feed attacks against it without mythic power as though it had never resisted. If the creature successfully resists again, the mythic colour out of space must once again expend mythic power to feed upon that creature again within 24 hours.

A creature whose Charisma score is drained to 0 by a mythic colour out of space's feed attack gains the mythic-colour-blighted simple template. Every time a mythic colour successfully feeds on a creature, it gains 1 growth point. A mythic colour out of space can never have more than 100 growth points—it can expend 100 growth points after spending 24 hours concentrating on its growth, and in so doing gains 1 permanent Hit Die.

Susceptible to Force Effects (Ex) A colour out of space takes half again as much damage (+50%) from force effects, and takes a -2 penalty on all saving throws to resist force effects. Its aura of lassitude and feed ability is blocked if the colour is completely entrapped by force effects (such as by a windowless cell version of *forcecage* or a *telekinetic sphere*). Unlike its non-mythic counterparts, however, a mythic colour out of space can damage force effects with its disintegrating touch and thus can easily break free of such entrapment.

MYTHIC-COLOUR-BLIGHTED SIMPLE TEMPLATE (CR +1)

A creature with the mythic-colour-blighted simple template appears hideously deformed and glows with the same unnamable color as the creature that blighted it. A mythic-colour-blighted creature's quick and rebuild rules are the same.

Rebuild Rules: A mythic-colour-blighted creature's ability scores are already drained as a result of being fed upon by a mythic colour out of space, but once a creature gains this template it becomes immune to further feed attacks from colours out of space until it loses the mythic-colour-blighted simple template. A Charisma score drained to 0 by a mythic colour out of space's feed attack is raised to 1; otherwise, its ability scores are not altered by this template. In order to remove this simple template from a creature, one only has to restore all of its drained ability scores to normal. As long as a creature suffers the mythic-colour-blighted template, it radiates an aura of lassitude as described below. In addition, it becomes aggressive toward creatures that do not exude the colors of a colour out of space, and gains a +2 bonus on attack rolls and weapon damage rolls against such targets. Every 24 hours, a creature suffering from this simple template must succeed at a DC 12 Fortitude save or crumble into fine, white ash—such a doom means instant death and, for many mythic-colour-blighted creatures, the only chance at escape from a life filled with pain.

Aura of Lassitude (Su) A creature within 30 feet of a mythic-colour-blighted creature must succeed at a Will save (with a DC equal to the mythic colour out of space's aura of confusing lassitude) or become overwhelmed with listlessness and ennui. While under this effect, the creature takes a -4 penalty on all Will saving throws, and doesn't willingly travel farther than a mile from the area where it failed its saving throw. A *break enchantment* spell ends the effect, as does removing the victim from within a mile of the area where it failed its saving throw. Every 24 hours, a creature affected by an aura of lassitude can attempt a new Will save to cast off the effects of the aura. A creature that succeeds at this saving throw is immune to that mythic-colour-blighted creature's aura of lassitude for 24 hours. A creature that is under the effects of an aura of lassitude can't be further affected by this ability from other colours or colour-blighted creatures. This is a mind-affecting effect.

MYTHIC ELDER THING**CR 6/MR 2**

XP 2,400

Pathfinder Roleplaying Game Bestiary 4

LN Medium aberration (alien, aquatic, mythic, mythos)

Init +2; **Senses** all-around vision, darkvision 60 ft.; Perception +13**DEFENSE****AC** 24, touch 16, flat-footed 22 (+4 deflection, +2 Dex, +8 natural)**hp** 75 (7d8+44)**Fort** +8, **Ref** +4, **Will** +8**Defensive Abilities** force field^{MA}; **DR** 5/epic; **Immune** cold;**Resist** fire 10, force 10**OFFENSE****Speed** 30 ft., fly 20 ft. (clumsy), swim 40 ft.**Melee** 5 tentacles +7 (1d4+2 plus grab)**Special Attacks** concussion cysts^{MA}, constrict (1d4+2), mutator^{MA}, mythic power (2/day, surge +1d6)**STATISTICS****Str** 15, **Dex** 14, **Con** 19, **Int** 20, **Wis** 16, **Cha** 19**Base Atk** +5; **CMB** +7 (+11 grapple, +9 trip); **CMD** 23 (can't be tripped)**Feats** Combat Expertise^{MF}, Endurance, Great Fortitude, Improved Trip**Skills** Craft (any one) +10, Disable Device +9, Fly +4, Heal +10, Knowledge (arcana) +12, Perception +13, Spellcraft +15, Survival +13, Swim +15, Use Magic Device +11**Languages** Elder Thing**SQ** amphibious, hibernation, limited starflight, no breath**ECOLOGY****Environment** any**Organization** solitary, pair, pod (3–8), or expedition (9–16)**Treasure** standard**SPECIAL ABILITIES**

Concussion Cysts (Su) A mythic elder thing can extrude one bioenergetic cyst from each of its five tentacles once per day as a full-round action. These cysts remain potent for 24 hours, after which they become inert. A concussion cyst can be hurled as a grenade-like weapon with a range increment of 10 feet. A target struck by a cyst takes 3d6 points of force damage and must succeed on a DC 17 Reflex save or be knocked prone. Creatures adjacent to the target take half damage (DC 17 Reflex negates). The mythic elder thing can instead delay the cyst's detonation until the beginning of its next turn, usually targeting a square rather than a creature. When it does so, all creatures within 20 feet of the cyst take 3d6 points of force damage (DC 17 Reflex half). The save DC is Constitution-based.

Force Field (Su) A mythic elder thing is surrounded by a field of force that grants it a deflection bonus to AC equal to its Charisma bonus and resistance 10 to force damage. Its natural weapons are treated as force effects for the purpose of damaging incorporeal or ethereal creatures. If the mythic elder thing expends one use of its mythic power as a swift or immediate action, its force field also protects it from ranged attacks as *entropic shield* for 7 minutes.

Hibernation (Ex) An elder thing can enter a state of hibernation at will; doing so takes 1 minute. While in this state, it can take no actions and is effectively helpless, as if it were in a deep sleep. An elder thing can remain in hibernation for as long as it wishes—while in this state, it does not need to eat or drink, nor does it age. Time effectively stands still for a hibernating elder thing. If it is jostled or damaged while hibernating, an elder thing can attempt a DC 20 Will save. If it succeeds, it awakens in 2d4 rounds. Otherwise, it takes 1d4 days to awaken from hibernation. An elder thing can set the length of its hibernation when it first enters this state, so that it can awaken after a set amount of time has passed. When awakening at a set time in this manner, an elder thing needs only 1d3 rounds to rouse itself, with no Will saving throw necessary.

Limited Starflight (Ex) An elder thing can survive in the void of outer space, and its wings allow it to use its fly speed in that environment despite the lack of air. Unlike creatures with full starflight, an elder thing's ability to fly in outer space does not allow it to reach unusually high speeds—an elder thing that wishes to travel from one planet to another typically calculates the distance and then hibernates for the majority of the journey, relying on its momentum and inertia to carry it to its destination while it slumbers along the way.

Mutator (Su) When a mythic elder thing succeeds on a combat maneuver check to maintain a grapple, it can inject the target with mutagenic enzymes that warp its flesh as *fleshcurdle* while also dealing 2 points of ability damage to any ability score the elder thing chooses (DC 17 Fortitude negates). If the mythic elder thing expends one use of its mythic power, it can use the mythic version of *fleshcurdle* and it deals 4 points of ability drain to the chosen ability score; a successful Fortitude save reduces the effect to 2 points of ability damage. If the mythic elder thing expends two uses of its mythic power when doing so, a Medium or smaller humanoid target failing its save is stunned for 1d4 rounds, after which time it is permanently polymorphed into either a grothlut fleshwarp (if human) or morlock (if not). The target retains no abilities or memories of its former self but is friendly to the elder thing, as if charmed. This polymorph effect cannot be dispelled but can be reversed with *break enchantment* or *limited wish*. If you have the *Gothic Campaign Compendium* from Legendary Games, you may substitute the *mutation* spell for this polymorph effect.

MYTHIC EYE OF THE DEEP

CR 7/MR 3

XP 3,200

Tome of Horrors Complete

LE Medium aberration (aquatic, mythic, mythos)

Init +7^{MF}; **Senses** all-around vision, darkvision 60 ft., see in darkness (underwater only), tremorsense 60 ft. (underwater only); Perception +18

DEFENSE

AC 18, touch 10, flat-footed 18 (+8 natural)

hp 99 (10d8+54)

Fort +6, Ref +5, Will +10

DR 5/epic

OFFENSE

Speed 5 ft., swim 20 ft.

