



MYTHIC MONSTERS
EMISSARIES
OF EVIL

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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
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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
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be an elder of its kind, specially blessed or cursed by the gods, a noble lord or powerful cham-
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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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WHAT YOU WILL FIND INSIDE MYTHIC MONSTERS: EMISSARIES OF EVIL

Evil has always worn many faces, and evil monsters are no different. In fantasy games, evil also has an address: the Lower Planes. Sure, dragons can be evil and giants can be evil and dirty rotten scoundrels and tyrants of every race can be evil, but none of those ARE evil. I mean evil down to a cellular, subatomic, metaphysical level, with evil blood, evil bones, evil DNA, and an essence of evil that permeates every fact of their existence. Creatures from the Lower Planes don't HAVE evil thoughts; they ARE evil thoughts in every intention. They don't HAVE an evil soul; they ARE an evil soul, given incarnate form. For a long time, demons and devils have carried the flag for the denizens of the lower planes, and they've gotten had their due in *Mythic Monsters: Demons, Devils, and Abyssal*. Since those early days, we've added daemons, demodands, divs, asuras, qliphoths, rakshasas, oni, and more to the manifold races of purest evil. Along the way, however, there have always been evil creatures who never quite belonged to the major fiendish families, and yet have been pillars of Team Evil from the earliest days of the game down to present day, and it is to these rogue agents of absolute awfulness that this book is dedicated.

Emissaries of Evil incorporates evil outsiders of every kind, from malevolent masterminds like **night hags** to black-hearted hunters like **yeth hounds**. Some evil outsiders are subtle and stealthy stalkers, like the fearsome **hellcat** or the mirror-master **soulsliver**. There are fiend-tainted footsoldiers like the **urdefhan**, and hideous misshapen monstrosities like the **vargouilles**, hideous flying heads seeking only to plant their tainted kiss and sprout more of their monstrous kin. Many of these independent evil outsiders prowl the Lower Planes acknowledging no master but themselves and wielding power through puppets by clever manipulation, like the serpent-shrouded **dorvae**, while others serve otherworldly overlords of other planes, as the awful **ankou** serve the mightiest rulers of the Fey Realms as punishers and assassins. Many evil creatures call upon the powers of darkness, like the **shadow mastiff**, but others indulge in the corrupted power of light to cloak their horrid hearts in the glow of heaven's light, like the **shining child**. There are evil outsiders that seem to mortals no more than twisted and strange animalistic beasts, like the stilt-legged **achaierai**, though their flightless ferocity belies their cruel cleverness. The ultimate emissary of evil, however, is the distilled **immortal ichor** of a dead god of deepest vileness, which may eternal lie until with strange eons even the death of a god may die. As if these were not enough, guest contributor Sean K Reynolds adds the brand-new **maldonado**, a body-jumping fiend of possession created from the warped and twisted soul of a fallen angel, now living a vampiric half-life riding the bodies of mortals until their souls are consumed. A dozen and one vile creatures of every description lie within, from CR 3 to 21, and if all these statistics were not sufficient to sate your appetite for evil, we bring you a chilling tale of corruption, captivity, and maternal malevolence to set the proper mood for using these *Emissaries of Evil*.

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

- Jason Nelson



THE LOVE OF ANOTHER MOTHER

“Do you remember this, little one?”

Everything is dark and indistinct. Thick banks of fog are nearly tangible, and you can just barely hear the crunch of your footfalls on the carpet of leaf and soft soil. The smell of wood smoke and forest loam strikes the nose, sharp evergreen resin and an undercurrent of something fouler. Dirty rags perhaps, or a body left too long unwashed.

In wavering glimpses, the forest is lovely. Were the fog to clear, you might be tempted to take a basket and hunt for mushrooms. Only some wisp of memory, some vagrant logic of dreams, suggests that everything isn't quite as it seems.

“This is where we first met.”

Amartia Alazhranka smiles down at the figure in her arms. It is carefully wrapped in colored linen, well insulated from the elements. Her teeth are yellow and crooked, her hair matted and tangled, her flesh grey and marked by age and the scars of pox. But the old woman's smile is genuine as she cradles the swathed bundle with care, rocking her arms in a gentle swaying motion.

“Of course, it looked different back then. For you.” She chuckles and motions with one knobby-knuckled hand, its digits just a bit too long. “It does for everyone.”

She adjusts the soft cloth around the small face, licking her index finger and gently rubbing away a bit of dirt from its cheek. It only smudges greasily. Her nails are filthy and jagged.

“It was brighter then, all full of faeries and unicorns, dragons to slay and kings and queens to reward you for saving them. Everything was perfect, everything was a fantasy wrought of ignorance.” She ruffles the little bundle's head and chuckles sagely. “All of that was a lie. You understand that completely now. Still, I thought you should see this place again.”

As if in obedience to her words, the fog retreats and moonlight filters down through the thick forest canopy overhead. She frowns and rubs her fingers together, whispering under her breath and gesturing to a neatly built pile of brush and split logs that you somehow didn't notice before. The campfire bursts into flame, doing its best to illuminate her surroundings where the moonlight fails. Reflections of the dancing flames spark in her rheumy eyes and she smiles with real pleasure. Her teeth are ragged and her lips are as black as the surrounding gloom.

By the uncertain light, you can see a rickety hut emerging from the forest behind her. The trees surrounding it are barren and bleached of color. Indistinct shapes hang from their branches: a weather-tattered rag doll, scraps of faded children's clothing, and a wind chime of bones, small and thin and disturbingly familiar in these tiny, delicate curves of rib and pelvis. Yawning like the maw of some great oblong beast, the door to the hut stands open. You cannot see inside.

But on the edge of your perception, the faintest of sounds: the creaking of wooden beams, a frantic ceaseless scratching like nails worn to splinters on the lid of a casket, and once, a child's long forlorn cry.

“Don't mind that, little one.” Amartia turns her head towards the door with a malevolent stare for only a moment before returning to smile on the wrapped bundle in her arms. “You're so much more valuable.”

She seats herself on a wooden rocking chair, looking comfortably over the fire. Humming a nursery tune, she takes a golden jar from a pocket of her moldering robe and places it on a table. Was there a table? Surely not until just now.

“You were dreaming when I found you, little one. Do you know what dreams are? Dreams are aspirations and hopes and terrors given form on the Ethereal sea. They're paintings wrought of the reflections of tears and smiles and every unconscious remnant of the day's triumphs and travails. You would expect dreams to be a private thing, a personal castle in the deepest night, safe and secure from the world except what you bring with you.”

The bundle in her arms frowns. It understands, but does not comprehend.

Amartia chuckles. “That doesn't always mean your dreams are empty, pretty thing. No, no. You do bring something in with you. You aren't alone.”

Again it frowns and nips at her crooked finger.

“From the cradle and before, you came into the world carrying a seed of darkness in you, a potential for evil and sin. The ability to choose, if you will. However you define it, you bring it with you into this life and it's always there in your dreams.

“A demon might explain sin as being like different shaped cookies all baked from the same bitter, poisoned dough. A devil would just tell you that you broke the rules and expect you to smile at your punishment. A daemon doesn't care. It'll gleefully slurp the sinner down and chase it with a saint. They don't make much of a distinction.”

She gives a wry smile. “I happen to deal mostly with the latter, but they're all Evil with a capital E. Regardless of how they each define it in their own way, it's still woven into their bones.

“Some say that sin is a disease of the soul. It's a virulent, festering thing that never sleeps. Look around you, dearest. Can't you see? It's always spreading.”

A sudden chill wind rattles the shapes in the trees and stirs the fog. The grotesque wind chime rattles, and a child's high, piping cry emerges again from the hut's black interior. Then all is silent except for the cozy crackling of the fire.

The crone reaches down to stroke the head of the mewling thing cradled in her arms. “And they aren't the only ones, oh no.” The fog stirs of its own accord, forming complex shapes from which Pareidolia crafts suggestive outlines – a black and monstrous shadow mastiff, a starving yeth hound, a looming hellcat with hollow eyes blazing in the dark. Amartia chuckles and the fog dissipates, leaving only shadows behind. Somewhere in the black distance, you can hear the faint echo of a baying howl.

“It comes in many forms, so many I could barely count them.” She laughs unrestrainedly, a rough cackle that sends currents through the ethereal proto-matter that surrounds her. The shapes of a



dozen horrid creatures seem to dance and shimmer around the ring of firelight, and then there is only fog again,

“Evil is out there, and the seeds of it live inside of you.” She absentmindedly rubs the heartstone at her breast. “It isn’t just fiends, you know. It’s a disease that infects so many. But it’s beautiful in its own way.”

Amartia sighs and kisses the forehead of her swaddled companion before reaching for the jar and unscrewing its lid. “Ahh, well. Your buyer will be here soon. You’ve been a joy to me since first we met, but we haven’t any more time for sentimentality.”

The blankets fall away as she seizes the larval thing by its neck and holds it aloft. As if in a nightmare, you see a woman’s face shrunken to the size of a child’s doll and set on a wriggling, worm-like body. Its eyes are stark and staring. It mewls and gnashes its pearly teeth, snapping at the hag’s fingers as she opens the jar and shoves it inside. She holds the lid down and turns it tight, and its screams are abruptly sealed off. “Last dream for you, little one.”

