



# MYTHIC MONSTERS MASTERS OF CHAOS



**Pathfinder**  
ROLEPLAYING GAME COMPATIBLE

MYTHIC PLUG-INS





MYTHIC MONSTERS  
MASTERS OF  
CHAOS





# MYTHIC MONSTERS MASTERS OF CHAOS

## CREDITS.....

**AUTHORS:** Jason Nelson, Todd Stewart, Alistair Rigg, Jonathan H. Keith, and Mike Welham

**ARTIST:** Bob Greyvenstein, Christopher Kimball, Chris McFann, and Rian Trost

**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, Mark Seifter, Tork Shaw, Mike Shel, Mike Welham, Neil Spicer, Todd Stewart, Russ Taylor, Greg A. Vaughan, Linda Zayas-Palmer, and Clark Peterson

**EDITING AND DEVELOPMENT:** Alistair J. Rigg and Jason Nelson

**PUBLISHER:** Jason Nelson

**EXECUTIVE PARTNER:** Neil Spicer

**BUSINESS DIRECTOR:** Rachel Ventura

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**Legendary Games**  
3734 SW 99th St.  
Seattle, WA 98126-4026  
[makeyourgamelegendary.com](http://makeyourgamelegendary.com)





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

MF = MYTHIC FEAT

MA = MYTHIC ABILITY

MMA = MAJOR MYTHIC ABILITY (COUNTING AS TWO ABILITIES)

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





## WELCOME TO ULTIMATE PLUG-INS: MYTHIC MONSTERS!

**T**HIS SUPPLEMENT IS JUST ONE PART OF A LARGER RESOURCE FOR EVERY GAMEMASTER 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 champion, 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 combined with innovative, exciting, and cinematic mythic abilities that clearly set these monsters 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*.





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## SPECIAL ELECTRONIC FEATURES

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

## ABOUT LEGENDARY GAMES

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# WHAT YOU WILL FIND INSIDE MYTHIC MONSTERS: MASTERS OF CHAOS

*Mythic Masters of Chaos* brings you an assortment of the unexpected and unstable, creatures whose very essence and nature bespeak fluidity and change. Their origins lie in the planes of chaos, though many of them wander throughout reality wherever their mood and the ebb and flow of the tides of the universe take them. You have the primordial proteans, creator-serpents that swim-slither through Limbo, from the reality-reshaping **kekatars** to the brutal **naunets**, the clever and creative **imenetesh** and their diminutive messengers and familiars, the **voidworms**. The indescribable **chaos beast** is eternally in flux, yet perfected and inviolate in its endless variability and dragging all that touch it into chaotic communion of the flesh and mind. Some avatars of chaos are more benevolent, like the friendly **lyrakien** and their mightier azata cousins, the wandering knight-errant **bralani**, the master-musician **lillends**, and the haughtily radiant **ghaele**. Some chaos-creatures seem at first glance little more than beasts, though the sizzingly swift **pard**, the hulking ironclad **zentragt**, and valorous freedom-loving **cayhounds** are far more cunning than they appear. To this collection of chaos from CR 3 to 21 we add the tragic **crassodov**, wolfen warriors bred for an ancient war that was never their own and that destroyed their world, casting them beyond the rifts into foreign worlds where their anarchic axes hew all who would seek to master them. Add to these fabulous foes a delightful bit of fiction examining the nature of chaos by a man who knows more about Pathfinder planar cosmology than anyone, the terrific **Todd Stewart!**

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 to our highest standards of innovative layout, beautiful aesthetics, and excellence in design that is second to none. We hope you enjoy using it as much as we enjoyed making it. Game on!



- Jason Nelson



## THE ONLY CONSTANT IS CHANGE

“Ultimately, it’s up to you.”

Claws curved daintily as she lifted her glass. The pale blue liquor scattered the ambient light over her delicate half-elven features as well as the rippling scales on her neck. Her tail flitted to and fro behind her like a hypnotist’s pocket watch as she tapped the floor with an idle cloven hoof.

“You’ve been through a lot to get here. I’ve been looking forward to meeting you.”

The man’s fiendish features were more subtle. There were bare nubs of horn protruding from his scalp and the faintest ruddy purple tinge to his otherwise gray skin. Despite his fiendish taint, most would have recognized him as an orc. Much more obvious was the heavy plate armor that covered most of his body. He smiled as he spoke, raising a drinking vessel that looked like a skull. In marked contrast to his companion, only a single empty glass sat before him. His expression was all business.

“I’m... ah... not really sure what I want to do.” A young human man nervously strummed his fingers on the table as he glanced at the other two sitting opposite. His blond hair was tousled and unkempt, his clothing dirty and worn from long travel.

The three of them were alone in the common room, save for the plump, elderly woman tending the bar attentively. Flames crackled and popped on the hearth, and the sounds of passersby filtered distantly through the half-open door.

“You’re both not quite...” The young man glanced at his companions’ features, “...what I expected.”

“We try not to completely overwhelm someone we’d like to work with.” The armored man smiled and glanced at his companion. “Some of us more than others.”

Her ears perked and she looked up from her mug. A long, purple and distinctly serpent-forked tongue was busily polishing the bottom of the glass for every last drop of alcohol. “Uym juut az nrmle ash yu!”

Her companion dismissively waved a hand, “Ignore her. She’s special.”

The young man glanced at her awkwardly. She grinned back, waving three fingers at him while making a face through the mug’s warped glass, “Wasn’t there supposed to be someone else?”

“Absolutely,” The tiefling looked up from her mug, her eyes now a shade of luminous purple. “There’s usually an aasimar, but it seems they’re late.” She shrugged. “If they don’t care enough about you and your situation to make their voice known, it’s not really my problem.”

“Neither mine.” The warrior chuckled, apparently no love lost between them.

From across the room, the bartender cleared her throat. The tieflings glanced at one another as the bartender paused from cleaning beer mugs and gave them both a long, hard stare. Without a spoken question, the orc returned the bartender’s stare

and shook his head. The tiefling pointed to herself, chuckled, and shook her head no as well.

“So we’ll miss their song and dance.” The tiefling shrugged and pounded back another shot. Grimacing slightly, she held up the empty glass, watching it refill on its own accord with pearlescent orange liquor. “I mean that literally. Song and dance, that’s their thing. And if you’ve ever seen a two-thousand pound winged woman with the lower body of a serpent magically fit into the form of a sixteen year old half-elf, well, it can be a bit awkward.”

“Awkward?” The orc took a shot of his own and tossed the empty glass towards the fireplace where it shattered and burst with a momentary roar of flame. “And you’re any better?”

“Absolutely!” The tiefling smiled. Nonchalantly, she lifted herself on one extended fingertip on the back of her precariously balanced chair, which was standing on one leg.

The young man sighed, “As I understand it, you’re supposed to talk with me and give me a choice?”

“Indeed we are.” The tiefling winked as she sat back down, tapping her hooves erratically. Sitting still and concentrating on the matter at hand were difficult things.

“Don’t you want revenge on the ones that wronged you?” The orc’s eyes danced with reflected flames. “Would you make them pay? See them hurt? I can make that happen.”

The young man glanced away, weighing the offered option.

“I suppose you could, but then the moment’s gone and you’re left with not much else changed.” The tiefling looked bored and rolled her eyes. “Men of the sword will meet the point of one eventually anyway. Now don’t get me wrong,” She held up her hands as well as her tail, “I’m not suggesting that you forgive and forget, just that it doesn’t especially matter now. Move on, go drinking, enjoy everything else that the world provides and above all, have no regrets. They’re little chains on the heart, more so than any devil’s rules.”

At the mention of devils, both the tiefling and the orc grimaced as if they’d tasted something foul. Across the room, the bartender chuckled.

“I do have regrets though.” The young man sighed, “My wife and I, we never had children.”


“As much as I hate to agree with my less focused drinking partner here,” The orc tipped his glass towards the tiefling. She smiled and clinked glasses with him. Hers was now filled with a lurid purple beverage. “She’s right in that you can’t have regrets. But she’s wrong in that it can’t -drive- you now. That past doesn’t matter. If you’re angry at what happened, focus on that and sharpen it. Live now on your own terms. That’s what I offer.”

The tiefling rolled her eyes and gave a sympathetic smile to the young man. “You’re still thinking about her, aren’t you?”

“I am.” His voice was quiet and a little unsteady.

“Tell us about her.” She pushed a glass of ale towards him.





“We had such a good time together.” The young man smiled wistfully and sipped the ale. “It was too short though. Asleep and carried away by a heart attack, that’s what the bartender told me. To think that’s what happened when we’d already lost our wagon, horses, and all of our belongings looted or burned by a band of highwaymen. We survived all that. We barely managed to escape, but we made it, and we were going to make a new life together. Somewhere safe. Somewhere else. We’d traveled everywhere she and I, she playing music and I dancing and singing. But here I am without her.”

“It happens.” The orc made an impatient gesture. “But you’re here now. You carry on. You get stronger. You take revenge on an unfair life.”

“I’m not sure I want revenge,” The young man offered a small, wistful smile, much to the orc’s displeasure. “Mostly I wish that I could have told her one last time that I loved her.”

“She’ll live her life.” The tiefling gestured and refilled the young man’s ale. “It might be long, it might be short. But she’ll live it based on her own choices and luck, chance, serendipity, whatever you wish to call it. There are no promises. You had a wonderful time together, you traveled far and wide, saw so many things. That doesn’t have to end. You’ll just be expanding the scope of it all.”

“Will she follow me?” He looked up from the ale with a sudden clarity in his eyes. “If she followed me…”

“Neither of us can say.” The tiefling motioned her tail towards the bartender, “But your wife will get the same choice that you did. It depends on the status of her spirit.”

“Do you think she will?” The orc ran his finger over the rim of his mug, “Because you can always tip the scales in that direction.”

The tiefling rolled her eyes, “You have no sense of subtlety, and coming from me, that’s harsh.” She turned back to their guest, “If she chooses to follow you, then yes, she will; her choice being the determination. You were part of the song she sang, and with your voice removed from that chorus, she still sings a tune of her own that will change with each season that passes. The words might speak of you and the tune recall the one that you sang together. But when she finishes singing, she’ll be here to make the same choice as you have. Maybe she’ll be drinking with me, maybe with him, or maybe with some others entirely.”

The orc and tiefling returned to their drinks, staring more at one another than the man sharing their table. They could speak to those who came to their table, but they couldn’t make the decision for them. They looked at each other in silence as their guest nursed his ale, consumed by his thoughts, not saying another word.

Eventually, the young man looked up and smiled. “I think that I’ll be going now.” He nodded decisively. “I’m ready. I’ve made up my mind.”

