



MYTHIC MONSTERS
WORMS



MYTHIC MONSTERS WORMS

CREDITS

Authors: Jason Nelson, Mike Welham, Alistair Rigg, and Tom Phillips

Artist: Michael Jaecks

Editor: Alistair Rigg

Design and Layout: Richard Kunz

Legendary Games Team Members: Clinton J. Boomer, Benjamin Bruck, Matthew Goodall, Jim Groves, Tim Hitchcock, Jonathan H. Keith, Nicolas Logue, Jason Nelson, Richard Pett, Tom Phillips, Alistair Rigg, Tork Shaw, Mike Shel, Mike Welham, Neil Spicer, Todd Stewart, Russ Taylor, Greg A. Vaughan, and Clark Peterson

Publisher: Jason Nelson

Executive Partner: Neil Spicer

Business Director: Rachel Ventura

Special Thanks: Erik Mona, Lisa Stevens, Jason Bulmahn, and the Paizo staff for their excellent *Pathfinder Roleplaying Game Mythic Adventures* hardback.

SPECIAL THANKS

Erik Mona, Lisa Stevens, James Jacobs and the Paizo staff for all of the magic. We also would like to thank the fans and supporters of Legendary Games that have made our company a success. We also thank our families and the spouses and children that are so patient and supportive to each of us in the time we take to create the very best for all of you.

Mythic Monsters: Worms © 2014, Legendary Games; Authors Jason Nelson, Mike Welham, Alistair Rigg, and Tom Phillips.
ISBN 978-0692336953
First printing November 2014.
Printed in USA.



Legendary Games
3734 SW 99th St.
Seattle, WA 98126-4026
makeyourgamelegendary.com



LEGAL.....

Compatibility with the Pathfinder Roleplaying Game requires the Pathfinder Roleplaying Game from Paizo Publishing, LLC. See <http://paizo.com/pathfinderRPG> for more information on the Pathfinder Roleplaying Game. Paizo Publishing, LLC does not guarantee compatibility, and does not endorse this product.

Pathfinder is a registered trademark of Paizo Publishing, LLC, and the Pathfinder Roleplaying Game and the Pathfinder Roleplaying Game Compatibility Logo are trademarks of Paizo Publishing, LLC, and are used under the Pathfinder Roleplaying Game Compatibility License. See <http://paizo.com/pathfinderRPG/compatibility> for more information on the compatibility license.

Open Content: Subject to designation as Product Identity (see below), the only portion of this Legendary Games product designated as Open Game Content is the rules content (creature stat blocks and names of skills, etc., taken from the Pathfinder Reference Document) as defined in the Open Game License version 1.0a Section 1(d). The front and back cover, back matter, introduction and Credits page, as well as all other parts of this product including all text not specifically designated, as Open Game Content is not Open Game Content. No portion of this work other than the material designated as Open Game Content may be reproduced in any form without written permission.

Product Identity: The following items are hereby identified as Product Identity, as defined in the Open Game License 1.0a, Section 1(e), and are not Open Content: Legendary Games, the Legendary Games Logo, Adventure Path Plug-In, *Mythic Monsters: Worms*, as well as all trademarks, registered trademarks, proper names (including the names of each character, location, item or monster unique to this product), dialogue, plots, storylines, locations, characters, artworks, and trade dress, but excluding any content that is Product Identity of Paizo, Inc. (Elements that have previously been designated as Open Game Content are not included in this declaration.)

Reference in non-Open Game Content (thus not covered by the Open Game License) in this work to content owned by others is not a challenge to their ownership and is used under Fair Use.

OPEN GAME LICENSE Version 1.0a. **The following text is the property of Wizards of the Coast, Inc. and is Copyright 2000 Wizards of the Coast, Inc ("Wizards"). All Rights Reserved.**

1. Definitions: (a) "Contributors" means the copyright and/or trademark owners who have contributed Open Game Content; (b) "Derivative Material" means copyrighted material including derivative works and translations (including into other computer languages), potation, modification, correction, addition, extension, upgrade, improvement, compilation, abridgment or other form in which an existing work may be recast, transformed or adapted; (c) "Distribute" means to reproduce, license, rent, lease, sell, broadcast, publicly display, transmit or otherwise distribute; (d) "Open Game Content" means the game mechanic and includes the methods, procedures, processes and routines to the extent "such content does not embody the Product Identity and is an enhancement over the prior art and any additional content clearly identified as Open Game Content by the Contributor, and means any work covered by this License, including translations and derivative works under copyright law, but specifically excludes Product Identity. (e) "Product Identity" means product and product line names, logos and identifying marks including trade dress; artifacts, creatures, characters, stories, storylines, plots, thematic elements, dialogue, incidents, language, artwork, symbols, designs, depictions, likenesses, formats, poses, concepts, themes and graphic, photographic and other visual or audio representations; names and descriptions of characters, spells, enchantments, personalities, teams, personas, likenesses and special abilities; places, locations, environments, creatures, equipment, magical or supernatural abilities or effects, logos, symbols, or graphic designs; and any other trademark or registered trademark clearly identified as Product Identity by the owner of the Product Identity, and which specifically excludes the Open Game Content; (f) "Trademark" means the logos, names, mark, sign, motto, designs that are used by a Contributor to identify itself or its products or the associated products contributed to the Open Game License by the Contributor (g) "Use", "Used" or "Using" means to use, Distribute, copy, edit, format, modify, translate and otherwise create Derivative Material of Open Game Content. (h) "You" or "Your" means the licensee in terms of this agreement.

2. The License: This License applies to any Open Game Content that contains a notice indicating that the Open Game Content may only be Used under and in terms of this License. You must affix such a notice to any Open Game Content that you Use. No terms may be added to or subtracted from this License except as described by the License itself. No other terms or conditions may be applied to any Open Game Content distributed using this License.

3. Offer and Acceptance: By Using the Open Game Content You indicate Your acceptance of the terms of this License.

4. Grant and Consideration: In consideration of agreeing to use this License, the Contributors grant You a perpetual, worldwide, royalty-free, non-exclusive license with the exact terms of this License to Use, the Open Game Content.

5. Representation of Authority to Contribute: If You are contributing original material as Open Game Content, You represent that Your Contributions are Your original creation and/or You have sufficient rights to grant the rights conveyed by this License.

6. Notice of License Copyright: You must update the COPYRIGHT NOTICE portion of this License to include the exact text of the COPYRIGHT NOTICE of any Open Game Content You are copying, modifying or distributing, and You must add the title, the copyright date, and the copyright holder's name to the COPYRIGHT NOTICE of any original Open Game Content you Distribute.

7. Use of Product Identity: You agree not to Use any Product Identity, including as an indication as to compatibility, except as expressly licensed in another, independent Agreement with the owner of each element of that Product Identity. You agree not to indicate compatibility or co-adaptability with any Trademark or Registered Trademark in conjunction with a work containing Open Game Content except as expressly licensed in another, independent Agreement with the owner of such Trademark or Registered Trademark. The use of any Product Identity in Open Game Content does not constitute a challenge to the ownership of that Product Identity. The owner of any Product Identity used in Open Game Content shall retain all rights, title and interest in and to that Product Identity.

8. Identification: If you distribute Open Game Content You must clearly indicate which portions of the work that you are distributing are Open Game Content.

9. Updating the License: Wizards or its designated Agents may publish updated versions of this License. You may use any authorized version of this License to copy, modify and distribute any Open Game Content originally distributed under any version of this License.

10. Copy of this License: You MUST include a copy of this License with every copy of the Open Game Content You distribute.

11. Use of Contributor Credits: You may not market or advertise the Open Game Content using the name of any Contributor unless You have written permission from the Contributor to do so.

12. Inability to Comply: If it is impossible for You to comply with any of the terms of this License with respect to some or all of the Open Game Content due to statute, judicial order, or governmental regulation then You may not Use any Open Game Material so affected.

13. Termination: This License will terminate automatically if You fail to comply with all terms herein and fail to cure such breach within 30 days of becoming aware of the breach. All sublicenses shall survive the termination of this License.

14. Reformation: If any provision of this License is held to be unenforceable, such provision shall be reformed only to the extent necessary to make it enforceable.

15. COPYRIGHT NOTICE
Open Game License v 1.0a © 2000, Wizards of the Coast, Inc.
Mythic Monsters: Worms © 2014, Legendary Games; Authors Jason Nelson, Mike Welham, Alistair Rigg, and Tom Phillips.
System Reference Document. © 2000, Wizards of the Coast, Inc.; Authors Jonathan Tweet, Monte Cook, Skip Williams, based on material by E. Gary Gygax and Dave Arneson. The Hypertext d20 SRD. © 2004, Jans W Carton. Pathfinder Roleplaying Game Advanced Player's Guide. © 2010, Paizo Publishing, LLC; Author: Jason Bulmahn, James Jacobs, Steve Kenson, Hal Maclean, Rob McCreary, Erik Mona, Jason Nelson, Stephen Radney-MacFarland, Sean K Reynolds, F. Wesley Schneider, James L. Sutter, Owen Stephens, and Russ Taylor. Pathfinder Roleplaying Game Bestiary. © 2009, Paizo Publishing, LLC; Author: Jason Bulmahn, Brian Cortijo, Adam Daigle, Mike Ferguson, Joshua J. Frost, James Jacobs, Rob McCreary, Erik Mona, Sean K Reynolds, F. Wesley Schneider, Lisa Stevens, James L. Sutter, and Greg A. Vaughan. Pathfinder Roleplaying Game Bestiary 2. © 2010, Paizo Publishing, LLC; Author: Wolfgang Baur, Jason Bulmahn, Adam Daigle, Graeme Davis, Crystal Frasier, Joshua J. Frost, Tim Hitchcock, Brandon Hodge, James Jacobs, Steve Kenson, Hal Maclean, Martin Mason, Rob McCreary, Erik Mona, Jason Nelson, Patrick Renie, Sean K Reynolds, F. Wesley Schneider, Owen K.C. Stephens, James L. Sutter, Russ Taylor, and Greg A. Vaughan. Pathfinder Roleplaying Game Bestiary 3. © 2011, Paizo Publishing, LLC; Author: Jason Bulmahn, Jesse Benner, Adam Daigle, James Jacobs, Michael Kenway, Rob McCreary, Patrick Renie, Chris Sims, F. Wesley Schneider, James L. Sutter, and Russ Taylor. Pathfinder Roleplaying Game Bestiary 4. © 2013, Paizo Publishing, LLC; Authors: Dennis Baker, Jesse Benner, Savannah Broadway, Ross Byers, Adam Daigle, Tim Hitchcock, Tracy Hurley, James Jacobs, Matt James, Rob McCreary, Jason Nelson, Tom Phillips, Stephen Radney-MacFarland, Sean K Reynolds, F. Wesley Schneider, Tork Shaw, and Russ Taylor. Pathfinder Roleplaying Game Core Rulebook © 2009, Paizo Publishing, LLC; Author: Jason Bulmahn, based on material by Jonathan Tweet, Monte Cook, and Skip Williams. Pathfinder Campaign Setting: Inner Sea Bestiary. © 2012, Paizo Publishing, LLC; Author: Jim Groves, James Jacobs, Rob McCreary, Erik Mona, Jason Nelson, Patrick Renie, F. Wesley Schneider, James L. Sutter, Russ Taylor, and Greg A. Vaughan. Pathfinder Roleplaying Game Ultimate Combat © 2011, Paizo Publishing, LLC; Lead Designer: Jason Bulmahn; Designers: Dennis Baker, Jesse Benner, Benjamin Brück, Brian J. Cortijo, Jim Groves, Tim Hitchcock, Richard A. Hunt, Colin McComb, Jason Nelson, Tom Phillips, Patrick Renie, Sean K Reynolds, and Russ Taylor. Pathfinder Roleplaying Game Ultimate Magic © 2011, Paizo Publishing, LLC; Lead Designer: Jason Bulmahn; Designers: Tim Hitchcock, Colin McComb, Rob McCreary, Jason Nelson, Stephen Radney-MacFarland, Sean K Reynolds, Owen K.C. Stephens, and Russ Taylor.

TABLE OF CONTENTS

WELCOME TO ULTIMATE PLUG-INS: MYTHIC MONSTERS!	1
WHAT YOU WILL FIND INSIDE MYTHIC MONSTERS: WORMS.....	2
TO RIDE THE WORM	3
WORM DOMAIN	3
MYTHIC DEMON, VERMLEK.....	5
MYTHIC FLAIL SNAIL	6
MYTHIC FROST WORM	7
MYTHIC GRICK	8
MYTHIC LEECH SWARM	9
GIANT MYTHIC NEOTHELID	10
MYTHIC PARASITE, ROT GRUB SWARM.....	12
GIANT MYTHIC PURPLE WORM	14
MYTHIC SEUGATHI	15
MYTHIC SLUG, GIANT	16
MYTHIC THOQUA.....	17
MYTHIC WORM THAT WALKS.....	18
CONQUEROR WORM.....	21
IS YOUR GAME LEGENDARY?	24

NOTE: THE FOLLOWING NOTATIONS ARE USED IN THE STAT BLOCKS CONTAINED IN THIS PRODUCT:

MF = MYTHIC FEAT

MA = MYTHIC ABILITY

MMA = MAJOR MYTHIC ABILITY (COUNTING AS TWO ABILITIES)

UNDERLINED TEXT INDICATES A RULES ELEMENT THAT IS DESCRIBED IN PATHFINDER ROLEPLAYING GAME MYTHIC ADVENTURES.



WELCOME TO ULTIMATE PLUG-INS: MYTHIC MONSTERS!

THIS SUPPLEMENT IS JUST ONE PART OF A LARGER RESOURCE FOR EVERY GAM-
emaster who would like to try out the new mythic rules but might feel a bit intimidated
by the huge amount of conversion work. The *Pathfinder Roleplaying Game Mythic Adventures*
hardback contains a wealth of new rules, but in one book there cannot be room for everything,
especially when it comes to monsters. That book contains some of the iconic monsters of myth
and legend and RPG history, transformed into a mythic rules format. The published monsters
demonstrate that a “mythic monster” does not need to be an ultra-powerful death machine -
you can have mythic monsters from CR 1 to CR 30 and all points in between - but there are
less than 50 monsters in the book. They are all classics, to be sure, but the game has evolved
and there are so many more. That is where the *Mythic Monsters* series from Legendary Games
comes in.