Melee 2 pincers +7 (1d8 plus grab), bite +7 (1d6), 2 tendrils +2 (1d3 plus poison)

Ranged eye rays +7 ranged touch

Special Attacks constrict (1d8), lingering paralysis^{MA}, mirages of Mu^{MA}, mythic power (5/day, surge +1d6), toxic tendrils^{MA}

STATISTICS

Str 10, Dex 10, Con 16, Int 12, Wis 13, Cha 13

Base Atk +7; **CMB** +7 (+11 grapple); **CMD** 17 (can't be tripped)

Feats Extra Mythic Power^{MF}, Improved Initiative^{MF}, Improved Natural Attack (pincers), Iron Will, Lightning Reflexes, Swim-By Attack

Skills Knowledge (nature) +14, Perception +18, Stealth +13, Survival +14, Swim +21; Racial Modifiers +4 Perception

Languages Aklo, Aquan, Common

SQ diluvian diver^{MA}

ECOLOGY

Environment any aquatic

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

Treasure standard

SPECIAL ABILITIES

Diluvian Diver (Ex) A mythic eye of the deep never takes damage from water pressure and gains tremorsense 60 feet and the see in darkness ability underwater.

Eye Rays (Su) Each of the creature's eyes stalks can produce a magical ray once per round as a free action, aiming each ray at a target within 150 feet. All eye ray effects have a Will save DC of 18. The save DC is Constitution-based.

Left eye—A humanoid struck by this ray is affected as *hold person*.

Right eye—A creature struck by this ray is affected as *hold monster*.

Both eyes—By combining the rays of both eyes, a mythic

eye of the deep can create a *major image* or more powerful illusion at any point within range and within line of sight (see below)

Lingering Paralysis (Su) A creature successfully saving against a mythic eye of the deep's eye rays is slowed (as the *slow* spell) for 1 round, whether on the initial save or a save to break free of paralysis. A mythic creature can move normally after this time, but a non-mythic creature must save again at the beginning of each turn thereafter to negate the *slow* effect.

Mirages of Mu (Su) A mythic eye of the deep can combine the power of its eye rays to create a *major image*. If it expends one use of its mythic power, it can instead create a *shadow conjuration* or *persistent image*. Any illusions it creates are dispelled if it creates a new illusion. The illusions it creates are unremarkable at first glance, but upon closer inspection (such as when making a Will save to disbelieve) horribly twisted and alien. Creatures failing their save when attempting to disbelieve become shaken as long as they have line of sight to an illusion they believe is real and for 1d4 rounds thereafter. A creature rolling a natural 1 on a Will save to disbelieve a mythic eye of the deep's illusions is affected as *nightmare* the next time it sleeps.

Stun Cone (Su) An eye of the deep's central eye can, once per round, produce a cone that stuns all creatures for 2d4 rounds (DC 18 Fortitude negates). The save DC is Constitution-based.

Toxic Tendrils (Ex) A mythic eye of the deep trails a cluster of gossamer stinging strands like a jellyfish below its body. These strands do little damage but carry a paralytic venom that can rapidly render a creature helpless.

Toxic Tendrils—injury; save Fort DC 18; frequency 1/round for 6 rounds; effect 1d4 Dex; cure 2 consecutive saves. The save DC is Constitution-based.

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

SWIM-BY ATTACK

You fluid grace allows you to effortlessly combine your actions while moving beneath the waves.

Prerequisite: Swim speed.

Benefit: When you are using a move action to swim, you can take a standard action at any point during your movement; you are not required to complete your move action before using your standard action (or vice versa). You cannot use your standard action to perform a second move (though you can use it to perform other move actions).


MYTHIC FLYING POLYP**CR 17/MR 7**

XP 102,400

Pathfinder Roleplaying Game Bestiary 4

CE Huge aberration (air, mythic, mythos)

Init +13/-7^{MF}, **dual initiative**^{MA}; **Senses** darkvision 60 ft.; Perception +26**Aura** frightful presence (90 ft., DC 24)**DEFENSE****AC** 39, touch 19, flat-footed 33 (+5 deflection, +4 Dex, +2 dodge, +20 natural, -2 size)**hp** 263 (18d8+182)**Fort** +13, **Ref** +14, **Will** +16; otherworldly reflexes^{MA}**Defensive Abilities** aerial evasion^{MF}, amorphous, deflecting winds, partial invisibility; **DR** 10/epic, magic, and slashing;**Immune** acid, cold, sonic; **SR** 32**Weaknesses** vulnerable to electricity**OFFENSE****Speed** 30 ft., fly 60 ft. (perfect)**Melee** 4 tentacles +23 (1d8+10/19-20/x3 plus grab)**Space** 15 ft.; **Reach** 15 ft.**Special Attacks** constrict (1d8+10), gusting wound^{MA}, **mythic power** (7/day, surge +1d10), numbing wind^{MA}, **smother**, sucking wind, tornado^{MA}, wind blast^{MA},**Spell-Like Abilities** (CL 17th; concentration +22)At will—*alter winds*, *gust of wind* (DC 17), *whispering wind*, *wind walk*3/day—*control winds* (DC 20), *river of wind* (DC 19), *wind wall*1/day—*control weather*, *whirlwind* (DC 23)**STATISTICS****Str** 30, **Dex** 19, **Con** 24, **Int** 19, **Wis** 20, **Cha** 21**Base Atk** +13; **CMB** +25 (+29 grapple); **CMD** 45 (can't be tripped)**Feats** Combat Reflexes, Dodge^{MF}, Flyby Attack, Improved Critical (tentacle)^{MF}, Improved Initiative^{MF}, Mobility, Power Attack, Vital Strike, Weapon Focus (tentacle)^{MF}**Skills** Fly +29, Knowledge (engineering) +22, Knowledge (history) +22, Knowledge (nature) +22, Perception +26, Spellcraft +25, Stealth +17, Use Magic Device +23**Languages** Aklo**ECOLOGY****Environment** any**Organization** solitary or storm (1 mythic flying polyp and 2-16 flying polyps)**Treasure** double**SPECIAL ABILITIES****Aerial Evasion (Ex)** A mythic flying polyp gains the improved evasion ability (as the rogue) while flying.**Deflecting Winds (Su)** A flying polyp's mastery over air and wind allows it to surround itself with blasts of precisely aimed gusts, granting the creature a +5 deflection bonus to its Armor Class and a +4 resistance bonus on Reflex saving throws.**Gusting Wound (Su)** When an adjacent creature damages a mythic flying polyp with a piercing or slashing melee attack, the attacking creature is struck by an explosive gust of air issuing from the flying polyp's wound. The attacking creature takes 4d6 points of bludgeoning damage and is knocked prone. A successful DC 26 Reflex save reduces the damage by half and negates the knocked prone effect. The save DC is Constitution-based.**Numbing Winds (Su)** Any creature that takes damage from a mythic flying polyp's wind blast or gusting wound attack is dazed for 1 round and then staggered for 1d6 rounds (Fortitude DC 26 negates). The save DC is Constitution-based.**Otherworldly Reflexes (Ex)** Whenever a mythic flying polyp must make a Reflex save, it rolls three dice and keeps the highest roll. Additionally, a mythic flying polyp can expend 1 use of mythic power as a free action to re-roll a failed Reflex save.**Partial Invisibility (Su)** A flying polyp's body constantly flickers and shifts, passing from visibility to invisibility in a seemingly random pattern and often not wholly at once, leaving the creature's body in what appear to be multiple sections. This ability, combined with the flying polyp's amorphous, elastic form, makes it difficult to target the creature, granting it a 20% miss chance against all attacks. By concentrating, a flying polyp can become fully invisible.**Sucking Wind (Su)** This attack allows the flying polyp to send an eerie wind out to slow and eventually stop a creature's escape. The wind itself isn't particularly strong, but it creates a peculiar sucking sensation as if it were attempting to pull creatures back toward the flying polyp. Activating this ability is a full-round action, and it must concentrate each round to maintain the effect. The sucking wind manifests as a 100-foot-radius spread, with the flying polyp at the center. Each round the polyp maintains concentration, the sucking wind's radius increases by 100 feet, to a maximum radius of a mile. A flying polyp can detect creatures within this area via tremorsense. As a free action, it can increase the effects of the sucking wind on up to five different creatures within the area at one time. Each targeted creature must succeed at a DC 26 Fortitude save each round it remains in the area of the sucking wind or it is slowed until it leaves the area.



A creature already under the effects of any slowing effect (such as from this sucking wind or a *slow* spell) that fails this save is held in place for 1 round—it is not helpless, but cannot move via any means. *Freedom of movement* protects against the effects of the sucking wind, and *control winds* negates its effects in the area of effect of the *control winds* spell. Natural windstorms or other powerful winds have no effect on a sucking wind. A flying polyp can activate a sucking wind once per day, and can maintain concentration on the effect for up to an hour. The save DC is Constitution-based.