The night hag rises expectantly, holding out the jar as a hulking shape strides carelessly past you in the fog. Its words are a low, grating monotone, no more human than a dog’s bark or a frog’s croak. “You have what I need. I come to buy.”

One last time, the night hag smiles down sweetly at the silently screaming face pressed against the glass. “You’ve grown so since I snatched you. From a dream I took you, and in a dream I give you up. Will you do me proud, little one, and taste good for them?”

Understanding at last where you are, you shudder and have to suppress the urge to run even before you see the buyer’s face. Running will do no good at all, not here.

Does she know that you are here dreaming? To all the gods you have even a passing acquaintance with, you pray fervently that she does not. You are very much afraid, however, that she does. And from this dream, there is no awakening.

When that voice finally comes again out of the fog, you will have expected it for an agonizing, soul seasoning long time. “Hello, little one.”



MYTHIC ACHAIERAI**CR 6/MR 2****XP 2,400***Pathfinder Roleplaying Game Bestiary 2*

LE Large outsider (evil, extraplanar, lawful, mythic)

Init +1; **Senses** darkvision 60 ft.; **Perception** +12**DEFENSE****AC** 22, touch 11, flat-footed 20 (+1 Dex, +1 dodge, +11 natural, -1 size)**hp** 79 (7d10+41)**Fort** +8, **Ref** +6, **Will** +4**Defensive Abilities** iron stilts^{MA}; **DR** 5/epic; **SR** 22**OFFENSE****Speed** 50 ft.**Melee** bite +10 (2d6+4), 2 claws +10 (1d6+4)**Space** 10 ft.; **Reach** 5 ft. (10 ft. with claw)**Special Attacks** black cloud, flocking fling^{MA}, mythic power (2/day, surge +1d6), taloned trample^{MA}**STATISTICS****Str** 19, **Dex** 13, **Con** 16, **Int** 11, **Wis** 14, **Cha** 16**Base Atk** +7; **CMB** +12; **CMD** 24 (28 vs. trip)**Feats** Combat Reflexes^{MF}, Dodge, Mobility, Spring Attack**Skills** Acrobatics +11 (+19 when jumping), Climb +14, Perception +12, Sense Motive +10, Stealth +7, Survival +11, Swim +10**Languages** Infernal**ECOLOGY****Environment** any land (Hell)**Organization** solitary or flock (5–8)**Treasure** standard**SPECIAL ABILITIES**

Black Cloud (Su) An achaierai can exhale a cloud of choking, toxic smoke three times per day. All creatures within 10 feet of the achaierai immediately take 2d6 points of damage as their flesh melts and rots away. The cloud erodes sanity as well as flesh, and anyone who takes damage from the black cloud must also make a DC 16 Fortitude save or become confused. Every round, the victim may attempt another DC 16 Fortitude save to recover from the confusion; otherwise it persists, lasting indefinitely until the condition is removed or the victim eventually makes her saving throw. The confusion element of a black cloud is a mind-affecting effect. The save DC is Constitution-based. This is a poison effect. Achaierais are immune to this ability.

Flocking Fling (Ex) When a mythic achaierai hits a Medium or smaller corporeal creature with its bite attack, it can attempt a special combat maneuver check against the target. If successful, the target is thrown 10 feet in a straight line in any direction and falls prone. If an obstacle prevents the creature's movement, both the creature tossed and the object or creature struck take 1d6 points of damage, and the creature falls prone in the nearest adjacent square. A mythic achaierai can also toss an opponent 10 feet up into the air, causing the target to fall prone in its original square and take 1d6 points of falling damage. If a mythic achaierai flings the target into a square adjacent to another mythic achaierai, the second achaierai can make a bite attack against the flung target as an immediate action, gaining a +4 bonus on its attack roll as if the target was prone, and can fling the target again on a successful bite attack and combat maneuver check.

Iron Stilts (Ex) The scaly legs of a mythic achaierai are as strong as steel. It gains hardness 10 that applies to any effect that specifically affects its legs or feet, such as caltrops, spike growth, or walking through acid or lava. In addition, it carries its bulbous body more than 10 feet off the ground, gaining DR 10/adamantine against melee attacks by Medium or smaller creatures on the ground unless they are using reach weapons or are mounted on Large or larger creatures. Medium or smaller creatures can also bypass this damage reduction by reading an attack against a mythic achaierai making a bite attack against a Medium or smaller creature on the ground, as it must stoop down to make such an attack.

Taloned Trample (Ex) A mythic achaierai gains trample (1d6+6, DC 17), but in addition creatures failing (or forgoing) their save take 1d4 points of bleed damage.

MYTHIC ANKOU

CR 17/MR 7

XP 102,400

Pathfinder Roleplaying Game Bestiary 4

LE Large fey (extraplanar, mythic)

Init +20/+0^{MF}; **dual initiative**^{MA}; **Senses** blindsight^{MA} 120 ft., low-light vision; **Perception** +21

Aura darkling shroud^{MA} (60 ft.)

DEFENSE

AC 38, touch 19, flat-footed 28 (+9 Dex, +1 dodge, +19 natural, -1 size)

hp 175 (14d6+126)

Fort +10, **Ref** +18, **Will** +13

DR 10/cold iron and epic

OFFENSE

Speed fly 90 ft. (perfect)

Melee 2 claws +14 (1d6+8), tail slap +14 (1d8+4 plus bleed), 2 wings +14 (1d8+4 plus bleed)

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

Special Attacks bleed (2d6), cold iron killer, crippling sneak attack^{MA}, **mythic power** (7/day, surge +1d10), shadow doubles^{MMA}

Spell-Like Abilities (CL 15th; concentration +28)

At will—*deeper darkness*, *ray of exhaustion* (DC 23), *silence* (self only)

4/day—quicken *deeper darkness*

3/day—*dimensional anchor*, *greater teleport*, *true seeing*

1/day—*circle of death* (DC 26), *discern location*, *prismatic spray* (DC 27)

STATISTICS

Str 26, **Dex** 28, **Con** 22, **Int** 17, **Wis** 19, **Cha** 31

Base Atk +7; **CMB** +16; **CMD** 36

Feats Combat Reflexes, Death From Above^{MF}, Flensing Strike^{DR}, Flyby Attack, Improved Initiative^{MF}, Multiattack^{MF}, Quicken Spell-Like Ability (*deeper darkness*)^{MF}

Skills Bluff +24, Escape Artist +26, Fly +32, Intimidate +21, Knowledge (nature) +20, Knowledge (planes) +17, Perception +21, Sense Motive +21, Stealth +22

Languages Common, Sylvan (can't speak any language); telepathy 100 ft.

SQ reactive transposition^{MA}, shadow bond^{MA}

ECOLOGY

Environment any (primal land of fey)

Organization solitary

Treasure standard

SPECIAL ABILITIES

Cold Iron Killer (Su) All of an ankou's natural weapons are treated as cold iron for the purpose of overcoming damage reduction.

Crippling Sneak Attack (Ex) A mythic ankou's sneak attack deals 5d6 damage plus 2 points of Strength damage.

Darkling Shroud (Su) Anyone attempt to cast a spell or create a spell-like effect with the light descriptor within 60 feet of a mythic ankou must succeed at a DC 28 caster level check or fail. Each round at the start of a mythic ankou's turn, each and every magical light source within its darkling shroud is subject to a targeted *dispel magic*, caster level 15th.

Reactive Transposition (Su) Once per round, whenever a mythic ankou takes damage, it can swap locations with a shadow double as an immediate action. This functions as *dimension door*, using the mythic ankou's caster level. If the chosen shadow double is out of range, the ability is wasted.

Shadow Bond (Su) A mythic ankou's life is linked to its shadow doubles. As long as a mythic ankou has 1 or more hit points, it is protected from harm if it has at least one shadow double conjured. Damage in excess of that which would reduce a mythic ankou to fewer than 0 hit points is instead transferred to its nearest shadow double. This damage is transferred 1 point at a time, meaning that as soon as all shadow doubles are destroyed, all excess damage remains with the mythic ankou. Effects that cause death but not damage are unaffected by this ability. This ability does not affect spells like *baleful polymorph*, *flesh to stone*, or *imprisonment*, or other spells that do not cause actual damage.

Shadow Doubles (Su) Three times per day as a free action, a mythic ankou can conjure up to four shadowy duplicates, which appear anywhere within 60 feet of the mythic ankou and last a number of rounds equal to the mythic ankou's Charisma modifier (typically 10 rounds). These shadow doubles are identical to the original in all respects except that when conjured they have a number of hit points equal to 60% of the true mythic ankou's total hit points (105 hit points if conjured by a mythic ankou with full hit points). The doubles have all of the true mythic ankou's melee attacks and abilities, except they can't create more shadow doubles or use the mythic ankou's spell-like abilities except for *deeper darkness* and *silence*. Any creature that interacts with a shadow double can attempt a Will save to disbelieve the duplicate (DC 10 + 1/2 the mythic ankou's

Hit Dice + the ankou's Charisma modifier +2 racial bonus, typically DC 29). Against a creature that recognizes a shadow double for what it is, the double functions as a *greater shadow conjuration*. Shadow doubles take double damage from spells with the light descriptor. If the true mythic ankou is slain, the duplicates instantly vanish. If a mythic ankou expends one use of its mythic power as a free action when conjuring shadow doubles, they have hit points equal to 80% of the mythic ankou's (140 if conjured by a mythic ankou with full hit points) and function as *shades* against creatures that recognize them for what they are.