“Good.” The orc smiled triumphantly for a moment, and then snarled as flames burst through his skin, melting away the flesh of his mortal guise. Where an orc had been, there was towering creature of flame and malice.

“Not with you, I’m afraid.” The young man didn’t seem fazed by the fiend’s appearance in the least.

Equally unsurprised, the happily smirking tiefling poured the balor the remaining dregs of a bottle of wine that surely hadn’t been there a moment before. “Consolation, my friend.”

The surrounding room blurred, becoming hazy and indistinct. The sounds of the bar filtered away and the walls and tables vanished, replaced by marble paving stones and an endless expanse of graves and mausoleums. No longer standing behind a taproom bar, the watching goddess of death nodded wisely.

As the balor snarled in defeat, the giggling tiefling reached under the table. She lifted a glowing crown, holding the circle of indistinct, shifting symbols as if it were a solid physical object rather than ethereal shapes floating about a loose center point. Pursing her lips and blowing, as if dusting off an old plate, she placed it above her head. Her own features melted away, revealing the slithering coiled form of a keketar protean. It drifted lazily above the table, unbound by any rule of gravity, and grinned down at the dead man’s spirit.

“Now that I’m much more like myself, it’s a pleasure to meet you.” The chaos-wyrm smiled with rows of shifting fangs. The colors of her scales rippled randomly and flamboyantly.

“The pleasure is all mine.” The petitioner bowed his head. Now that his decision had been made and the nature of his soul determined, he too was floating. He looked down at the floor and smiled, “Chaos has been interesting.”

“If you think that’s something, then the fun will never end.” The keketar tapped his shoulder with its tail. “Finish your drink if you like, and then five, four, three…”

Still counting down, the protean smiled a crooked smile and glanced at the tavern door, which was somehow still standing amongst the graves. At the strike of zero the door burst open, revealing the haggard figure of a young elven boy who looked as if he’d been crawling through mud and brambles.

“You!” The elf pointed at the balor even as its features melted away, revealing the glowing form of a lillend.

“We should get going now, you and me.” The keketar leaned in close to the petitioner’s ear and whispered as shouted accusations and denials flew through the air between the demon and the azata.

“You made them late, didn’t you?” The petitioner giggled, its tongue now serpentine. “You cheated.”

“Of course I did and of course –we– do.” The keketar spun and twisted in place in the air, making a Gordian knot of itself, and one which by all appearances should not have fit into the normal constraints of space and geometry. “We cheat only in the sense that we flaunt rules and make our own way. We’re free. You could complain about the lillend not being here, but yet you’re still here at my side, no?”

“That I am.” The petitioner extended a hand even as its transformation from soul to nascent protean quickened.

Smiling back, the keketar took the offered hand while another opened wide the tavern door onto the swirling vistas of Limbo. “Come along now. We have a long ways to swim. But don’t you know, you’ve already swum a considerable way. Like life, everything you do along the way is what matters most. Chaos is ever present in so very many things, and now you have an eternity to explore all of them.”



## Azata, Bralani

Silver-white hair the color of a lightning strike whips about this poised elf-like archer; his eyes swirling with vibrant colors.

### MYTHIC BRALANI

CR 7/MR 3

XP 3,200

Pathfinder RPG Bestiary

CG Medium outsider (azata, chaotic, extraplanar, good, mythic, shapechanger)

Init +11<sup>MF</sup>; Senses darkvision 60 ft., low-light vision; Perception +15

### DEFENSE

AC 23, touch 14, flat-footed 19 (+4 Dex, +9 natural)

hp 96 (7d10+58)

Fort +9, Ref +9, Will +6

Defensive Abilities second wind<sup>MA</sup>; DR 10/cold iron or evil and epic;

Immune electricity, petrification; Resist cold 10, fire 10; SR 20

### OFFENSE

Speed 40 ft., fly 100 ft. (perfect)

Melee +1 scimitar +14/+9 (1d6+9/18–20) or slam +13 (1d6+8)

Ranged +1 composite longbow +12/+7 (1d8+7/×3)

Special Attacks benevolent bow<sup>MA</sup>, blinding whirlwind<sup>MA</sup>, mythic power (5/day, surge +1d6), whirlwind blast

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

At will—blur, charm person (DC 13), gust of wind (DC 14), mirror image, wind wall

2/day—lightning bolt (DC 15), cure serious wounds

### STATISTICS

Str 22, Dex 18, Con 19, Int 13, Wis 14, Cha 15

Base Atk +7; CMB +13; CMD 27

Feats Blind-Fight, Extra Mythic Power<sup>MF</sup>, Improved Initiative<sup>MF</sup>, Iron Will, Skill Focus (Perception)

Skills Bluff +12, Fly +22, Handle Animal +12, Perception +15, Ride +14, Sense Motive +12, Stealth +14

Languages Celestial, Draconic, Infernal; truespeech

SQ wind form

### ECOLOGY

Environment any (Elysium)

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

Treasure double (+1 scimitar, +1 composite longbow [+5 Str], 20 arrows, other treasure)

### SPECIAL ABILITIES

**Benevolent Bow (Su)** A mythic bralani may imbue his bow with the *merciful* property (or dismiss this property) as a standard action.

When one of his arrows strikes a humanoid while his bow is *merciful*, the bralani can expend one use of mythic power as a free action to deal no damage and charm the target (as *charm person*), adding the result of his mythic surge die to the save DC. If the target is a non-mythic creature, he may roll the surge die twice and select the better result. If the attack was a critical hit, the target must roll twice on its saving throw and take the worse result. Alternately, a mythic bralani may expend one use of mythic power to heal a number of hit points for a creature shot with his *merciful bow* equal to the amount of nonlethal damage that he would have taken; this healing is multiplied on a critical hit just as damage would be.

**Blinding Whirlwind (Su)** When in wind form, a mythic bralani may expend one use of mythic power to kick up a whirlwind of blinding particulate matter in a 20-ft.-radius spread, blinding creatures in the area for 3 rounds (DC 17 Reflex negates). Lawful or evil creatures take a -1 penalty on their saves; these penalties stack for Lawful Evil creatures, and Lawful Evil creatures are dazzled for 3 rounds on a successful save. The save DC is Constitution-based.

**Second Wind (Ex)** If a mythic bralani is reduced to 0 or fewer hp or becomes exhausted, fatigued, staggered, or stunned while in humanoid form, he may expend one use of mythic power as an immediate action to remove any of those conditions and heal 6d6 points of damage. Using this ability causes the bralani to shift into wind form until the end of its next turn.

**Whirlwind Blast (Su)** When in wind form, a bralani can attack with a scouring blast of wind, dealing 3d6 points of damage in a 20-foot line (Reflex DC 17 half). The save DC is Constitution-based.

**Wind Form (Su)** A bralani can shift between its humanoid body and a body made of wind and mist as a standard action. In humanoid form, it cannot fly or use its whirlwind blast. In wind form, it functions as if under the effects of a wind walk spell. It can make slam attacks and use spell-like abilities in either form. A bralani remains in one form until it chooses to assume its other form. A change in form cannot be dispelled, nor does the bralani revert to any particular form when killed (both shapes are its true form). A true seeing spell reveals both forms simultaneously.



# Azata, Ghaele

This elegantly armored sentinel stands alert, her eyes radiating divine light and her noble blade crackling with power.

## MYTHIC GHAELE

CR 16/MR 6

XP 76,800

Pathfinder Roleplaying Game Bestiary

CG Medium outsider (azata, chaotic, extraplanar, good, mythic, shapechanger)

**Init** +5; **Senses** darkvision 60 ft., *detect evil*, low-light vision, *see invisibility*; Perception +21

**Aura** beacon of hope<sup>MA</sup>, holy aura (DC 23)

## DEFENSE

**AC** 34, touch 16, flat-footed 32 (+4 deflection, +1 Dex, +1 dodge, +18 natural)

**hp** 196 (13d10+125)

**Fort** +17, **Ref** +11, **Will** +17

**DR** 10/cold iron, epic, and evil; **Immune** electricity, petrification; **Resist** cold 10, fire 10; **SR** 31

## OFFENSE

**Speed** 50 ft., fly 150 ft. (perfect)

**Melee** +3 *keen, evil outsider bane greatsword* +23/+18/+13 (2d6+13/17-20/x2)

**Ranged** 2 light rays<sup>MA</sup> +14 ranged touch (4d12)

**Special Attacks** gaze<sup>MA</sup>, holy lance (8 rounds, 3/day), mythic power (6/day, surge +1d8), strobe<sup>MA</sup>

**Spell-Like Abilities** (CL 16th; concentration +21)

Constant—*detect evil*, *holy aura* (DC 23), *see invisibility*

At will—*aid*, *charm monster* (DC 19), *continual flame*, *cure light wounds*, *dancing lights*, *detect thoughts* (DC 17), *disguise self*, *dispel magic*, *hold monster* (DC 20), *greater invisibility* (self only), *major image* (DC 18), *greater teleport* (self plus 50 lbs. of objects only) 3/day—*globe of invulnerability*

1/day—*chain lightning* (DC 21), *prismatic spray* (DC 22), *wall of force*

**Spells Prepared** (CL 16th; concentration +21)

7th—*holy word*<sup>MS</sup> (DC 22), *refuge*<sup>D</sup>

6th—*banishment* (DC 21), *blade barrier*<sup>D, MS</sup>, *heal*<sup>MS</sup> (DC 21)

5th—*break enchantment*<sup>D</sup>, *breath of life*<sup>MS</sup>, *flame strike*<sup>MS</sup> (DC 20), *raise dead*, *true seeing*

4th—*death ward*, *dismissal* (2) (DC 19), *divine power*, *holy smite*<sup>D, MS</sup> (DC 19), *restoration*

3rd—*cure serious wounds* (3), *fly*<sup>D</sup>, *searing light* (2)

2nd—*aid*, *align weapon*, *bear's endurance*, *lesser restoration* (2), *remove paralysis*<sup>D</sup>

1st—*bles*, *command* (DC 16), *divine favor*, *liberating command*, *obscuring mist*, *remove fear*<sup>D</sup>, *shield of faith*

0 (at will)—*detect magic*, *purify food and drink*, *stabilize*, *virtue*

**D Domain spell; Domains**<sup>MA</sup> Azata<sup>APG</sup>, Liberation

## STATISTICS

**Str** 25, **Dex** 12, **Con** 20, **Int** 16, **Wis** 21, **Cha** 21

**Base Atk** +13; **CMB** +20 (+25 disarm or trip); **CMD** 31 (36 vs. disarm or trip)

**Feats** Combat Casting, Combat Expertise, Dodge, Improved Disarm<sup>MF</sup>, Improved Initiative, Improved Trip<sup>MF</sup>, Lightning Reflexes, Mythic Spell Lore<sup>MF</sup>