Tornado (Su) When a mythic flying polyp uses its *control weather* or *control winds* spell-like abilities to generate a tornado effect, it can expend 1 use of mythic power as a swift action to control the path of the tornado for up to 7 minutes or until the spell-like effect's duration ends, whichever occurs first. The tornado always moves during the flying polyp's turn and the flying polyp must remain completely still and concentrate (a full-round action) or it loses control of the the tornado. The tornado then moves in a random, uncontrolled fashion for 1d6 rounds and then dissipates. Additionally, if the tornado exceeds the spell-like effect's range, the flying polyp automatically loses control of it. If a mythic flying polyp loses control of a tornado, and the tornado is within the spell-like effect's range, it can expend another use of mythic power as a

standard action to re-gain control of it, though this does not reset the 7-minute duration. A mythic flying polyp can also expend 1 use of mythic power as a standard action to control the path of a naturally-occurring tornado within 500 feet for up to 7 minutes, with the same effects and limitations as above.

Wind Blast (Su) Once every 1d3 rounds as a standard action, a mythic flying polyp can create a powerful blast of wind at a range of up to 240 feet. This blast of wind creates a sudden explosion of flesh-scouring wind in a 30-foot-radius burst. All creatures within this area take 17d6 points of bludgeoning damage, with a successful DC 26 Reflex save halving the damage. These winds automatically extinguish torches and small fires and can check or blow away creatures as if they were tornado-strength winds. Additionally, when a corporeal creature reduced to less than 0 hit points from a mythic flying polyp's wind blast attack, the flying polyp can expend 1 use of mythic power as a free action to reduce the creature's body to a fine red mist (as *disintegrate*, Fortitude DC 26 negates). The save DCs are Constitution-based.

MYTHIC MI-GO**CR 7/MR 3**

XP 3,200

Pathfinder Roleplaying Game Bestiary 4

NE Medium plant (alien, mythic, mythos)

Init +6; **Senses** blindsight 30 ft., low-light vision; **Perception** +12**DEFENSE****AC** 23, touch 16, flat-footed 17 (+6 Dex, +7 natural)**hp** 90 (7d8+59)**Fort** +10, **Ref** +8, **Will** +4**DR** 5/epic and slashing; **Immune** cold, plant traits; **Resist** electricity 10, fire 10**OFFENSE****Speed** 30 ft., fly 50 ft. (good)**Melee** 4 claws +11 (1d4+6/19-20 plus 1d6 bleed^{MA} and grab)**Special Attacks** evisceration^{MA}, grab (Large), lethal restraint^{MA}, mythic power (3/day, surge +1d6), sneak attack +2d6, surgical strikes^{MA}**STATISTICS****Str** 16, **Dex** 22, **Con** 21, **Int** 25, **Wis** 14, **Cha** 15**Base Atk** +5; **CMB** +11 (+17 grapple); **CMD** 24 (32 vs. trip)**Feats** Agile Maneuvers, Combat Reflexes, Deceitful^{MF}, Weapon Finesse^{MF}**Skills** Bluff +20, Disable Device +13, Disguise +20, Fly +10, Heal +9, Knowledge (arcana, geography) +14, Perception +12, Spellcraft +14, Stealth +16; **Racial Modifiers** +4 Bluff, +4 Disguise**Languages** Aklo, Common, Mi-Go**SQ** deceptive, item creation, no breath, starflight**ECOLOGY****Environment** any**Organization** solitary, pair, scouting party (1 mythic mi-go and 2–8 mi-go), or invasion (2 mythic mi-go and 7–14 mi-go)**Treasure** double**SPECIAL ABILITIES****Deceptive (Ex)** A mi-go is a master of deception. It gains a +4 racial bonus on Bluff and Disguise checks. Bluff and Disguise are always class skills for a mi-go.**Evisceration (Ex)** A mythic mi-go's claws are capable of swiftly and painfully performing surgical operations upon helpless creatures or those it has grappled. When a mythic mi-go makes a successful grapple check, it also sneak attack and bleed damage to the victim, and the target must succeed at a DC 19 Fortitude save or take 1d4+1 points of ability damage to an ability score chosen by the mythic mi-go. If a mythic mi-go spends one use of its mythic power as a free action when dealing ability damage, the eviscerated creature is also sickened with

pain for 1d4+1 rounds or, if already sickened from this ability, nauseated for the same duration. The save DC is Dexterity-based.

Item Creation (Ex) A mi-go possesses the ability to create strange items that blur the line between magic and technology, given time and resources. This ability allows a mi-go to ignore all of the Item Creation feat requirements and spellcasting requirements for creating a magic item; the resulting item is always mi-go technology. A mi-go can use the Heal skill to craft mi-go technology. When a mi-go uses this ability to craft an item, it must use a larger amount of strange ingredients and expendable resources—this effectively doubles the gp cost to create the item.**Lethal Restraint (Ex)** A mythic mi-go has a +2 racial bonus on grapple checks and can use its grab ability on creatures of up to Large size. In addition, a grappled or pinned creature that attempts to break the grapple of a mythic mi-go and fails takes 1d6 bleed damage.**Starflight (Su)** A mi-go can survive in the void of outer space. It flies through space at incredible speeds. Although exact travel times vary, a trip within a single solar system normally takes 3d20 months, while a trip beyond normally takes 3d20 years (or more, at the GM's discretion)—provided the mi-go knows the way to its destination.**Surgical Strikes (Ex)** A mythic mi-go's claws threaten a critical hit on a roll of 19–20. On a successful critical hit, that claw deals 2d6 bleed damage rather than 1d6.

MYTHIC MORLOCK

CR 3/MR 1

XP 800

Pathfinder Roleplaying Game Bestiary

CE Medium monstrous humanoid (mythic, mythos)

Init +8; **Senses** darkvision 120 ft.; Perception +2

DEFENSE

AC 16, touch 14, flat-footed 12 (+4 Dex, +2 natural)

hp 32 (3d10+16)

Fort +3, **Ref** +9, **Will** +5

Immune disease, poison

Weaknesses light blindness

OFFENSE

Speed 40 ft., climb 30 ft.

Melee greatclub +5 (1d10+3) or net +5 (— plus entangled), bite +0 (1d4+1)

Ranged net +7 (— plus entangled)

Special Attacks drag off^{MA}, knockout blow^{MA}, leap attack, mythic power (1/day, surge +1d6), sneak attack +1d6, swarming

STATISTICS

Str 14, **Dex** 19, **Con** 15, **Int** 5, **Wis** 14, **Cha** 6

Base Atk +3; **CMB** +5; **CMD** 19

Feats Improved Initiative, Lightning Reflexes^{MF}, Net Adept^B

Skills Acrobatics +13 (+17 when jumping), Climb +22, Stealth +8 (+12 in caverns); **Racial Modifiers** +8 Acrobatics, +16 Climb, +4 Stealth in caverns

Languages Undercommon

SQ expert climber

ECOLOGY

Environment any underground

Organization solitary, pair, band (3–6), or tribe (7–18)

Treasure standard

SPECIAL ABILITIES

Drag Off (Ex) A mythic morlock gains proficiency with nets and gains Net Adept as a bonus feat. In addition, a mythic morlock that hits with its net can expend one use of its mythic power as a swift action to deal 1d6 points of nonlethal damage and attempt a combat maneuver check to drag the target. This maneuver does not provoke attacks of opportunity, and the morlock gains a +2 circumstance bonus on the check when sharing its space with another morlock.

Expert Climber (Ex) A morlock can cling to cave walls and even ceilings as long as the surface has hand- and footholds. In effect, a morlock is treated as constantly being under a nonmagical version of the spell *spider climb*, save that it cannot cling to smooth surfaces. This ability

doubles the normal +8 racial bonus to Climb checks normally afforded creatures with a climb speed to a +16 racial bonus.

Knockout Blow (Ex) A mythic morlock is proficient with greatclub, which it can use to kill or subdue, taking no penalty on attack rolls when choosing to deal nonlethal damage. If it confirms a critical hit with its greatclub, it can expend one use of its mythic power as a swift action to stagger the target for 1d4 rounds (DC 13 Fortitude negates). If the target is already staggered, it is knocked unconscious. The save DC is Strength-based.

Leap Attack (Ex) As a standard action, a morlock may make a single attack during a jump. It can make this attack at any point along the course of the leap—the start, the end, or while in mid-air. While jumping, a morlock does not provoke attacks of opportunity for leaving a threatened square.

Swarming (Ex) Morlocks dwell and fight in cramped quarters every day of their lives, and as such are quite adept at swarming foes. Up to two morlocks can share the same square at the same time. If two morlocks in the same square attack the same foe, they are considered to be flanking that foe as if they were in two opposite squares.

