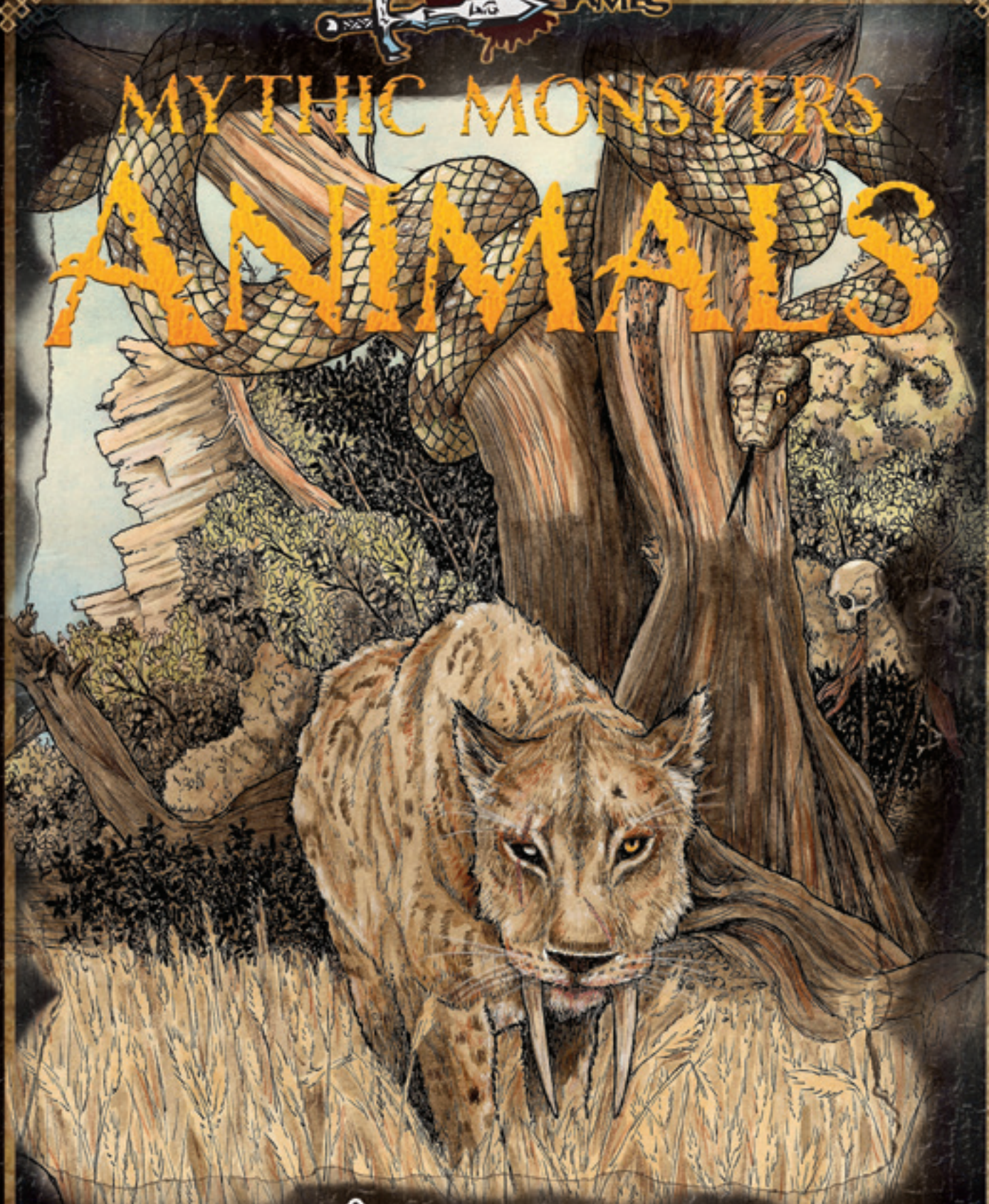




MYTHIC MONSTERS ANIMALS



Pathfinder
ROLEPLAYING GAME COMPATIBLE

MYTHIC PLUG-INS



MYTHIC MONSTERS
ANIMALS



MYTHIC MONSTERS

ANIMALS

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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 MYTHIC 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 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*.

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!