^{DR}*Pathfinder RPG Campaign Setting: Demons Revisited*

This feat originally appeared in *Mythic Minis: 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.

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

QUICKEN SPELL-LIKE ABILITY (MYTHIC)

You can trigger one of your spell-like abilities with but a thought.

Prerequisite: Quicken Spell-like Ability, 5th mythic rank or tier

Benefit: If the spell-like ability you have chosen to quicken can be used more than three times per day, you can use this feat an additional number of times per day for every 4 mythic ranks or tiers after 1st. When you have expended your daily uses of this feat, you may choose to spend two uses of your mythic power as a free action to gain an additional use of the feat. In addition, by expending two daily uses of this feat, you may quicken a different spell-like ability you possess. This spell-like ability must be one whose spell level does not exceed one-half your caster level (round down) -4. If you cannot use an empowered spell-like ability at least twice per day, you cannot use this ability.

MYTHIC DORVAE

CR 13/MR 5

XP 25,600

Pathfinder Roleplaying Game Bestiary 4

NE Medium outsider (evil, mythic)

Init +7; **Senses** darkvision 60 ft., *see invisibility*; **Perception** +24

Aura psychic poison^{MA} (30 ft.)

DEFENSE

AC 30, touch 17, flat-footed 23 (+7 Dex, +13 natural)

hp 173 (13d10+102)

Fort +8, **Ref** +15, **Will** +10

Defensive Abilities poisonous blood^{MA} (mythic dorvae poison);

DR 10/epic and good; **Immune** mind-affecting effects, poison;

SR 27

OFFENSE

Speed 30 ft., fly 60 ft. (good)

Melee 2 claws +22 (3d8+7/19–20 plus grab)

Special Attacks mythic dorvae poison^{MA}, mythic power (5/day, surge +1d8), strangle^{MA}, venomous gaze^{MA}, writhing snakes^{MA}

Spell-Like Abilities (CL 11th; concentration +14)

Constant—*see invisibility*

At will—*detect thoughts* (DC 15)

3/day—*bestow curse* (DC 17), *dimension door*

1/day—*feeblemind* (DC 18), *lesser geas* (DC 17)

STATISTICS

Str 18, **Dex** 25, **Con** 18, **Int** 17, **Wis** 14, **Cha** 17

Base Atk +13; **CMB** +22 (+26 grapple); **CMD** 34

Feats Agile Maneuvers, Flyby Attack^{MF}, Improved Critical (claw), Power Attack, Skill Focus (Perception), Weapon Finesse^{MF},

Weapon Focus (claw)^{MF}

Skills Acrobatics +23, Bluff +19, Diplomacy +13, Fly +20, Intimidate +16, Knowledge (planes) +19, Knowledge (religion) +19, Perception +24, Sense Motive +18, Stealth +23

Languages Abyssal, Celestial, Common, Infernal; telepathy 50 ft.

ECOLOGY

Environment any (evil planes)

Organization solitary

Treasure standard

SPECIAL ABILITIES

Aura of Psychic Poison (Su) A spellcaster who casts a mind-affecting or divination spell at an area, creature, or object within 30 feet of a mythic dorvae, including at the mythic dorvae itself, is immediately subject to the mythic dorvae's supernatural poison.

Mythic Dorvae Poison (Su) Writhing snakes—injury; *save* Will DC 22; *frequency* 1/round for 12 rounds; *effect* 1d6 Wis and on the first failed save the target is susceptible to the dorvae's *lesser geas* no matter its Hit Dice for 24 hours; *cure* 3 consecutive saves. The save DC is Constitution-based and includes a +2 racial bonus.

Venomous Gaze (Su) Creatures that meet the gaze of a mythic dorvae take a –4 penalty on saving throws against poison effects for 1 minute unless they succeed on a DC 21 Will save. In addition, creatures that are normally immune to poison lose their immunity against mythic dorvae poison for the duration if they fail their saving throw.

Writhing Snakes (Ex) When a mythic dorvae succeeds at a grapple check against an opponent, the serpents of its body writhe around the grappled foe, biting wherever they can gain purchase. The grappled foe takes 2d8+14 points of piercing damage, is subject to the mythic dorvae's supernatural poison, and must also succeed at a DC 21 Fortitude save or be nauseated for 1 round. The save DC is Constitution-based.

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

FLYBY ATTACK (MYTHIC)

You are able to avoid counterattacks when swooping swiftly in and out of combat.

Prerequisite: Flyby Attack.

Benefit: When you make a melee attack as part of a Flyby Attack, your movement does not provoke attacks of opportunity from the target of your melee attack. In addition, if you expend one use of your mythic power as a free action at the beginning of your turn, you can move up to twice your fly speed during a round when you use Flyby Attack, rather than being limited to your fly speed.

MYTHIC HELLCAT**CR 8/MR 3****XP 4,800***Pathfinder Roleplaying Game Bestiary 2*

LE Large outsider (evil, extraplanar, lawful, mythic)

Init +12^{MF}; **Senses** darkvision 60 ft., scent; **Perception** +18**DEFENSE****AC** 25, touch 16, flat-footed 18 (+5 Dex, +2 dodge, +9 natural, -1 size)**hp** 115 (9d10+66)**Fort** +10, **Ref** +13, **Will** +5**Defensive Abilities** invisible in light; **DR** 5/epic and good;**Resist** fire 10; **SR** 21**OFFENSE****Speed** 40 ft.**Melee** bite +14 (1d8+6), 2 claws +14 (1d6+6/19-20 plus grab)**Space** 10 ft.; **Reach** 5 ft.**Special Attacks** menacing purr^{MA}, **mythic power** (3/day, surge +1d6), opportunistic swipe^{MA}, pounce, rake (2 claws, +14, 1d6+6/19-20), reflexive rake^{MA}**STATISTICS****Str** 23, **Dex** 21, **Con** 19, **Int** 10, **Wis** 14, **Cha** 10**Base Atk** +9; **CMB** +16 (+20 grapple); **CMD** 33 (37 vs. trip)**Feats** Combat Reflexes, Dodge^{MF}, Improved Initiative^{MF}, Lightning Reflexes, Mobility**Skills** Acrobatics +17 (+21 when jumping), Climb +18, Perception +18, Stealth +17, Survival +14, Swim +18; **Racial Modifiers** +4 Perception, +4 Stealth**Languages** Infernal (can't speak); telepathy 100 ft.**SQ** hellish mindlink^{MA}**ECOLOGY****Environment** any land (Hell)**Organization** solitary, pair, or pack (3-8)**Treasure** standard**SPECIAL ABILITIES**

Hellish Mindlink (Su) Mythic hellcats are in constant mental communication with other hellcats and mythic hellcats within 100 feet. As long as any hellcat within 100 feet is aware of an opponent, knows an opponent's location, or gains an attack roll bonus for flanking, the mythic hellcat does as well. If any hellcat within 100 feet is not flat-footed, neither is the mythic hellcat. In addition, a mythic hellcat can expend one use of its mythic power as part of its initiative roll to gain the benefits of battlemind link with one ally within 100 feet. This ally must be lawful evil, and the link lasts for 9 rounds (or 9 minutes, if the ally is another hellcat).

Invisible in Light (Su) In bright light, a hellcat has natural invisibility. In normal light, a hellcat has partial concealment (20% miss chance). In dim light, it has no concealment. In darkness, a hellcat's flickering glow limits it to partial concealment, unless the darkness is magical in nature.

Menacing Purr (Su) Whenever a mythic hellcat is adjacent to a creature that cannot see it (whether through the use of Stealth, magic, or even if the creature is blinded or has its eyes closed), it can purr as a swift action. This purr appears to emanate from a square the hellcat chooses within 10 feet of the target. The target is shaken for 2d6 rounds, or for 1 round with a successful DC 16 Will save. Non-mythic creatures take a -4 penalty on their save and become frightened for 3 rounds and then shaken as above on a failed save. If the target is immune to fear, the mythic hellcat can expend one use of its mythic power as a free action to suppress that immunity against this ability. The save DC is Charisma-based and includes a +2 racial bonus.

Opportunistic Swipe (Ex) A mythic hellcat is treated as having a 10-foot reach for the purposes of threatening attacks of opportunity, and it gains the benefits of the Paired Opportunists teamwork feat when it and another hellcat threaten the same target, as if both possessed the feat.

Reflexive Rake (Ex) When a mythic hellcat takes an attack of opportunity, it can make a rake attack with its back claws in place of a single bite or claw attack.