MYTHIC NIGHTGAUNT**CR 5/MR 2**

XP 1,600

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CN Medium monstrous humanoid (extraplanar, mythic, mythos)

Init +7; **Senses** all-around vision, blindsight 60 ft., darkvision 60 ft.; **Perception** +6**DEFENSE****AC** 22, touch 15, flat-footed 17 (+3 Dex, +2 dodge, +7 natural)**hp** 57 (5d10+30)**Fort** +3, **Ref** +9, **Will** +6**Defensive Abilities** faceless; **DR** 5/epic; **Immune** cold, gaze attacks, inhaled poison, scent-based attacks**OFFENSE****Speed** 30 ft., fly 40 ft. (average)**Melee** 2 claws +9 (1d6+4 plus grab)**Special Attacks** clutches, mythic power (2/day, surge +1d6), remove armor^{MA} (DC 17), rend (2 claws, 1d6+6), tickle^{MA} (DC 17)**STATISTICS****Str** 18, **Dex** 17, **Con** 14, **Int** 5, **Wis** 14, **Cha** 11**Base Atk** +5; **CMB** +9 (+17 grapple); **CMD** 23**Feats** Dodge^{MF}, Improved Initiative, Lightning Reflexes**Skills** Fly +8, Perception +6, Stealth +12; **Racial Modifiers** +4 Stealth**Languages** Aklo (can't speak)**SQ** no breath**ECOLOGY****Environment** any mountains (Dimension of Dreams)**Organization** single, flight (1 mythic nightgaunt and 3–12 nightgaunts), or colony (1 mythic nightgaunt and 20–50 nightgaunts)**Treasure** none**SPECIAL ABILITIES****Clutches (Ex)** A nightgaunt has a +4 racial bonus on grapple combat maneuver checks. If a nightgaunt uses its fly speed to move itself and a grappled target, it can fly at full speed.**Faceless (Ex)** A nightgaunt has no face, but can still see in all directions as if its entire body were an eye. It is immune to gaze attacks, but not to illusions that rely upon vision to function. It has no need to breathe, and is immune to all inhaled and scent-based effects.**Remove Armor (Ex)** A mythic nightgaunt's razor-tipped tail can slip through small seams and openings in armor and slice through chain links and leather straps with surgical precision, allowing the mythic nightgaunt to remove a grappled or helpless foe's armor. As a standard action, the mythic nightgaunt can make a combat maneuver check against a grappled, pinned, or helpless foe. If the check is successful, the foe's armor loses half its hit points and gains the broken condition if the target fails a DC 17 Reflex save. A mythic nightgaunt cannot use its tickle attack in the same round in which it uses this ability. The save DC is Dexterity-based and includes a +2 racial bonus.**Tickle (Ex)** As a swift action, a nightgaunt can use its tail to tickle a grappled or helpless foe with horrible efficiency. The target must succeed at a DC 17 Fortitude save or be nauseated for 1d4 rounds. A mythic nightgaunt can expend 1 use of mythic power as a free action to force the target of its tickle attack to roll two Fortitude saves and keep the lowest roll. The save DC is Dexterity-based and includes a +2 racial bonus.

MYTHIC SKUM (ULAT-KINI)

CR 3/MR 1

XP 800

Pathfinder Roleplaying Game Bestiary

LE Medium monstrous humanoid (aquatic, mythic, mythos)

Init +1; **Senses** darkvision 60 ft.; Perception +5

DEFENSE

AC 14, touch 11, flat-footed 13 (+1 Dex, +3 natural)

hp 33 (2d10+22)

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

Resist cold 10

OFFENSE

Speed 20 ft., swim 40 ft.

Melee +1 *trident* +5 (1d8+3), claw +2 (1d4+1), bite +2 (1d6+1)

Ranged +1 *trident* +4 (1d8+3)

Special Attacks mythic power (1/day, surge +1d6), primal allure^{MA} (DC 14), slime blob^{MA} (DC 15)

STATISTICS

Str 15, **Dex** 13, **Con** 17, **Int** 10, **Wis** 10, **Cha** 6

Base Atk +2; **CMB** +4; **CMD** 15

Feats Multiattack^B, Toughness^{MF}

Skills Intimidate +3, Perception +5 (+9 underwater), Stealth +6 (+10 underwater), Swim +15; **Racial Modifiers** +4 Perception and Stealth underwater

Languages Aboleth, Undercommon

SQ amphibious

ECOLOGY

Environment temperate or cold aquatic or underground

Organization solitary, brood (1 mythic skum and 2–5 skum), pack (1 mythic skum and 6–12 skum), or cabal (13–95 plus 50% noncombatants, 1 subchief of 3rd level per 20 adults, 1 sorcerer of 4th–6th level per 40 adults, 1 mythic skum chieftain of 7th–9th level, and 2–6 oozes)

Treasure NPC gear (+1 *trident*, other treasure)

SPECIAL ABILITIES

Primal Allure (Su) A mythic skum can fascinate female humans within 30 feet. Female humans viewing the skum must succeed on a DC 14 Will save or fall under the skum's influence for 1d6 hours as if affected by a *charm person* spell (CL 5th). Additionally, a mythic skum can expend 1 use of mythic power to force a single target of its primal allure to make two Will saves and keep the lower roll. The save DC is Charisma-based and includes a +4 racial bonus.

Slime Blob (Ex) Once every 1d4 rounds, as a standard action, a mythic skum can belch forth a ball of anesthetizing slime out to a distance of 30 feet (no range increment). This requires the mythic skum to make a ranged touch attack. If the attack succeeds, the target takes 1d4 points of Dexterity damage (Reflex DC 15 for half). The save DC is Constitution-based.

MYTHIC SPAWN OF YOG-SOTHOOTH CR 12/MR 5

XP 19,200

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CE Large aberration (alien, extraplanar, mythic, mythos)

Init +11^{MF}; **Senses** blindsight 30 ft., darkvision 60 ft.; Perception +20**Aura** nauseating stench^{MA} (30 ft., DC 24, 10 rounds)**DEFENSE****AC** 29, touch 11, flat-footed 27 (+2 Dex, +18 natural, -1 size)**hp** 201 (14d8+138); regeneration^{MA} 10 (good or lawful)**Fort** +11, **Ref** +8, **Will** +12**Defensive Abilities** tenuous natural invisibility; **DR** 10/epic and magic; **Immune** cold, fire; **Resist** sonic 10; **SR** 26**OFFENSE****Speed** 30 ft., climb 30 ft.**Melee** bite +17 (1d8+8/19-20/x3), 4 tentacles +18 (1d6+12 plus grab)**Space** 10 ft.; **Reach** 10 ft.**Special Attacks** blood drain (1d4 Con), choral sink^{MA}, devastation, iridescent globes^{MA}, mythic power (5/day, surge +1d8), powerful blows^{MA} (tentacle)**Spell-Like Abilities**^{MA} (CL 14th; concentration +19)3/day—*dimension door*, *dimensional anchor*, *haste*1/day—*reverse gravity*, *walk through space*^{UC}**STATISTICS****Str** 26, **Dex** 15, **Con** 25, **Int** 17, **Wis** 17, **Cha** 20**Base Atk** +10; **CMB** +19 (+24 grapple); **CMD** 31 (39 vs. trip)**Feats** Combat Reflexes^{MF}, Improved Critical (bite), Improved Initiative^{MF}, Lightning Reflexes, Multiattack^{MF}, Vital Strike, Weapon Focus (tentacle)**Skills** Climb +33, Escape Artist +19, Intimidate +22, Knowledge (arcana) +20, Perception +20, Spellcraft +20, Stealth +15**Languages** Aklo**ECOLOGY****Environment** temperate hills**Organization** solitary**Treasure** standard**SPECIAL ABILITIES**

Choral Sink (Su) As a standard action every 1d4 rounds, a mythic spawn of Yog-Sothoth can emit a 30-foot-radius burst that dislocates affected creatures from the shared timestream. Creatures that fail a DC 24 Will save are slowed (as per *slow*, or as per *mythic slow* if the mythic spawn of Yog-Sothoth expends one use of its mythic power as a free action when activating the ability) for 14 rounds or, if already slowed by this effect, paralyzed and frozen in place (as per *hold monster*) for the same duration. As these conditions result from a subjective time manipulation effect, spells such as *freedom of movement* do not negate them. The save DC is Charisma-based and has a +2 racial bonus.

Devastation (Ex) When a mythic spawn of Yog-Sothoth

performs a full attack action, it deals double damage to structures and Large or larger objects.