What you won't find inside this product are individual monster illustrations. You already
have them. Fantastic, glorious illustrations for every monster in every bestiary. You also won't
find descriptive text for these monsters. You already have that too. Every mythic monster could
be an elder of its kind, specially blessed or cursed by the gods, a noble lord or powerful cham-
pion, the last remnant of a mightier primeval race, a singular being unto itself, or perhaps a
newly evolved master race looking to supplant the ordinary beings of its ilk that came before.
To repeat these narratives for every monster, with slight variations, would be redundant. You
can create the perfect origin story and background for mythic versions of ordinary monsters
that fits precisely with your world. What you need are the stats, 100% crunch, and that is what
Mythic Monsters delivers.

The *Mythic Monsters* series contains updated mythic stat blocks for every creature com-
bined with innovative, exciting, and cinematic mythic abilities that clearly set these mon-
sters apart from the ordinary. Monsters that leave your players saying “What was THAT?”
Monsters that leave them feeling like mythic heroes when they triumph, whatever their level.
Every issue brings you mythic versions of 12 monsters you already know and love, all tied
together by a creature type or theme, plus one all-new mythic monster you've never seen
before! All brought to you by expert designers who know the mythic monster rules like no
one else because they are the same authors that created the mythic monsters in *Pathfinder*
Roleplaying Game Mythic Adventures.



SPECIAL ELECTRONIC FEATURES

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

ABOUT LEGENDARY GAMES

Legendary Games is an all star team of authors and designers, founded by Clark Peterson of Necromancer Games, Inc. Legendary Games uses a cooperative, team-based approach to bring you, the Paizo fan, the best expansion material for your game. We are gamers and storytellers first, and we believe that passion shows in our products. So check us out, and Make Your Game Legendary!

Visit us on Facebook, follow us on Twitter, and check out our website at www.makeyourgamelegendary.com.

WHAT YOU WILL FIND INSIDE MYTHIC MONSTERS: WORMS

Worms are primordial creatures, primitive and simultaneously simple yet strange, utterly familiar and yet utterly alien. They burrow through the earth and writhe in dark places in slick, teeming masses. They lurk inside our food, burrowing and blighting, and their tiny cousins float and flit in every still pond. They would be terrifying if they were not so tiny, and yet in a fantasy world worms can be titanic. Inspiring our atavistic fears of things that are slimy and slithery, worms may seem eyeless and mouthless and almost harmless, until they unfold like deadly fanged flowers, rasping, sucking, boring, stinging, crushing, and constricting everything in their path.

Mythic Worms brings you a variety of vermicious villains, from teeming tiny terrors like the clinging, blood-sucking **leech swarm** and the terrifying parasitic **rot grub swarm** with its invasive gestation. At the opposite extreme, the titanic **giant purple worm** embodies brutal strength and primal power, while the equally huge **neothelid** is a lurking alien menace of the deep places beneath the world, its wormy exterior belying an advanced alien intelligence. The sinister **seugathi** are spawned by the neothelids as their spies and slaves, but are formidable in their own right, and like them the **vermlek demon** is an infiltrator par excellence, wriggling inside the remains of its victims and wearing their mind and body as a fleshy suit until the moment they burst forth in a rain of terror and blood. The freezing **frost worm** is legendarily as deadly in death as in life, while the sizzling **thoqqua** bores through stone and steel as easily as flesh. Not truly worms, perhaps, the heaving bulk of the **giant slug** and the kaleidoscopic shell of the freakish **flail snail** are nonetheless a sight dreaded by adventurers of every stripe. Perhaps deadliest of all, the worm that walks embodies every part of wormish terror in the form of a slain sorcerer risen again through the eldritch appetite of the worms that consumed his dead flesh. To complete this collection of worms CR 3 to 21, we present the terrifying ghoulish-spewing conqueror worm, a carrion crawler supreme that devours and regurgitates the dead as its feasting slaves. And as if this were not enough, we also bring you rules for getting a wormish companion of your own, including a divine domain for your local cult of worms, and a set of feats for taming and riding wormish beasts!

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



TO RIDE THE WORM

Perhaps the most iconic worms in all of fantasy fiction are the enormous sandworms of Frank Herbert's *Dune*. What made them so amazing, however, beyond their titanic size and their key importance to the underlying setting, was the fact that the clans of the desert planet actually *rode* these enormous beasts and controlled them after a fashion. The purple worms of the *Pathfinder Roleplaying Game* and its antecedents certainly echo those iconic invertebrates, but a great many wormlike creatures can make allies as well as adversaries for the canny adventurer. Characters who enjoy the idea of the worm-rider can use the following abilities to master the worm for themselves.

WORM RIDER (COMBAT)

You and your riding worm are a deadly combat team.

Prerequisites: Mounted Combat, Ride-by Attack, Worm Wrangler

Benefit: You can ride your worm companion even if you and it are the same size, and when riding a worm-like mount you gain a +2 bonus on Ride checks and combat maneuvers your mount makes to overrun, and to your CMD against combat maneuvers that would dismount you. When your worm uses its burrow, climb, or swim speed, you can cling to its back with no chance of falling off (though you can still be dismounted by an attacker) for a number of rounds equal to your number of ranks in the Ride skill. This amount of time is added to the length of time you can hold your breath to avoid suffocation. You cannot cling to the worm's back if it is burrowing through solid ice or stone. This does not prevent you from being dismounted. If you are dismounted, burrowing, climbing, or swimming, you are subject to falling, drowning, or being buried alive.

WORM RIDER (COMBAT, MYTHIC)

You are as one with your worm-like mount.

Prerequisites: Worm Rider

Benefit: You add your mythic tier to Ride when astride a worm-like creature (GM's discretion) and one-half your mythic tier to the bonus your worm-like mount gains on overrun combat maneuvers and to your CMD to resist being dismounted. This latter bonus also applies against any effect that would physically separate you from your mount. You can also use your Mounted Combat feat to deflect attacks against your worm mount an additional number of times per round equal to one-half your mythic tier. You can cling to your worm's back while burrowing, climbing, or swimming for 1 minute times your mythic tier, plus a number of rounds equal to your number of ranks in the Ride skill. If your worm mount burrows through solid ice or stone, you can cling to it for a number of rounds equal to your mythic tier.

WORM WRANGLER

Your empathy with worms is uncanny.

Prerequisites: Animal companion, mount, or similar class feature, Handle Animal 2 ranks, Knowledge (dungeoneering) 2 ranks, Knowledge (nature) 2 ranks

Benefit: You can substitute a worm companion for your normal type of animal companion or mount. You treat worm-like creatures (GM's discretion) as animals for the purpose of using Handle Animal, wild empathy, and any magical effect that affects animals. You gain a +2 circumstance bonus on Handle Animal checks with worm-like creatures and on saving throws against the exceptional and supernatural abilities of worm-like creatures.

WORM WRANGLER (MYTHIC)

Your communion with worms transcends normality.

Prerequisites: Worm Wrangler

Benefit: You add your mythic tier to your bonus on Handle Animal checks and one-half your mythic tier to your bonus on saving throws when dealing with worm-like creatures. If you have a worm-like animal companion or mount, that creature is considered a mythic creature, and if you are adjacent to it when you expend your mythic power to use a mythic surge, you can roll your surge die twice. You use the lower result and the worm-like creature uses the higher result.

When you affect worm-like creatures with a spell that normally specifically affects animals, you can expend one use of your mythic power to affect the worm-like creatures as if you had cast the mythic version of that spell.

WORM DOMAIN

Granted Powers: You slither and crawl in the primordial muck with the most primitive of creatures.

Worm Warden (Ex): Mindless vermin, including swarms, regard you as one of their own kind and do not consider you hostile unless you take offensive actions. This functions like a permanent *sanctuary* effect, with a save DC of 10 + 1/2 your class level + your Wisdom modifier. If you take an offensive action, this effect is ended for 1 minute but after that can be renewed as a free action.

You can affect worms and worm-like creatures (GM's discretion) with effects you create as if they were animals. When casting *summon nature's ally* spells, you can summon worms of the following types: 3rd—giant leech, thoqqua; 4th—giant rot grub, grick; 5th—flail snail, leech swarm; 6th—death worm, seugathi, rot grub swarm; 7th—giant slug, tenebrous worm. If you have an animal companion, you may attract a worm companion (see below) instead.

Tremorsense (Ex): At 8th level, you gain tremorsense with a range of 10 feet. The radius of your tremorsense increases by 5 feet for every 2 levels after 8th.

Domain Spells: 1st—*ray of sickening*, 2nd—*disfiguring touch*, 3rd—*burrow*, 4th—*fleshworm infestation*, 5th—*baleful polymorph*, 6th—*summon nature's ally VI*, 7th—*creeping doom* (swarms of toxic bore-worms identical to centipedes), 8th—*summon elder worm*, 9th—*cursed earth*.

WORM COMPANIONS

In addition to the normal choices of animal companions listed in the *Pathfinder Roleplaying Game Core Rulebook*, characters able to gain an animal companion or mount may choose a worm or worm-like creature as their companion or mount. Worm companions follow the same rules as standard animal companions or mounts, advancing their hit dice and other abilities per Table 3-8. Regardless of their creature type, worm companions can be trained as if they were animals using the Handle Animal skill.

Trip: Worms and worm-like companions cannot be tripped.

Mindlessness: Many worm companions have no Intelligence score and possess the mindless trait, as described in the *Pathfinder Roleplaying Game Bestiary*. In spite of this, a worm companion may learn one trick, plus additional bonus tricks as noted on Table 3-8. If desired, a character with a worm companion can apply its ability score increase to its Intelligence score to make it 1 or higher. In this case, a vermin companion loses the mindless trait and may learn 3 tricks per point of Intelligence (rather than a single trick), plus additional bonus tricks as noted on Table 3-8.

DEATH WORM

Starting Statistics: **Size** Small; **Speed** 40 ft., climb 20 ft.; **AC** +2 natural armor; **Attack** bite (1d6 plus poison); **Ability Scores** Str 14, Dex 12, Con 15, Int 3, Wis 11, Cha 5; **Special Attacks** poison (*frequency* 1 round (4), *effect* 1d2 Con damage, *cure* 1 save, Con-based DC); **Special Qualities** darkvision 60 feet, tremorsense 30 ft., venomous skin.

7th Level Advancement: **Size** Medium; **Attack** bite (1d8 plus poison) or electric jolt (ranged touch, 2d6 electricity); **Ability Scores** Str +4, Dex -2, Con +2; **Special Attacks** corrosive blood (2d6 acid, Con-based DC).

FROST WORM

Starting Statistics: **Size** Medium; **Speed** 30 ft., burrow 10 ft.; **AC** +3 natural armor; **Attack** bite (1d6 plus 1d6 cold); **Ability Scores** Str 14, Dex 12, Con 15, Int 2, Wis 16, Cha 11; **Special Attacks** grab, poison (*frequency* 1 round (4), *effect* 1d2 Str damage, *cure* 1 save, Con-based DC); **Special Qualities** cold (creatures striking the frost worm with natural weapons, touch attacks, or unarmed strikes take 1d3 cold damage (1d6 if grappling or grappled by the frost worm)), cold subtype, darkvision 60 feet, low-light vision.

7th Level Advancement: **Size** Large; **Attack** bite (1d8 plus 2d6 cold); **Ability Scores** Str +6, Dex +2, Con +2; **Special Attacks** breath weapon (1/hour, 30-foot cone, 1d6 cold per HD, Con-based DC).

GRICK

Starting Statistics: **Size** Small; **Speed** 30 ft., climb 20 ft.; **AC** +1 natural armor; **Attack** bite (1d3); **Ability Scores** Str 10, Dex 12, Con 11, Int 3, Wis 14, Cha 5; **Special Qualities** darkvision 60 feet, DR 5/magic, scent.

7th Level Advancement: **Size** Medium; **Attack** bite (1d4), 4 tentacles (1d4; secondary natural weapon); **Ability Scores** Str +2, Dex +2, Con +2; **Special Qualities** DR 10/magic.

PURPLE WORM

Starting Statistics: **Size** Medium; **Speed** 20 ft., burrow 20 ft., swim 10 ft.; **AC** +3 natural armor; **Attack** bite (1d6 plus grab), sting (1d3 plus poison); **Ability Scores** Str 14, Dex 10, Con 15, Int -, Wis 8, Cha 8; **Special Attacks** grab, poison (*frequency* 1 round (4), *effect* 1d2 Str damage, *cure* 1 save, Con-based DC); **Special Qualities** darkvision 60 feet, tremorsense 30 ft.

7th Level Advancement: **Size** Large; **AC** +4 natural armor; **Attack** bite (1d8 plus grab), sting (1d4 plus poison); **Ability Scores** Str +8, Dex -2, Con +4; **Special Attacks** grab, poison (as above), swallow whole (2d6 bludgeoning damage, AC 12).

REMORHAZ

Starting Statistics: **Size** Medium; **Speed** 30 ft., burrow 20 ft.; **AC** +2 natural armor; **Attack** bite (1d6 plus grab); **Ability Scores** Str 14, Dex 12, Con 13, Int 5, Wis 12, Cha 10; **Special Attacks** grab; **Special Qualities** darkvision 60 feet, heat (1d6, Con-based DC), tremorsense 30 ft.

7th Level Advancement: **Size** Large; **Attack** bite (1d8 plus grab); **Ability Scores** Str +4, Dex -2, Con +2; **Special Attacks** grab, heat (2d6, Con-based DC), swallow whole (1d6 bludgeoning damage plus 3d6 fire, AC 11).

TENEBOUS WORM

Starting Statistics: **Size** Small; **Speed** 20 ft.; **AC** +2 natural armor; **Attack** bite (1d6 plus 1d6 acid); **Ability Scores** Str 12, Dex 12, Con 15, Int 2, Wis 13, Cha 7; **Special Attacks** acid; **Special Qualities** bristles (1d3 piercing damage, Dex-based DC), darkvision 60 feet.