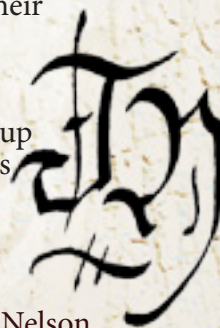
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WHAT YOU WILL FIND INSIDE MYTHIC MONSTERS: ANIMALS

The real world is full of strange and amazing animals. Even animals we think are familiar often have unexpected abilities or habits, but the odd habitats and extreme environments possible even on a completely natural world like our own lends itself to amazing biodiversity. Hypnotic hours watching nature documentaries in high definition brings home how amazing the animal kingdom is here on Earth, and how much more fantastic might it become in a world where the supernatural happens every day? In and around the magical creatures of the world, we still find the perfectly ordinary creatures we would expect to find, making their way in a very different ecosystem. However, their presence is necessary to reassure us as players that the world still follows natural laws and an environment not wholly alien to our own.

Mythic Monsters: Animals brings you over 20 amazing animals that bring a natural touch to your campaign world. Amidst all the dragons, demons, and zombie hordes, nature just keeps on surviving and thriving, and mythic animals are the greatest of nature's champions. These animals are ready to pounce on any hero or villain too arrogant to remember that a great many dangerous beasts never breathed fire or rose from the grave. From CR 1 to 13, you'll find mythic **lions**, **tigers**, and **bears** (oh my!), alongside pestilential scavengers like **dire rats** and **murders of crows**, titanic predators like **dire crocodiles** and **giant anacondas**, **poisonous frogs**, **venomous snake swarms**, flapping furies like the **dire bat** and **pteranodon**, prehistoric predators like the **axe beak** and **dire shark** and pack hunters like the **rat swarm**, **bat swarm**, and **wolf pack**, and more! On top of over 20 marvelous mythic monsters, we also present alternate rules for making your mythic animals the kings of their kind and for training and riding these mythic animals as allies!

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



- Jason Nelson

THE KING OF BEASTS

A mythic animal is a marvelous specimen of its kind, perfectly adapted to its environment and a paragon of its kind, but they are not magical creatures. In the ecology of a fantasy world, all that distinguishes a lion from a lammasu or a bear from a bulette is that one is a familiar, real-world creature and another is not. Thus, in making animals mythic we must be careful to play within the tropes and capabilities of real-world animals, though of course we can play with their size and cross over prehistoric animals with those from the modern era. If we push the boundaries of naturalism too far, however, we have simply created a new magical beast and we have lost some of the unique charm and grounding that animals provide in a fantasy campaign.

That said, in the sense that mythic creatures have just a touch of the supernatural about them in distinguishing them from their ordinary kin, you could apply the following special rule to all mythic animals. This ability does not count against their normal allotment of mythic abilities.

King of Beasts (Su): A mythic animal gains the wild empathy ability as a ranger of a level equal to its Hit Dice, with a +4 racial bonus. This ability functions only against creatures of the same general kind as the animal; hence, a mythic pteranodon or tyrannosaurus could use this ability with other dinosaurs, while a mythic emperor cobra or anaconda could use it with all snakes and a dire tiger or cheetah with all cats. A mythic animal can communicate with such creatures as if it had continuous *speak with animals* and gains a +4 racial bonus on Handle Animal checks it makes with such creatures. A mythic animal can expend one use of its mythic power to use *animal trance*, *charm animal*, or *hold animal* against an animal of its kind, with a caster level equal to its Hit Dice and using Charisma to determine the save DC. These abilities are supernatural, not spell-like.

MYTHIC ANIMAL COMPANIONS AND MOUNTS

Mythic Monsters: Mounts from *Legendary Games* contains a number of mythic path abilities and mythic feats that enhance the ability to use mythic animals as allies and to bridge the gap between standard monster stat blocks and the special rules used for animal companions and special mounts. These include the Companion Mythic Ability and Mythic Trainer mythic feats and the mythic rider, trick rider, and companion mythic ability mythic path abilities. At the GM's discretion, of course, you may capture, befriend, purchase, or otherwise acquire and train a mythic animal outside of your class abilities. Mythic animals are generally more difficult to train than ordinary animals, though once trained they can learn a great deal more. Add twice the mythic mount's mythic tier to the Handle Animal DC to train it. However, it can learn an additional number of tricks equal to its mythic tier, and once trained the DC to handle or push the animal to perform a trick or task it knows is reduced by 5.