MYTHIC IMMORTAL ICHOR

CR 21/MR 8

XP 409,600

Pathfinder Roleplaying Game Bestiary 4

NE Medium ooze (extraplanar, mythic)

Init +7; **Senses** blindsense 60 ft.; Perception +26

DEFENSE

AC 41, touch 33, flat-footed 36 (+3 Dex, +2 dodge, +8 natural, +18 profane)

hp 334 (20d8+244); regeneration 10 (epic and good weapons, good spells)

Fort +16, **Ref** +9, **Will** +12; **second save**^{MA}

Defensive Abilities amorphous, split^{MA} (slashing, 10 hp); **DR** 15/—; **Immune** acid, bludgeoning damage, electricity, mind-affecting effects, ooze traits, piercing damage; **Resist** cold 30

OFFENSE

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

Melee acidic strike^{MA} +23 touch (6d6 acid plus 1d4 Wis drain^{MA}) or slam +23 (6d6+9 plus 1d4 Wis drain^{MA})

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

Special Attacks drown^{MA}, **mythic power** (8/day, surge +1d10), unrelenting swarms^{MA}

Spell-Like Abilities (CL 17th; concentration +24)

At will—*charm person* (DC 20), *detect thoughts* (DC 19), *summon swarm*, *telekinesis* (DC 22)

3/day—*charm monster* (DC 21), quickened *charm person* (DC 20), *control undead* (DC 24), *creeping doom* (DC 24), *insect plague*, *mind fog* (DC 22), *nightmare* (DC 22)

STATISTICS

Str 22, **Dex** 17, **Con** 26, **Int** 21, **Wis** 22, **Cha** 25

Base Atk +15; **CMB** +21 (+25 grapple); **CMD** 36 (can't be tripped)

Feats Ability Focus (*charm person*), Combat Casting, Dodge^{MF}, Great Fortitude^{MF}, Hover, Improved Great Fortitude, Improved Initiative, Quicken Spell-Like Ability^{MF} (*charm person*), Toughness, Weapon Focus^{MF} (slam)

Skills Fly +3, Intimidate +27, Knowledge (arcana, history, planes) +25, Perception +26, Sense Motive +26, Spellcraft +25

Languages Abyssal, Aklo, Infernal, Undercommon (can't speak any language); telepathy 300 ft.

SQ corrupt ally^{MA}, fluidity^{MA}, no breath, zombie locus^{MA}

ECOLOGY

Environment any ruins or underground

Organization solitary or cult (1 plus 3–20 worshippers or advanced juju zombies)

Treasure standard

SPECIAL ABILITIES

Acidic Strike (Ex) A mythic immortal ichor can deal 4d6 points of acid damage with its melee attack in place of bludgeoning damage.

Corrupt Ally (Su) Any creature *charmed* by an immortal ichor takes 1d6 points of Wisdom damage per day. When a *charmed* creature's Wisdom damage equals its Wisdom score, it becomes completely subservient to the immortal ichor (as *dominate monster*, except it even obeys self-destructive orders) and loses the Wisdom damage it has taken from this ability. A subservient ally who is killed rises the next round as a juju zombie under the immortal ichor's control. If the ichor is killed, these zombies are immediately destroyed. Juju zombies created by a mythic immortal ichor have the advanced simple template. By spending one use of mythic power, the ichor can instead apply the agile or invincible mythic simple template, as described in Chapter 6 of *Pathfinder Roleplaying Game Mythic Adventures*, to a newly created juju zombie.

Drown (Su) When a mythic immortal ichor hits an opponent with its melee attack, it can spend one use of its mythic power to flood its target's lungs with liquid. If the target cannot breathe water, it immediately begins to drown. At the start of the target's next turn, it must succeed at a DC 28 Fortitude save to cough up this liquid or it falls unconscious and is reduced to 0 hit points. If the target failed the initial save, it must succeed at a new Fortitude save on the next round or drop to –1 hit point and start dying; on the third round it must save successfully again or die. A target that dies due to this ability rises the next round as an advanced juju zombie as per corrupt ally. The save DC is Constitution-based.

Fluidity (Ex) A mythic immortal ichor has increased reach and can pass through small holes or narrow openings without having to squeeze.

Unrelenting Swarms (Su) Swarms summoned by a mythic immortal ichor have 50% more hit points, and their duration increases by a number of rounds or minutes (as appropriate to the spell-like ability) equal to the ichor's mythic rank.

Wisdom Drain (Su) A mythic immortal ichor can choose to gain 5 temporary hit points for each point of Wisdom drain it inflicts or 1 temporary point of Charisma (regardless of how much Wisdom it drains during its attack). The hit points last for a maximum of 1 hour, while the Charisma increase lasts for a maximum of 1 minute.

Zombie Locus (Su) A mythic immortal ichor can use a juju zombie under its control within range of its telepathy as point of the origin of its spell-like abilities.



MYTHIC NIGHT HAG

CR 11/MR 4

XP 12,800

Pathfinder Roleplaying Game Bestiary

NE Medium outsider (evil, extraplanar, mythic)

Init +4; **Senses** darkvision 60 ft.; Perception +14

DEFENSE

AC 29, touch 14, flat-footed 25 (+4 Dex, +15 natural)

hp 132 (8d10+88)

Fort +14, **Ref** +8, **Will** +11

DR 10/cold iron, epic, and magic; **Immune** charm, cold, fear, fire, sleep; **SR** 28

OFFENSE

Speed 30 ft.

Melee 2 claws +14 (1d4+6), bite +14 (2d6+6 plus disease)

Special Attacks cursed claws^{MA}, dream haunting, hellrider^{MA}, in your dreams^{MA}, maggot mouth^{MA}

Spell-Like Abilities (CL 8th; concentration +12)

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

At will—*deep slumber* (DC 17), *invisibility*, quickened *lullaby* (DC 14), *magic missile*, *ray of enfeeblement* (DC 15)

At will (with *heartstone*)—*etherealness*, *soul bind*

3/day—empowered *ray of enfeeblement* (DC 15)

STATISTICS

Str 23, **Dex** 19, **Con** 22, **Int** 18, **Wis** 16, **Cha** 19

Base Atk +8; **CMB** +14; **CMD** 28

Feats Combat Casting, Deceitful^{MF}, Empower Spell-Like Ability (*ray of enfeeblement*), Mounted Combat^{MF}

Skills Bluff +19, Diplomacy +12, Disguise +19, Intimidate +15, Knowledge (arcana) +15, Knowledge (planes) +15, Perception +14, Ride +15, Sense Motive +14, Spellcraft +12

Languages Abyssal, Celestial, Common, Infernal

SQ change shape (any humanoid; *alter self*), *heartstone*

ECOLOGY

Environment any evil-aligned plane

Organization solitary, mounted (1 and 1 nightmare), or coven (3 hags of any type)

Treasure standard

SPECIAL ABILITIES

Cursed Claws (Su) If a mythic night hag strikes a creature with both claws in the same round, the target is affected as a cursed wound hex. If the hag expends one use of its mythic power, the curse becomes permanent and the DC to remove the curse or to affect the target with conjuration (healing) spells and similar healing effects is increased by 4.

Disease (Su) *Demon Fever*: Bite—injury; *save* Fort DC 20; *onset* immediate; *frequency* 1/day; *effect* 1d6 Con damage (target must save a 2nd time or 1 point of the damage is drain instead); *cure* 2 consecutive saves. The save DC is Constitution-based.

Dream Haunting (Su) A night hag can visit the dreams of chaotic or evil targets by using a special periapt known as a heartstone to become ethereal, then hovering over the creature. Once it does so, it rides on the victim's back until dawn. The sleeper suffers tormenting dreams and takes 1 point of Constitution drain upon awakening. Only another ethereal being can stop these nocturnal intrusions by confronting and defeating the night hag.

Heartstone (Su) All night hags carry a heartstone—a special gemstone worth at least 1,800 gp that is worn as a periapt. A heartstone's magic is fueled by the hag's spirit and proximity—once separated from its owner (or upon the hag's death), a heartstone retains its magic for only 24 hours before becoming a nonmagical gem again. The heartstone instantly cures any disease contracted by the holder. In addition, a heartstone provides a +2 resistance bonus on all saving throws (this bonus is included in the statistics block above). A night hag that loses this charm can no longer use *etherealness* or *soul bind* until it finds a replacement gemstone.

Hellrider (Sp) A mythic night hag can summon a nightmare once per day as a standard action. The nightmare serves it for up to 8 hours and then disappears. If the hag expends one use of its mythic power when summoning the nightmare, it may summon a mythic nightmare (as described in *Mythic Monsters: Mounts* from *Legendary Games*) or may summon a nightmare with the agile or savage simple mythic template, as described in Chapter 6 of *Pathfinder Roleplaying Game Mythic Adventures*. A mythic night hag can see and breathe normally through a nightmare's smoke, and it can summon the nightmare directly under itself, so it is already mounted as soon as the nightmare arrives. All squares within and adjacent to the nightmare's space when it arrives are automatically filled with the nightmare's smoke for 1 round.

In Your Dreams (Su) When a mythic night hag is about to die or be permanently incapacitated, it can expend one use of its mythic power to send its spirit into the subconscious mind of the creature that kills or vanquishes it. This functions similarly to *magic jar* (DC 19), but the mythic night hag does not immediately gain control of the target's body. Instead, the target is affected each time it sleeps as *nightmare* (DC 19), and on a failed save also gains 1 negative level. If the target fails its save three nights in a row, the mythic night hag can attempt to assert control as normal for *magic jar*. The target gains one additional negative level each day or fraction thereof that the mythic night hag remains in control. The target's body takes no penalties from these negative levels as long as the hag is in control; if the hag is driven out, however, all penalties return. If the target is carrying that mythic night hag's heartstone, even in an extradimensional space, it takes a -4 penalty on saving throws against this ability and gains 2 negative levels for each failed save and for each day the hag remains in control. Once the target's negative levels equal its Hit Dice, the target's spirit is bound by the hag (as if it had successfully used *soul bind* on the target) and its body shrivels and withers into the blackened form of a mythic night hag. Non-mythic effects that end or suppress possession have no effect unless the creator of the effect succeeds at a DC 26 caster level check. A mythic creature can add its mythic tier as a bonus on this check. The save DC is Charisma-based.