7th Level Advancement: **Size** Medium; **Attack** bite (1d8 plus 2d6 acid); **Ability Scores** Str +2, Dex +2, Con +2; **Special Attacks** bristles (1d4 piercing damage, Dex-based DC), poison (*frequency* 1 round (4), *effect* staggered 1 round and 1d2 Con damage, *cure* 1 save, Con-based DC).

MYTHIC DEMON, VERMLEK**CR 4/MR 1**

XP 1,200

CE Medium outsider (chaotic, demon, evil, extraplanar, mythic)

Init -1; **Senses** blindsense 30 ft., darkvision 60 ft., scent; Perception +8**DEFENSE**

AC 16, touch 9, flat-footed 16 (+3 armor, -1 Dex, +4 natural)

hp 40 (4d10+18)**Fort** +8, **Ref** +0, **Will** +5**Defensive Abilities** abandon flesh, flesh armor, negative energy affinity; **DR** 5/epic plus cold iron or good; **Immune** electricity, poison; **Resist** acid 10, cold 10, fire 10; **SR** 15**OFFENSE****Speed** 30 ft., burrow 20 ft.**Melee** longsword +6 (1d8+2/19-20), bite +1 (1d6+1)**Special Attacks** burst forth^{MA}, inhabit body, mythic power (1/day, surge +1d6)**Spell-Like Abilities** (CL 3rd; concentration +4)3/day—*mass inflict light wounds* (DC 16), *spider climb*1/day—*gentle repose*, *summon* (level 2, 1d4 dretches, 50%)**STATISTICS****Str** 15, **Dex** 9, **Con** 14, **Int** 12, **Wis** 13, **Cha** 12**Base Atk** +4; **CMB** +6 (+10 grapple); **CMD** 15**Feats** Deceitful, Great Fortitude^{MF}**Skills** Bluff +10, Disguise +10 (+18 when inhabiting a corpse), Escape Artist +6 (+14 when not inhabiting a corpse), Knowledge (religion) +8, Perception +8, Sense Motive +8, Use Magic Device +8; **Racial Modifiers** +8 Disguise when inhabiting a corpse, +8 Escape Artist when not inhabiting a corpse**Languages** Abyssal, Common; telepathy 100 ft.**SQ** residual emplanting^{MA}**ECOLOGY****Environment** any (Abyss; battlefields and graveyards)**Organization** solitary or nest (2-20)**Treasure** standard**SPECIAL ABILITIES**

Abandon Flesh (Su) As a swift action, a vermlek can abandon an inhabited body, crawling hideously out of its host and leaving behind an empty sack of skin and bits of gristle. In so doing, it absorbs much of the body's flesh to heal itself, restoring 2d6+3 hit points. A vermlek cannot later reclaim this body with its inhabit body ability.

Burst Forth (Ex) When a mythic vermlek abandons an inhabited body, it can do so in a horrifying shower of gore. All creatures within 20 feet with line of sight to the vermlek as it emerges become shaken for 1d6 rounds, or frightened if they have fewer than 4 Hit Dice (DC 13 Will negates). If the vermlek expends one use of its mythic power, humanoids that fail their save also become sickened (or nauseated if they have fewer than 4 Hit Dice) for the same duration. The save DC is Charisma-based.

Flesh Armor (Su) When a vermlek wears a humanoid body (see inhabit body, below), it treats the dead flesh and muscle as armor and gains a +3 armor bonus to its AC.

Inhabit Body (Su) A vermlek can crawl into the body of any dead Medium humanoid, consuming and replacing the bulk of the humanoid's skeleton and internal organs as it does so. This process takes 1d4 rounds for the vermlek to complete, during which it is considered flat-footed. Once the process is complete, the vermlek appears for all practical purposes to be a living but hideously obese version of the previous humanoid—it gains a +8 racial bonus on Disguise checks to appear as a normal humanoid while wearing a dead body in this manner, but does not gain any of the abilities that the dead creature possessed in life, including natural attacks, unusual movement types, or bonuses to natural armor. It loses its own burrow speed while inhabiting a body, but gains the ability to wield weapons or wear armor shaped for humanoids (although note that the armor bonus granted by wearing armor does not stack with the bonus granted by the vermlek's flesh armor ability).

Negative Energy Affinity (Ex) A vermlek is healed by negative energy and harmed by positive energy as if it were an undead creature.

Residual Emplanting (Sp) When a mythic vermlek crawls into the body of a dead humanoid, it can use *speak with dead* as a spell-like ability (caster level 4th) to ask questions of the dead creature. If it expends one use of its mythic power while doing so, the deceased creature takes a -4 penalty on its saving throw, and if the save is failed the vermlek gains the use of one feat (for which it must meet the prerequisites), one language, or one skill (with up to 4 ranks in that skill) possessed by the deceased creature. The residual knowledge it gains about the creature's life also grant it a +2 circumstance bonus on Bluff, Disguise, or Knowledge skills related to impersonating that individual. The vermlek retains this residual knowledge as long as it inhabits that body.

MYTHIC FLAIL SNAIL

CR 5/MR 2

XP 1,600

Pathfinder Roleplaying Game Bestiary 3

N Large magical beast (mythic)

Init -1; **Senses** blindsense 30 ft., darkvision 60 ft., low-light vision, scent, tremorsense 60 ft.; **Perception** +6

DEFENSE

AC 20, touch 8, flat-footed 20 (-1 Dex, +12 natural, -1 size)

hp 50 (4d10+28)

Fort +6, **Ref** +3, **Will** +3

Defensive Abilities retraction, warp magic; **Immune** poison; **Resist** fire 10

OFFENSE

Speed 10 ft., climb 10 ft.

Melee 4 slams +7 (1d4+3)

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

Special Attacks *mythic power* (2/day, surge +1d6), *slime rune*^{MA}, *stunning blow*^{MA}

STATISTICS

Str 16, **Dex** 8, **Con** 14, **Int** 5, **Wis** 14, **Cha** 8

Base Atk +4; **CMB** +8; **CMD** 17 (can't be tripped)

Feats Power Attack^{MF}, Weapon Focus (slam)

Skills Climb +15, Perception +6, Stealth +0

Languages Flail Snail (sign language, slime writing, cannot speak)

SQ mucus^{MA}, slime rope, suction

ECOLOGY

Environment underground

Organization solitary, pair, or rout (1–2 mythic flail snails and 3–30 flail snails)

Treasure standard (shell worth 800 gp, other treasure)

SPECIAL ABILITIES

Mucus (Ex) As a free action, a mythic flail snail can excrete a trail of mucus that covers its space and lasts for 10 minutes. This mucus comes in two types: slippery and sticky. A character who attempts to move through an area covered in slippery mucus must make a DC 14 Reflex save each round or fall prone and take 1d6 points of acid damage. Sticky mucus transforms squares into difficult terrain, and a character attempting to move through a sticky square must succeed at a DC 14 Reflex save or become entangled. Only one type of mucus can be in effect at a time in any one square. Flail snails can move through either type of slime with ease. A square of mucus exposed to a fire source dries and reverts to normal. The save DC is Constitution-based.

Retraction (Ex) A flail snail can pull its fleshy parts into its shell as a swift action, increasing its natural armor bonus by +6, but it cannot move or attack while retracted. It can return to normal as a free action.

Slime Rope (Ex) A flail snail can turn its mucus into a rope-like strand up to 60 feet long, and can use this rope to hang itself and up to 1,000 extra pounds from the ceiling indefinitely, or to lower itself safely at a speed of 20 feet per round. It can climb back up this rope at a speed of 10 feet per round. Once the snail breaks contact with the rope, the slime decomposes in 1d4 rounds. While the slime rope exists, other creatures can climb the rope with a DC 20 Climb check.

Slime Rune (Su) Once per week in a process that requires one day per spell level, a mythic flail snail can incorporate *explosive runes* (DC 15) or *symbol of slowing* (DC 16) into its slime trail. Neither spell affects flail snails. The save DCs are Wisdom-based.

Stunning Blow (Ex) As a swift action that requires one use of mythic power, a mythic flail snail can force a foe struck by its slam attack to make a DC 14 Fortitude save. If the target fails, it is stunned for 1d4 rounds; otherwise it is dazed for 1 round. The save DC is Constitution-based.

Suction (Ex) A flail snail's foot adheres to surfaces so well that its 10-foot climb speed applies even to perfectly sheer surfaces and ceilings, with no chance of the flail snail falling off unless it is actively pinned and peeled away as part of a grapple.

Warp Magic (Su) Anytime a spell targets a flail snail, there is an 80% chance that it produces a random effect instead of affecting the snail. Only spells that directly target the flail snail are warped; area effect spells are not affected. If a spell is warped, roll 1d10 and consult the following table.

- | | |
|-----|--|
| 1–3 | Spell misfires. For the next 1d4 rounds, the caster must make a DC 15 concentration check to successfully cast spells. |
| 4–6 | Spell misfires. The creature nearest the flail snail is affected as if the spell had been cast on it instead. |
| 7–9 | Spell fails. Nothing happens. |
| 10 | Spell rebounds on caster (as <i>spell turning</i>). |

MYTHIC FROST WORM**CR 15/MR 6**

XP 51,200

Pathfinder Roleplaying Game Bestiary 2

N Huge magical beast (cold, mythic)

Init +7; **Senses** darkvision 60 ft., low-light vision, tremorsense^{MA} 60 ft.; **Perception** +17**DEFENSE****AC** 34, touch 12, flat-footed 30 (+4 Dex, +22 natural, -2 size)**hp** 228 (16d10+140)**Fort** +15, **Ref** +14, **Will** +10**DR** 10/epic; **Immune** cold**Weaknesses** vulnerable to fire**OFFENSE****Speed** 30 ft., burrow 10 ft.; ice glide^{MA}**Melee** bite +28 (4d10+18 plus 4d6 cold)**Space** 15 ft.; **Reach** 10 ft.**Special Attacks** breath weapon (60-ft. cone, 15d6 cold damage, Reflex DC 23 half, usable once per hour), call avalanche^{MA}, death throes, hypersonic trill^{MA}, icy spray^{MA}, **mythic power** (6/day, surge +1d8), trample^{MA} (4d8+18 plus 1d6 cold, DC 32)**STATISTICS****Str** 35, **Dex** 18, **Con** 21, **Int** 2, **Wis** 16, **Cha** 11**Base Atk** +16; **CMB** +30; **CMD** 44 (can't be tripped)**Feats** Cleave^{MF}, Combat Reflexes^{MF}, Improved Initiative, Iron Will, Power Attack, Skill Focus (Perception), Stand Still, Weapon Focus^{MF} (bite)**Skills** Perception +17, Stealth +7 (+15 in ice and snow); **Racial Modifiers** +8 Stealth in ice and snow**SQ** cold^{MA}**ECOLOGY****Environment** cold plains or mountains**Organization** solitary**Treasure** incidental**SPECIAL ABILITIES**

Call Avalanche (Su) A mythic frost worm can spend one use of mythic power to change the frequency of its trill, which creates an avalanche up to 500 feet away. In relatively flat terrain, this does not cause an avalanche but disrupts the solidity of ice and snow, transforming icy or snowy ground into the equivalent of a shallow bog in a 100-foot-radius spread or a deep bog in a 100-foot cone-shaped spread. Avalanches and bogs are described in Chapter 13 of the *Pathfinder Roleplaying Game Core Rulebook*.

Cold (Su) A frost worm's body generates intense cold, allowing it to deal an additional 4d6 cold damage with its bite attack. Any creature that attacks a frost worm with an unarmed strike or a natural weapon takes 1d6 points of cold damage per successful hit. A creature that grapples or is grappled by a frost worm takes 4d6 points of cold damage per round the grapple is maintained. A creature that takes cold damage as a result of a mythic frost worm's bite attack or a grapple must succeed at a DC 23 Fortitude save to avoid becoming staggered for 1d6 rounds. When a creature fails this saving throw, the mythic frost worm can expend one use of its mythic power to suppress any cold resistance or immunity it possesses for 1 minute; creatures with the cold subtype are immune to this effect. The save DC is Constitution-based.

Death Throes (Su) When killed, a frost worm explodes in a 100-foot-radius burst that deals 12d6 cold damage and 8d6 piercing damage (DC 23 Reflex half). The save DC is Constitution-based.

Hypersonic Trill (Su) As a full-round action, a frost worm can emit a strange trilling sound that affects all creatures within a 100-foot radius. Creatures must succeed on a DC 18 Will save or be fascinated for as long as the worm continues to trill (the frost worm can maintain this trill by concentrating). Once a creature has resisted or broken the effect, it cannot be affected again by that same frost worm's trill for 24 hours. A mythic frost worm can spend one use of mythic power to force non-mythic creatures that have resisted or broken the effect of its trill within 24 hours to save again or be affected once more. While using its hypersonic trill, a mythic frost worm gains blindsense 100 ft. This blindsense does not penetrate areas of magical silence; however, a mythic frost worm can expend one use of its mythic power to modulate its hypersonic trill, affecting all areas of magical silence within a 100-foot cone-shaped spread as *dispel magic*. This is a sonic mind-affecting effect. The save DC is Charisma-based.

Ice Glide (Ex) Similarly to an earth elemental's earth glide ability, a mythic frost worm can move through ice and snow. The worm's speed using ice glide equals its base speed.

Icy Spray (Ex) If a piercing or slashing weapon strikes a mythic frost worm, its blood sprays out in a 15-foot cone, dealing 2d6 cold damage to all creatures in the cone (DC 23 Reflex half). The save DC is Constitution-based.

MYTHIC GRICK

CR 4/MR 1

XP 1,200

Pathfinder Roleplaying Game Bestiary 2

N Medium aberration (mythic)

Init +2; **Senses** darkvision 60 ft., scent; Perception +9

DEFENSE

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

hp 35 (5d8+13)

Fort +2, **Ref** +3, **Will** +6

DR 10/epic and magic; **Immune** disease, paralysis, sickened

OFFENSE

Speed 30 ft., climb 20 ft.