MYTHIC TRAINING AND RIDING

Mythic Skills from *Legendary Games* introduced a system of mythic skills, including new enhanced skill uses called **exploits**. These enhanced skills can be used by mythic characters who have at least 5 ranks in Handle Animal or Ride, Skill Focus in either skill, or the Animal Affinity feat. Mythic characters with at least 15 ranks in Handle Animal or Ride, Skill Focus or Animal Affinity and at least 10 ranks in either skill, or Mythic Skill Focus or Mythic Animal Affinity and at least 5 ranks in either skill can use the **greater exploits** listed for each skill, and if they use a standard exploit that requires the expenditure of mythic power, he reduces the cost by one; if this reduces the cost to 0, he can perform that exploit without expending mythic power. Exploits that duplicate spell effects are supernatural rather than spell-like, with an effective caster level equal to the character's mythic tier plus one-half the number of ranks the character has in the listed skill.

HANDLE ANIMAL

This mythic skill allows the following exploits:

Handle Animal: Handling an animal for most tasks is a swift or move action, while pushing an animal is a standard action.

Teach Animal: You reduce the number of weeks required to train an animal for a new trick or task by one week for every 2 mythic tiers you possess.

New Exploit: Animal Messenger: You can expend one use of mythic power as a full-round action to use *animal messenger* as a supernatural ability.

New Exploit: Animal Trance: You can expend two uses of mythic power as a full-round action to use *animal trance* as a supernatural ability. The save DC is Charisma-based.

Greater Exploit: Animal Whisperer: You can select one specific kind of animals within 30 feet. You can expend one use of mythic power as a full-round action to *speak with animal* with animals of that kind for a number of rounds equal to your mythic tier, or to *calm animals* as a supernatural ability, affecting only animal of that type. The save DC is Charisma-based.

RIDE

This mythic skill allows the following exploits:

Cover: Recovering from taking cover behind your mount is a free action.

Leap: Your mount adds your mythic tier as a bonus on Acrobatics checks made to jump, and you can expend one or more mythic surges to assist your mount's leap. Each surge die is always maximized, and you add the results of all surge dice together to determine the distance jumped.

Spur Mount: You add your mythic tier to the number of rounds you may spur your mount, and you reduce the nonlethal damage it takes from your spurring by an amount equal to one-half your mythic tier. You may increase your mount's speed by 20 feet rather than 10 feet; doing so counts as two rounds of spurring and increases nonlethal damage to 1d6. If you expend one use of mythic power, you double the speed increase for spurring your mount for a number of rounds equal to your mythic tier; this duration continues to elapse even if you do not spur your mount each round.

Stay in Saddle: You gain a bonus equal to one-half your mythic tier to your CMD against combat maneuvers that would force you off of your mount, including bull rush, drag, grapple, reposition, and trip maneuvers. You can expend one use of mythic power as an immediate action to increase this bonus to be equal to your mythic tier for a number of rounds equal to your mythic tier.

New Exploit: Run to Death: If your mount is fatigued, you can suppress the fatigued condition for a number of minutes equal to your mythic tier (or 10 minutes per mythic tier if you expend one use of mythic power). You can use this ability repeatedly to continue suppressing the fatigued condition, with the DC increasing by 1 for each use after the first. When you stop using this ability, your mount takes a number of points of Constitution damage equal to the number of times you suppressed its fatigue, and then must succeed on a DC 15 Fortitude save or die. On a successful save, it becomes exhausted.

Greater Exploit: Leaping Charge: You can expend one use of mythic power to leap onto your mount as a move action and then use the charge action after mounting. Alternatively, you may make an Acrobatics check to leap off of your mount as a free action at any point during a charge action. You are considered to have a running start for leaping in this way, as long as your leap is in the same direction (or within 45 degrees to the left or right) as your mount's movement during your charge. You can make your charge attack at any point during the movement provided by your leap. If you leap off of your mount before it completes its movement as part of the charge action, you may direct your mount to stop moving when you leap or to continue its movement to complete the charge (including attacking the target of the charge on its own, if trained for combat).