Maggot Mouth (Ex) A mythic night hag's mouth is filled with vile, squirming maggots. Any creature she bites must succeed on a DC 20 Reflex save or become infested with rot grubs, taking 1d4 points of Constitution damage per round as the rot grubs burrow through and consume its flesh for 1d6 rounds. These fiendish rot grubs share the hag's immunity to cold and fire, but any other energy-based attack (including damage from negative energy) that deals at least 5 points of damage to the victim automatically destroys all of the rot grubs infesting it, ending the effect prematurely. Additionally, any effect that removes disease instantly ends a rot grub infestation. Immunity to disease offers no defense.

In addition, once per day as a full-round action, a mythic night hag can vomit up a rot grub swarm which shares the hag's immunity to cold and fire. The swarm does not harm the mythic night hag or any creature on which she is mounted but otherwise moves 10 feet per round in a straight line until it reaches targets it can attack. The mythic night hag can mentally direct the rot grub swarm as a move action to change direction or attack specific creatures. The swarm remains for up to 1 minute or until destroyed. After vomiting up a rot grub swarm, a mythic night hag's maggot mouth ability is suppressed for 1 minute. The save DC is Constitution-based.

Nightmare Lullaby (Sp or Su) A mythic night hag can use quickened *lullaby* at will as a spell-like ability and may also use a slumber hex (DC 18) at will. In addition, it may expend mythic power when using its *deep slumber*, *lullaby*, and *ray of enfeeblement* spell-like abilities to duplicate the mythic versions of those spells instead.

MYTHIC SHADOW MASTIFF

CR 6/MR 2

XP 2,400

Pathfinder Roleplaying Game Bestiary 3

NE Medium outsider (evil, extraplanar, mythic)

Init +8^{MF}; **Senses** darkvision 60 ft.; Perception +10

DEFENSE

AC 20, touch 12, flat-footed 18 (+2 Dex, +8 natural)

hp 71 (6d10+38)

Fort +8, **Ref** +7, **Will** +5

DR 5/epic; **Defensive Abilities** shadow blend, shadowstuff^{MA}

OFFENSE

Speed 50 ft.; shadow door^{MA}

Melee bite +11 (1d8+7 plus trip), tail slap +6 (1d6+3)

Special Attacks bay^{MA}, mythic power (2/day, surge +1d6)

STATISTICS

Str 21, **Dex** 15, **Con** 17, **Int** 4, **Wis** 12, **Cha** 13

Base Atk +6; **CMB** +11; **CMD** 23 (27 vs. trip)

Feats Improved Initiative^{MF}, Iron Will, Power Attack

Skills Perception +10, Stealth +11, Survival +10

Languages Common (can't speak)

ECOLOGY

Environment any

Organization solitary, pair, or pack (1–2 mythic shadow mastiffs and 3–8 shadow mastiffs)

Treasure none

SPECIAL ABILITIES

Bay (Su) When a mythic shadow mastiff howls or barks, all creatures within a 300-foot spread except evil outsiders must succeed at a DC 18 Will save or become panicked for 1d4+2 rounds. A creature that successfully saves cannot be affected by the same mastiff's bay for 24 hours. The mastiff can spend one use of its mythic power to again affect creatures that previously made their saves. This is a sonic, mind-affecting fear effect. The save DC is Charisma-based and gains a bonus equal to the mastiff's mythic rank.

Shadow Blend (Su) In any condition of illumination other than full daylight, a shadow mastiff disappears into the shadows, giving it concealment (50% miss chance). Artificial illumination, even a *light* or *continual flame* spell, does not negate this ability; a *daylight* spell, however, does. A shadow mastiff can suspend or resume this ability as a free action.

Shadow Door (Su) Three times per day as a move action when using its shadow blend ability, a mythic shadow mastiff can transport itself to another area with illumination of less than full daylight, as per *dimension door* (caster level 6th). The mastiff can then spend one use of its mythic power when doing so to retain the ability to take actions until its next turn.

Shadowstuff (Su) A mythic shadow mastiff can spend one use of its mythic power as an immediate action to become incorporeal for 6 rounds. It must be in an area of less than full daylight to use this ability. The mastiff deals the same base damage with its attacks plus 1d6 cold damage, but it gains no bonuses from Strength. Additionally, it loses its natural armor bonus to AC and instead gains a deflection bonus equal to its Charisma modifier plus its mythic rank (typically, AC 15, touch 15, flat-footed 13). The mastiff can return to corporeal form as a free action.

MYTHIC SHINING CHILD**CR 15/MR 6**

XP 51,200

CE Medium outsider (evil, extraplanar, mythic)

Init +14/-6^{MF}, **dual initiative**^{MA}; **Senses** darkvision 120 ft.; Perception +25**Aura** blinding light (60 feet)**DEFENSE****AC** 36, touch 23, flat-footed 31 (+8 deflection, +4 Dex, +1 dodge, +13 natural)**hp** 228 (16d10+140); fast healing^{MA} 10 (in bright or normal light)**Fort** +15, **Ref** +11, **Will** +10**Defensive Abilities** **fortification**^{MA} (50%); **DR** 10/epic; **Immune** blindness, fire, poison; **Resist** cold 10, sonic 10**OFFENSE****Speed** 30 ft., fly 50 ft. (perfect)**Melee** 2 touches +20 (4d10 fire plus burning touch)**Ranged** searing ray +20 touch (10d6 fire)**Special Attacks** death throes^{MA} (DC 26), incandescent dissolution^{MA} (DC 25), **mythic power** (6/day, surge +1d8), mythic spell-like abilities^{MA}**Spell-Like Abilities** (CL 12th; concentration +20)At will—*greater teleport* (self plus 50 lbs. of objects only), *light*, *light leap*^{MA}, *major image* (DC 21)3/day—*greater dispel magic*, *mirage arcana* (DC 21), *rainbow pattern* (DC 23), *spell turning*, *sunbeam*, *wall of force*1/day—*scintillating pattern* (DC 26), *screen* (DC 26), *symbol of insanity* (DC 26)**STATISTICS****Str** 10, **Dex** 19, **Con** 20, **Int** 15, **Wis** 11, **Cha** 26**Base Atk** +16; **CMB** +16; **CMD** 39**Feats** Ability Focus (blinding light), Dodge, Improved Initiative^{MF}, Lightning Reflexes^{MF}, Mobility, Skill Focus (Perception), Spring Attack^{MF}, Weapon Finesse**Skills** Bluff +27, Diplomacy +24, Fly +12, Intimidate +27, Knowledge (arcana, planes) +21, Perception +25, Spellcraft +21, Use Magic Device +27**Languages** telepathy 120 ft.**SQ** radiant armor**ECOLOGY****Environment** any land (extraplanar)**Organization** solitary, visitation (1 mythic shining child and 2–9 shining children), or incursion (1 mythic shining child and 11–20 shining children)**Treasure** none**SPECIAL ABILITIES****Blinding Light (Ex)** A shining child can radiate a 60-foot-radius aura of blinding light as a free action. Creatures within the affected area must succeed on a DC 26 Fortitude save or be permanently blinded. A creature that successfully saves cannot be affected again by the same shining child's aura for 24 hours. The save is Constitution-based.**Burning Touch (Su)** A shining child corrupts the positive energy within a living creature into an unnatural burning light. For the next 5 rounds after a successful touch attack by a shining child, the target takes 2d6 points of fire damage. The burning light can be "extinguished" by casting *darkness* or *deeper darkness* on the target, or by entering an area of natural darkness (not counting the light from the burning target).**Death Throes (Su)** When killed, a mythic shining child explodes in a blinding flash of searing light identical to its blinding light attack, though it also deals 12d6 points of damage to creatures within 60 feet (Reflex DC 26 halves). Half the damage is fire damage, but the other half results directly from the mythic shining child's otherworldly corruptive power and is therefore not subject to being reduced by resistance to fire-based attacks. The save DC is Constitution-based.**Fast Healing (Su)** A mythic shining child gains fast healing 10 when in an area of bright or normal light (not counting its own light).**Incandescent Dissolution (Su)** If a creature takes damage from a critical hit or takes damage that reduces it to below 0 hit points while inside a mythic shining child's aura of blinding light, the mythic shining child can expend one use of its mythic power as a swift or immediate action to saturate the creature's body and open wounds with matter-annihilating light, dealing 12d6 points of damage (DC 26 Fortitude half). Creatures killed by this effect are disintegrated (as *disintegrate*). The save DC is Constitution-based.**Light Leap (Sp)** A mythic shining child can transport itself between areas of bright or normal light at will as a swift, move, or standard action. This otherwise acts as *dimension door*, caster level 12th, but with a maximum range of 120 feet.**Mythic Spell-Like Abilities (Su)** Three times per day, a mythic shining child may use the mythic spell version of any of its corresponding spell-like abilities. A mythic shining child must expend the same amount of mythic power that would normally be required to cast a mythic spell, treating its mythic rank as its mythic tier for the purpose of qualifying to use augmented versions of mythic spells.**Radiant Armor (Su)** The light that surrounds a shining child grants it a deflection bonus to its AC equal to its Charisma bonus. The bonus is negated as long as the shining child is in the area of effect of a spell with the darkness descriptor that is at least 3rd level.**Searing Ray (Su)** A shining child's primary attack is a ray of searing light. This attack has a range of 120 feet. The ray deals double damage to undead creatures.