Melee bite +4 (1d4+1 plus disease), 4 tentacles +2 (1d4 plus paralysis)

Special Attacks mythic power (1/day, surge +1d6), paralysis (1 round, DC 13)^{MA}

STATISTICS

Str 12, **Dex** 14, **Con** 13, **Int** 3, **Wis** 14, **Cha** 15

Base Atk +3; **CMB** +4; **CMD** 16 (can't be tripped)

Feats Combat Reflexes^{MF}, Multiattack, Stand Still

Skills Climb +9, Perception +9, Stealth +6 (+14 in rocky terrain);

Racial Modifiers +8 Stealth in rocky terrain.

Languages Aklo (can't speak)

SQ carrion crawler

ECOLOGY

Environment any underground

Organization solitary or cluster (2-5)

Treasure incidental

SPECIAL ABILITIES

Carrion Crawler (Ex) Mythic gricks are ravenous consumers of carrion as well as living flesh and are especially fond of devouring zombies and ghouls. They are immune to disease, paralysis, and effects that cause the sickened condition. However, the ghoulish flesh and enzymes they consume continue to reside in their gut, and any creature bitten by a mythic grick has a 50% chance of being exposed to ghoul fever (see *Pathfinder RPG Bestiary*) or 100% if the grick confirms a critical hit or expends one use of its mythic power on a successful bite attack.

Ghoul Fever: Bite—injury; *save* Fort DC 13; *onset* 1 day; *frequency* 1/day; *effect* 1d3 Con and 1d3 Dex damage; *cure* 2 consecutive saves.

Paralysis (Ex) A mythic grick's tentacles can paralyze living foes. The duration of this paralysis stacks if a creature fails multiple saves against the grick's paralysis.

MYTHIC LEECH SWARM**CR 5/MR 2**

XP 1,600

Pathfinder Roleplaying Game Bestiary

N Diminutive vermin (aquatic, mythic, swarm)

Init +4; **Senses** blindsight 30 ft.; Perception +0**DEFENSE****AC** 20, touch 18, flat-footed 16 (+4 Dex, +2 natural, +4 size)**hp** 61 (6d8+34)**Fort** +8, **Ref** +6, **Will** +2**Defensive Abilities** swarm traits; **DR** 5/epic; **Immune** mind-affecting effects, weapon damage**Weaknesses** susceptible to salt**OFFENSE****Speed** 5 ft., swim 30 ft.**Melee** swarm (2d6 plus distraction and poison)**Space** 10 ft.; **Reach** 0 ft.**Special Attacks** blood drain, distraction (DC 16), cling^{MA}, mythic power (4/day, surge +1d6), official intrusion^{MA}**STATISTICS****Str** 1, **Dex** 18, **Con** 17, **Int** —, **Wis** 10, **Cha** 2**Base Atk** +4; **CMB** —; **CMD** —**Feats** Extra Mythic Power^{MF}**Skills** Stealth +16 (+24 in swamps), Swim +12; **Racial Modifiers** +8 Stealth in swamps, uses Dexterity to modify Swim checks**SQ** bloodfeaster^{MA}**ECOLOGY****Environment** temperate or warm marshes**Organization** solitary, pair, or infestation (3-6 swarms)**Treasure** none**SPECIAL ABILITIES****Blood Drain (Ex)** Any living creature that begins its turn with a leech swarm in its space is drained of its blood and takes 1d3 points of Str and Con damage.**Bloodfeaster (Ex)** Whenever a mythic leech swarm deals Constitution damage with its blood drain attack, it heals damage equal to the number of points of Constitution it drains from all targets combined. This has no effect if the swarm is already at maximum hit points. The swarm does not heal from Constitution damage dealt by leeches clinging to a creature that has moved away from the main swarm.**Cling (Ex)** If a creature leaves a mythic leech swarm's square, the swarm takes 1d6 points of damage to reflect the loss of its numbers as several of the bloodsucking pests continue to cling tenaciously to the victim. A creature with leeches clinging to him takes 1d6 points of damage and 1 point of Strength and Constitution damage at the end of his turn each round. As a full-round action that provokes attacks of opportunity, a creature can remove the leeches with a DC 17 Reflex save, or an ally can remove them with a DC 17 Heal check. Any amount of damage from an area effect or a flask of salt destroys all clinging leeches. The save DC is Dexterity-based.**Official Intrusion (Ex)** A mythic leech swarm can expend one use of its mythic power to creep into every orifice of creatures within the swarm, affecting them as if the swarm had performed a successful dirty trick combat maneuver (DC 17 Reflex negates). Any bonuses a creature possesses that specifically apply against dirty trick combat maneuvers apply to this saving throw. Creatures nauseated by the swarm's distraction ability take a -2 penalty on their save against this ability. Roll 1d6 to determine the effect of the dirty trick: 1-blinded; 2-dazzled; 3-deafened; 4-entangled; 5-shaken; 6-sickened. This effect lasts as long as the creature remains within the swarm or has leeches clinging to it. The save DC is Dexterity-based.**Poison (Ex)** Swarm—injury; *save* Fort DC 16; *frequency* 1/round for 2 rounds; *effect* 1d4 Dexterity drain; *cure* 1 save.**Susceptible to Salt (Ex)** A handful of salt burns a leech swarm as if it were a flask of acid, causing 1d6 points of damage per use, plus half again as much damage (+50%) due to its vulnerability to splash weapons.

GIANT MYTHIC NEOTHELID

CR 19/MR 7

XP 204,800

Pathfinder Roleplaying Game Bestiary

CE Colossal aberration (mythic)

Init +8^{MF} (+15 underground), **dual initiative**^{MA}; **Senses** blindsight 100 ft., trace teleport 60 ft.; Perception +25 (+32 underground)

DEFENSE

AC 39, touch -1, flat-footed 39 (+4 armor, -3 Dex, +36 natural, -8 size)

hp 326 (20d8+236)

Fort +17, **Ref** +3, **Will** +16

Defensive Abilities energy conversion^{MA}, **DR** 10/cold iron and epic, plus slashing or piercing; **SR** 33

OFFENSE

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

Melee 4 tongues +19 (3d8+12/19-20 plus 1d6 acid and grab)

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

Special Attacks breath weapon (50-ft. cone, 14d10 acid, Reflex DC 29 for half, usable every 1d4 rounds), caustic tongues^{MA}, fast swallow^{MA}, mind thrust, mind-melting effluent^{MA}, **mythic power** (7/day, surge +1d10), psychic crush, swallow whole (2d8+12 plus 2d6 acid damage, AC 28, 32 hp)

Spell-Like Abilities (CL 20th; concentration +27)

Constant—*fly*, *mage armor*

At will—*detect thoughts* (DC 19), *charm monster* (DC 21), *clairvoyance/clairaudience*, *poison* (DC 21), *suggestion* (DC 20), *telekinesis* (DC 22), *teleport*

3/day—*confusion* (DC 21), *dispel magic*, quickened *suggestion* (DC 20)

1/day—*mind fog* (DC 22), *phantasmal killer* (DC 21)

STATISTICS

Str 34, **Dex** 5, **Con** 28, **Int** 18, **Wis** 15, **Cha** 25

Base Atk +15; **CMB** +35 (+39 grapple); **CMD** 42 (can't be tripped)

Feats Cleave, Critical Focus^{MF}, Great Cleave, Great Fortitude, Improved Critical^{MF} (tongue), Improved Initiative^{MF}, Iron Will, Power Attack^{MF}, Quicken Spell-Like Ability (*suggestion*), Sickening Critical

Skills Bluff +25, Climb +16, Diplomacy +25, Fly +10, Intimidate +28, Knowledge (arcana) +25, Knowledge (dungeoneering, engineering) +20 (+27 underground), Perception +25 (+32 underground), Spellcraft +26, Use Magic Device +18

Languages Aklo, Terran, Undercommon; telepathy 100 ft.

SQ cystic sage^{MA}, psicaster^{MA}, seugathi spawner^{MA}

ECOLOGY

Environment any underground

Organization solitary, pair, or cult (1 mythic neothelid plus 1-4 neothelids, 1-4 seugathi, and 4-12 charmed slaves of various races)

Treasure standard

SPECIAL ABILITIES

Caustic Tongues (Ex) A mythic neothelid's tongues drip acid that deals an additional 1d6 points of damage on a successful hit. On a critical hit, this damage is increased to 3d6. If a mythic neothelid hits a creature with acid resistance or immunity with its tongues, it can expend one use of its mythic power to suppress that creature's resistance or immunity to acid for 1 minute.

Cystic Sage (Ex) A mythic neothelid is a savant of knowledge about the deep places below the ground. Knowledge (dungeoneering) and Knowledge (engineering) are class skills for a mythic neothelid, and it gains a bonus equal to its mythic rank on initiative checks and on Knowledge (dungeoneering), Knowledge (engineering), Perception, and Survival checks made underground. In addition, the caster level and save DC of any divination effect it uses underground is increased by 2.

Energy Conversion (Su) When a mythic neothelid takes damage from an effect that deals acid, cold, electricity, fire, or sonic damage, it can expend one use of its mythic power as an immediate action to gain immunity to that form of energy for a number of minutes equal to its mythic rank or until it absorbs up to 200 points of damage of that type, whichever comes first. A mythic neothelid can discharge up to 50 points of this stored energy as a swift action, or up to 100 points as a standard action, as a ray of energy with a range of 120 feet. It can also discharge 10 points of stored energy per round as a free action, which causes its natural weapons to deal 1d6 points of energy damage of the discharged type (2d6 points of damage of that type on a critical hit). A mythic neothelid can use this ability to absorb and redirect multiple forms of energy simultaneously, spending one use of its mythic power for each type of energy.

Mind Thrust (Su) As a standard action up to three times a day, a neothelid can deliver a massive blast of mental energy at any one target within 60 feet, inflicting 15d10 points of damage. A successful DC 27 Will save negates the effect. This effect can only harm creatures with Intelligence scores. This is a mind-affecting effect. The save DC is Charisma-based.

Mind-Melting Effluent (Ex) A mythic neothelid's acidic saliva gives off psychotropic vapors, causing any creature that fails its saving throw against its breath weapon to contract mindfire (DC 27 Fortitude negates). A creature beginning its turn grappled by a neothelid must likewise save or contract mindfire, with a -4 penalty on the saving throw if swallowed whole. If a mythic neothelid expends one use of its mythic power, these vapors intensify for 1 minute. During this time, its mind-melting effluent has an instantaneous onset time on a failed save and can affect living creatures that are normally immune to disease.

Psicaster (Ex) Mythic neothelids are great students of arcane mysteries. They treat Use Magic Device as a class skill and can suppress the acidic secretions of one or more of their tongues in order to hold an item with that tongue. If the item creates a mind-affecting effect, the mythic neothelid gains a competence bonus equal to its mythic rank on the Use Magic Device check to activate it and uses its own Charisma score to set the save DC.

Psychic Crush (Su) As a standard action up to three times a day, a neothelid can attempt to crush the mind of a single creature within 60 feet. The target must make a DC 27 Will save or collapse, becoming unconscious and dying at -1 hit points. If the target succeeds on the save, it takes 6d6 points of damage and is sickened for 1 round. This is a mind-affecting effect. The save DC is Charisma-based.

Seugathi Spawner (Ex or Sp) A mythic neothelid shares the spell-like abilities and damage reduction of the seugathi they spawn. They are immune to the supernatural and spell-like abilities of seugathi, as well as to seugathi poison. As a full-round action, a mythic neothelid can expend one use of its mythic power to gestate and birth a seugathi. If the mythic neothelid expends two uses of its mythic power, it may spawn a mythic seugathi or may add the agile, invincible, or savage mythic simple template, as described in Chapter 6 of *Pathfinder Roleplaying Game Mythic Adventures*, to an ordinary seugathi.

Trace Teleport (Ex) A neothelid telepathically and reflexively learns the mental coordinates of the destination, of all creatures that teleport within 60 feet of it, gaining an awareness of the location equivalent to "seen casually." This knowledge fades and is lost after 1 minute. This power does not grant any environmental information about the conditions of the destination.

MYTHIC NEOTHELID

Without the giant simple template, a mythic neothelid's stats are as follows:

CR 18/**MR** 7

XP 102,400

Size Gargantuan

Init +9 (+16 underground)

AC 41, touch 4, flat-footed 41

hp 286

Fort +15, **Ref** +4

Melee 4 tongues +21 (3d6+10/19-20 plus 1d6 acid and grab)

Space 20 ft., **Reach** 20 ft.

Special Attacks breath weapon (DC 27), swallow whole (2d6+10 bludgeoning damage damage, AC 26, 28 hp)

Str 30, **Dex** 7, **Con** 24; **CMB** +29 (+33 grapple)

CMD 37; **Skills** Climb +14.

MYTHIC PARASITE, ROT GRUB SWARM CR 8/MR 3

XP 4,800

Pathfinder Roleplaying Game Bestiary 3

N Fine vermin (mythic, swarm)

Init +2; **Senses** blindsense 30 ft.; Perception +0

DEFENSE

AC 23, touch 20, flat-footed 21 (+2 Dex, +3 natural, +8 size)

hp 119 (10d8+74)

Fort +12, **Ref** +5, **Will** +3

Defensive Abilities swarm traits; **DR** 5/epic; **Immune** mind-affecting effects, weapon damage

OFFENSE

Speed 10 ft.

Melee swarm (2d6 plus distraction, horrid disfigurement^{MA}, and mythic infestation^{MA})

Space 10 ft.; **Reach** 0 ft.

Special Attacks burrowing birth^{MA}, distraction (DC 20), flesh consumption^{MA}, mythic power (5/day, surge +1d6+1)

STATISTICS

Str 1, **Dex** 15, **Con** 20, **Int** —, **Wis** 10, **Cha** 1

Base Atk +7; **CMB** —; **CMD** —

Feats Extra Mythic Power^{MF}, Potent Surge^{MF}

ECOLOGY

Environment any

Organization solitary

Treasure none

SPECIAL ABILITIES

Burrowing Birth (Ex) A mythic rot grub swarm that begins its turn with an infested creature within its space can burrow all of its rot grubs into that infested creature. It no longer deals damage as a swarm, harming only the infested creature, who takes a -4 penalty on its saving throws against the swarm's abilities. A rot grub swarm using this ability gains total cover, and while it can be harmed by energy effects that also damage its host it is only destroyed if its hit points are reduced to zero. Each round the swarm infests a single target in this fashion, it has a 50% chance to go dormant and begin gestating. A host gestating a mythic rot grub swarm feels normal and suffers no ill effects for 1d4 hours, at which point the host becomes nauseated and begins taking 1d4 points of Constitution damage per round and must succeed at a DC 20 Fortitude save each round at the beginning of its turn or die. Upon the host's death, 1d4+1 giant rot grubs burrow out of the host's body, followed 1d4 rounds later by the mythic rot grub swarm. The swarm takes 2 points of Constitution damage for each giant rot grub birthed in this manner.