**Skills** Diplomacy +21, Escape Artist +17, Fly +25, Handle Animal +21, Knowledge (nature) +16, Knowledge (planes) +19, Perception +21, Sense Motive +21, Stealth +17

**Languages** Celestial, Draconic, Infernal; truespeech

**SQ** Elysium's call, freedom's call, liberation, light form<sup>MA</sup>, mythic spell-like abilities<sup>MA</sup>, spells<sup>MA</sup>

## ECOLOGY

**Environment** any (Elysium)

**Organization** solitary, pair, or squad (3–6)

**Treasure** triple (+3 *keen, evil outsider bane greatsword*)

## SPECIAL ABILITIES

**Gaze (Su)** In humanoid or light form, a mythic ghaele's gaze attack slays evil creatures of 7 HD or less (range 60 feet, Will DC 22 negates). Evil creatures that succeed on their saving throw are frightened (if non-mythic) or shaken (if mythic) for 2d10 rounds. Non-good creatures, and evil creatures with more than 7 HD, must succeed on a DC 22 Will save or be frightened (if non-mythic) or shaken (if mythic) for 2d10 rounds. A creature that saves against a mythic ghaele's gaze is affected as above but is otherwise immune to that particular mythic ghaele's gaze for 24 hours. This is a mind-affecting fear effect. The save DCs are Charisma-based and include a +2 racial bonus. If a mythic ghaele expends one use of its mythic power as a free action, its gaze attacks bypasses immunity to fear for 1 minute in non-mythic evil creatures and mythic evil creatures whose tier is lower than the ghaele's, and creatures that have successfully saved against its gaze attack within the last 24 hours lose their immunity unless they successfully save again.

**Light Form (Su)** A mythic ghaele can shift between its solid body and one made of light as a move action. In solid form, it cannot fly or use light rays. In light form, it can fly and gains the incorporeal quality—it can make light ray attacks, use spell-like abilities, and cast spells in this form, but can't make physical attacks. This ability otherwise functions similarly to a bralani's wind form ability. If a mythic ghaele expends one use of its mythic power as a free action, it can shift between its light and solid forms as a swift action for 1 minute.

**Light Ray (Ex)** A mythic ghaele's light rays have a range of 300 feet, and deal 4d12 points of damage which bypasses all damage reduction. A creature struck by a mythic ghaele's light ray is outlined in *mythic faerie fire* (as the spell) for a number of minutes equal to the mythic ghaele's rank (6 minutes for most mythic ghaeles).

**Mythic Spell-Like Abilities (Su)** As mythic keketar protean ability **Spells** Mythic ghaeles cast divine spells, and gain the Good (Azata subdomain) and Liberation domains, as though they were 16th-level clerics. They do not gain access to other cleric abilities.

**Strobe (Su)** As a move action, a mythic ghaele can expend one use of its mythic power to quickly alternate between its solid and light forms for up to 1 minute (the mythic ghaele can end the effect at will).

While strobing in this way, a mythic ghaele can fly, use its light rays, and make physical attacks. It has a 50% chance of being incorporeal when it is attacked, and a 20% chance of being in the incorrect form for its attack when it attacks, i.e., a 20% chance of being in solid form when attacking with light rays, or a 20% chance of being in light form when attacking with its greatsword.

While strobing, a mythic ghaele can move through (but not see through) solid objects. For each 5 feet of solid material it moves through, there is a 50% chance that it becomes corporeal and is shunted off to the nearest open space, taking 1d6 points of damage per 5 feet so traveled.

All creatures within 30 feet who view a strobing mythic ghaele must succeed on a DC 22 Will save or be fascinated for as long as the strobing mythic ghaele remains within 300 feet of the fascinated creature. The approach of the mythic ghaele does not count as an obvious threat to the victim of this particular fascination effect (although the mythic ghaele's attack does count as an obvious threat and ends the fascination immediately). This is a mind-affecting gaze attack. The save DC is Charisma-based and includes a +2 racial bonus.



## Azata, Lillend

This creature has the body of a seductive, winged elven woman from the waist up and that of a snake from the waist down.

### MYTHIC LILLEND

CR 8/MR 3

XP 4,800

Pathfinder RPG Bestiary

CG Large outsider (azata, chaotic, extraplanar, good, mythic)

Init +3; Senses low-light vision, darkvision 60 ft.; Perception +13

### DEFENSE

AC 23, touch 12, flat-footed 20 (+3 Dex, +11 natural, -1 size)

hp 110 (7d10+72)

Fort +8, Ref +10, Will +10; +3 vs. mind-affecting

**Defensive Abilities** free mind<sup>MA</sup>; **DR** 5/Epic; **Immune** electricity, mind-affecting (non-mythic lawful), petrification, poison; **Resist** cold 10, fire 10

### OFFENSE

**Speed** 30 ft., fly 70 ft. (average)

**Melee** +1 longsword +12/+7 (2d6+8/19–20), tail slap +6 (2d6+2 plus grab)

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

**Special Attacks** bardic performance (20 rounds/day), constrict (2d6+5 or constriction charm<sup>MA</sup>), **mythic power** (3/day, surge +1d6)

**Spell-Like Abilities** (CL 7th; concentration +11)

3/day—*darkness*, *hallucinatory terrain* (DC 18), *knock*, *light*

1/day—*charm person* (DC 15), *speak with animals*, *speak with plants*

**Spells Known** (CL 7th; concentration +11)

3rd (2/day)—*charm monster* (DC 17), *cure serious wounds*

2nd (4/day)—*hold person* (DC 16), *invisibility*, *sound burst* (DC 16), *suggestion*

1st (5/day)—*charm person* (DC 15), *cure light wounds*, *identify*, *sleep* (DC 15)

0 (at will)—*dancing lights*, *daze* (DC 14), *detect magic*, *lullaby* (DC 14), *mage hand*, *read magic* (DC 16)

### STATISTICS

**Str** 20, **Dex** 17, **Con** 23, **Int** 14, **Wis** 16, **Cha** 19

**Base Atk** +7; **CMB** +13; **CMD** 26 (can't be tripped)

**Feats** Combat Casting, Hover, Iron Will<sup>MF</sup>, Lightning Reflexes<sup>MF</sup>

**Skills** Bluff +14, Diplomacy +14, Fly +11, Knowledge (nature) +9, Perception +13, Perform (stringed instruments) +16, Sense Motive +13, Survival +15; **Racial Modifiers** +4 Survival

**Languages** Celestial, Draconic, Infernal; truespeech

**SQ** felicitous finale<sup>MA</sup>, protective sequestration<sup>MA</sup>

### ECOLOGY

**Environment** any (Elysium)

**Organization** solitary, pair, or choir (3–6)

**Treasure** standard (+1 longsword, masterwork harp, other treasure)

### SPECIAL ABILITIES +1 MYTHIC

**Bardic Performance** A lillend has the bardic performance ability of a 7th-level bard, granting her access to that ability's countersong, fascinate, inspire courage, inspire competence, and *suggestion* abilities.

**Constriction Charm (Su)** When a mythic lillend constricts a creature, she may choose whether to deal nonlethal damage, both with the constriction and the tail slap that allowed her to grapple the target. A creature that has nonlethal damage takes a -2 penalty (-4 if the creature has been knocked unconscious by nonlethal damage) on saving throws against charm effects used by the lillend, and she may expend one use of mythic power to use a charm spell or spell-like ability on a creature she is constricting as a swift action that does not provoke attacks of opportunity.

**Felicitous Finale (Sp)** Whenever a mythic lillend ends a bardic performance, she can use *saving finale*<sup>APG</sup> as an immediate action. If she has maintained a performance for at least 5 rounds, she can instead use *heroic finale*<sup>APG</sup> or *purging finale*<sup>APG</sup> as an immediate action. When she uses any of these effects, she can expend one use of her mythic power to use the mythic version of the effect instead.

**Free Mind (Su)** A mythic lillend gains a Will bonus against other mind-affecting effects equal to her mythic tier and is immune to mind-affecting effects used by non-mythic lawful creatures.

**Protective Sequestration (Su)** A mythic lillend may expend one use of mythic power to sequester a Large or smaller creature or object. This sequestration functions as the spell *forcecage* (in its windowless cell form), but the creature within can end the effect by moving through the barrier at any time. Unless destroyed or dismissed, the sequester remains in place for a number of hours equal to the mythic lillend's mythic tier.

**Spells** A lillend casts spells as a 7th-level bard. They favor enchantment and healing spells.



# Azata, Lyrakien

This tiny woman has a lithe form with delicate butterfly wings. She is surrounded by sparkling lights and gentle rainbow-arcs.

## MYTHIC LYRAKIEN

CR 3/MR 1

XP 800

Pathfinder RPG Bestiary 3

CG Tiny outsider (azata, chaotic, extraplanar, good, mythic)

**Init** +8; **Senses** darkvision 60 ft., *detect evil*, *detect magic*, *greensight*<sup>MA</sup>, low-light vision; **Perception** +9

## DEFENSE

**AC** 17, touch 16, flat-footed 13 (+4 Dex, +1 natural, +2 size)

**hp** 29 (3d10+13)

**Fort** +2, **Ref** +7, **Will** +6

**Defensive Abilities** *freedom of movement*; **DR** 5/epic and evil; **Immune** electricity, petrification; **Resist** cold 10, fire 10

## OFFENSE

**Speed** 30 ft., fly 80 ft. (perfect)

**Melee** slam +2 (1d2–3)

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

**Special Attacks** *mythic power* (1/day, surge +1d6), starlight blast

**Spell-Like Abilities** (CL 3rd; concentration +8)

Constant—*detect evil*, *detect magic*, *freedom of movement*

At will—*dancing lights*, *daze* (DC 15), *summon instrument*, *ventriloquism* (DC 16)

1/day—*cure light wounds*, *lesser confusion* (DC 16), *silent image* (DC 16)

1/week—*commune* (6 questions, CL 12th)

## STATISTICS

**Str** 5, **Dex** 19, **Con** 12, **Int** 14, **Wis** 17, **Cha** 20

**Base Atk** +3; **CMB** +5; **CMD** 12

**Feats** Ability Focus (starlight blast), Agile Maneuvers, Improved Initiative

**Skills** Acrobatics +10, Bluff +11, Diplomacy +11, Fly +16, Knowledge (any one) +8, Perception +9, Perform (any one) +11, Spellcraft +5, Stealth +18

**Languages** Celestial, Draconic, Infernal; truespeech

**SQ** interloper's peril<sup>MA</sup>, traveler's friend

## ECOLOGY

**Environment** any (Elysium)

**Organization** solitary, band (2–5), or company (6–24)

**Treasure** none

## SPECIAL ABILITIES

**Interloper's Peril (Su)** Once per day, a mythic lyrakien may attune itself to a point in space. The mythic lyrakien is alerted when any lawful or evil creature comes within 100 ft. of the point. This effect lasts for 24 hours or until the mythic lyrakien attunes itself to a different point, though if the mythic lyrakien travels more than 1 mile from the point the effect ends as well. When alerted, a mythic lyrakien may expend one use of mythic power to immediately *teleport* (as the spell) to the point or adjacent to the approaching creature between the creature and the point.