MYTHIC SOULSLIVER

CR 3/MR 1

XP 800

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NE Medium outsider (extraplanar, mythic, shapechanger)

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

DEFENSE

AC 16, touch 14, flat-footed 12 (+3 Dex, +1 dodge, +2 natural)

hp 29 (3d10+13); fast healing 1

Fort +4, **Ref** +6, **Will** +2

Resist acid 5, fire 5

Weaknesses vulnerable to sonic

OFFENSE

Speed 40 ft.

Melee 2 slams +5 (1d4+2)

Special Attacks attack reflection^{MA}, death throes, mythic power (3/day, surge +1d6)

Spell-Like Abilities (CL 3rd; concentration +4)

3/day—*mage hand*, *open/close*, *silent image*

1/day—*mirror image*

STATISTICS

Str 14, **Dex** 17, **Con** 12, **Int** 11, **Wis** 12, **Cha** 13

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

Feats Dodge, Extra Mythic Power^{MF}, Improved Initiative

Skills Acrobatics +9 (+13 when jumping), Bluff +7, Disguise +7 (+11 when using change shape), Perception +7, Sense Motive +7, Stealth +9; **Racial Modifiers** +4 Disguise when using change shape

Languages Aklo, Common

SQ change shape (any humanoid; *alter self*), compression, mirror travel, perfect copy, reflected location^{MA}, sound mimicry (voices)

ECOLOGY

Environment any land (extraplanar)

Organization solitary or gang (2–5)

Treasure incidental

SPECIAL ABILITIES

Attack Reflection (Su) A mythic soulsliver within a mirror can attack the reflection of a creature that appears on that mirror, causing the reflection to manifest awful wounds that the creature itself does not have. A creature witnessing this damage to its reflection must make a DC 14 Will save or take 1d4 points of Charisma damage. A mythic soulsliver that expends one use of its mythic power as a free action when attacking a reflection causes the reflected creature to roll its saving throw twice and take the lowest result, with failure instead causing 2d4 points of Charisma damage. A creature that takes Charisma damage from

this attack persists in seeing its reflection as damaged for as long as the Charisma damage remains. The save DC is Charisma-based and includes a +2 racial bonus. A mythic soulsliver cannot be harmed by creatures outside of a mirror while it is within a mirror. If a mirror it is inhabiting is smashed, a mythic soulsliver can use its mirror travel or reflected location ability as an immediate action, and it must use one of these abilities if the largest shard of the smashed mirror is too small for it to exit the mirror through.

Death Throes (Su) When a soulsliver is killed, its body explodes into jagged glass shards that deal 2d6 points of piercing and slashing damage to creatures within a 20-foot-radius burst (Reflex DC 12 half). The save DC is Constitution-based.

Mirror Travel (Su) At will as a standard action, a soulsliver can crawl into any mirror as if it were a door or window, instantly transporting itself to another mirror within 500 feet as if using *dimension door* (caster level 7th). It can remain within that mirror indefinitely, or on its next turn crawl out or use this ability again. Its compression ability allows it to enter or exit Diminutive or larger mirrors. It can only exit a mirror if it is using change shape to take a specific creature's form.

Perfect Copy (Su) When a soulsliver uses change shape, it can assume the appearance of a specific individual. However, it is always the mirror image of the person it copies, which might give away that something is wrong.

Reflected Location (Su) As a swift action, a mythic soulsliver can instantly transport itself out of a mirror and into the location it appears to occupy in the reflected space as if using *dimension door* (caster level 7th). As there is no change in the mirror's scene—the mythic soulsliver is now normally reflected into the space it previously occupied in the mirror itself—an observer may not realise the mythic soulsliver has appeared in the real location if they can only see the reflection. Unlike with its mirror travel ability, a mythic soulsliver need not be using change shape to take a specific creature's form in order use this ability. A mythic soulsliver that transports itself into a reflected location gains a +2 morale bonus on attack and damage rolls until the start of its next turn. In addition, by expending one use of its mythic power as a move action, a mythic soulsliver can instantly transport itself into any mirror in which its reflection appears.

MYTHIC URDEFHAN**CR 4/MR 1**

XP 1,200

NE Medium outsider (native, mythic)

Init +1/-19, **dual initiative**^{MA}; **Senses** darkvision 120 ft.;

Perception +7

DEFENSE**AC** 17, touch 11, flat-footed 16 (+3 armor, +1 Dex, +3 natural)**hp** 35 (3d10+19)**Fort** +6, **Ref** +4, **Will** +4**Defensive Abilities** negative energy affinity; **DR** 5/epic plus good or silver; **Immune** death effects (see below), disease, fear, level drain; **Resist** acid 10; **SR** 15**OFFENSE****Speed** 30 ft.**Melee** +1 *invigorating rhoka sword* +9 (1d8+7/18–20), bite +2 (1d4+2 plus 2 Str) or bite +7 (1d4+4 plus 2 Str)**Ranged** composite longbow +4 (1d8+4/×3)**Special Attacks** blood drain (1 Con), daemon-blessed sword^{MA}, **mythic power** (1/day, surge +1d6)**Spell-Like Abilities** (CL 3rd; concentration +5)At will—*feather fall*3/day—*align weapon*, *death knell* (DC 14), *ray of enfeeblement* (DC 13)**STATISTICS****Str** 19, **Dex** 12, **Con** 17, **Int** 14, **Wis** 13, **Cha** 14**Base Atk** +3; **CMB** +7; **CMD** 18**Feats** Iron Will^{MF}, Weapon Focus (rhoka sword)**Skills** Intimidate +8, Knowledge (dungeoneering) +5, Knowledge (planes, religion) +8, Perception +7, Ride +4, Sense Motive +7, Survival +7**Languages** Aklo, Undercommon**SQ** daemonic pact**ECOLOGY****Environment** any land (Abaddon)**Organization** solitary, gang (1 mythic urdefhan and 2–12 urdefhans), or cult (13–30 plus 2–6 fighters of 2nd–4th level, 1–4 necromancer wizards of 3rd–6th level, 1 mythic urdefhan cleric high priest of 5th–9th level, 8–12 skavelings, and 1–3 ceustodaemons)**Treasure** NPC gear (studded leather, rhoka sword, composite longbow (+4 Str) with 20 arrows, other treasure)**SPECIAL ABILITIES****Daemon-Blessed Sword (Su)** In the hands of a mythic urdefhan, a rhoka sword is a +1 *invigorating*^{UE} *rhoka sword*, and when it uses *align weapon* to align its sword to evil it gains a +1 profane bonus on attack rolls and deals 1d6 points of extra damage to good-aligned creatures. Additionally, once per day as a swift action, a mythic urdefhan can expend one use of its mythic pwer to grant its rhoka sword the *wounding* special ability for 1 minute.**Daemonic Pact (Su)** Urdefhans are infused with daemonic energy; as an immediate action, an urdefhan can attempt to allow this energy to consume its soul (50% chance of success per attempt). If it succeeds, the urdefhan dies and releases a 5-foot-radius burst of negative energy that deals 2d6 points of damage (DC 14 Reflex half). If it uses this ability after confirming a critical hit, the target of the critical hit also gains a negative level (DC 14 Fortitude negates). The save DC is Constitution-based.**Strength Damage (Su)** An urdefhan's bite drains vitality, turning the skin and muscle around the wound transparent and causing 2 points of Strength damage unless the target succeeds on a DC 14 Fortitude save. The flesh remains transparent until the Strength damage is healed, but this does not have any other effects. The save DC is Constitution-based.

MYTHIC VARGOUILLE

CR 3/MR 1

XP 800

Pathfinder Roleplaying Game Bestiary

NE Small outsider (evil, extraplanar, mythic)

Init +1; **Senses** darkvision 60 ft.; Perception +7

DEFENSE

AC 16, touch 12, flat-footed 15; (+1 Dex, +4 natural, +1 size)

hp 29 (3d10+13)

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

OFFENSE

Speed fly 30 ft. (good)

Melee bite +5 (1d4 plus poison)

Special Attacks flying kiss^{MA}, kiss, mythic power (3/day, surge +1d6), poison, shriek^{MA}

STATISTICS

Str 10, **Dex** 13, **Con** 13, **Int** 5, **Wis** 12, **Cha** 8

Base Atk +3; **CMB** +2; **CMD** 13

Feats Extra Mythic Power^{MF}, Skill Focus (Stealth), Weapon Finesse

Skills Fly +13, Intimidate +5, Perception +7, Stealth +8

Languages Infernal

ECOLOGY

Environment any

Organization pair, cluster (1 mythic vargouille and 3–6 vargouilles), or mob (2 mythic vargouilles and 5–10 vargouilles)

Treasure none

SPECIAL ABILITIES

Flying Kiss (Su) By expending one use of its mythic power as a swift action immediately before making the attack, a mythic vargouille can blow a kiss to a target within 30 feet by making a ranged touch attack. If the attack succeeds, the target must make a DC 16 Fortitude save or be affected by the mythic vargouille's kiss.