Flesh Consumption (Ex) A mythic rot grub swarm can expend one use of its mythic power as a swift action to consume the flesh of its victims. Until the beginning of its next turn, any creature taking Constitution damage from the swarm also takes an equal amount of Strength and Dexterity damage. If the swarm is damaged, it heals a number of hit points equal to the amount of Strength, Dexterity, and Constitution damage it deals to all targets. This healing cannot bring the swarm above its maximum hit points.

Horrid Disfigurement (Ex) A creature failing its saving throw against a mythic rot grub swarm's distraction attack is also wracked with pain as the rot grubs tear apart its flesh and bone, affecting it as *excruciating deformation*.

Mythic Infestation (Ex) Any living creature that takes damage from a rot grub swarm becomes infested unless it succeeds at a DC 20 Reflex save. On a failed save, the infested creature takes 1d4 points of Constitution damage per round as the rot grubs burrow through and consume its flesh—this effect continues as long as the victim remains in the swarm and continues for 1d6 rounds after it leaves the swarm. The infesting rot grubs can be destroyed by an energy-based attack (including negative energy) that deals at least 20 points of energy damage. However, a mythic rot grub swarm gains improved cover and evasion when infesting a creature. A non-mythic effect that removes disease destroys an infestation of mythic rot grubs only if the caster succeeds on a DC 20 caster level check. If the caster is a mythic creature, it may add its mythic rank or tier as a bonus on this check. Immunity to disease offers no defense. The save DC is Constitution-based.



GIANT MYTHIC PURPLE WORM CR 16/MR 6

XP 76,800

Pathfinder Roleplaying Game Bestiary

N Colossal magical beast (mythic)

Init -3; **Senses** darkvision 60 ft., low-light vision, tremorsense 60 ft.; **Perception** +17

DEFENSE

AC 30, touch -1, flat-footed 30 (-3 Dex, +31 natural, -8 size)

hp 308 (16d10+220)

Fort +20, **Ref** +7, **Will** +4

Defensive Abilities mindless instinct^{MA}, rubbery flesh^{MA}, **DR** 10/epic

OFFENSE

Speed 20 ft., burrow 20 ft., swim 10 ft.

Melee bite +25 (8d6+16/19-20 plus grab), sting +24 (4d6+16 plus poison)

Space 30 ft.; **Reach** 20 ft.

Special Attacks crawling crush^{MA}, fast swallow^{MA}, **mythic power** (6/day, surge +1d8), poison (DC 31), swallow whole (8d6+24 bludgeoning damage damage, AC 25, 30 hp), trample^{MA} (4d8+24, DC 34), tunnel worm^{MA}, virulent venom^{MA}

STATISTICS

Str 43, **Dex** 4, **Con** 31, **Int** 1, **Wis** 8, **Cha** 8

Base Atk +16; **CMB** +40 (+42 bull rush, +44 grapple); **CMD** 47 (49 vs. bull rush, can't be tripped)

Feats Awesome Blow, Critical Focus, Improved Bull Rush, Improved Critical (bite), Inescapable Grasp^{MF}, Power Attack^{MF}, Staggering Critical, Vital Strike^{MF}, Weapon Focus (bite)

Skills Climb +20, **Perception** +17, **Swim** +24

ECOLOGY

Environment any underground

Organization solitary

Treasure incidental

SPECIAL ABILITIES

Crawling Crush (Ex) When a mythic purple worm tramples smaller creatures, it can crush and pin Large or smaller creatures that share its space when its movement ends. It can crush as many creatures as fit in its space, pinning them (DC 28 Reflex negates). Pinned creatures take 4d6+24 points of bludgeoning damage at the end of their turn each round that they do not escape. The worm must make a combat maneuver check each round to maintain the grapple, applying the result of its check against the CMD of all creatures it has pinned. A mythic purple worm still threatens with its sting even while maintaining this pin. The save DC is Constitution-based.

Mindless Instinct (Ex) A mythic purple worm is immune to mind-affecting effects.

Poison (Ex) Sting injury; *save* Fort DC 31; *frequency* 1/round for 9 rounds; *effect* 1d4 Str; *cure* 3 consecutive saves.

Rubbery Flesh (Ex) Any bludgeoning or piercing damage taken by a mythic purple worm is halved, and it has a 50% chance to negate a critical hit with a bludgeoning or piercing weapon, resolving that attack instead as a normal hit.

Tunnel Worm (Ex) When burrowing, a mythic purple worm can take a move action and a standard action at any point during its movement. It cannot use that standard action to take another move action. If it uses that standard action to perform an Awesome Blow, it can pull a creature along with it during its movement after it attacks, rather than pushing the target away from it. If the mythic purple worm pulls a creature 5 or more feet below ground level, the character is treated as if in the slide zone of a cave-in, as described in Chapter 13 of the *Pathfinder Roleplaying Game Core Rulebook*, taking 3d6 points of bludgeoning damage and becoming buried (DC 15 Reflex negates).

Virulent Venom (Ex) A mythic purple worm adds one-half its mythic rank to the DC and duration of its poison. In addition, if it stings a living creature that is immune to poison or has a saving throw bonus that applies specifically to poison, it can expend one use of its mythic power as a free action to bypass that immunity and negate that bonus until the end of its next turn.

The Inescapable Grasp feat was originally published in *Mythic Minis 11: Feats of Grappling* from *Legendary Games* and is reprinted here for your convenience.

INESCAPABLE GRASP (COMBAT, MYTHIC)

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

Prerequisite: Improved Grapple or grab special attack.

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

MYTHIC PURPLE WORM

Without the giant simple template, a mythic purple worm's stats are as follows: **CR** 15/**MR** 6; **XP** 51,200; **Size** Gargantuan; **Init** -2; **AC** 32, touch 4, flat-footed 32; **hp** 276; **Fort** +18, **Ref** +8; **Melee** bite +27 (4d8+14/19-20 plus grab), sting +26 (2d8+14 plus poison); **Space** 20 ft., **Reach** 15 ft.; **Special Attacks** poison (DC 29), swallow whole (4d8+21 bludgeoning damage, AC 24, 27 hp), trample^{MA} (4d6+21, DC 32); **Str** 39, **Dex** 6, **Con** 27; **CMB** +34 (+36 bull rush, +38 grapple); **CMD** 42 (44 vs. bull rush); **Skills** Climb +16, **Swim** +20.

MYTHIC SEUGATHI**CR 7/MR 3**

XP 3,200

Pathfinder Roleplaying Game Bestiary 2

CE Large aberration (mythic)

Init +9; **Senses** darkvision 120 ft., *detect thoughts*, tremorsense 30 ft.; Perception +15**Aura** mythic madness^{MA} (30 ft.)**DEFENSE****AC** 22, touch 14, flat-footed 17 (+4 armor, +5 Dex, +4 natural, -1 size)**hp** 91 (9d8+51); fast healing 5**Fort** +6, **Ref** +8, **Will** +9**DR** 10/epic plus piercing or slashing; **Immune** mind-affecting effects, poison; **SR** 20**OFFENSE****Speed** 30 ft.**Melee** +1 rapier +11/+6 (1d8+4/18-20), bite +5 (1d8+1 plus poison)**Space** 10 ft.; **Reach** 10 ft.**Special Attacks** breath weapon^{MA} (50-ft. cone, 14d10 acid, Reflex DC 27 half, once every 1d4 rounds), confusion command, infectious insanity^{MA}, mythic power (5/day, surge +1d6)**Spell-Like Abilities** (CL 6th; concentration +11)Constant—*mage armor*At will—*detect thoughts* (DC 17), *levitate*3/day—*confusion* (DC 19), *dispel magic*, *suggestion* (DC 18)1/day—*mind fog* (DC 20), *phantasmal killer* (DC 19)**STATISTICS****Str** 16, **Dex** 20, **Con** 17, **Int** 14, **Wis** 17, **Cha** 21**Base Atk** +6; **CMB** +10; **CMD** 25 (can't be tripped)**Feats** Ability Focus (aura of mythic madness), Ability Focus (poison), Combat Casting, Combat Reflexes, Extra Mythic Power, Improved Initiative, Weapon Finesse**Skills** Escape Artist +17, Knowledge (religion) +14, Perception +15, Sense Motive +12, Stealth +13, Use Magic Device +17**Languages** Aklo, Undercommon; telepathy 100 ft.**SQ** item use, mythic spell-like abilities^{MA}**ECOLOGY****Environment** any underground**Organization** single, pair, or expedition (1 mythic seugathi and 3-8 seugathis)**Treasure** double (+1 rapier, wand of scorching ray [CL 7th, 1d20+30 charges])**SPECIAL ABILITIES**

Aura of Mythic Madness (Su) Any sane being within 30 feet of a conscious mythic seugathi must make a DC 21 Will save each round or become confused (as per *mythic confusion*) for 1 round. A creature that fails 5 saves in a row becomes permanently insane, as per the *insanity* spell but with a continuous *mythic confusion* effect. In addition, if a mythic seugathi expends one use of its mythic power as a swift action, any nonmythic creature within its aura that

is immune to confusion loses that immunity for 1 minute. A mythic seugathi can suppress or activate this aura as a free action. This is a mind-affecting effect. The save DC is Charisma-based.

Breath Weapon (Su) A mythic seugathi can use its breath weapon once every 1d4+1 rounds to create a 30-foot cone of crimson gas. Those caught in the area of the gas are exposed to the mythic seugathi's poison. If a mythic seugathi expends one use of its mythic power as a free action when using its breath weapon, not only must creatures caught in the area make two saving throws and take the lower result, those that fail their save are sickened in addition to the other effects of the poison.

Confusion Command (Su) As an immediate action, a seugathi can issue a telepathic command to a confused creature within 30 feet. This allows the seugathi to pick a result from the relevant confusion behavior table, rather than the confused creature rolling randomly for its actions that round.

Infectious Insanity (Su) If a mythic seugathi expends one use of its mythic power as a free action when using its confusion command ability to cause a confused creature to babble incoherently, any sane being within 30 feet of the confused creature must make a DC 21 Will save or become confused for 1 round. This is a mind-affecting effect. The save DC is Charisma-based.

Item Use (Ex) A seugathi can utilize spell trigger devices as if it were a spellcaster of the appropriate class. As a free action by touch, it can identify all spell trigger properties an item has. Use Magic Device is a class skill for seugathis.

Mythic Spell-Like Abilities (Su) Three times per day a mythic seugathi may cast the mythic spell version of any of its corresponding spell-like abilities. A mythic seugathi 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.

Poison (Ex) Bite—injury; *save* Fort DC 19; *frequency* 1/round for 6 rounds; *effect* 1d2 Wis and deafness; *cure* 2 consecutive saves. Deafness persists as long as the ability damage caused by the poison lasts. The save DC is Constitution-based.

MYTHIC SLUG, GIANT

CR 10/MR 4

XP 9,600

Pathfinder Roleplaying Game Bestiary

N Huge vermin (mythic)

Init -4; **Senses** blindsight 60 ft.; Perception +0

DEFENSE

AC 24, touch 4, flat-footed 24 (-4 Dex, +20 natural, -2 size)

hp 146 (12d8+92); regeneration^{MA} 10 (salt)

Fort +13, **Ref** +0, **Will** +4

Defensive Abilities fortification^{MA} (50%); **DR** 10/epic plus slashing or piercing; **Immune** acid, mind-affecting effects

Weaknesses susceptible to salt

OFFENSE

Speed 20 ft.

Melee tongue +16 (2d10+13 plus 2d8 acid)

Ranged spit acid^{MA} +3 (10d6 acid)

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

Special Attacks engulf^{MA} (DC 25, 2d6+13 bludgeoning damage), mythic power (6/day, surge +1d8), sticky body^{MA}

STATISTICS

Str 29, **Dex** 2, **Con** 20, **Int** —, **Wis** 10, **Cha** 1

Base Atk +9; **CMB** +20; **CMD** 26 (30 vs. disarm, can't be tripped)

Feats Extra Mythic Power, Weapon Focus (tongue)

SQ malleable

ECOLOGY

Environment temperate and warm marshes and underground

Organization solitary

Treasure none

SPECIAL ABILITIES

Malleable (Ex) A giant slug's body is very malleable, allowing it to fit into narrow areas with ease. A giant slug takes no penalty to its speed or checks when squeezing in an area that is one size category smaller than its actual size (10 feet wide for most giant slugs). A giant slug can squeeze normally through an area two size categories smaller than its actual size (5 feet wide for most giant slugs).

Spit Acid (Ex) A giant slug can spit acid at an opponent within 60 feet (no range increment). With a successful ranged touch attack, the target takes 10d6 points of acid damage (no save). A mythic giant slug can spend one use of mythic power to instead deal 10d6 points of acid damage to all creatures in a 10-foot spread (DC 21 Reflex half). The save DC is Constitution-based.

Sticky Body (Ex) A mythic giant slug secretes mucus that traps objects in it. If an opponent's attack roll with a melee weapon falls between the slug's touch AC and its normal AC, the slug receives a free disarm attempt against the opponent without provoking an attack of opportunity. If the slug succeeds at the disarm attempt, the weapon is stuck to its body. A successful disarm check, or the slug's death, is required to pull the weapon free. A mythic slug receives a +4 racial bonus to CMD against disarm checks.

Susceptible to Salt (Ex) A handful of salt burns a giant slug as if it were a flask of acid, causing 1d6 points of damage per use.