Iridescent Globes (Su) As a standard action every 1d4 rounds, a mythic spawn of Yog-Sothoth can emit a number of 1-foot-diameter iridescent globes equal to its mythic rank (5 for most mythic spawns of Yog-Sothoth) that immediately fly to attack one or more creatures of the spawn's choosing within 60 feet before disappearing. Each globe makes a +11 ranged touch attack, and a creature struck by a globe must succeed on a DC 24 Will save or be shunted forward in time 1d4 rounds. An affected creature immediately disappears and then reappears at the same location at the later time; for the affected creature, it's as if no time passed. An affected creature can choose to resist being shifted forward in time, but the spacetime flux rips and tears at it. For each round the affected creature wishes to reduce from the duration it is shunted into the future, it takes 4d6 points of damage. Creatures that succeed at their saves are staggered for 1 round. The save DC is Charisma-based and has a +2 racial bonus.

Nauseating Stench (Ex) A mythic spawn of Yog-Sothoth exudes a hideous, unforgettable stench that nauseates living creatures within 30 feet for 10 rounds (DC 24 Fortitude negates). Creatures that successfully save are sickened for 1 round but cannot otherwise be affected by the same spawn's nauseating stench for 24 hours. A *delay poison* or *neutralize poison* spell removes the effect from a nauseated or sickened creature. Creatures with immunity to poison are unaffected, and creatures resistant to poison receive their normal bonus on their saving throws. The save DC is Constitution-based.

Tenuous Natural Invisibility (Ex) This functions like natural invisibility, except it is subject to *invisibility purge* and effects that outline invisible creatures (such as *glitterdust* and *faerie fire*). It cannot be dispelled.

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

MULTIATTACK (MYTHIC)

This creature's natural weapon attacks possess an unearthly grace and ferocity.

Prerequisite: Multiattack.

Benefit: The creature's secondary attacks with natural weapons are treated as primary attacks. Additionally, if the creature successfully strikes the same opponent with all of its natural weapon attacks in the same round, it can expend two uses of mythic power as part of the attack to rend its opponent for an additional 1d4 points of damage for each mythic rank the attacking creature possesses.

Normal: Without this mythic feat, the creature's secondary attacks with natural weapons take a -2 penalty.



MYTHIC STAR-SPAWN OF CTHULHU CR 25/MR 10

XP 1,638,400

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CE Huge aberration (alien, mythic, mythos)

Init +15/-5^{MF}, **dual initiative**^{MA}; **Senses** blindsight 30 ft., darkvision 60 ft.; **Perception** +38**Aura** frightful presence (150 ft., DC 32)**DEFENSE****AC** 46, touch 9, flat-footed 45 (+1 Dex, +37 natural, -2 size)**hp** 517 (25d8+405); regeneration 15 (fire)**Fort** +20, **Ref** +9, **Will** +24; +8 vs. divination and mind-affecting, **second save**^{MA}**Defensive Abilities** **fortification** (50%)^{MA}, **immortality**, overwhelming mind; **DR** 10/epic; **Immune** cold, disease, poison; **SR** 41**OFFENSE****Speed** 40 ft., fly 60 ft. (average), swim 40 ft.**Melee** 2 claws +34 (2d6+18/19-20), 6 tentacles +32 (1d8+9/19-20 plus grab)**Space** 15 ft.; **Reach** 30 ft.**Special Attacks** constrict (1d8+9), impossible reach^{MA}, mind blast^{MA}, mind flaying^{MA}, **mythic power** (10/day, surge +1d12), overwhelming mind, psychic crush^{MA}, **simple divine spellcasting**^{MA}**Spell-Like Abilities** (CL 20th; concentration +30; save DCs are Wis-based)Constant—*mind blank*At will—*control water*, *dream*, *insanity* (DC 27), *nightmare* (DC 25), *sending*3/day—*demand* (DC 28)1/day—*gate***STATISTICS****Str** 46, **Dex** 13, **Con** 34, **Int** 23, **Wis** 31, **Cha** 24**Base Atk** +18; **CMB** +38 (+42 grapple); **CMD** 49**Feats** Combat Reflexes^{MF}, Critical Focus, Greater Vital Strike, Improved Critical (claw), Improved Critical (tentacle), Improved Initiative^{MF}, Improved Vital Strike, Inescapable Grasp^{MF}, Multiattack, Power Attack^{MF}, Staggering Critical, Stunning Critical, Toughness, Vital Strike^{MF}**Skills** Fly +25, Intimidate +35, Knowledge (arcana, geography, planes) +31, Perception +38, Sense Motive +35, Spellcraft +34, Stealth +20, Swim +30, Use Magic Device +32**Languages** Aklo; telepathy 300 ft.**SQ** compression, even death may die^{MA}, limited starflight, no breath, sealord^{MA}, terrifying will^{MA}**ECOLOGY****Environment** any**Organization** solitary, pair, or cult (3-6 with 10-100 skum or mythic skum)**Treasure** standard**SPECIAL ABILITIES**

Even Death May Die (Su) When a mythic star-spawn of Cthulhu would be killed, it may expend one or more uses of its mythic power to save itself from death. Using this ability does not take an action, and the revival happens at the beginning of the spawn's next turn. When it uses this ability to create an effect other than *breath of life*, the spawn becomes comatose and bound, as *binding* (bound slumber), for 1d100 years.

MP SPENT	REVIVAL EFFECT
1	<i>breath of life</i>
2	<i>raise dead</i>
3	<i>resurrection</i>
4	<i>true resurrection</i>
+1 MP	<i>word of recall</i> to its lair before being revived
+2 MP	<i>word of recall</i> as above, bypassing non-mythic effects that block teleportation (or mythic effects with a successful caster level check against a DC equal to 15 plus the caster level of the mythic effect).
+1 MP	reduce <i>binding</i> effect to slumber
+2 MP	eliminate <i>binding</i>

Immortality (Ex) A star-spawn of Cthulhu does not age, nor does it need to eat or breathe. Only violence can bring about the death of one of these creatures.

Impossible Reach (Ex) A mythic star-spawn of Cthulhu's reach spans dimensional boundaries with incomprehensible geometries that allow it to attack in ways that defy conventional countermeasures. It ignores non-mythic abilities, actions, or effects that normally allow creatures to perform actions without provoking attacks of opportunity, including cover (other than total cover), concealment, casting defensively, Acrobatics, feats like Improved Trip, Point Blank Master, and Spring Attack, and spells like *bladed dash* and *grace*. The spawn has a 50% chance to ignore mythic effects that do the same, such as fleet charge, and it can expend one use of its mythic power as a swift or immediate action to increase this to 100% until the end of its next turn.

Limited Starflight (Ex) A star-spawn of Cthulhu can survive in the void of outer space, and its wings allow it to use its fly speed in outer space despite the lack of air. Unlike full starflight (like that of the mi-go), a star-spawn of Cthulhu's ability to fly in outer space does not allow it to reach unusual speeds. When it wishes to fly to another world, the creature relies entirely upon its immortality and patience to complete the journey. When speed is required, it instead uses its gate ability to make the journey quickly.

Mind Blast (Ex) Once every 1d4 rounds, a mythic star-spawn of Cthulhu can unleash the power of its overwhelming mind in a 60-foot cone-shaped spread, stunning or staggering creatures as described. If the spawn expends one use of its mythic power, even creatures already exposed to its overwhelming mind can be affected by its mind blast.

Mind Playing (Su) When a mythic star-spawn of Cthulhu begins its turn with a creature grappled, it can make one combat maneuver check with each of its tentacles to maintain the grapple. As long as at least one check succeeds, it maintains the grapple. For each successful check, that tentacle bores into the target's skull (dealing normal constrict damage) and begins devouring its brain, dealing 2 points each of Intelligence, Wisdom, and Charisma drain. A successful DC 32 Fortitude save reduces this to 1 point of Intelligence, Wisdom, and Charisma damage. If any ability score is reduced to 0, the target's brain is devoured and it dies, and the spawn gains the benefits of a *death knell* spell. The save DC is Constitution-based.

Overwhelming Mind (Ex) A star-spawn of Cthulhu's mind is overwhelming in its power and alien structure. The first time a creature other than an outsider (excluding native outsiders) or aberration makes mental contact with a star-spawn of Cthulhu, it must succeed at a DC 32 Will save or be stunned for 1d4 rounds. On a successful save, the creature is merely staggered for 1 round. This effect can occur whether the star-spawn of Cthulhu initiates mental contact (such as via a *demand*, *dream*, *nightmare*, or *sending* spell-like ability, or once per round merely by telepathic communication) or another creature attempts to do so (such as via *detect thoughts* or *dominate monster*). Once a creature is exposed to a specific star-spawn of Cthulhu's overwhelming mind, it is immune to this effect from all star-spawn of Cthulhu for 24 hours. This is a mind-affecting effect.