Kiss (Su) A vargouille can kiss a helpless target by making a successful melee touch attack (this provokes attacks of opportunity). A kissed opponent must succeed on a DC 16 Fortitude save or begin a terrible transformation that changes the creature into a vargouille within 24 hours (and often much sooner; roll 1d6 separately for each phase of the transformation). First, over a period of 1d6 hours, all the victim's hair falls out. Within another 1d6 hours thereafter, the ears grow into leathery wings, tentacles sprout on the chin and scalp, and the teeth become long, pointed fangs. During the next 1d6 hours, the victim takes Intelligence drain and Charisma drain equal to 1 point per hour (to a minimum of 3). The transformation is complete 1d6 hours thereafter, when the victim's head breaks free of the body (which promptly dies) and becomes a vargouille. This transformation's progress is paused by sunlight or any light spell of 3rd level or higher, but stopping the transformation requires *remove disease* or a similar effect. The transformation is a disease effect. The save DC is Constitution-based and includes a +4 racial bonus.

Poison (Su) Bite—injury; *save* Fort DC 12; *frequency* once; *effect* damage caused by bite can only be healed with magic if the spellcaster succeeds on a DC 20 caster level check; *cure* 1 save. The save DC is Constitution-based.

Shriek (Su) Instead of biting, a mythic vargouille can open its distended mouth to shriek. Those within 60 feet (except other vargouilles) who hear the shriek must succeed on a DC 14 Fortitude save or be paralyzed for 2d4 rounds or until the monster attacks them. Creatures do not need to be able to see a mythic vargouille to be affected by its shriek. A creature that successfully saves cannot be affected again by the same mythic vargouille's shriek for 24 hours unless the mythic vargouille expends one use of its mythic power as a free action when shrieking. The save DC is Constitution-based and includes a +2 racial bonus.

MYTHIC YETH HOUND**CR 4/MR 1**

XP 1,200

NE Medium outsider (evil, extraplanar, mythic)

Init +7; **Senses** darkvision 60 ft., scent; Perception +9**DEFENSE****AC** 16, touch 12, flat-footed 14 (+2 Dex, +4 natural)**hp** 40 (4d10+18)**Fort** +3, **Ref** +6, **Will** +6**DR** 5/epic and silver**OFFENSE****Speed** 40 ft., fly 60 ft. (good)**Melee** bite +7 (2d6+4 plus sinister bite and trip)**Special Attacks** bay^{MA}, **mythic power** (3/day, surge +1d6), yeth hound's curse^{MA} (DC 14)**STATISTICS****Str** 17, **Dex** 15, **Con** 15, **Int** 6, **Wis** 14, **Cha** 10**Base Atk** +4; **CMB** +7; **CMD** 19 (23 vs. trip)**Feats** Extra Mythic Power, Improved Initiative, Skill Focus (Fly)**Skills** Fly +16, Perception +9, Stealth +9, Survival +9**Languages** Abyssal or Infernal (cannot speak)**ECOLOGY****Environment** any**Organization** solitary or pack (1 mythic yeth hound and 6–11 yeth hounds)**Treasure** incidental**SPECIAL ABILITIES**

Bay (Su) When a mythic yeth hound howls or barks, all creatures except other evil outsiders within a 300-foot spread must succeed on a DC 14 Will save or become panicked for 2d4 rounds. This is a sonic mind-affecting fear effect. Whether or not the save is successful, an affected creature is immune to the same hound's bay for 24 hours. Additionally, a mythic yeth hound can expend one use of its mythic power as a free action when it uses its bay attack to make the area radiate fear for 1d4+1 rounds. Any creature in, entering, or passing through the bay's area of effect during these 1d4+1 rounds is subject to the mythic yeth hound's bay attack. The save DC is Charisma-based and includes a +2 racial bonus.

Flight (Su) A yeth hound can cease or resume its flight as a free action.

Sinister Bite (Su) A yeth hound's bite is treated as evil-aligned for the purpose of overcoming damage reduction, and good-aligned creatures bitten by a yeth hound must succeed on a DC 14 Will save or be shaken for 1 round. If the target is already affected by a fear effect (such as the hound's bay attack), the victim is instead completely overcome with fear and cowering for 1 round. This is a mind-affecting fear effect. The save DC is Constitution-based.

Yeth Hound's Curse (Su) When a mythic yeth hound confirms a critical hit against a good-aligned creature with its bite, the target is stunned for 1 round and takes a permanent –6 penalty to its Wisdom score (as *bestow curse*, Will DC 14 negates). Subsequent failed saves do not increase this penalty but can cause repeated stunning. A mythic yeth hound can use this ability after any hit with its bite attack by expending one use of its mythic power as a free action. This is a curse effect. The save DC is Charisma-based and includes a +2 racial bonus.



This transparent humanoid seems comprised of sloughing bluish mist with pale, anguished faces pressing to the surface in silent screams. It darts quickly from person to person, looming like a terrifying shadow.

MALDONADO

CR 6/MR 2

XP 2,400

NE Medium outsider (demon or devil, evil, extraplanar, incorporeal, mythic)

Init +7^{MF}; **Senses** darkvision 60 ft.; Perception +10

DEFENSE

AC 17, touch 17, flat-footed 15 (+5 deflection, +1 Dex, +1 dodge); mythic defense^{MA}

hp 71 (6d10+38)

Fort +5, **Ref** +6, **Will** +8

Defensive Abilities desperate survival^{MA}, incorporeal; **DR** 5/epic

Weaknesses body-dependent

OFFENSE

Speed fly 40 ft. (perfect)

Melee incorporeal touch +7 (3d6 plus 1d2 Strength drain)

Special Attacks improved malevolence^{MA}, malevolence, mythic power (2/day, surge +1d6), strength drain

Spell-Like Abilities (CL 6th; concentration +9)

At will—*seek thoughts* (host only; DC 16)

STATISTICS

Str —, **Dex** 13, **Con** 16, **Int** 11, **Wis** 13, **Cha** 17

Base Atk +6; **CMB** +7; **CMD** 23 (can't be tripped)

Feats Dodge, Improved Initiative^{MF}, Iron Will

Skills Bluff +12, Intimidate +12, Fly +9, Knowledge (history) +6, Knowledge (local) +6, Knowledge (religion) +9, Perception +10, Perform (sing) +6, Sense Motive +7

Languages Common plus Abyssal or Infernal

SQ alter flesh, fiendish allegiance, incorporeal flight, pernicious possession^{MA}

ECOLOGY

Environment any urban

Organization solitary or cult (1 maldonado plus associated humanoids)

Treasure none

SPECIAL ABILITIES

Alter Flesh (Su) A maldonado can change its host's face to the face of any creature it has ever possessed, as if using *alter self*. It can also turn its eyes an unsettling black and create words on its skin in Abyssal or Infernal (depending on which subtype it has from its fiendish allegiance ability). These changes immediately end if the maldonado leaves its host.

Body-Dependent (Ex) A maldonado cannot survive long without a physical host body. At the start of each of its turns, if it is not possessing a host it gains 1 temporary negative level. One negative level is automatically removed after each 24 continuous hours spent in a physical body or bodies; they can otherwise be removed only through use of the maldonado's desperate survival ability.

Desperate Survival (Ex) A maldonado can spend one use of its mythic power as a free action to remove all negative levels from its body-dependent ability.


Fiendish Allegiance (Ex) A maldonado's essence is similar to that of a demon or devil, and each has either the demon or devil subtype (50% chance for either for a neutral evil maldonado, otherwise demon for chaotic maldonados and devil for lawful maldonados). A maldonado knows Abyssal or Infernal, depending on its subtype.

Improved Malevolence (Su) A maldonado can use its malevolence ability as a free, swift, move, or standard action. It can attempt to possess a target within 5 feet without first succeeding at a melee touch attack against its opponent. So long as a formerly-possessed target is within 5 feet of it, the maldonado can automatically possess it again (no saving throw allowed for non-mythic creatures). As a free action, it can expend one use of mythic power to force its target to reroll a successful Will save to resist malevolence and take the result of this second roll. This otherwise acts as malevolence.

Incorporeal Flight (Ex) A maldonado can only use its flight when in its incorporeal form. When possessing a host, it uses the host's movement abilities.

Malevolence (Su) As a swift, move, or standard action, a maldonado can attempt to possess a living humanoid creature. This ability is similar to a *magic jar* spell (caster level 10th or the maldonado's Hit Dice, whichever is higher), except that it does not require a receptacle. To use this ability, the maldonado must succeed at a melee touch attack (whether in its own incorporeal form or while possessing another creature). The target can resist the attack with a successful DC 16 Will save; if the save fails, the maldonado leaves its current host (if any) and possesses the target. A creature that successfully saves is immune to that maldonado's malevolence for 24 hours. If a maldonado's host body is slain, the maldonado automatically leaves the host at the start of its next turn (see body-dependent). The save DC is Charisma-based.