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

N Medium outsider (earth, elemental, extraplanar, fire, mythic)

Init +1; **Senses** darkvision 60 ft., tremorsense 60 ft.; Perception +7**Aura** molten body**DEFENSE****AC** 16, touch 11, flat-footed 15 (+1 Dex, +5 natural)**hp** 32 (3d10+16)**Fort** +5, **Ref** +4, **Will** +2**Immune** elemental traits, fire**Weaknesses** vulnerable to cold**OFFENSE****Speed** 30 ft., burrow 20 ft.**Melee** slam +4 (1d6+1 plus burn)**Special Attacks** burn (1d6 fire, DC 13), molten bore^{MA}, mythic power (1/day, surge +1d6), scorching sunder^{MA}**STATISTICS****Str** 13, **Dex** 13, **Con** 15, **Int** 6, **Wis** 12, **Cha** 10**Base Atk** +3; **CMB** +4; **CMD** 15 (can't be tripped)**Feats** Blind-Fight^{MF}, Nimble Moves**Skills** Acrobatics +7, Perception +7, Stealth +7, Survival +7**Languages** Ignan (can't speak)**ECOLOGY****Environment** any land (Plane of Fire)**Organization** solitary or pair**Treasure** none**SPECIAL ABILITIES**

Molten Body (Su) A thoqqua's body is hot enough to melt stone. Anyone striking a thoqqua with a natural weapon or unarmed strike takes 1d6 points of fire damage. A creature that grapples a thoqqua or is grappled by one takes 3d6 points of fire damage each round the grapple persists. A creature that strikes a thoqqua with a manufactured weapon can attempt a DC 13 Reflex save to pull the weapon away from the creature's molten body quickly enough to avoid having the weapon take 1d6 points of fire damage—damage caused to a weapon in this manner is not halved as is normal for damage caused to items, and ignores the first 5 points of hardness possessed by the item. As a result, most metal weapons can generally safely strike a thoqqua without taking much damage, but wooden weapons have a significant chance of burning away if used against one of these creatures. The save DC is Constitution-based.

Molten Bore (Ex) A mythic thoqqua's intense heat lingers on any surface it touches. Any creature moving through its space, including creatures using Acrobatics or the overrun maneuver, take damage as if they had touched the mythic thoqqua's molten body. In addition, when a mythic thoqqua burrows into or out of a solid surface, it leaves an unstable molten hole in that surface. Any creature other than a thoqqua moving along that surface is affected as *stumble gap* (DC 13 Reflex partial) and also takes 1d3 points of fire damage (1d6 points if the creature falls prone). The affected square cools and solidifies after 1d4 rounds, but is thereafter considered a square of dense rubble, costing 2 squares of movement to enter and increasing the DC of Acrobatics checks by 5 and Stealth checks by 2. The save DC is Constitution-based.

Scorching Sunder (Ex) When a mythic thoqqua hits with its slam attack, it can expend one use of its mythic power to attempt a combat maneuver check to sunder a random item carried, worn, or wielded by the target. Damage from the mythic thoqqua's burn attack is added to its slam damage before applying hardness, and fire damage from its burn attack is not halved against objects. It ignores 5 points of hardness and does not provoke attacks of opportunity when performing a sunder maneuver.

MYTHIC WORM THAT WALKS

CR 17/MR 7

XP 102,400

Pathfinder RPG Bestiary 2

Human mythic worm that walks conjurer 13

NE Medium vermin (augmented human, mythic)

Init +15^{MF}; **Senses** blindsight 120 ft., darkvision 60 ft.; Perception +22

DEFENSE

AC 33, touch 20, flat-footed 28 (+6 armor, +4 Dex, +1 dodge, +5 insight, +7 natural)

hp 168 (13d6+107); fast healing 17

Fort +12, **Ref** +12, **Will** +13

Defensive Abilities worm that walks traits; **DR** 15/—; **Immune** critical hits, disease, paralysis, poison, sleep, weapon damage^{MA}; **SR**^{MA} 32

OFFENSE

Speed 30 ft.

Melee squirming embrace +10 touch (4d6–1 plus distraction and infestation) or

slam +10 (1d4–1 plus grab)

Special Attacks arcane surge^{MA}, coordinated consumption^{MA}, corpse-crawling^{MA}, discorporate, grab (Large), infestation^{MA} (DC 27), mythic power (7/day, surge +1d10), squirming embrace, swarm spawn^{MA}

Arcane School Spell-Like Abilities (CL 13th; concentration +18)

At will—dimensional steps (390 feet/day)

8/day—*acid dart* (1d6+6 acid)

Conjurer Spells Prepared (CL 13th; concentration +20)

7th—*plane shift* (DC 24), *project image*

6th—*acid fog*, *disintegrate*^{MS} (DC 23), *summon monster VI*

5th—*cloudkill*^{MS} (DC 22), *dismissal* (DC 22), *shadow evocation* (DC 22), *telekinesis*^{MS} (DC 22), *teleport*

4th—*black tentacles*^{MS}, *confusion*^{MS} (DC 21), *dimension door*^{MS} (2), *phantasmal killer*^{MS} (DC 21), *summon monster IV*

3rd—*dispel magic*^{MS}, *fly*^{MS}, *protection from energy*, *slow*^{MS} (DC 20), *stinking cloud* (DC 20), *summon monster III*

2nd—*acid arrow*, *detect thoughts* (DC 19), *fog cloud*, *glitterdust* (DC 19), *invisibility*^{MS}, *summon swarm*

1st—*charm person* (DC 18), *feather fall*, *grease*^{MS} (DC 18), *obscuring mist*, *protection from good*^{MS}, *reduce person* (DC 18)^{MS}, *shield*

0 (at will)—*detect magic*, *mage hand*, *prestidigitation*, *read magic*

Opposition Schools Evocation, Necromancy

STATISTICS

Str 8, **Dex** 18, **Con** 19, **Int** 24, **Wis** 12, **Cha** 10

Base Atk +6; **CMB** +5 (+20 grapple); **CMD** 33

Feats Arcane Armor Training, Combat Casting, Combat Reflexes, Craft Magic Arms and Armor, Craft Wondrous Item, Diehard^B, Dodge, Extra Mythic Power, Improved Initiative^{MF}, Light Armor Proficiency, Mythic Spell Lore (2), Scribe Scroll, Toughness, Weapon Finesse

Skills Craft (alchemy) +23, Disguise +13, Fly +20, Intimidate +13, Knowledge (arcana, dungeoneering, planes) +23, Perception +22, Sense Motive +15, Spellcraft +23, Stealth +19

Racial Modifiers +8 Perception, +8 Sense Motive, +8 Stealth

Languages Abyssal, Aklo, Common, Infernal

SQ arcane bond (staff), mythic potency^{MA}, summoner's charm (6 rounds), tenacious

ECOLOGY

Environment any

Organization solitary

Treasure NPC Gear (+4 *leather armor*, *cloak of resistance* +4, *staff of charming*)

CREATING A MYTHIC WORM THAT WALKS

“Mythic worm that walks” is an acquired template that can be added to any creature with the worm that walks template (referred to hereafter as the base worm that walks). A mythic worm that walks uses the base worm that walks's stats and abilities except as noted here.

Mythic Subtype: A mythic worm that walks gains the mythic subtype, with a rank equal to half the CR of the base worm that walks. A mythic worm that walks gains additional abilities depending on the base worm that walks's CR instead of the mythic abilities it would get for having a rank. The mythic worm that walks gains all other benefits of having the mythic subtype: ability score bonuses, bonus hit points, mythic feats, mythic power, natural armor bonus, and spell resistance increase (if any).

CR: Adjust the base worm that walks's CR according to its mythic rank (this template doesn't increase the base worm that walks's CR other than from the mythic rank). Note that a mythic worm that walks's abilities on Table 1 depend on the base worm that walks's CR, not the final CR of the mythic worm that walks.

Tier: A worm that walks with mythic tiers that becomes a mythic worm that walks loses its tiers (and all abilities from those tiers) and gains abilities from the mythic worm that walks template, according to the base worm that walks's CR.

Discorporate (Su): While discorporated, a mythic worm that walks retains all of its defensive abilities, but replaces worm that walks traits with standard swarm traits. It loses its slam attack but gains a swarm attack that deals damage equal to its squirming embrace attack. It loses its squirming embrace special attack but retains all others. A mythic worm that walks can reform into its true form (including equipping all gear in reach) as a move action as long as it has at least 1 hit point.

Coordinated Consumption (Ex): A mythic worm that walks coordinates its swarm attacks better than a typical worm that walks, and deals swarm damage one step higher than a nonmythic worm that walks of its HD would normally cause. In addition, a mythic worm that walks's swarm damage is doubled against helpless or nauseated targets.

Mythic Potency (Su): A mythic worm that walks adds its rank to the save DC for its swarms' distraction ability, and to the racial bonuses from its tenacious ability. It adds half its rank (minimum 1) to its insight bonus to AC.

Swarm Spawn (Su): At 2nd rank, a mythic worm that walks can use its squirming embrace ability as a melee touch attack, or as a free action against a grappled foe. A mythic worm that walks can have a number of embraced targets at any one time equal to 1 plus half its mythic rank. A worm swarm has hit points equal to the worm that walks's mythic bonus hit points, and retains all of the mythic worm that walks's defensive abilities, but replaces worm that walks traits with standard swarm traits. Its swarm attack deals damage equal to the mythic worm that walks's squirming embrace attack. If the mythic worm that walks moves further than its blindsight range from a worm swarm or dismisses a swarm (a free action), the swarm dies.

Blindsight (Ex): At 3rd rank, a mythic worm that walks's blindsight increases to 60 feet. At 6th rank, it increases to 120 feet, and at 9th rank, it increases to 240 feet.

Immune to Weapon Damage (Ex): At 3rd rank, a mythic worm that walks is immune to all weapon damage.

Infestation (Ex): At 4th rank, any creature that takes swarm damage from a mythic worm that walks, including from any swarm spawn, must succeed at a Reflex save or become infested. The save DC equals $10 + 1/2$ the mythic worm that walks's HD + its Con modifier + its mythic rank. On a failed save, the infested creature takes 1d3 points of Strength and Constitution damage per round as the worms burrow through and consume its flesh and blood—this effect continues each round the victim remains subject to the swarm damage and for 1d6 rounds thereafter. Any energy-based attack (including damage from negative energy) that deals damage equal to at least twice the mythic worm that walks's mythic rank to the victim automatically destroys all of the worms infesting it, ending the effect prematurely. Additionally, any effect that removes disease instantly ends a mythic worm that walks's infestation. Immunity to disease offers no defense. Wind effects that affect an infesting swarm's target have no effect on the swarm. The save DC is Constitution-based.

Spell Resistance (Su): At 5th rank, a mythic worm that walks and its swarm spawn gain spell resistance equal to $11 +$ the base worm that walks' CR (before adding the worm that walks' mythic rank to its SR from the mythic subtype).

Corpse-Crawling (Ex): At 6th rank, a disincorporated mythic worm that walks that infests a corpse within one size category of the mythic worm that walks can transform the corpse into a worm zombie (see below) of the appropriate size under the mythic worm that walks's control. Any attack against the worm zombie deals half damage to the mythic worm that walks as well, although the mythic worm that walks's defensive abilities, DR, SR, resistances, and immunities may negate some or all of this damage. An inhabited corpse is easy to spot, since its skin crawls with the forms of the worms inside. A mythic worm that walks can attempt a Disguise check to conceal its inhabitation of a corpse, with a -4 penalty if inhabiting a host of a smaller size. The mythic worm that walks can abandon the corpse at any time as a full-round action. A *remove disease* or *heal* spell cast on an inhabited corpse forces the mythic worm that walks to abandon it if the caster overcomes the mythic worm that walks's spell resistance. A worm zombie becomes a normal corpse again if the mythic worm that walks abandons it.

Augmented Spellcasting (Su): At 7th rank, a mythic worm that walks selects one of the following archmage or hierophant abilities: arcane surge, inspired spell, recalled blessing, or wild arcana. Once chosen, this selection can't be changed.

Corpse-Crawl Spawn (Ex): At 8th rank, swarm spawn created by a mythic worm that walks gain the mythic worm that walks's corpse crawling ability, transforming infested corpses of an appropriate size into worm zombies. Attacks against the worm zombie deal half damage to the inhabiting worm swarm rather than to the mythic worm that walks, although the worm swarm's defensive abilities, DR, SR, resistances, and immunities may negate some or all of this damage. A mythic worm that walks can attempt a Disguise check to conceal its swarm spawn's inhabitation of a corpse, with the usual -4 penalty if it is inhabiting a host of a smaller size. A swarm spawn cannot abandon a host corpse, however, and a *remove disease* or *heal* spell cast on the corpse that overcomes the worm swarm's spell resistance kills it.

Enhanced Spellcasting (Su): At 9th rank, a mythic worm that walks gains the ability to treat its 1st-level spells like cantrips or orisons. If the mythic worm that walks is a spontaneous caster, its 1st-level spells known don't consume spell slots and can be used again. If the mythic worm that walks prepares spells, its 1st-level spell slots aren't expended when cast and can be used again. Using metamagic feats or other abilities that alter the spell slot of a spell aren't affected by this ability (for example, a quickened *magic missile* uses a 5th-level spell slot and is expended when cast).

Resilient Resurrection (Su): At 10th rank, a mythic worm that walks gains a +4 deflection bonus to AC, a +4 resistance bonus to saving throws, and immunity to the following conditions: dazed, exhausted, fatigued, nauseated, sickened, and stunned.

MYTHIC WORM THAT WALKS ABILITIES

BASE CR	MYTHIC RANK	MYTHIC ABILITIES
1-3	1st	Coordinated consumption Mythic potency
4-5	2nd	Swarmspawn
6-7	3rd	Blindsight 60 ft. immune to weapon damage
8-9	4th	Infestation
10-11	5th	Spell resistance
12-13	6th	Blindsight 240 ft. Enhanced spellcasting
14-15	7th	Augmented spellcasting
16-17	8th	Corpse-crawl spawn
18-19	9th	Blindsight 240 ft. Enhanced spellcasting
20+	10th	Resilient resurrection

WORM ZOMBIE

Worm zombies are corpses inhabited and animated by a mythic worm that walks or its worm swarm spawn.