Psychic Crush (Ex) If a mythic star-spawn of Cthulhu stuns a creature with its overwhelming mind, it may expend one use of its mythic power to cause the target's synapses to overload, affecting it as *feblemind*; a successful DC 32 Will save reduces this effect to that of *touch of idiocy*. If the spawn expends two uses of its mythic power, the duration of the stun is doubled and if the target fails a DC 32 Fortitude save its brain implodes, killing it instantly. This is a mind-affecting effect.

Sealord (Sp) A mythic star-spawn of Cthulhu can use *control water* at will as a spell-like ability. It can use the mythic version of *control water* by expending uses of its mythic power, and it may also expend two uses of its mythic power to create a *tsunami*.

Simple Divine Spellcasting (Ex) A mythic star-spawn of Cthulhu can cast each of the following spells once per day (caster level 25th; concentration +35): *barkskin*, *divine power*, *euphoric tranquility* (DC 28), *greater dispel magic*, *miracle*, *overwhelming presence* (DC 26), *owl's wisdom*, *righteous might*, *word of chaos* (DC 27).

Terrifying Will (Ex) A mythic star-spawn of Cthulhu uses its Wisdom modifier rather than its Charisma modifier to determine the save DC for its spell-like and supernatural abilities, as well as its overwhelming mind.

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

LN Large aberration (alien, mythic, mythos)

Init +10; **Senses** all-around vision, blindsense 60 ft., darkvision 60 ft.; Perception +25**DEFENSE****AC** 27, touch 10, flat-footed 26 (+1 Dex, +17 natural, -1 size)**hp** 137 (14d8+74); fast healing 5**Fort** +9, **Ref** +5, **Will** +15**DR** 10/epic and magic; **Resist** acid 10, cold 10, fire 10**OFFENSE****Speed** 20 ft., climb 10 ft.**Melee** 2 pincers +15 (2d8+9/x3)**Space** 10 ft.; **Reach** 10 ft.**Special Attacks** amnesia, deadly pincers, mind swap, mythic power (6/day, surge +1d8), severing snap^{MA}**Spell-Like Abilities** (CL 15th; concentration +24; save DCs are Int-based)At will—*astral projection* (self only), *detect thoughts* (DC 21), *hold monster* (DC 24), *modify memory* (DC 23), *moment of prescience*, *vision***STATISTICS****Str** 22, **Dex** 13, **Con** 17, **Int** 28, **Wis** 19, **Cha** 18**Base Atk** +10; **CMB** +17; **CMD** 28**Feats** Alertness, Combat Expertise, Extra Mythic Power^{MF}, Great Fortitude, Improved Great Fortitude, Improved Iron Will, Iron Will, Vital Strike^{MF}**Skills** Climb +20, Diplomacy +18, Heal +18, Knowledge (arcana, dungeoneering, engineering, geography, history, planes) +24, Linguistics +26, Perception +25, Sense Motive +25, Stealth +14, Survival +15, Swim +10, Use Magic Device +18**Languages** Aklo, Common, Yithian, 20 other languages; telepathy 100 ft**SQ** incisive intellect^{MA}, precognitive anticipation^{MA}, scholar, suction^{MA}, temporal projection^{MA}**ECOLOGY****Environment** Any**Organization** solitary, pair, band (3–9), or enclave (10–100)**Treasure** standard**SPECIAL ABILITIES****Amnesia (Su)** Once per day as a standard action, a yithian can attempt to inflict amnesia on a target it is able to communicate telepathically with. A target can resist this attack with a DC 26 Will save. If the target fails its save, it takes a permanent -4 penalty on Will saving throws and all skill checks, and loses all memories save for those the yithian chooses to leave intact. This effect can be cured by *heal* or *greater restoration*. This is a mind-affecting insanity effect. The save DC is Intelligence-based.**Deadly Pincers (Ex)** A yithian always applies 1-1/2 times its Strength modifier to damage dealt by its pincer attacks, and deals triple damage on a critical hit. Pincers are primary attacks for yithians.**Incisive Intellect (Ex)** A mythic yithian uses its Intelligence modifier rather than its Charisma modifier to set the DC for its spell-like and supernatural abilities.**Mind Swap (Su)** As a full-round action, a yithian can trade minds with another living creature it is able to communicate telepathically with. This functions as *magic jar*, except the two minds trade bodies. An unwilling target can resist the mind swap with a DC 26 Will save, after which that particular yithian cannot attempt to swap minds with that creature again for 24 hours. The yithian can end the effect of this mind swap at any time and over any distance as a full-round action, instantly returning both minds to the proper bodies—if the yithian wishes, it may attempt to use its amnesia power on the other mind as a free action when it ends the mind swap in this way. This is a mind-affecting effect. The save DC is Intelligence-based.**Precognitive Anticipation (Ex)** A mythic yithian adds its Intelligence modifier on initiative checks and can always act during a surprise round. If it expends one use of its mythic power during a surprise round, it can take a full round of actions and gains a +2 circumstance bonus on any d20 roll it makes during the surprise round. This bonus does not apply against creatures using *mind blank*.



Scholar (Ex) Yithians treat all knowledge skills as class skills.

Severing Snap (Ex) When a mythic yithian confirms a critical hit with its pincers, it may choose to sever one of the target's limbs in lieu of dealing extra hit point damage. This deals 1d4 points of Strength, Dexterity, and Constitution damage, and 2d6 bleed damage, and the target may not perform actions requiring that limb. A creature missing an arm cannot use items requiring two hands and has a 50% chance of spell failure when casting spells with somatic components. A creature missing a leg takes the same penalties as a creature that is entangled; these penalties stack if the creature also becomes entangled. Ability damage and bleed damage can be healed in the normal fashion, but restoring the severed limb requires a *regenerate* spell.

Suction (Ex) A mythic yithian can establish or release powerful suction against any horizontal or vertical surface as a swift action. While using suction, it moves at half speed but gains a +10 bonus on its CMD against combat maneuver checks to perform awesome blow, bull rush, drag, overrun, pull, reposition, or trip combat maneuvers or to move it as part of a grapple maneuver. It adds a +5 bonus on saving throws against any other effect that attempts to physically move it from its location, including wind effects. If such an effect also deals damage, that damage is halved while the mythic yithian is using suction.

Temporal Projection (Su) A mythic yithian can propel its consciousness forward or backward in time. It can use *moment of prescience* and *vision* at will as spell-like abilities, and if it expends one use of its mythic power it can use *foresight* as a spell-like ability. If it is touching a willing or helpless creature, it can project itself into that person's past or future self. Projecting itself into the future allows it to obtain visions of the future as if using *divination*. Projecting itself into the past enables it to seek out the answer to specific questions about that creature's past, as if interrogating a corpse using *speak with dead*.





This towering alien thing heaves its near-spherical body about with terrifying swiftness upon four clawed legs like tree trunks. Mismatched eyeballs glare from every part of its body, scattered among a host of gnashing maws and a veritable forest of lashing fanged tentacles.

BLACKGATE BEHEMOTH

CR 16/MR 6

XP 51,200

NE Gargantuan aberration (alien, mythic, mythos)

Init +12/-8^{MF}, **dual initiative**^{MA}; **Senses** all-around vision, darkvision 60 ft., tremorsense 30 ft.; Perception +21

Aura alien presence (30 ft., DC 22)

DEFENSE

AC 33, touch 8, flat-footed 31 (+2 Dex, +25 natural, -4 size)

hp 279 (14d8+216)

Fort +16, **Ref** +8, **Will** +12

DR 15/epic and slashing; **Immune** acid, confusion, electricity, fire, insanity, poison

OFFENSE

Speed 50 ft., climb 30 ft.

Melee 4 tentacles +19 (2d6+12/19-20/x3 plus grab), 4 bites +16 (2d6+6 plus poison)

Space 20 ft.; **Reach** 20 ft. (10 ft. with bites)

Special Attacks aberrant vomitus, constrict (2d6+12), **mythic power** (8/day, surge +1d8), psychotic paralysis, trample (2d6+18, DC 29)

Spell-Like Abilities (CL 14th; concentration +19)

Constant—*freedom of movement*, *speaking with animals*, *speaking with plants*

At will—*air walk*, *blight*, *diminish plants*, *meld into stone*, *soften earth and stone*, *stone shape*, *stone tell*

3/day—*flesh to stone* (DC 21), *song of discord* (DC 20), *stone to flesh*, *wall of stone*

1/day—*clashing rocks* (DC 24), *earthquake*, *insanity* (DC 22), *mass charm monster* (animals only, DC 23), *move earth*, *rampart*

STATISTICS

Str 34, **Dex** 15, **Con** 34, **Int** 16, **Wis** 17, **Cha** 21

Base Atk +10; **CMB** +26 (+30 grapple); **CMD** 38 (can't be tripped)

Feats Combat Reflexes, Extra Mythic Power^{MF}, Improved Critical^{MF} (tentacle), Improved Initiative^{MF}, Lightning Reflexes, Multiattack, Power Attack, Weapon Focus (tentacle)

Skills Climb +20, Knowledge (dungeoneering, nature, religion) +17, Perception +20, Sense Motive +17, Spellcraft +20, Stealth +7 (+15 in forests); **Racial Modifiers** +8 Stealth in forests

Languages Aklo

SQ blackgate brand^{MA}, communion of the Black Gate^{MMA}, divine disruption^{MA}, hibernation, seductive compulsions^{MA}, under the darkling moon^{MA}

ECOLOGY

Environment any hills, mountains, or underground

Organization solitary, nest (1 plus 1-4 advanced gibbering mousers or other aberrations), cult (1 plus a cult leader and 5-20 cultists)

Treasure double

SPECIAL ABILITIES

Aberrant Vomitus (Ex) Once per hour as a standard action, a blackgate behemoth can spew out a heap of noxious multicolored tissue and bile that functions as an advanced gibbering mouser (*Pathfinder Roleplaying Game Bestiary*) under the behemoth's control. At the GM's option, it may use this ability to create any aberration of CR 6 or lower. This creature perishes 1 hour after its creation.