Axe Beak

This stout flightless bird stands upon two long, taloned legs, but it is its axe-shaped beak that looks the most ferocious.

MYTHIC AXE BEAK

CR 3/MR 1

XP 800

Pathfinder Roleplaying Game Bestiary 3

N Large animal (mythic)

Init +3; **Senses** low-light vision, scent; **Perception** +9

DEFENSE

AC 15, touch 12, flat-footed 12 (+3 Dex, +3 natural, -1 size)

hp 30 (3d8+17)

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

OFFENSE

Speed 50 ft.

Melee bite +5 (1d8+8/x3)

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

Special Attacks mythic power (1/day, surge +1d6), powerful jaws, prodigious leaper, sudden charge

STATISTICS

Str 18, **Dex** 17, **Con** 16, **Int** 2, **Wis** 11, **Cha** 10

Base Atk +2; **CMB** +7; **CMD** 20

Feats Run^{MF}, Skill Focus (Perception)

Skills Acrobatics +3 (+19 when jumping), Perception +9; **Racial Modifiers** +8 Acrobatics when jumping

ECOLOGY

Environment temperate plains

Organization solitary, pair, or flock (1 mythic axe beak and 3–6 axe beaks)

Treasure incidental

SPECIAL ABILITIES

Powerful Jaws (Ex) A mythic axe beak's jaws clamp down, making its bite highly formidable. The axe beak adds twice its Strength modifier to its bite damage, and it deals triple damage on a critical hit.

Prodigious Leaper (Ex) A mythic axe beak can make astounding jumps. It gains a +8 racial bonus to Acrobatics checks when it jumps (in addition to the bonus it receives from its base speed). Additionally, it can jump while charging. A mythic axe beak can spend one use of mythic power as a swift action to grant itself the benefits of the Spring Attack feat when it attacks while jumping.

Sudden Charge (Ex) When making a charge attack, an axe beak makes a single bite attack. If successful, it may also attempt to trip its opponent as a free action without provoking an attack of opportunity. If the attempt fails, the axe beak cannot be tripped in return.

Bat

Hundreds of high-pitched squeaks fill the air as a mass of small, carnivorous bats surges forth, all of them hungry for blood.

MYTHIC BAT SWARM

CR 3/MR 1

XP 800

Pathfinder Roleplaying Game Bestiary

N Diminutive animal (mythic, swarm)

Init +2; **Senses** blindsense 20 ft., low-light vision; **Perception** +15

DEFENSE

AC 17, touch 16, flat-footed 15 (+2 Dex, +1 natural, +4 size)

hp 21 (3d8+8)

Fort +3, **Ref** +7, **Will** +3

Defensive Abilities swarm traits; **Immune** weapon damage

OFFENSE

Speed 5 ft., fly 40 ft. (good)

Melee swarm (1d6)

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

Special Attacks blood-drinker^{MA}, distraction (DC 11), **mythic power** (1/day, surge +1d6), voracious frenzy^{MA}, wounding

STATISTICS

Str 3, **Dex** 15, **Con** 11, **Int** 2, **Wis** 14, **Cha** 4

Base Atk +2; **CMB** —; **CMD** —

Feats Lightning Reflexes^{MF}, Skill Focus (Perception)

Skills Fly +12, **Perception** +15; **Racial Modifiers** +4 Perception when using blindsense

SQ swarm traits

ECOLOGY

Environment any temperate or tropical

Organization solitary, pair, flight (3–6 swarms), or colony (11–20 swarms)

Treasure none

SPECIAL ABILITIES

Blood-drinker (Ex) When a mythic bat swarm deals damage to a creature that is already taking bleed damage, that creature takes 1 point of Constitution damage and the swarm heals 1d6 points of damage (DC 11 Fortitude negates). Any excess healing over the swarm's maximum hit points is lost. If the swarm expends one use of mythic power as a swift action, then until the beginning of its next turn non-mythic creatures do not gain a save against this ability and mythic creatures take a -2 penalty on their saves.

Voracious Frenzy (Ex) A mythic bat swarm deals double damage to creatures taking bleed damage and to other swarms of Diminutive or Fine creatures, and the bleed damage it deals stacks with itself and with other sources of bleed damage.

If the swarm expends one use of its mythic power when dealing damage, the bleed damage its wounding ability inflicts is increased by 1 (for mythic targets) or by 1d4 (for non-mythic creatures).