Defensive Abilities: A worm zombie does not gain DR 5/slashing.

Special Attacks: A worm zombie gains the following special attacks.

Death Burst (Ex): When a worm zombie dies, it explodes in a burst of worms. The worm swarm inhabiting it is immediately released and appears in one or more of the zombie's squares or adjacent squares. An inhabiting worm swarm can trigger its zombie's death burst at any time as an immediate action, destroying the zombie.

Special Qualities: A worm zombie does not gain the staggered special quality.

This gigantic eyeless worm is covered with a scarlet crust of oily, scabby flesh. Its great toothless mouth constantly drips bright red slime and looks large enough to swallow a draft horse.

CONQUEROR WORM

CR 21 / MR 8

XP 409,600

CE Gargantuan outsider (mythic, native)

Init +11; **Senses** blindsight 150 ft.; Perception +15

Aura stench (DC 27, 10 rounds), *unholy aura*

DEFENSE

AC 41, touch 9, flat-footed 41 (+4 deflection, -1 Dex, +32 natural, -4 size)

hp 390 (23d10+264); fast healing 10 (20 in dim light or darkness)

Fort +25, **Ref** +19, **Will** +11

Defensive Abilities deathless^{MA}, *fortification*^{MA} (50%); **DR** 15/epic and magic; **Immune** acid, bleed, death effects, disease, mind-affecting effects, paralysis, poison, polymorph; **Resist** cold 20, electricity 20, fire 20; **SR** 36

Weaknesses light blindness, vulnerable to sonic attacks

OFFENSE

Speed 40 ft., burrow 40 ft., climb 40 ft., swim 40 ft.

Melee bite +33 (5d8+13/19-20/x3 plus grab and slime), tail slam +33 (5d6+13 plus stunning blow^{MA})

Space 20 ft.; **Reach** 15 ft. (30 ft. with prehensile tongue)

Special Attacks breath weapon^{MA} (120-ft. line, 20d6 half acid, half corruption plus slime, Reflex DC 29 for half, usable every 1d4 rounds), fast swallow^{MA}, *mythic power* (8/day, surge +1d10), *mythic magic*^{MA} (3/day), prehensile tongue, regurgitate^{MA}, slime^{MA}, swallow whole (5d8+13 bludgeoning damage plus slime, AC 26, 39 hp)

Spell-Like Abilities (CL 23rd; concentration +33)

Constant—*unholy aura*

At will—*control undead* (DC 28), *deeper darkness*, *telekinesis* (DC 25; uses a DC 15 Charisma check for delicate maneuvers)

3/day—*blasphemy* (DC 28), *telepathic bond*

1/week—*cursed earth*^{UM} (DC 30)

Spells Known (CL 20th; concentration +30)

9th (7/day)—*dominate monster* (DC 29), *energy drain* (DC 30), *soul bind* (DC 30)

8th (7/day)—*horrid wilting* (DC 29), *power word stun*, *symbol of death* (DC 29)

7th (7/day)—*caustic eruption* (DC 27), *symbol of weakness* (DC 28), *waves of exhaustion*

6th (8/day)—*circle of death* (DC 27), *eyebite* (DC 27), *veil* (DC 26)

5th (8/day)—*mass repair undead*^{APG}, *nightmare* (DC 25), *symbol of pain* (DC 26), *waves of fatigue*

4th (8/day)—*crushing despair* (DC 25), *dimension door*, *enervation*, *hallucinatory terrain* (DC 24)

3rd (8/day)—*dispel magic*, *ray of exhaustion* (DC 24), *slow* (DC 23), *vampiric touch*

2nd (9/day)—*acid arrow*, *blindness/deafness* (DC 22), *detect thoughts* (DC 22), *invisibility*, *levitate*, *spectral hand*

1st (9/day)—*cause fear* (DC 22), *charm person* (DC 21), *obscuring mist*, *ray of enfeeblement* (DC 22), *repair undead*^{APG}

0 (at will)—*acid splash*, *bleed* (DC 20), *detect magic*, *disrupt*

undead, *ghost sound*, *mending*, *prestidigitation*, *resistance*, *touch of fatigue* (DC 21)

STATISTICS

Str 36, **Dex** 8, **Con** 26, **Int** 7, **Wis** 11, **Cha** 30

Base Atk +23; **CMB** +40 (+44 grapple); **CMD** 49 (can't be tripped)

Feats Awesome Blow, *Cleave*^{MF}, *Critical Focus*^{MF}, *Great Cleave*, *Improved Critical* (bite)^{MF}, *Improved Initiative*^{MF}, *Lightning Reflexes*, *Power Attack*, *Spell Focus* (necromancy), *Staggering Critical*, *Weapon Focus* (bite), *Weapon Focus* (tail slam)

Skills Bluff +18, Intimidate +29, Knowledge (arcana) +19, Knowledge (planes) +19, Knowledge (religion) +19, Perception +15, Sense Motive +10, Spellcraft +19, Stealth +8

Languages Aklo, Undercommon

SQ blind, sorcery

ECOLOGY

Environment any underground

Organization solitary or cult (1 conqueror worm, 2-5 morphs, 8-18 wights, and 10-30 ghosts)

Treasure double

SPECIAL ABILITIES

Blind (Ex) A conqueror worm sees and senses exclusively through its blindsight ability, which is based on sound and movement—beyond 300 feet, the conqueror worm is considered blind. A deafened conqueror worm is effectively blinded as well. It is invulnerable to all sight-based effects and attacks, including gaze attacks.

Breath Weapon (Su) A conqueror worm's breath weapon is a 120-ft. line of scarlet slime that deals 20d6 points of damage (Reflex DC 29 for half). Half of this damage is acid and the other half results directly from the conqueror worm's corruptive power and thus bypasses all forms of damage reduction. Creatures damaged by a conqueror worm's breath weapon are subject to its slime attack.

Deathless (Su) When reduced to less than 0 hit points, a conqueror worm dissolves into a 40-foot diameter scarlet cloud of thick, greasy mist saturated with necromantic energy. The cloud remains for 6 rounds and is otherwise treated as *fog cloud*. Creatures caught within the cloud are subjected to the conqueror worm's slime attack each round they remain inside it. A conqueror worm automatically reforms and returns to life 1 hour later at 1 hit point. A conqueror worm can only be permanently destroyed by reducing it to less than 0 hit points in the area of a *bless* or *hallow* spell and then doing one of the following:

A good-aligned divine caster of at least 15th level casts *holy word* onto the mist-cloud into which the conqueror worm dissolves before the mist disperses.

A creature casts *miracle* or *wish* onto the mist-cloud into which the conqueror worm dissolves before the mist disperses.

Fast Healing (Su) A conqueror worm's fast healing increases to 20 when in an area of dim light or darkness.

Prehensile Tongue (Ex) A conqueror worm can use its long snake-like tongue to manipulate a single tool or magic item, though when it does so it cannot speak nor can it cast spells. Additionally, a conqueror worm that is not currently holding an item with its tongue or holding a victim in its mouth can expend one use of mythic power as a swift action to make a free combat maneuver check against a single Large- or smaller-sized target within 30 feet. If successful, the conqueror worm grabs the target, pulls it adjacent to the conqueror worm, and then receives a free bite attack with a +8 bonus on its attack roll. Creatures pulled in this way do not provoke attacks of opportunity.

Regurgitate (Ex) As a free action, a conqueror worm can spit out a single creature it has swallowed whole. The expelled creature lands prone in an adjacent square chosen by the conqueror worm and must succeed on a DC 34 Fortitude save to avoid being dazed for 1 round. A regurgitated victim is subject to the conqueror worm's slime attack. The save DC is Strength-based.

Slime (Su) A conqueror worm produces a thick scarlet slime that is highly acidic and infused with necromancy. Creatures bitten by a conqueror worm suffer an additional 5d6 points of damage. Half of this damage is acid and the other half results directly from the conqueror worm's corruptive power and thus bypasses all forms of damage reduction. Creatures swallowed whole by a conqueror worm are subjected to the slime damage each round they remain inside the conqueror worm. Undead creatures are not harmed by the slime. Instead, the slime provides undead creatures with a feeling of intense euphoria.

Furthermore, the slime is sticky and tenaciously clings to creatures' bodies. Creatures that escape after being swallowed whole by a conqueror worm, that are expelled from a conqueror worm using its regurgitate ability, or that are struck by a conqueror worm's breath weapon attack, continue to suffer damage from the slime for an additional 2d4 rounds or until the victim spends a full-round action scraping the slime from its body (this destroys the scraping device unless it is immune to acid) or the victim is completely submerged in water.

Creatures killed by the slime, or killed while suffering damage from the slime, are immediately transformed into an undead creature under the conqueror worm's control. A humanoid who becomes undead in this way retains none of the abilities it possessed in life.

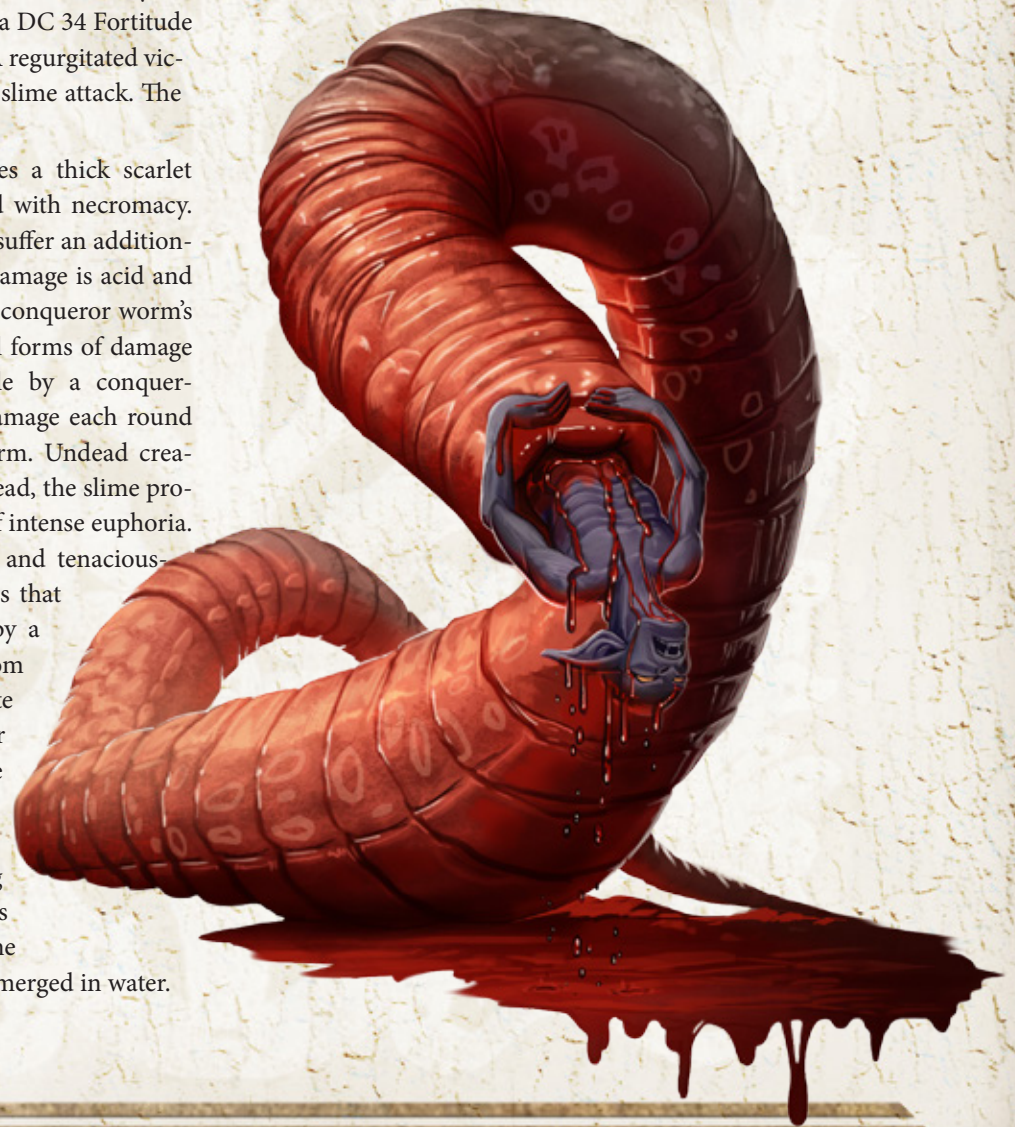
A humanoid of less than 3 Hit Dice rises as a ghost.

A humanoid of 3–9 Hit Dice rises as a wight.

A humanoid of 10 HD or more rises as a morgh.

There is no limit to the number of undead a conqueror worm can create with its slime. However, it can only control 46 HD of undead at once.

Additionally, once per day as a full round action, a conqueror worm can expend one use of mythic power to vomit a glob of slime onto ground containing dead humanoid remains (typically a graveyard). One round later, 1d10+8 ghouls and a single mythic ghost emerge from the ground and follow the conqueror worm's commands unerringly. Mythic ghosts are described in *Mythic Monsters: Undead*



from *Legendary Games*; if you do not have this product, apply the agile, invincible, or savage mythic simple template, as described in Chapter 6 of *Pathfinder Roleplaying Game Mythic Adventures*.

Sorcery (Su) A conqueror worm casts spells as an 20th level sorcerer. However, it does not gain a sorcerer's bloodline or any other benefits of the sorcerer class.

Stunning Blow (Ex) A creature damaged by a conqueror worm's tail slam attack and any creatures within 5 feet of the targeted creature are knocked prone and stunned for 1 round unless they succeed on a DC 34 Fortitude save. With a successful save, the creatures are only staggered for 1 round. A conqueror worm can expend one use of mythic power as a swift action to make a free additional tail slam attack. The save DC is Strength-based.

Reeking of rot and death, these enormous burrowing horrors have strong ties to the evil deities of corruption, darkness, death, and undeath, who often call them up from the deepest depths of the world to punish hated enemies or those who stray from the faith. These evil worms excrete an acidic scarlet slime that can dissolve creatures and transform humanoid victims into undead minions. These undead minions then defend the conqueror worm and obey its commands. Conqueror worms are extremely rare; there are less than two dozen of the creatures in existence.