**Starlight Blast (Su)** As a standard action once every 1d4 rounds, a lyrakien can tap into the divine power of Elysium, unleashing a blast of holy starlight in a 5-foot burst. All creatures in this area take 1d4 points of holy damage, plus 1 point for each step their alignment deviates from chaotic good. For example, a chaotic neutral or neutral good creature would take 1d4+1 points of damage, a neutral creature would take 1d4+2 points of damage, and a lawful evil creature would take 1d4+4 points of damage. A DC 14 Reflex save negates this damage. Chaotic good creatures are unaffected by this ability. The save DC is Constitution-based.

**Traveler's Friend (Su)** The performances and company of a lyrakien ease the burden of travel. Once per day, a creature may spend a minute listening to a lyrakien's performance—doing so removes the effects of exhaustion and fatigue from the listener.





## Cayhound

This reddish-colored mastiff stands eye to eye with most dwarves. Within its powerful frame rumbles the distant sound of thunder.

### MYTHIC CAYHOUND

CR 6/MR 2

XP 2,400

d20pfsrd.com<sup>ISB</sup>

CG Medium outsider (mythic)

**Init** +8<sup>MF</sup>; **Senses** darkvision 60 ft., scent; **Perception** +10

### DEFENSE

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

**hp** 71 (6d10+38)

**Fort** +5, **Ref** +7, **Will** +6

**Defensive Abilities** *freedom of movement*; **DR** 5/cold iron and epic

### OFFENSE

**Speed** 40 ft.

**Melee** bite +12 (1d10+9 plus 1d6 sonic and trip)

**Special Attacks** *mythic power* (2/day, surge +1d6), reverberating critical<sup>MA</sup>, righteous bite, thunderous bark

**Spell-Like Abilities** (CL 7th; concentration +8)

**Constant**—*freedom of movement*

**At will**—*dimension door*, *open/close*

**3/day**—*knock*

### STATISTICS

**Str** 23, **Dex** 15, **Con** 16, **Int** 8, **Wis** 12, **Cha** 13

**Base Atk** +6; **CMB** +12; **CMD** 24 (28 vs. trip)

**Feats** Dimensional Agility, Dimensional Assault, Improved Initiative<sup>MF</sup>

**Skills** Acrobatics +10 (+14 when jumping), Intimidate +6, Knowledge (planes) +6, Perception +10, Sense Motive +8, Stealth +10, Survival +8

**Languages** Celestial

**SQ** freeing touch<sup>MA</sup>, unbound<sup>MA</sup>

### ECOLOGY

**Environment** any (Elysium)

**Organization** solitary, pair, or pack (1 mythic cayhound and 3–10 cayhounds)

**Treasure** none

### SPECIAL ABILITIES

**Freeing Touch (Su)** As a standard action, a mythic cayhound can use *freedom of movement* as a spell-like ability on another creature. This suppresses its *freedom of movement* until the end of its next turn. By expending one use of mythic power, it can ignore the suppression of its own ability.

**Reverberating Critical (Su)** If a mythic cayhound scores a critical hit with its bite, it deals an additional 1d8 points of sonic damage. Additionally, the target must succeed at a DC 16 Fortitude save or become shaken for 1d6 rounds. If the mythic cayhound expends one use of mythic power when delivering a critical hit with its bite, it deals an additional 1d8 points of sonic damage, the save DC is increased by the mythic cayhound's rank, and duration of the shaken effect is doubled. The save DC is Constitution-based.

**Righteous Bite (Su)** A cayhound's bite is treated as magical for the purpose of overcoming damage reduction.

**Thunderous Bark (Su)** Once every 1d6 rounds, a cayhound can bark with the concussive force of a thunderbolt. Every creature within a 15-foot cone-shaped burst must succeed at a DC 14 Fortitude saving throw or take 3d8 points of sonic damage and be knocked prone. A successful saving throw reduces this damage by half and negates being knocked prone. The save DC is Charisma-based.

**Unbound (Su)** Mythic cayhounds move as if under a continuous *freedom of movement* spell and can use *dimension door* at will. They are immune to *dimensional anchor* and *dimensional lock*, but are affected by *mythic dimensional lock*.









## Chaos Beast

This thing is a horrid mass of barbed tentacles, glaring eyes, and gnashing teeth, twisting upon itself and reshaping into new forms.

### MYTHIC CHAOS BEAST

CR 8/MR 3

XP 4,800

Pathfinder Roleplaying Game Bestiary 2

CN Medium outsider (chaotic, extraplanar, mythic)

Init +6; Senses darkvision 60 ft.; Perception +13

### DEFENSE

AC 22, touch 12, flat-footed 20 (+2 Dex, +10 natural)

hp 106 (9d10+57)

Fort +9, Ref +8, Will +4

Defensive Abilities amorphous, resistant to transformation; DR 5/epic; SR 21

### OFFENSE

Speed 20 ft.

Melee 4 claws +15 (1d6+4/17-20/×3 plus corporeal instability)

Space 5 ft.; Reach 10 ft.

Special Attacks awful appendages<sup>MA</sup>, mythic power (3/day, surge +1d6), rend<sup>MA</sup> (2 claws, 1d6+6)

### STATISTICS

Str 19, Dex 15, Con 16, Int 10, Wis 12, Cha 11

Base Atk +9; CMB +12; CMD 25 (can't be tripped)

Feats Combat Reflexes, Improved Critical (claw)<sup>MF</sup>, Improved Initiative, Power Attack, Weapon Focus (claw)<sup>MF</sup>

Skills Acrobatics +14 (+10 jump), Climb +16, Escape Artist +14, Perception +13, Stealth +14, Swim +16

### ECOLOGY

Environment any

Organization solitary or invasion (2–5)

Treasure none

### SPECIAL ABILITIES

**Awful Appendages (Ex)** A mythic chaos beast has more control over its natural weaponry than its nonmythic counterparts. It has natural reach of 10 feet and can select a different damage type—bludgeoning, piercing, or slashing—for any claw as a free action. Each claw threatens a critical on a 19 or 20.

**Corporeal Instability (Su)** Claw—contact (curse); save Fort DC 19; effect amorphous body and 1 Wisdom and Charisma drain per round (see below); cure 3 consecutive saves.

A creature cursed with an amorphous body becomes a spongy, shapeless mass. Unless the victim manages to control the effect (see below), its shape constantly melts, flows, writhes, and boils. An affected creature is unable to hold or use any item. Clothing, armor, helmets, and rings become useless. Large items worn or carried—armor, backpacks, even shirts—hamper more than help, reducing the victim's Dexterity score by 4. Speed is reduced to 10 feet or one-quarter normal, whichever is less. The victim gains the amorphous quality, but cannot cast spells or use magic items, and it attacks blindly, unable to distinguish friend from foe (–4 penalty on attack rolls and a 50% miss chance, regardless of the attack roll).

A victim can temporarily regain its own shape by taking a standard action to attempt a DC 19 Will save. A success reestablishes the creature's normal form for 1 minute. Spells that change the victim's shape (such as *alter self*, *beast shape*, *elemental body*, and *polymorph*) do not remove the curse, but hold the creature in a stable form (which might not be its own form, depending on the spell) and prevent additional Wisdom and Charisma drain for the duration of the spell; *shapechange* and *stoneskin* have a similar effect. The victim takes 1 point of Wisdom and Charisma drain from mental shock every round that it ends its turn in an amorphous shape—upon being drained to 1 Wisdom or Charisma, the amorphous body effect becomes permanent until removed via magic (no further number of saving throws can cure the condition at this time). The save DCs are Constitution-based and include a +2 racial bonus.

**Create Spawn (Su)** Creatures whose Wisdom and Charisma scores are reduced to 0 by a mythic chaos beast and remain at 0 for the next 1d4 minutes awaken as nonmythic chaos beasts when that time has elapsed. Spawn so created are under the command of the mythic chaos beast that created them and remain enslaved until its death, at which point they become free-willed. They do not possess any of the abilities they had in life.

**Resistant to Transformation (Ex)** Transmutation effects, such as polymorphing or petrification, force a chaos beast into a new shape, but at the start of its next turn, it immediately returns to its normal form as a free action.



# Pard

*This brightly-colored feline blur resembles a cheetah with longer fur and lynx-like ears, and seems to scorch the air as it moves.*

## MYTHIC PARD

CR 4/MR 1

XP 1,200

*Pathfinder Roleplaying Game Bestiary 4*

CN Medium magical beast (mythic)

**Init** +7/-13, **dual initiative**<sup>MA</sup>; **Senses** low-light vision, scent; Perception +12

## DEFENSE

**AC** 21, touch 18, flat-footed 13 (+7 Dex, +1 dodge, +3 natural)

**hp** 36 (4d10+14)

**Fort** +5, **Ref** +11, **Will** +2; +4 vs. poison

**Defensive Abilities** evasion, improved uncanny dodge, uncanny dodge; **DR** 5/epic and magic; **Resist** electricity 10, fire 10

## OFFENSE

**Speed** 120 ft.

**Melee** bite +12 (1d6+2), 2 claws +7 (1d4+1)

**Special Attacks** **mythic power** (1/day, surge +1d6), phasing attack<sup>MA</sup>

## STATISTICS

**Str** 15, **Dex** 24, **Con** 12, **Int** 4, **Wis** 13, **Cha** 11

**Base Atk** +4; **CMB** +6; **CMD** 24 (28 vs. trip)

**Feats** Dodge, Mobility<sup>B, MF</sup>, Spring Attack<sup>B</sup>, Weapon Finesse, Wind Stance<sup>B</sup>

**Skills** Acrobatics +15 (+51 when jumping), Perception +6, Stealth +15;

**Racial Modifiers** +4 Acrobatics (+36 when jumping), +4 Stealth

**Languages** telepathy (empathy) 60 ft.

## ECOLOGY

**Environment** temperate or warm forests or plains

**Organization** solitary, pair, or den (1–2 mythic pards and 1–4 cubs)

**Treasure** incidental

## SPECIAL ABILITIES

**Empathy (Su)** Pards can transmit complex emotions and basic ideas to other pards. When interacting with other kinds of creatures, they can only convey simple emotions such as anger, fear, and curiosity.