Mythic Defense (Ex) The +2 natural armor increase from being a mythic creature increases the AC of a mythic maldonado's host; when not possessing a host, the maldonado's deflection bonus increases by +2 (included in the above totals).



Pernicious Possession (Su) A maldonado's can attempt a caster-level check to ignore an effect that would normally block or suppress possession, such as *protection from evil*. If the effect is a non-mythic effect, the maldonado gains a +2 bonus on this check. While possessing a creature, a maldonado's malign essence is difficult to detect, as if it had permanent *nondetection* against divinations that would detect its presence. The DC to overcome this *nondetection* is increased by 2 against non-mythic divinations.

Strength Drain (Su) A maldonado's incorporeal touch drains 1d2 Strength from its target. When possessing a host, its melee touch attacks, natural attacks, and unarmed strike drain 1d2 Strength in addition to their normal effects.

A maldonado is formed from the broken soul of a fallen celestial that survives by inhabiting mortal bodies in succession. Ages ago, there was a war among the celestial planes over the role and fate of mortal souls, determining whether mortals were to be considered servants of the good outsiders. Those who wished mortals to be subservient lost the war, and these rebellious angels were cast down, transforming into demons, devils, and other fiends. Some of these rebels were so wounded by the war that they were permanently crippled, denying them the ability to form physical bodies. These first maldonado's were fragile, but with their strength nearly spent, they discovered they could wear a humanoid's flesh like a piece of clothing, discarding it as needed when the mortal grew too old or outlived its usefulness. Now these body-switching fiends dwell among mortals, using their powers to commit petty evil, corrupt innocents, ruin the names of good folk, and prepare the world for their stronger brethren in the Abyss and Hell.

In its natural state, a maldonado is a shadowy blue-gray shape in the air, its form writhing with the faces of the countless bodies it has used and abandoned. It can possess a victim in the manner of a ghost, becoming indistinguishable from the person whose life it has stolen. To confuse or intimidate other mortals, it can make its host's eyes appear to be bottomless black pits, alter its face to that of anyone it has ever possessed, or cause fiendish writing to appear or vanish on its borrowed skin. It can jump from body to body, leaping hosts in pursuit of choice prey or to escape from someone who knows its secret.

If expelled from a host (whether voluntarily, through the use of specific magic, or by the death of the possessed mortal), a maldonado is incredibly vulnerable, and it must quickly find a new host before it dissipates like smoke in a strong wind. Because of this, it tries to avoid being alone, and even possessing one of two humanoids in a small area makes it nervous, for their deaths would force it to flee in the hopes of finding another body it could inhabit. This means a maldonado whose host body is confined to one space tends to be gregarious and talkative—despite its innate malice—as it hopes to draw potential hosts within touching range.

Driven by a hatred of mortals because of its loss in the ancient war, a maldonado enjoys tormenting humanoids in petty and cruel ways that its unusual powers make possible. A maldonado might start a fire in an inn, trap its host, jump into the rescuer trying to pull its host free, and leave in the rescuer's body, abandoning its previous host to die. It might possess a noble hero, engage in illicit and criminal behavior, then abandon the host to imprisonment or execution—and because the hero remembers nothing of being possessed, their protestations of innocence are genuine, and all the more tragic for it. If a particular target is able to resist a maldonado (and therefore become immune to its possession for 24 hours), the creature may choose to stalk that victim, taking over the bodies of family and friends, putting loved ones in danger, and spreading rumors about the resistant target until the person's life is ruined.

ECOLOGY

A maldonado's weakened incorporeal form is harmlessly sustained by its host's life energy. As an outsider, a maldonado does not need to sleep or actually eat, but it usually keeps up the pretense of doing so when in a host body long enough. However, if taking time to eat is inconvenient or if it wants to punish its host, it might avoid sustenance for days, and when the creature moves on the host awakens in its own body ravenous and sleep-deprived with no memory of the intervening days. Ageless and immortal, a maldonado might torment a particular person intermittently over the course of a mortal's life (ruining celebrations such as weddings and births), or even follow their descendants through generations, leading members of that family to believe they are cursed. Like a vampire, a maldonado has all the time in the world to work its evil, and can disappear for a decade only to turn up again when its prey least expects it.

Maldonados are not known to reproduce in any conventional fashion. Powerful demons and devils can create new ones by tearing away most of a lesser fiend's immortal essence until only the barest vestige remains. Some experts on necromancy speculate that a person conceived or gestated by a maldonado-possessed body may carry some of the creature's evil essence, and if killed might arise as a new maldonado.

HABITAT AND SOCIETY

Most maldonados avoid their own kind, disliking the competition for host bodies, as only one can possess the same mortal at a time and that might leave one without a protective humanoid shell. They appear to instinctively be able to recognize each other when in a mortal host, and one quickly leaves once it realizes it is in another's territory. A handful may work together under the guidance of a more powerful fiend, using their abilities to enact plans more quickly than they could alone.

Some maldonados enjoy founding demonic or diabolic cults, riding different minions over the course of a day or week. The minions usually consider this a blessing from the fiendish planes and work hard to be worthy of this "honor." Depending on its own interests or those of its masters, a maldonado might allow such a cult to persist through generations of humanoids, or kill them all in short succession with a mass cult suicide or by encouraging them to throw away their lives against superior opponents. Most maldonados prefer to inhabit Medium humanoids, but some choose to corrupt giant races.





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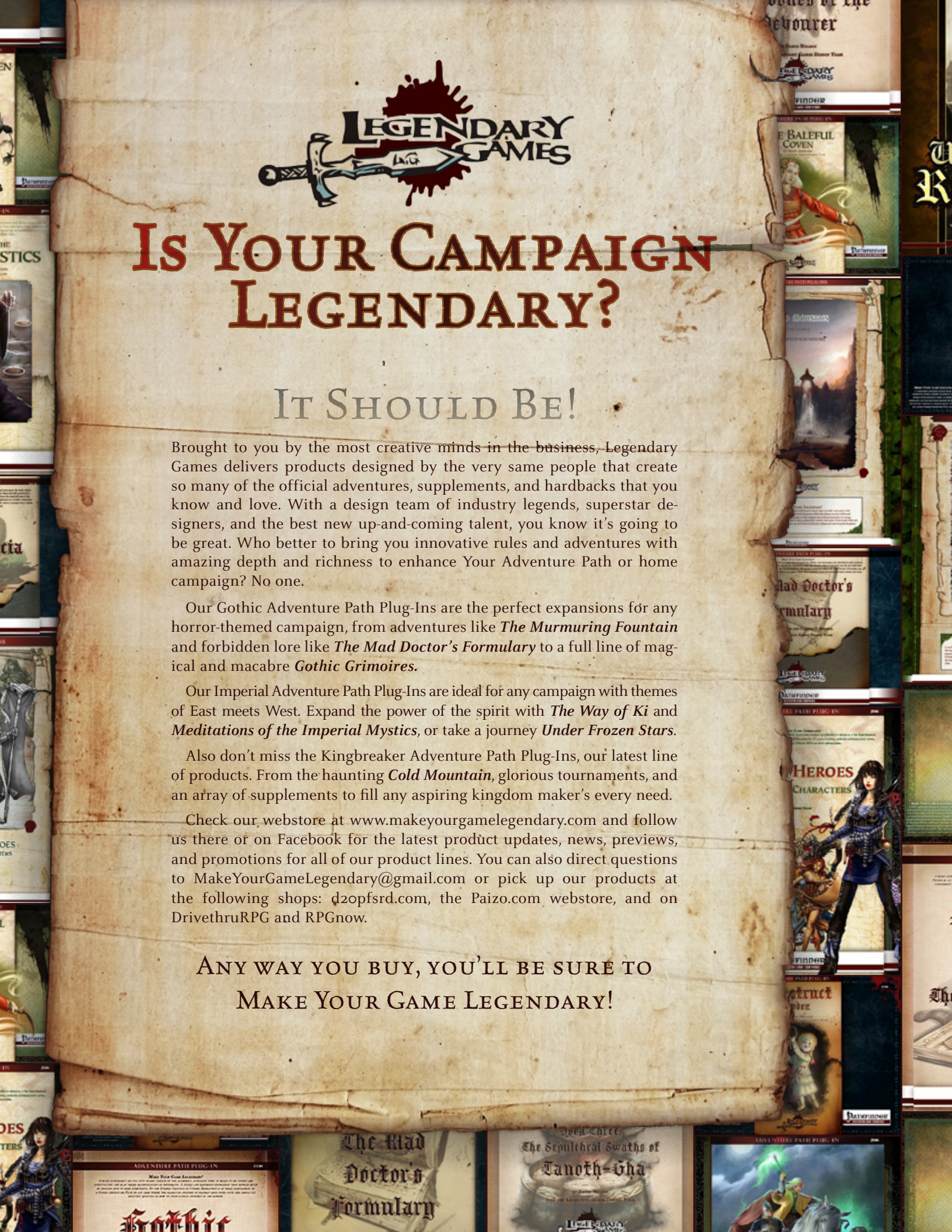
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This product is a rules and adventure supplement for the Pathfinder Roleplaying Game and requires the use of the *Pathfinder Roleplaying Game Core Rulebook* and *Pathfinder Roleplaying Game Mythic Adventures* from Paizo, Inc., or the free online rules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

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