Conqueror worms are often found leading cults formed of the undead minions they've created. These fawning minions see the conqueror worm as both a mother-figure and the direct representation of a divine evil power. When not performing some task set to it by the conqueror worm, the undead minions often gather around their "sacred mother" in large numbers, so they can suckle necromantic slime from the creature's flesh and disturbingly embrace and massage the monstrous worm's slimy, scab-covered flesh.

Though less intelligent than most humans, conqueror worms are highly skilled at necromancy and are fonts of necromantic knowledge and profane secrets. When not summoned to shatter a civilization and usher forth apocalyptic ruin, conqueror worms often lair near places infused with powerful necromantic energy, such as evil temples, ancient battlefields and necropolises, and sites where horrific mass murders were committed. Conqueror worms revel in defacing and desecrating monuments, temples, and burial sites sacred to good-aligned deities and transforming their followers and priests into undead monstrosities. Conqueror worms reserve their deepest antipathy for paladins, whom they consider an irresistible delicacy and a sacred prize. These vile creatures often seek to capture paladins, with the goal of corrupting them and turning them into servants of evil following weeks of cruel ritualistic torture and unspeakable physical and mental abuse.

Conqueror worms are covered in a thick layer of scabby, scarlet flesh. Though they lack eyes, conqueror worms perceive their surroundings by sound and by sensing motion. Though not exceptionally agile, conqueror worms are incredibly flexible and can bring their massive tails down to bash foes that are even standing directly in front of them. Conqueror worms are 40 feet long and nearly 12 feet in diameter. They weigh 15 tons.

THE MOTHER OF WORMS

Conqueror worms are immortal and continue to grow over the long centuries. Though most of these creatures perish by violence, one conqueror worm has grown to truly legendary proportions. Dubbed the Mother of Worms, this conqueror worm is the oldest and most powerful of its kind. Rumored to be the unwholesome progeny of a long dead goddess of death and the undead, the Mother of Worms is epic in both size and power (CE conqueror worm oracle 12; add the advanced and giant simple templates and the invincible mythic template). Mercifully, the Mother of Worms has not appeared on the surface of the world for nearly four thousand years. She seems content to remain in the deepest depths of the world's subterranean reaches in a great continent-sized cavern, where thousands of undead minions swarm about her and slurp scarlet slime from her massive, slumbering form.



ADVENTURE PATH PLUG-IN

More Than Just Adventure!

Gothic Grimoires

Book One:
The Necrotic Verses

By Justin Norman & Jason Neeson
With the Legendary Game Design Team

Pathfinder

ADVENTURE PATH PLUG-IN

More Than Just Adventure!

Gothic Grimoires

Book Two:
On the Inverse Calculus of
Unseen Refraction

By Jason Neeson
With the Legendary Game Design Team

Pathfinder

ADVENTURE PATH PLUG-IN

The Murmuring Fountain

By Jason Neeson & Jason J. Reznicek
With the Legendary Game Design Team

Pathfinder

ADVENTURE PATH PLUG-IN

MEDITATIONS OF THE IMPERIAL MYSTICS

By Jason Neeson
With the Legendary Game Design Team

Pathfinder

ADVENTURE PATH PLUG-IN

Treasury of the Macabre

By Jason Neeson
With the Legendary Game Design Team

Pathfinder

ADVENTURE PATH PLUG-IN

MEDITATIONS OF THE IMPERIAL MYSTICS

By Jason Neeson & Jason J. Reznicek
With the Legendary Game Design Team

Pathfinder

ADVENTURE PATH PLUG-IN

THE BALEFUL COVEN

By Jason Neeson & Jason J. Reznicek
With the Legendary Game Design Team

Pathfinder

ADVENTURE PATH PLUG-IN

Gothic Heroes Regenerated Characters

By Jason Neeson
With the Legendary Game Design Team

Pathfinder

ADVENTURE PATH PLUG-IN

THE WAY OF KI

By Jason Neeson
With the Legendary Game Design Team

Pathfinder

ADVENTURE PATH PLUG-IN

Cultic Cryptomania

By Jason Neeson
With the Legendary Game Design Team

Pathfinder

ADVENTURE PATH PLUG-IN

UNDER FROZEN STARS

By Jason Neeson
With the Legendary Game Design Team

Pathfinder

ADVENTURE PATH PLUG-IN

Comes of Ancient Knowledge

By Jason Neeson & Jason J. Reznicek
With the Legendary Game Design Team

Pathfinder

ADVENTURE PATH PLUG-IN

THE WAY OF KI

By Jason Neeson
With the Legendary Game Design Team

Pathfinder

ADVENTURE PATH PLUG-IN

Construct Codex

By Jason Neeson
With the Legendary Game Design Team

Pathfinder

ADVENTURE PATH PLUG-IN

CONQUERING HEROES PREGENERATED CHARACTERS

By Jason Neeson
With the Legendary Game Design Team

Pathfinder

ADVENTURE PATH PLUG-IN

ROAD TO DESTINY

By Jason Neeson
With the Legendary Game Design Team

Pathfinder

ADVENTURE PATH PLUG-IN

Ultimate Rulership

By Jason Neeson
With the Legendary Game Design Team

Pathfinder

ADVENTURE PATH PLUG-IN

BEASTS OF LEGEND COURWOOD CODEX

By Tom Mearns & Jason Neeson
With the Legendary Game Design Team

Pathfinder

ADVENTURE PATH PLUG-IN

Gothic Grimoires Book Five: To Serbe a Prince Undying

By Jason Neeson & Jason J. Reznicek
With the Legendary Game Design Team

Pathfinder

ADVENTURE PATH PLUG-IN

THE BALEFUL COVEN

By Jason Neeson & Jason J. Reznicek
With the Legendary Game Design Team

Pathfinder

ADVENTURE PATH PLUG-IN

The Mad Doctor's Formulary

By Jason Neeson
With the Legendary Game Design Team

Pathfinder

ADVENTURE PATH PLUG-IN

MEDITATIONS OF THE IMPERIAL MYSTICS

By Jason Neeson & Jason J. Reznicek
With the Legendary Game Design Team

Pathfinder

ADVENTURE PATH PLUG-IN

Cultic Cryptomania

By Jason Neeson
With the Legendary Game Design Team

Pathfinder

ADVENTURE PATH PLUG-IN

Comes of Ancient Knowledge

By Jason Neeson & Jason J. Reznicek
With the Legendary Game Design Team

Pathfinder

ADVENTURE PATH PLUG-IN

IMPERIAL HEROES PREGENERATED CHARACTERS

By Jason Neeson
With the Legendary Game Design Team

Pathfinder

ADVENTURE PATH PLUG-IN

Gothic Grimoires Book Four: Spellbones of the Devourer

By Jason Neeson
With the Legendary Game Design Team

Pathfinder



IS YOUR CAMPAIGN LEGENDARY?

IT SHOULD BE!

Brought to you by the most creative minds in the business, Legendary Games delivers products designed by the very same people that create so many of the official adventures, supplements, and hardbacks that you know and love. With a design team of industry legends, superstar designers, and the best new up-and-coming talent, you know it's going to be great. Who better to bring you innovative rules and adventures with amazing depth and richness to enhance Your Adventure Path or home campaign? No one.

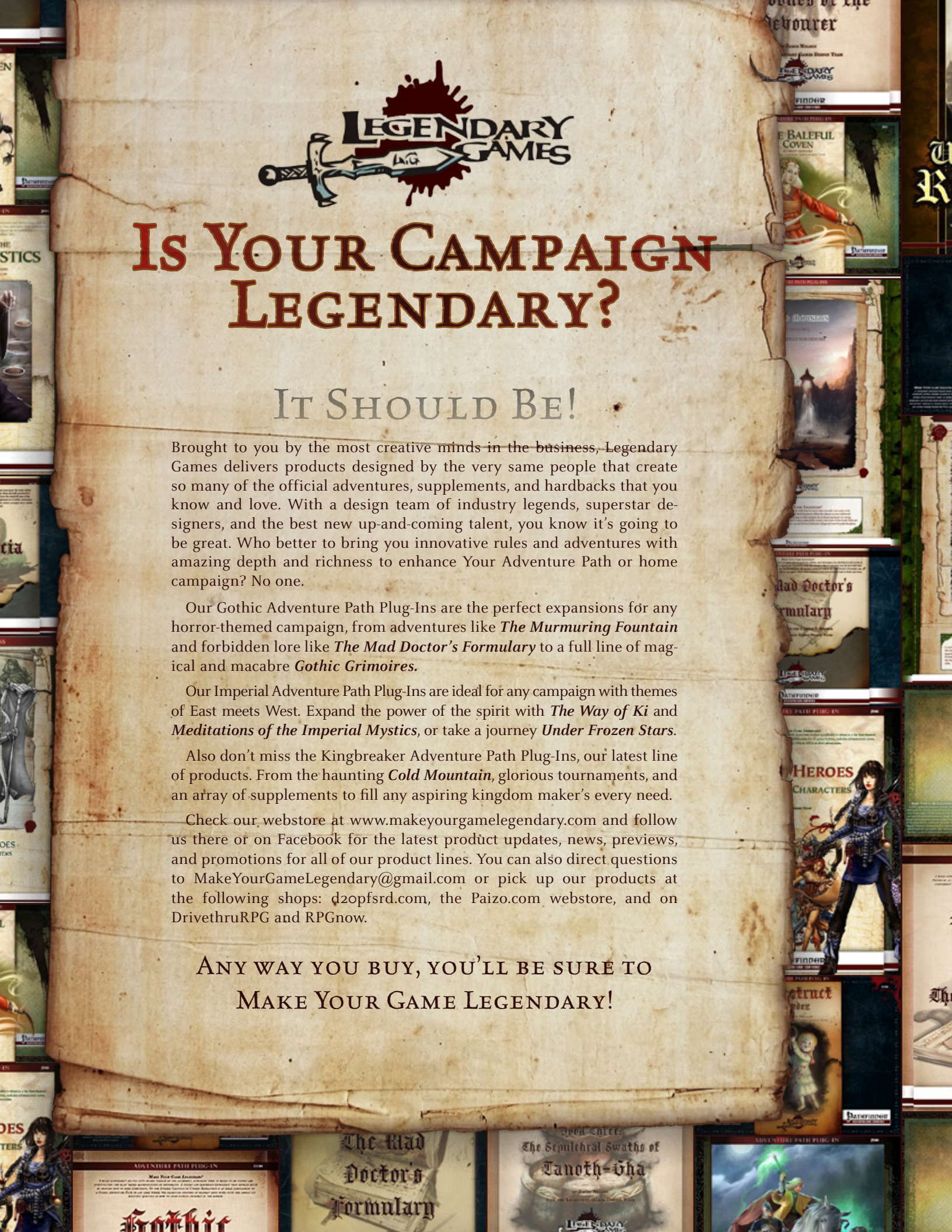
Our Gothic Adventure Path Plug-Ins are the perfect expansions for any horror-themed campaign, from adventures like *The Murmuring Fountain* and forbidden lore like *The Mad Doctor's Formulary* to a full line of magical and macabre *Gothic Grimoires*.

Our Imperial Adventure Path Plug-Ins are ideal for any campaign with themes of East meets West. Expand the power of the spirit with *The Way of Ki* and *Meditations of the Imperial Mystics*, or take a journey *Under Frozen Stars*.

Also don't miss the Kingbreaker Adventure Path Plug-Ins, our latest line of products. From the haunting *Cold Mountain*, glorious tournaments, and an array of supplements to fill any aspiring kingdom maker's every need.

Check our webstore at www.makeyourgamelegendary.com and follow us there or on Facebook for the latest product updates, news, previews, and promotions for all of our product lines. You can also direct questions to MakeYourGameLegendary@gmail.com or pick up our products at the following shops: q2opfsrd.com, the Paizo.com webstore, and on DrivethruRPG and RPGnow.

ANY WAY YOU BUY, YOU'LL BE SURE TO MAKE YOUR GAME LEGENDARY!





MYTHIC MONSTERS
WORMS



WRIGGLING, WRITHING, RAVENOUS!

The *Mythic Monsters* series from Legendary Games brings you dynamic and exciting mechanics alongside evocative and cinematic new abilities that really help creatures live up to their flavor text, whether they are creatures of real-world myth and legend or creatures born out of the RPG tradition itself. **These creatures work just as well in a non-mythic campaign as they do in one that incorporates the full mythic rules**, as you can throw them at your jaded players who think they've seen it all or know the standard monster stats as well as you do. That look of surprise and "What was THAT?" will warm any GM's heart.

Mythic Worms brings you a variety of vermicious villains, from teeming tiny terrors like the clinging, blood-sucking leech swarm and the terrifying parasitic rot grub swarm with its invasive gestation. At the opposite extreme, the titanic giant purple worm embodies brutal strength and primal power, while the equally huge neothelid is a lurking alien menace of the deep places beneath the world, its wormy exterior belying an advanced alien intelligence. The sinister seugathi are spawned by the neothelids as their spies and slaves, but are formidable in their own right, and like them the vermlek demon is an infiltrator par excellence, wriggling inside the remains of its victims and wearing their mind and body as a fleshy suit until the moment they burst forth in a rain of terror and blood. The freezing frost worm is legendarily as deadly in death as in life, while the sizzling thoqqua bores through stone and steel as easily as flesh. Not truly worms, perhaps, the heaving bulk of the giant slug and the kaleidoscopic shell of the freakish flail snail are nonetheless a sight dreaded by adventurers of every stripe. Perhaps most deadly of all, the worm that walks embodies every part of wormish terror in the form of slain sorcerer risen again through the eldritch appetite of the worms that consumed his living flesh. To this collection of worms CR 3 to 21, we present the terrifying ghoulish-spewing conqueror worm, a carrion crawler supreme that devours and regurgitates the dead as its feasting slaves. As if this were not enough, we also bring you rules for getting a wormish companion of your own, including a divine domain for your local cult of Worms and a set of feats for taming and riding wormish beasts!



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.

PATHFINDER
ROLEPLAYING GAME COMPATIBLE

MYTHIC PLUG-INS