Alien Presence (Su) This ability functions as frightful presence, but animals failing their save become confused rather than shaken. Animals with 4 or fewer Hit Dice become confused and shaken.

Blackgate Brand (Sp) A blackgate behemoth may expend one use of its mythic power to inscribe the *blackgate brand* on the forehead or chest of a helpless creature. This mark, which often resembles a deformed black goat's head, lasts for 14 days and cannot be perceived by the creature on which it is inscribed other than via *true seeing*. However, other creatures with Intelligence greater than 2 perceive it subliminally when they spend at least 1 minute within 10 feet of the creature. Such creatures are compelled as a *lesser geas* (DC 18 Will negates) to seek out the blackgate behemoth or a Black Gate. This *lesser geas* can affect creatures with more than 7 Hit Dice, though such creatures gain a +2 bonus on their saving throw. The effects last up to 14 days, though compelled creatures can attempt a new Will save every 24 hours to remove the compulsion, with the DC decreasing by 1 each day after the first. This is a mind-affecting curse effect and cannot be dispelled.

Communion of the Black Gate (Su) By expending three uses of its mythic power, a blackgate behemoth can disgorge a mystical slab of stone from its inward parts, appearing as a closed door of weathered black stone one foot thick and up to 15 feet square, covered in gruesome alien script. Each 5-foot section of the Black Gate has hardness 12, 180 hit points, and a break DC of 35; if the Black Gate is destroyed, the behemoth gains 1 temporary negative level for 24 hours due to the psychic shock and feedback, and it cannot create a new Black Gate until

after this time. The door cannot be created in any location that is being directly observed by a creature whose Intelligence exceeds 2, save for creatures with the *mythos* descriptor. Once the Black Gate is created, it endures for 14 days; a behemoth may have only one Black Gate in existence at a time.

A blackgate behemoth uses this mystic portal to observe and sometimes communicate with creatures of the mortal world. The behemoth can observe the door and its surroundings at will as if using *clairaudience/clairvoyance*. It may expend one use of mythic power as a move action to use *detect thoughts*, emanating from any point on the Black Gate, regardless of its distance from the door.

The script graven upon the Black Gate can be deciphered with a DC 20 Linguistics check or *comprehend languages*, taking 1 round, though even creatures untrained in Linguistics can try to puzzle out its meaning, making an untrained Intelligence check with a cumulative +1 bonus for every round after the first spent studying the Black Gate. Reading the alien script, however, results in *insanity* (as the spell, DC 22 Will negates). A creature not driven mad may read from the Black Gate for 24 hours, deriving answers to 1d6 questions as if casting *contact other plane* and contacting a being from the Astral Plane. A character studying the Black Gate adds 1d6% to the chance of a successful *augury* or *divination*, and adds 1d6 to the caster level check required when casting *vision* or the insight bonus gained from a *moment of prescience*, as long as the spell is cast while reading from the Black Gate. A creature making a Knowledge check while reading from the door adds 1d6 to the result of her Knowledge check (2d6 if the check pertains to creatures, objects, places, or effects related to the alien *mythos*).

While a creature is reading from the Black Gate, the behemoth may expend two uses of its mythic power to draw a creature into the Black Gate, where it is trapped within a bizarre subspace realm that functions as *maze*. In addition, when the creature finally escapes from the *maze*, the behemoth may expend one use of its mythic power to inflict one effect upon a trapped creature; the effects it may choose depend on how long the creature remained trapped within the Black Gate.

Trapped Time	Possible Effects
1 round	<i>charm person</i> (DC 16)
2 rounds	<i>touch of idiocy</i>
3 rounds	<i>suggestion</i> (DC 18)
4 rounds	<i>modify memory</i> (DC 19)
5 rounds	<i>nightmare</i> (DC 20)
1 minute	<i>geas/quest</i>

Creatures drawn into a Black Gate, even for a single round, receive a blackgate brand.

Divine Disruption (Su) A blackgate behemoth weakens the local connection between divine spellcasters and their patrons. Creatures attempting to cast a divine spell within 60 feet of a behemoth must succeed at a DC 25 caster level check or the spell fails. Even if the caster level check succeeds, a behemoth may expend one use of its mythic power as an immediate action to force a creature casting the divine spell to make two separate DC 24 Will saves. If either save fails, the divine spellcaster's spell is ruined. If both saves fail, the divine spellcaster is also stunned for 1d4 rounds by the psychospiritual backlash. This use of mythic power can also interdict a creature's use of a supernatural ability granted through a divine spellcasting class, such as a paladin's smite evil ability, an inquisitor's judgment, or a cleric's domain powers or ability to channel energy. If a behemoth expends two uses of its mythic power, it can affect a divine spellcaster up to 400 feet away with this ability. The save DC is Charisma-based and includes a +2 racial bonus.

Hibernation (Ex) A blackgate behemoth can enter a state of hibernation at will; doing so takes 1 minute. While in this state, it can take no actions and is effectively helpless, as if it were in a deep sleep. However, the duration of its Black Gate and any spell-like ability it has used on itself are extended as long as it remains hibernating, as if no time is passing. A behemoth can remain in hibernation for as long as it wishes—while in this state, it does not need to eat or drink, nor does it age. Time effectively stands still for a hibernating behemoth. If it is jostled or damaged while hibernating, or if a creature touches its Black Gate or attempts to decipher the writing on it, the behemoth can attempt a DC 20 Will save. If it succeeds, it awakens in 2d4 rounds. Otherwise, it takes 1d4 days to awaken from hibernation. A blackgate behemoth can set the length of its hibernation when it first enters this state, so that it can awaken after a set amount of time has passed. When awakening at a set time in this manner, a behemoth needs only 1d3 rounds to rouse itself, with no Will saving throw necessary.

Poison (Ex) Bite—injury; *save* Fort DC 29; *frequency* 1/round for 10 rounds; *effect* 1d4 Dex drain (1 Dex damage on a successful save); *cure* 2 consecutive saves. The save DC is Constitution-based.

Psychotic Paralysis (Ex) A creature reduced to 0 Dexterity by a blackgate behemoth's poison is driven mad as the neurotoxic effluents of its bite attack its brain. Each day or fraction thereof that a creature remains unconscious at 0 Dexterity, it must succeed on a DC 29 Will save or gain a random form of insanity (see Sanity and Madness in *Pathfinder Roleplaying Game GameMastery Guide*). Multiple failed saves result in multiple forms of insanity. Creatures driven insane in this fashion often become obsessed with the place where they became insane and may establish mystery cults devoted to calling the blackgate behemoth back to that place and sharing its gift of madness with others. This is a mind-affecting effect. The save DC is Constitution-based.

Seductive Compulsions (Su) A blackgate behemoth may expend one use of its mythic power as a free action whenever it creates a mind-affecting effect (including its psychotic paralysis), forcing the target to save twice and take the worse result.

Under the Darkling Moon (Su) When outdoors at night, the save DC for any of a behemoth's abilities that requires a Will save is increased by 1; during the three nights of the new moon, the DC is instead increased by 3. During the nights of the new moon, if a blackgate behemoth using its aberrant vomitus ability to create a monster expends a number of uses of its mythic power equal to one-half the creature's CR (minimum 1), the creature does not perish after one hour.

Blackgate behemoths are titanic alien beings native to the dark places between and beyond the stars, seeded by greater masters onto planets they might explore and enslave. They may lurk in deep caves for decades at a time, but emerge at times of cosmic conjunctions that only they can sense to deposit mysterious black monoliths across the landscape. It is these strange runecarved portals that give blackgate behemoths their name. A blackgate behemoth is over 30 feet tall and weighs 15 tons.