**Phasing Attack (Su)** As a full-round action, a pard can shift itself partially out of phase, damaging any creature it moves through. This works like the overrun combat maneuver, but the pard must move at least 30 feet and it gains a +4 bonus on the check. If it succeeds, the target takes 2d6 points of fire damage. If it exceeds a creature's CMD by 5 or more, it stuns the creature for 1 round instead of knocking it prone. The target can make an attack of opportunity, but at a –4 penalty. If the target forgoes an attack of opportunity provoked by this maneuver, it can try to avoid the pard by attempting a DC 19 Reflex save; if successful, it takes only half damage.

The pard can only deal phasing attack damage to each target once per round, no matter how many times its movement takes it over a target creature. When using this ability, the pard can move through up to 5 feet of any solid object, barrier, or difficult terrain as if it were a normal open square. The pard cannot end its movement inside a creature or solid barrier. This ability counts as trample for the purposes of effects that enhance or protect against trample. The save DC is Dexterity-based.

A creature forgoing or failing its Reflex save against a mythic pard's phasing attack catches fire, taking 2d6 points of damage at the start of its turn, for 1d4 rounds or until it succeeds at a DC 19 Reflex save, whichever comes first. By expending one use of mythic power, a mythic pard can deal phasing damage to creatures up to twice per use of phasing attack, but the second successful attack deals 1d6 points of fire damage.



## Protean, Imentesh

This serpentine creature has the lower body of a snake, a humanoid torso, and a bird-like head and claws.

### PROTEAN, IMENTESH

CR 12/MR 5

XP 19,200

Pathfinder Roleplaying Game Bestiary 2

CN Large outsider (chaotic, extraplanar, mythic, protean, shapechanger)

**Init** +12/ 8<sup>MF</sup>, **dual initiative**<sup>MA</sup>; **Senses** blindsense 30 ft., darkvision 60

ft., *detect law*; Perception +20

**Aura** telepathic babble<sup>MA</sup> (60 ft., DC 21)

### DEFENSE

**AC** 30, touch 12, flat-footed 27 (+3 Dex, +18 natural, -1 size)

**hp** 199 (13d10+128); fast healing 5

**Fort** +14, **Ref** +7, **Will** +14

**Defensive Abilities** amorphous anatomy, *freedom of movement*; **DR** 10/epic and lawful; **Immune** acid, polymorph; **Resist** electricity 10, sonic 10; **SR** 23

### OFFENSE

**Speed** 30 ft., fly 30 ft. (perfect), swim 30 ft.

**Melee** bite +19 (2d6+7), 2 claws +19 (1d8+7), tail +19 (1d8+7 plus grab)

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

**Special Attacks** constrict (1d8+7), inflict warpwave<sup>MA</sup>, **mythic power** (5/day, +1d8), mythic spell-like abilities<sup>MA</sup>, sneak attack +4d6, supraspatial serpent<sup>MA</sup>, well of madness<sup>MA</sup>

**Spell-Like Abilities** (CL 10th; concentration +15)

Constant—*detect law*, *tongues*

At will—*dimension door* (self plus 50 lbs. of objects only), *make whole*, *major creation*, *shatter* (DC 17), *shrink item*

3/day—*chaos hammer* (DC 19), *dispel magic*, *slow* (DC 18)

1/day—*break enchantment*, *dispel law* (DC 20), *haste*, *polymorph any object* (DC 23)

### STATISTICS

**Str** 24, **Dex** 17, **Con** 22, **Int** 23, **Wis** 18, **Cha** 21

**Base Atk** +13; **CMB** +21 (+25 grapple); **CMD** 34 (can't be tripped)

**Feats** Combat Expertise, Combat Reflexes, Greater Feint, Improved Feint, Improved Initiative<sup>MF</sup>, Iron Will, Persuasive

**Skills** Acrobatics +19, Bluff +21, Diplomacy +25, Disable Device +16, Fly +9, Intimidate +25, Knowledge (arcana) +22, Knowledge (planes) +22, Knowledge (any two) +19, Perception +20, Sense Motive +20, Stealth +15, Swim +15; **Racial Modifiers** +8 Swim

**Languages** Abyssal, Protean; tongues

**SQ** change shape (*greater polymorph*)

### ECOLOGY

**Environment** any (Limbo)

**Organization** solitary, pair, or envoy (3–10)

**Treasure** standard


### SPECIAL ABILITIES

**Inflict Warpwave (Su)** As a standard action, an imentesh can inflict a warpwave upon any corporeal creature within 100 feet. The target can resist the warpwave's effects with a DC 22 Fortitude save. If the imentesh wishes, it can use this ability as a swift action, but if it does so, it is affected by the warpwave as well unless it resists the effects with its own Fortitude save or expends one use of its mythic power. A mythic imentesh can also expend one use of its mythic power to unleash a warpwave as a 60-foot line, a 30-foot cone-shaped spread, or a 15-foot-radius spread centered on itself. See the table below for a list of possible effects caused by a warpwave. The save DC is Constitution-based.

TABLE: WARPWAVE EFFECTS

D20	WARPWAVE EFFECT
1	Target takes 2 Strength damage.
2	Target takes 2 Dexterity damage.
3	Target takes 2 Constitution damage.
4	Target takes 2 Intelligence damage.
5	Target takes 2 Wisdom damage.
6	Target takes 2 Charisma damage.
7	Target gains 1 negative level.
8	Target is blinded or deafened for 1d4 rounds.
9	Target is confused for 1d4 rounds.
10	Target is entangled by filaments of energy for 1d4 rounds.
11	Target becomes fatigued (or exhausted if already fatigued).
12	Target becomes nauseated for 1d4 rounds.
13	Target is stunned for 1d4 rounds.
14	Target is sickened for 1d4 rounds.
15	Target is staggered for 1d4 rounds.
16	Target gains 4d6 temporary hit points.
17	Target is affected by a heal spell (CL = protean's CR).
18	Target is turned to stone.
19	Target is affected by baleful polymorph (CL = protean's CR).
20	Portions of target's body burst with energy of a random type (choose between acid, cold, electricity, or fire), dealing 4d6 points of damage of the appropriate type to the target.





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

**Supraspatial Serpent (Su)** A mythic protean's serpentine coils swell, stretch, and squeeze with unnatural and unpredictable flexibility. Its tail slap is considered a primary natural weapon, and its reach is increased by 5 feet when attacking with its tail. A mythic does not gain the grappled condition while grappling a Medium or smaller creature with its tail, though it cannot use its tail slap to make attacks of opportunity while grappling a creature with it. If a creature struck by a mythic tail slap is using non-mythic *freedom of movement* or a similar effect, the protean may expend one use of its mythic power to suppress that effect for 3 rounds. If the target attempts to use a teleportation effect to escape its grapple (including contingent effects or effects triggered as immediate actions when the strikes the target), it must make a caster level check against the mythic protean's SR or the effect fails. If the target is a mythic creature, it may add its mythic rank or tier to this caster level check. This functions even against supernatural effects, for which the target treats its Hit Dice as its caster level.

**Telepathic Babble (Su)** A mythic imentesh emits a constant stream of subconscious muttering and babbling that fascinates all sane creatures within 60 feet (DC 21 Will negates). The imentesh can approach fascinated creatures without breaking the effect, though attacking ends the fascinate effect for all creatures with line of sight the imentesh. Creatures that successfully save cannot be affected by the same imentesh's telepathic babble for 24 hours. This is a mind-affecting compulsion effect. Other proteans are immune to this effect. The save DC is Charisma-based.

**Well of Madness (Ex)** The chaotic and turbulent thoughts of a mythic imentesh draw in the thoughts of others. Any creature affecting a mythic imentesh with a mind-affecting effect, including mind-reading, takes 1d4 points of Wisdom damage (DC 21 Will negates). A non-mythic creature takes 1 point of Wisdom damage even on a successful save, and takes 1 point of Wisdom drain in addition to the Wisdom damage on a failed save. When a creature fails its save against this effect, the mythic imentesh can expend one use of its mythic power as a free action to establish a sanity-draining mindlink with the target. It gains temporary hit points equal to the number of points of Wisdom damage it inflicts and 5 points per point of Wisdom drain. The target is affected as above each round, and the mindlink is ended only if the target successfully saves in consecutive rounds. As long as the mindlink persists, the imentesh can read the target's mind (as *detect thoughts*) at will, and the target is denied its Dexterity bonus against the imentesh. The save DC is Charisma-based.



## Protean, Keketar

The terrain shudders and shifts from forest to ocean to arid desert in quick succession as a thirty-foot-long serpentine humanoid slithers forward, appearing to simply jump between points rather than actually moving and carrying the fabric of the Maelstrom along with it. Its scales slowly shift in color and pattern, iridescent on a glossy black surface. The only constant features are its smoldering violet eyes and a crown-like cloud of symbols that swirls about its head.

### MYTHIC KEKETAR

CR 21/MR 8

XP 409,600

Pathfinder Roleplaying Game Bestiary 2

CN Large outsider (chaotic, extraplanar, protean, mythic, shapeshifter)

**Init** +13/-7, **dual initiative**<sup>MA</sup>; **Senses** blindsense 60 ft., darkvision 60 ft., detect law; Perception +33

**Aura** spatial riptide (30 ft.)

### DEFENSE

**AC** 40, touch 14, flat-footed 35 (+5 Dex, +26 natural, -1 size; +2 deflection vs. law)

**hp** 413 (23d10+287); fast healing 10

**Fort** +24, **Ref** +14, **Will** +22; +2 resistance vs. law, **second save**<sup>MA</sup>

**Defensive Abilities** amorphous anatomy, entropic sphere<sup>MMA</sup>, freedom of movement; **DR** 15/epic and lawful; **Immune** acid, polymorph; **Resist** electricity 10, sonic 10; **SR** 36

### OFFENSE

**Speed** 40 ft., fly 40 ft. (perfect); swim 40 ft.

**Melee** bite +31 (4d8+9 plus warpwave), 2 claws +31 (2d6+9 plus warpwave), tail slap +31 (2d8+9 plus grab)

**Space** 10 ft.; **Reach** 10 ft. (15 ft. with tail slap)

**Special Attacks** constrict 1d8+9, **mythic power** (8/day, surge +1d10), **mythic spell-like abilities**<sup>MA</sup>, supraspatial serpent<sup>MA</sup>, unraveling rupture<sup>MMA</sup>

**Spell-Like Abilities** (CL 17th; concentration +26)

Constant—detect law, magic circle against law, tongues

At will—chaos hammer (DC 23), fabricate, greater dispel magic, greater teleport (self plus 50 lbs. of objects only), major creation, make whole, move earth, shatter (DC 21), stone shape

3/day—quicken confusion (DC 23), dispel law (DC 24), empowered chaos hammer (DC 23), polymorph any object (DC 27), teleport object

1/day—disintegrate (DC 25), prismatic spray (DC 26), prismatic sphere (DC 28), reshape reality

### STATISTICS

**Str** 29, **Dex** 21, **Con** 28, **Int** 20, **Wis** 25, **Cha** 28

**Base Atk** +23; **CMB** +33 (+37 grapple); **CMD** 48 (can't be tripped)

**Feats** Combat Reflexes, Craft Wondrous Item, Empower Spell-Like Ability (chaos hammer), Flyby Attack, Great Fortitude, Improved Initiative<sup>MF</sup>, Iron Will, Lightning Reflexes, Mythic Crafter<sup>MF</sup>, Power Attack<sup>MF</sup>, Quicken Spell-Like Ability (confusion), Spell Penetration<sup>MF</sup>, Vital Strike

**Skills** Acrobatics +31, Bluff +35, Craft (any one) +28, Diplomacy +35,

Fly +11, Intimidate +35, Knowledge (arcana, planes) +31, Knowledge (any one) +28, Perception +33, Spellcraft +27, Stealth +27, Swim +21

**Languages** Abyssal, Protean; telepathy 100 ft.

**SQ** change shape (greater polymorph), transpatial<sup>MA</sup>

### ECOLOGY

**Environment** any (Limbo)

**Organization** solitary or chorus (2–4)

**Treasure** standard

### SPECIAL ABILITIES

**Entropic Sphere (Su)** A mythic keketar is surrounded by a magic circle against law within which reality slips and bends strangely. Creatures lacking freedom of movement are entangled as long as they remain within the entropic sphere, and ranged attacks requiring an attack roll have a 20% miss chance if they pass through the entropic sphere. If





the mythic keketař is affected by *dimensional anchor* or is within an area that blocks extraplanar travel, such as *dimensional lock* or *forbiddance*, this ability is suppressed, though in either case the keketař can expend one use of its mythic power as a free action to allow its entropic sphere to function normally for 1 minute.

The distortion of reality within the entropic sphere causes creatures beginning their turn within it to take 2 points of ability damage to a random ability score (DC 30 Fortitude half). Creatures with the lawful subtype take ability drain rather than ability damage, while creatures with the chaotic subtype are immune. The save DC is Constitution-based.

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

**Reshape Reality (Sp)** This ability functions as the spell *mirage arcana* heightened to a 9th-level spell, except the changes created are quasi-real, like those created by shadow conjuration. A creature that interacts with reshaped reality may make a DC 28 Will save to see through the semi-real illusion. Terrain can provide concealment, and against foes who do not make the Will save to see through the facade, reshaped reality can provide cover. For disbelievers, quasi-real objects and terrain have only 20% normal hardness and hit points, and break DCs are 10 lower than normal. Dangerous terrain cannot exceed 5d6 points of damage per round (1d6 per round against disbelievers).

This ability cannot damage existing structures, nor does it function in areas where planar travel is prohibited.

**Song of Creation (Su)** A mythic keketař is not bound to natural laws and processes of knowledge, and its inchoate songs tap into the residual flow of all knowledge of the secrets of creation. A mythic keketař gains *fabricate*, *make whole*, *stone shape*, and *teleport object* as spell-like abilities, and can expend mythic power to augment the effects of these abilities (as well as *major creation* and *polymorph any object*) as a mythic spell caster with 8 mythic tiers. A mythic keketař can also expend one use of its mythic power and spend one hour singing its song of creation in order to exchange any one item creation feat or Craft skill it knows for a different one for which it qualifies.

**Spatial Riptide (Su)** Any non-protean teleporting into or out of the protean's aura must make a DC 30 Fortitude save or enter a state of suspended animation (identical to *temporal stasis*) for 1d3 rounds; success means the creature is merely nauseated for 1 round. The save DC is Constitution-based.

**Supraspatial Serpent (Su)** A mythic protean's serpentine coils swell, stretch, and squeeze with unnatural and unpredictable flexibility. Its tail slap is considered a primary natural weapon, and its reach is increased by 5 feet when attacking with its tail. A mythic protean does not gain the grappled condition while grappling a Medium or smaller creature with its tail, though it cannot use its tail slap to make attacks of opportunity while grappling a creature with it. If a creature struck by a mythic protean's tail slap is using non-mythic *freedom of movement* or a similar effect, the protean may expend one use of its mythic power to suppress that effect for 3 rounds. If the target attempts to use a teleportation effect to escape its grapple (including contingent effects or effects triggered as immediate actions when the protean strikes the target), it must make a caster level check against the mythic protean's SR or the effect fails. If the target is a mythic creature, it may add its mythic rank or tier to this caster level check. This functions even against supernatural effects, for which the target treats its Hit Dice as its caster level.

**Transpatial (Ex)** A mythic keketař exists in all coterminous planes simultaneously and can perceive and affect creatures in coterminous planes like the Astral, Ethereal, and Shadow planes without impediment. It likewise can perceive and affect incorporeal creatures, and effects it creates deal full damage against incorporeal creatures.

**Unraveling Rupture (Su)** As a standard action, a mythic keketař can expend one use of its mythic power to unravel the fibers of reality and then ride along the subspatial shockwave created as they 'snap back' into congruence with reality. This functions as *dimension door* (caster level 23rd), but also creates a mass of animate strands of reality at the mythic keketař's original location that function as *black tentacles* (caster level 23rd). Non-mythic creatures grappled by these *black tentacles* take 2 points of ability damage to a random ability score (DC 30 Fortitude half) each round at the end of their turn. Creatures with the lawful subtype take ability drain rather than ability damage, while creatures with the chaotic subtype are immune.

The mythic keketař's arrival at its destination creates an inversion shockwave as reality rebounds, affecting all creatures within 20 feet of the mythic keketař as an awesome blow combat maneuver, forcing them away from the keketař if the maneuver succeeds. Non-chaotic creatures within 20 feet of the keketař when it arrives are also confused (if lawful) or staggered (if neutral) for 1d4 rounds (DC 30 Will negates). The save DC is Constitution-based.

**Warpwave (Su)** A creature struck by a keketař's claw or bite must make a DC 30 Fortitude save or be affected by a warpwave. The save DC is Constitution-based.

**TABLE: WARPWAVE EFFECTS**

D20	WARPWAVE EFFECT
1	Target takes 2 Strength damage.
2	Target takes 2 Dexterity damage.
3	Target takes 2 Constitution damage.
4	Target takes 2 Intelligence damage.
5	Target takes 2 Wisdom damage.
6	Target takes 2 Charisma damage.
7	Target gains 1 negative level.
8	Target is blinded or deafened for 1d4 rounds.
9	Target is confused for 1d4 rounds.
10	Target is entangled by filaments of energy for 1d4 rounds.
11	Target becomes fatigued (or exhausted if already fatigued).
12	Target becomes nauseated for 1d4 rounds.
13	Target is stunned for 1d4 rounds.
14	Target is sickened for 1d4 rounds.
15	Target is staggered for 1d4 rounds.
16	Target gains 4d6 temporary hit points.
17	Target is affected by a heal spell (CL = protean's CR).
18	Target is turned to stone.
19	Target is affected by baleful polymorph (CL = protean's CR).
20	Portions of target's body burst with energy of a random type (choose between acid, cold, electricity, or fire), dealing 4d6 points of damage of the appropriate type to the target.



## Protean, Naunet

Tentacles tipped with snapping jaws emerge from this serpentine creature's back, complementing the vicious maw in its reptilian face.

### PROTEAN, NAUNET

CR 8/3

XP 4,800

Pathfinder Roleplaying Game Bestiary 2

CN Large outsider (chaotic, extraplanar, mythic, protean, shapechanger)

**Init** +10<sup>MF</sup>; **Senses** blindsense 30 ft., darkvision 60 ft., *detect law*; Perception +15

### DEFENSE

**AC** 23, touch 12, flat-footed 20 (+3 Dex, +11 natural, -1 size)

**hp** 124 (9d10+75)

**Fort** +11, **Ref** +11, **Will** +6

**Defensive Abilities** amorphous anatomy, *freedom of movement*, mutable self<sup>MA</sup>; **DR** 5/epic and lawful; **Immune** acid, polymorph; **Resist** electricity 10, sonic 10; **SR** 19

### OFFENSE

**Speed** 30 ft., fly 30 ft. (perfect), swim 30 ft.

**Melee** bite +15 (1d8+6), tail slap +14 (1d6+6 plus grab), 2 tentacles +12 (1d6+3 plus confusion)

**Space** 10 ft.; **Reach** 10 ft. (15 ft. with tail slap)

**Special Attacks** adaptive strike, coalesce chaos, constrict (1d6+6), mythic madness<sup>MA</sup>, mythic power (3/day, surge +1d6), protoplasmic shift<sup>MA</sup>, supraspatial serpent<sup>MA</sup>

**Spell-Like Abilities** (CL 7th; concentration +9)

Constant—*detect law*

At will—*acid arrow*, *fog cloud*, *dimension door* (self plus 50 lbs. of objects only), *shatter* (DC 14)

1/day—*chaos hammer* (DC 16)

### STATISTICS

**Str** 22, **Dex** 17, **Con** 20, **Int** 11, **Wis** 16, **Cha** 15

**Base Atk** +9; **CMB** +15 (+22 grapple with tail); **CMD** 28

**Feats** Combat Reflexes<sup>MF</sup>, Improved Initiative<sup>MF</sup>, Lightning Reflexes, Multiattack, Weapon Focus (bite)

**Skills** Acrobatics +15, Fly +9, Intimidate +14, Perception +15, Stealth +11, Survival +15, Swim +26

**Languages** Abyssal, Protean

**SQ** change shape (*polymorph*)

### ECOLOGY

**Environment** any (Limbo)

**Organization** solitary, pair, or cacophony (3–12)

**Treasure** none

### SPECIAL ABILITIES

**Adaptive Strike (Su)** A naunet's natural weapons count as magical and chaotic for the purposes of overcoming damage reduction. As a free action once per round, a naunet may infuse all of its natural attacks with adamantite, silver, or cold iron, thereby allowing it to overcome damage reduction of those types as well.

**Coalesce Chaos (Su)** Once per day as a standard action, three or more naunets working together can create a roiling cloud of multicolored chaos matter. This effect is identical to *solid fog* (CL 12th) and lasts for 2d6 rounds. If six or more naunets are present, the coalesced chaos instead functions as *acid fog* (CL 12th).