HABITAT AND SOCIETY

Blackgate behemoths are solitary creatures, typically lairing below ground in reeking caverns. Behemoths will sometimes hibernate in the flesh in these caverns, but more often they become one with the living rock using *meld into stone*, as they can still perceive the world around them and commune through their Black Gate. Behemoth lairs may be far from civilization, but some lair quite nearby to humanoid settlements.

While their Black Gates undoubtedly serve some inscrutable cosmic purpose, behemoths also use them as lures for the curious or the foolish, drawing them in and using them to establish cultic cells. They encourage the creation not only of cults that bring them sacrifices and offerings to leave at their mysterious Black Gates but also to leave and create sleeper cells elsewhere. Those who unravel the mysteries of a Black Gate may be drawn into it by the behemoth lurking nearby, often using its *meld into stone* ability to listen to the pathetic paeans of praise offered up by its deranged cultists while reading their minds itself and opening their minds to the touch of its darkling masters far off in the deeps of space. Blackgate cults are typically led by a bard, sorcerer, or witch of 7th-9th level, while the cultists are typically 3rd-level aristocrats, commoners, experts, or warriors.

The alien intelligence of a blackgate behemoth is often strange to terrestrial sentients, as the uses to which they put their cults may appear nonsensical. Some simply enjoy the adulation of their faux divinity, but other behemoths develop curious obsessions and drive their cultists to make them a reality, building bizarre monuments, retrieving incomprehensible combinations of objects for ineffectual or debasing rituals, slaughtering all creatures of a certain kind, or driving out rival religions. Some direct their cultists to kidnap priests of all kinds and drag them before the behemoth to demonstrate the impotence of their faith in the face of its primeval interdiction of divinity, the better to convince them to abandon their calling and worship the behemoth or its starry masters.

ECOLOGY

Blackgate behemoths have very little impact on the natural world when hibernating, but when they awaken they can cause massive and terrifying disruptions to the landscape and the creatures dwelling in it. They sap the living essence of vegetation with their *diminish plants* and *blight* abilities, drawing a strange sustenance from it even as they leave swaths of blasted and defoliated wastelands in their wake. A behemoth's mere presence drives animals into a mad frenzy of wild slaughter, though by attuning its will it can turn their crazed behavior into calm compulsion as its eerily silent slaves. Blackgate behemoths are omnivorous, eating as a supplement to their biospheric draining, but they are as likely to bite a creature once to inflict its poison as to devour a victim entirely. They frequently create their own food using *stone to flesh*, and a behemoth's lair is often marked with disgusting mounds of rancid, half-eaten flesh of its own creation.

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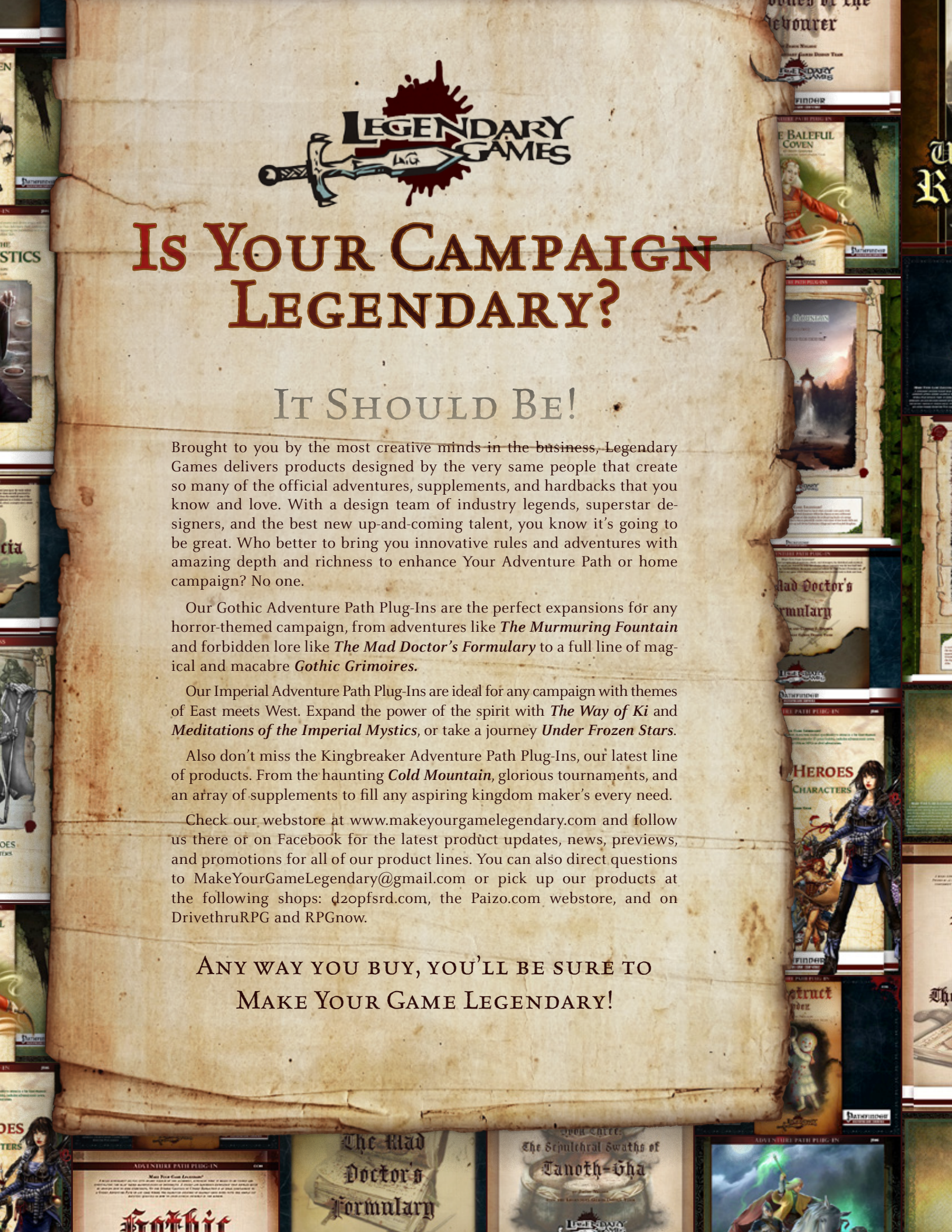
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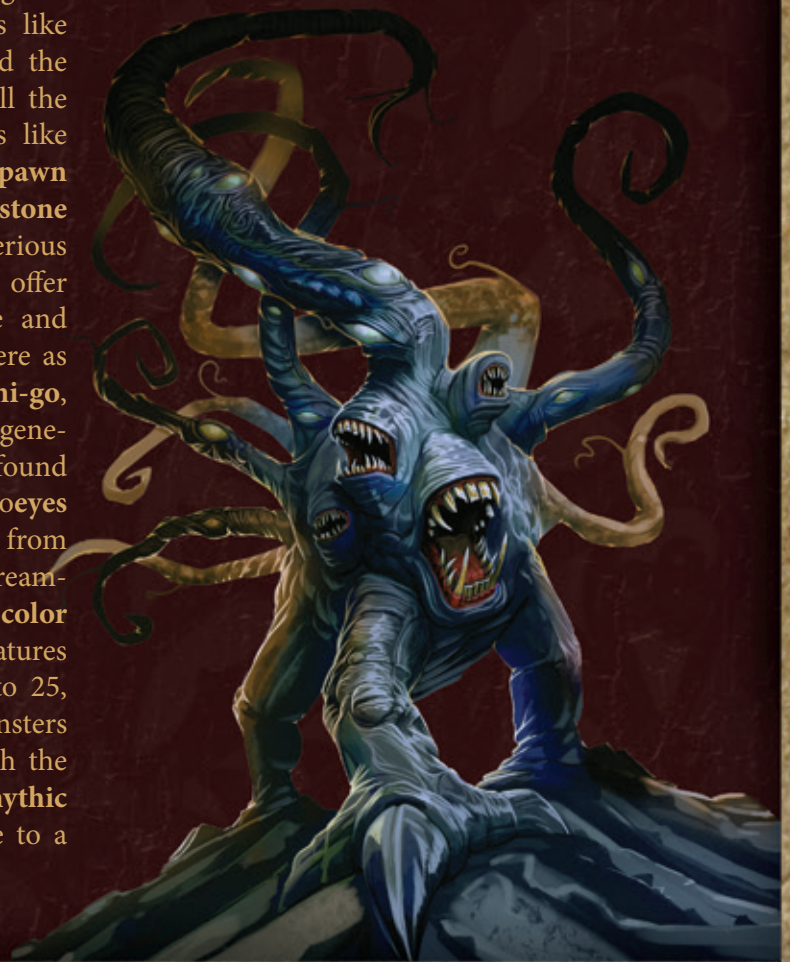
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