**Confusion (Su)** A creature struck by a mythic naunet's tentacle attack (or its engulf attack when using its protoplasmic shift) is infused with raw chaos, and must make a DC 19 Will save or be confused for 1 round. Rounds of confusion dealt in this manner stack. A creature with a chaotic component to its alignment gains a +4 bonus on saves against this effect, and creatures with the chaotic subtype are immune. This is a mind-affecting effect. The save DC is Constitution-based.

**Mutable Self (Ex)** When a mythic naunet protean is affected by a harmful compulsion or transmutation effect, it gains a new saving throw each round at the beginning of its turn to end the effect, even if the effect usually causes a partial effect even on a successful saving throw. If the initial effect did not allow a saving throw, use the save DC for a standard effect of that level or type. A mythic naunet gains temporary hit points equal to the level of the effect when it ends an effect with a successful save. This ability has no effect on compulsions or transmutations used by more powerful proteans.

**Mythic Madness (Su)** A creature that is confused by any spell-like or supernatural ability used by a mythic naunet protean is affected as *mythic confusion*.

**Protoplasmic Shift (Su)** Mythic naunet proteans can dissolve their physical bodies into a seething protoplasmic mass or reform that mass into its normal shape as a move action. This functions as *gaseous form*, but the naunet its normal speed and movement types and also gains a burrow speed of 30 feet. In this form, a naunet loses its normal physical attacks but gains the engulf special attack (DC 20, 1d6 acid and confusion). When a mythic naunet uses protoplasmic shift, it can expend one use of its mythic power to take on the appearance of a creature or object as if using *veil*; this change in its appearance lasts as long as it remains protoplasmically shifted.

**Supraspatial Serpent (Su)** A mythic protean's serpentine coils swell, stretch, and squeeze with unnatural and unpredictable flexibility. Its tail slap is considered a primary natural weapon, and its reach is increased by 5 feet when attacking with its tail. A mythic does not gain the grappled condition while grappling a Medium or smaller creature with its tail, though it cannot use its tail slap to make attacks of opportunity while grappling a creature with it. If a creature struck by a mythic protean's tail slap is using non-mythic *freedom of movement* or a similar effect, the protean may expend one use of its mythic power to suppress that effect for 3 rounds. If the target attempts to use a teleportation effect to escape its grapple (including contingent effects or effects triggered as immediate actions when the protean strikes the target), it must make a caster level check against the mythic protean's SR or the effect fails. If the target is a mythic creature, it may add its mythic rank or tier to this caster level check. This functions even against supernatural effects, for which the target treats its Hit Dice as its caster level.



## Protean, Voidworm

This tiny, iridescent serpent slithers through empty space, the air around it distorting as if from heat.

### MYTHIC VOIDWORM

CR 3/MR 1

XP 800

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CN Tiny outsider (chaotic, extraplanar, mythic, protean, shapechanger)

**Init** +3; **Senses** blindsense 30 ft., darkvision 30 ft., *detect law*; Perception +8

### DEFENSE

**AC** 16, touch 15, flat-footed 13 (+3 Dex, +1 natural, +2 size)

**hp** 26 (3d10+10); fast healing 2

**Fort** +1, **Ref** +6, **Will** +2

**Defensive Abilities** amorphous anatomy, *freedom of movement*; **Immune** acid; **Resist** electricity 10, sonic 10

### OFFENSE

**Speed** 20 ft., fly 50 ft. (perfect)

**Melee** bite +8 (1d3+3), tail slap +3 (1d3+3 plus confusion)

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

**Spell-Like Abilities** (CL 6th; concentration +7)

Constant—*detect law*

At will—*dancing lights*, *ghost sound* (DC 11), *prestidigitation*

3/day—*blur* (self only), *obscuring mist*

1/week—*commune* (CL 12th, 6 questions)

### STATISTICS

**Str** 7, **Dex** 17, **Con** 10, **Int** 8, **Wis** 8, **Cha** 13

**Base Atk** +3; **CMB** +4; **CMD** 12 (can't be tripped)

**Feats** Skill Focus (Perception), Weapon Finesse<sup>MF</sup>

**Skills** Acrobatics +9 (+5 jump), Bluff +7, Escape Artist +7, Fly +19, Knowledge (arcana) +5, Perception +8, Stealth +15

**Languages** Common, Protean

**SQ** change shape (2 forms, both of which must be Tiny animals; *beast shape II*), mythic master<sup>MA</sup>, spatial slither<sup>MA</sup>

### ECOLOGY

**Environment** any (Limbo)

**Organization** solitary, pair, or school (3–18)

**Treasure** none

### SPECIAL ABILITIES

**Confusion (Su)** A creature struck by a voidworm's tail slap must make a DC 12 Will save or become confused for 1 round. This is a mind-affecting effect. The save DC is Charisma-based.

**Mythic Master (Su)** A chaotic neutral spellcaster with the mythic Improved Familiar feat can call a mythic voidworm as a familiar. A mythic voidworm's master gains Mythic Spell Lore as a bonus feat as long as the mythic voidworm is adjacent. However, the spells its master selects with this feat must have the chaotic descriptor or the illusion (pattern) subschool. Spells which can have multiple descriptors, such as *summon monster* and *planar binding*, can be selected with this feat but can be cast as mythic spells only when cast with the chaotic descriptor. Its master also gains 1 additional use of mythic power per day, but this use can only be used to augment a spell with the chaotic descriptor or that causes madness or confusion.

At the GM's option, instead of the voidworm's master selecting any spells it wishes with the chaotic descriptor or the illusion (pattern) subschool, its master can instead choose the spells it gains from this Mythic Spell Lore feat from the bloodline spells of the Protean sorcerer bloodline and/or the domain spells of the Chaos cleric domain or the Entropy or Protean subdomain.

**Spatial Slither (Su)** Mythic voidworms can burrow into the metafibrous substrate of reality, violating basic rules of physical geometry. As a swift action, a mythic voidworm can extend its reach into an adjacent square until the end of its turn. Alternatively, while moving it can use a swift action to exit its square and emerge into a non-adjacent square up to 10 feet away in any direction. This distance does not count against its movement for the round, and it can continue moving after this teleportation. If a voidworm uses this ability while not moving or attacking, it simply slips in and out of reality within its square, as *blink*. If an attack would reduce a mythic voidworm below 0 hit points, it can expend one use of its mythic power as an immediate action to replace itself with an illusory duplicate and teleport to any open square within 10 feet of its current position. It takes no damage from a targeted attack (and no damage if it is able to move completely out of an area effect), which instead destroys its illusory duplicate (similar to *mirror image*). Using this ability requires a line of effect to the teleportation target square.





## Zenträgt

This ferocious ursine brute has blade-like metallic teeth and appears to be covered in overlapping iron plates.

### MYTHIC ZENTRÄGT

CR 5/MR 2

XP 1,600

*d20pfsrd.com*<sup>ISG</sup>

CN Large outsider (chaotic, extraplanar)

**Init** +5; **Senses** darkvision 60 ft., low-light vision, scent; **Perception** +9

### DEFENSE

**AC** 21, touch 10, flat-footed 20 (+1 Dex, +11 natural, -1 size)

**hp** 59 (6d10+26)

**Fort** +6, **Ref** +3, **Will** +5

**Defensive Abilities** block attacks<sup>MA</sup>; **DR** 5/epic and lawful; **Immune** fear; **Resist** cold 5, electricity 5, fire 5; **SR** 17

### OFFENSE

**Speed** 30 ft.

**Melee** bite +9 (1d6+4), 2 claws +10 (1d6+4 plus grab)

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

**Special Attacks** adamantine attacks, dismantle armor<sup>MA</sup>, mythic power (2/day, surge +1d6), rend<sup>MA</sup> (2 claws, 1d6+6)

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

3/day—*bear's endurance*, *cure light wounds*, *true strike*

1/day—*rage*

### STATISTICS

**Str** 19, **Dex** 12, **Con** 13, **Int** 8, **Wis** 11, **Cha** 10

**Base Atk** +6; **CMB** +10 (+14 grapple, +12 sunder); **CMD** 21 (23 vs. sunder, 25 vs. trip)

**Feats** Improved Initiative, Improved Sunder<sup>B</sup>, Power Attack<sup>MF</sup>, Weapon Focus (claws)

**Skills** Climb +12, Intimidate +9, Knowledge (planes) +5, Knowledge (religion) +5, Perception +9, Swim +16; **Racial Modifiers** +4 Swim

**Languages** Abyssal, Celestial; *speak with animals* (bears only)

**SQ** eat metal

### ECOLOGY

**Environment** any (Elysium)

**Organization** solitary, pair, or gang (3-5)

**Treasure** standard

### SPECIAL ABILITIES

**Adamantine Attacks (Ex)** A zenträgt's bite and claw attacks count as adamantine, chaotic, and magic for the purposes of overcoming damage reduction and bypassing hardness.

**Dismantle Armor (Ex)** If a mythic zenträgt hits a foe with both claw attacks, it can attempt to peel away the target's armor and shield as a free action by making a CMB check. If the zenträgt is successful, the target's armor and shield are torn from his body and dismantled, falling to the ground. Armor subjected to this attack loses half its hit points and gains the broken condition if the target fails a DC 17 Reflex save. When it successfully dismantles a target's metallic armor or shield, a mythic zenträgt can expend one-use of its mythic power to eat 5 pounds of the dismantled armor or shield as a swift action, dealing additional damage to the armor or shield equal to its bite damage and healing the zenträgt. The save DC is Strength-based.

**Eat Metal (Su)** A zenträgt can eat metal to heal itself. For every 5 pounds of iron or steel it consumes, it heals 5 hit points. Adamantine, cold iron, mithral, or metals with an enhancement bonus of +1 or higher heal it double this amount. It takes a zenträgt 1 minute to eat 5 pounds of metal.



# Crassodov

This lean lupine humanoid rises from a crouch on back-bending knees up to a towering height, its white fur flecked with foam and old blood and its armor hammered into anguished faces. It hefts a great axe with accustomed ease.

## CRASSODOV

CR 5/MR 2

XP 1,600

CN Medium monstrous humanoid (mythic)

Init +2; Senses darkvision 60 ft., scent; Perception +11

## DEFENSE

AC 22, touch 12, flat-footed 20 (+6 armor, +2 Dex, +4 natural)

hp 71 (6d10+38)

Fort +5, Ref +7, Will +7

DR 5/epic

## OFFENSE

Speed 40 ft.

Melee mwk greataxe +11/+6 (1d12+6/x3), bite +10 (1d6+6)

Ranged mwk composite longbow +9/+4 (1d8+4/x3)

Special Attacks anarchic axe<sup>MA</sup>, blood rage, elf eater<sup>MA</sup>, favored foes, mythic power (2/day, surge +1d6)

## STATISTICS

Str 19, Dex 15, Con 17, Int 11, Wis 14, Cha 13

Base Atk +6; CMB +10; CMD 22

Feats Cleave<sup>MF</sup>, Furious Focus, Power Attack

Skills Climb +10, Intimidate +6 (+10 vs. dwarves), Perception +11 (+15 vs. dwarves), Stealth +10, Survival +10 (+14 vs. dwarves), Swim +7

Languages Dwarven, Elven, Urruti

SQ martial training, riftwalker<sup>MA</sup>

Other Gear masterwork breastplate

## ECOLOGY

Environment cold or temperate forests and hills

Organization solitary, pair, or pack (3–12)

Treasure standard (masterwork breastplate, masterwork greataxe, masterwork composite longbow [+4 Str] with 20 arrows)

## SPECIAL ABILITIES

**Anarchic Axe (Su)** Three times per day as a free action, a crassodov can grant its axe the *anarchic* weapon property. If the crassodov confirms a critical hit against a lawful-aligned target while using its anarchic axe, it gains one additional daily use of this ability. If the crassodov expends one use of its mythic power, its axe gains the *keen* property (though only against lawful creatures) for 1 minute.

**Elf Eater (Ex)** While enraged, including its blood rage ability or any other effect that causes rage, a crassodov's latent hatred for elves comes to the surface and it gains the same bonuses against elves as it gains against dwarves from its favored foes ability. If an elf is within 30 feet while a crassodov is raging, it has a 25% chance each round to abandon any other targets (except for dwarves or other elves) and attack that elf (or a random elf, if more than one is within 30 feet). If an elf within 30 feet is taking bleed damage, this chance is increased to 50%.

**Favored Foes (Ex)** Crassodovs were born and bred to hunt and kill dwarves and gain a +4 bonus on Intimidate, Perception, and Survival checks and on attack and damage rolls made against dwarves. Crassodovs gain a +4 bonus on saving throws against mind-affecting effects created by dwarves, and dwarves take a –4 penalty on Charisma checks and Charisma-based skill checks made against them.

Crassodovs are expert hunters of dwarves, able to detect them by scent at twice the normal range. They can move at normal speed while using Survival to follow dwarf tracks without taking the normal –5 penalty, or with only a –10 penalty (instead of the normal –20) when moving at up to twice normal speed while tracking dwarves.

**Martial Training (Ex)** Crassodovs are proficient with light and medium armor and all simple and martial weapons. They move at normal speed in medium armor and can sleep in medium armor without becoming fatigued, and they reduce the armor check penalty for light or medium armor by 2.

**Riftwalker (Su)** Crassodovs hail from a world of collapsing interplanar rifts, and they can see and attack ethereal creatures without difficulty. In addition, they can teleport up to 60 feet per day as a move action. This teleportation must be used in 5-foot increments, and such movement does not provoke attacks of opportunity. The crassodov must have line of sight to its destination to use this ability. If the crassodov expends one use of its mythic power when activating this ability, it gains tremorsense 30 feet until the end of its turn and can teleport to a location it cannot see as long as it is within range of its tremorsense.





Crassodovs are lupine humanoids that live on the far fringes of society, mostly keeping to themselves but raiding settled areas as hunger or greed drives them. They are not vicious creatures, but are dangerous in the extreme when provoked, including when finding themselves face-to-face with enemies they were bred to hate and to destroy. Crassodovs stand between 8 and 9 feet tall, and weigh over 300 pounds.

### ECOLOGY

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Crassodovs are primarily carnivorous, though they can subsist on an omnivorous diet at need. They enjoy fermented drinks, including *kumiss* (fermented milk) and black wines fermented with blood. They are avid hunters, hunting as often for sport as for sustenance, and they often collect grisly trophies from their kills. Their lairs are often decorated with antlers, skulls, and skins of particularly choice targets. Crassodovs prefer daily meals, but at need they can gorge themselves when food is abundant, allowing them to rest in a fatigued torpor for extended periods when food is scarce.

### HABITAT AND SOCIETY

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Crassodovs are anthropomorphic beast-men bred millennia ago on a distant Material Plane as living weapons, champions of primal chaos in service of the elven empires of that world in their endless wars against the order-obsessed dwarven kingdoms and their servants. In a world dominated by unstable rifts and portals, they were imbued with supernatural power to tap into the ambient chaos and to slide through riftspace to move from place to place, and they were deadly footsoldiers who fell by the thousands as their creators hurled them into the breach against their dwarven foes. The Chaos Wars ended only when the radical rift-shaping by war-wizards on both sides so destabilized the rifts that the Material Plane collapsed in on itself, annihilating most inhabitants of the plane while ejecting a tiny remnant of survivors through rift singularities into other Material Planes. Among these survivors, an expeditionary force of crassodov packs found themselves in another Material Plane not dissimilar from their home, though far more stable. The expedition rapidly broke down into squabbling over leadership, and dozens of independent packs have since made their own way in the world.

Crassodovs were life-shaped into existence as living soldiers and still holding onto their ancient programming even though their kind has now outlived their ancient masters. They roam in small packs, hunting and keeping to themselves and generally resisting efforts to draw them into alliance and force them to fight in service to others. While their violent loathing for dwarves has been deeply imprinted on their psyches, their racial narrative in the long years of their exile has given rise to an equally deep detestation of the elves that mutated them with their dark chaos-magics and compelled them to fight and die in wars that were not their own, culminating in an apocalypse that destroyed the world of their birth. Their psychogenetic programming of servility towards elves makes it hard for them to give voice to this hatred, but in moments of raw emotional release they can turn murderous towards elves, whether friend or foe.

Crassodovs highly value freedom, and while mastery within a pack is typically determined by strength, courage, and daring, individuals always have freedom to come and go and form their own packs. Lone crassodovs may hire out as mercenaries and bounty hunters, and some also seek out work as wilderness explorers. They generally despise weakness and those unable to fend for themselves in the wild, and many packs have turned to brigandry, hunting and robbing those that venture into their domain. These bloodthirsty hunters are sometimes mistaken for werewolves, though silver weapons are of no use against them. A smaller number of packs and lone crassodovs appoint themselves as sentinels and protectors of the wild and wanderers therein. They often go about hooded and crouching to conceal their identity.

Blacksmiths are highly honored among crassodovs and are generally held sacrosanct even in clan feuds. They are responsible for maintaining and replicating the designs of crassodov axes and armor in the traditions of their home world, which they call *Urruti*, "The Lost." If it has a true name, they do not share it with outsiders, nor do they teach their language (which they also call *Urruti*), but their metalwork is decorated with effigies of legendary heroes or locations from ages long past. They generally avoid contact with other races not only because of their fear of being enslaved or controlled, but also because they fear cultural contamination and loss of the racial memory of their ancient home. Lone crassodovs that involve themselves too much in the affairs of other races are typically shunned by their fellows, branded as *simbida* or "not-people," unwelcome among the clans.









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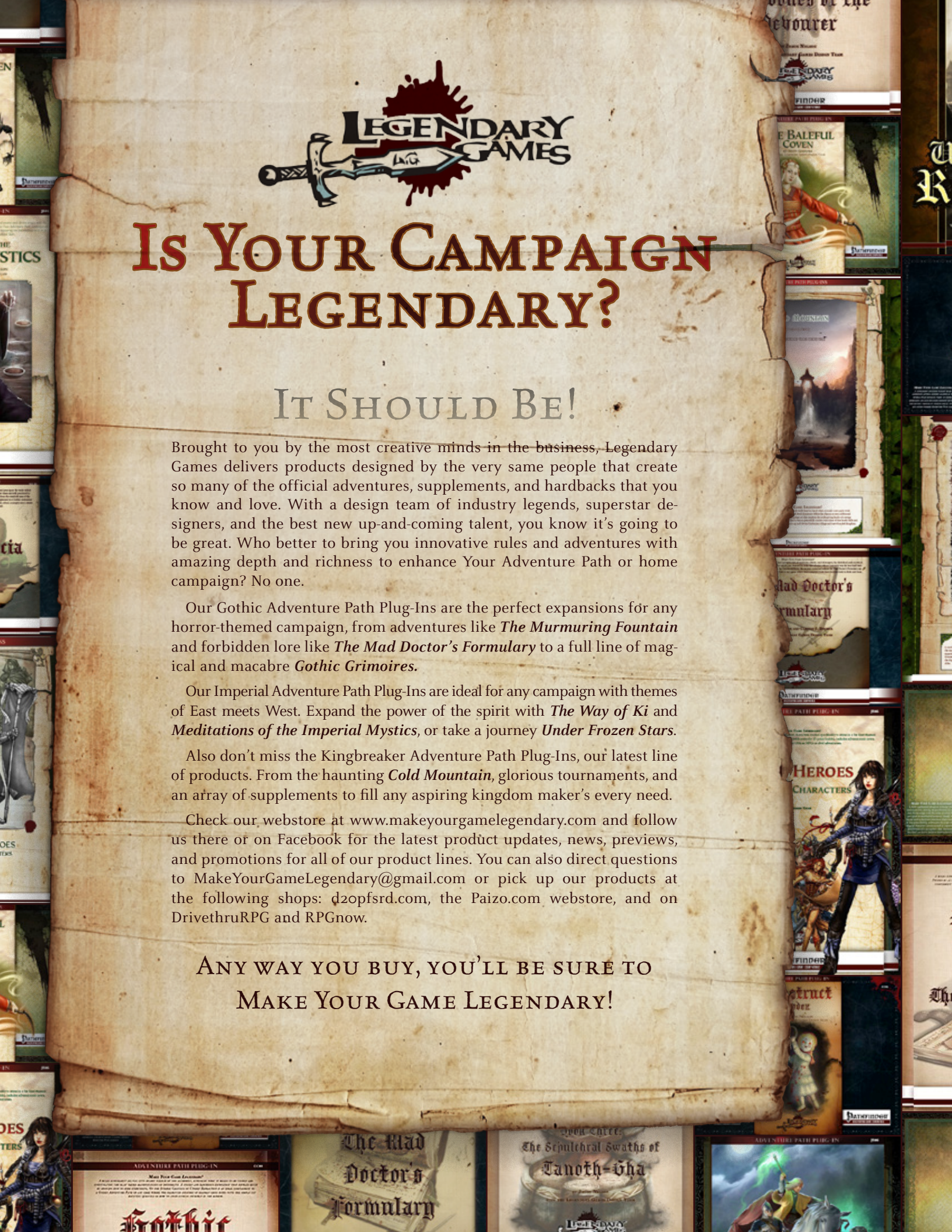
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