Wounding (Ex) Any living creature damaged by a bat swarm continues to bleed, losing 1 hit point per round thereafter.

The bleeding can be stopped by a DC 10 Heal check or the application of a cure spell or some other healing magic.

This giant, furry bat is nearly the size of an ox, with dark leathery wings that open wider than two men with arms outstretched.

MYTHIC DIRE BAT

CR 3/MR 1

XP 800

Pathfinder Roleplaying Game Bestiary

N Large animal

Init +2; **Senses** blindsense 40 ft.; **Perception** +12

DEFENSE

AC 15, touch 11, flat-footed 13 (+2 Dex, +4 natural, -1 size)

hp 30 (4d8+12)

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

OFFENSE

Speed 20 ft., fly 40 ft. (good)

Melee bite +5 (1d8+4)

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

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

STATISTICS

Str 17, **Dex** 15, **Con** 13, **Int** 2, **Wis** 14, **Cha** 6

Base Atk +3; **CMB** +7; **CMD** 19

Feats Alertness^{MF}, Stealthy

Skills Fly +9, **Perception** +14, **Stealth** +4; **Racial Modifiers** +4 Perception when using blindsense

ECOLOGY

Environment any temperate or tropical

Organization solitary, pair, or colony (3–8)

Treasure incidental

SPECIAL ABILITIES

Blood Nourishment (Ex)^{MMA} When a mythic dire bat deals damage with its bite attack it gains 3 temporary hit points. If it expends one use of mythic power when it deals damage it instead gains 6 temporary hit points.

Bear, Dire

Spittle drips from this feral bear's roaring maw, and its matted fur is broken in places by wicked, bony growths.

MYTHIC DIRE BEAR

CR 8/MR 3

XP 4,800

Pathfinder Roleplaying Game Bestiary

N Large animal (mythic)

Init +5; **Senses** low-light vision, scent; **Perception** +12

DEFENSE

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

hp 119 (10d8+74)

Fort +12, **Ref** +8, **Will** +4

Defensive Abilities *ferocity*^{MA}; **DR** 5/epic

OFFENSE

Speed 40 ft.

Melee 2 claws +14 (1d6+8 plus grab), bite +14 (1d8+8)

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

Special Attacks *crushing hug*^{MA}, *focused fury*^{MA}, *mythic power* (3/day, surge +1d6)

STATISTICS

Str 27, **Dex** 13, **Con** 21, **Int** 2, **Wis** 12, **Cha** 10

Base Atk +7; **CMB** +16 (+20 grapple); **CMD** 27 (31 vs. trip)

Feats Endurance, Improved Initiative, Iron Will^{MF}, Run^{MF}, Skill Focus (Perception)

Skills Perception +12, Survival +8, Swim +16; **Racial Modifiers** +4 Swim

SQ *unstoppable*^{MA}

ECOLOGY

Environment cold forests

Organization solitary or pair

Treasure none

SPECIAL ABILITIES

Crushing Hug (Ex) Whenever a mythic dire bear succeeds on a grapple check, it deals damage equal to its claw damage and the target must succeed on a DC 23 Fortitude save or take 1 points of Strength or Dexterity damage (equal chance of either) and 1d4 points of bleed damage as it is crushed against the bear's bony growths. The save DC is Strength-based. In addition, a mythic dire bear can maintain expend one use of its mythic power to eliminate the -20 penalty on grapple checks when using one claw to maintain its hold for up to 3 rounds. It may use the full attack action while maintaining a grapple, with the combat maneuver check to maintain the grapple replacing one of its claw attacks.

Focused Fury (Ex) As a swift action, a mythic dire bear can expend one use of mythic power to make one creature within 30 feet the target of its ire. The bear treats that target as its quarry, as the ranger class feature, and gains an additional +10 bonus on Survival checks to track that target and can move at full speed without taking a penalty on such checks. If a creature harms the bear, it can expend one use of its mythic power to activate this ability as an immediate action, adding its mythic tier as a morale bonus on attack and damage rolls and gaining immunity to charm and fear effects used by the target of its focused fury.

Unstoppable (Ex) A mythic dire bear is immune to spells and effects that inflict the dazed, stunned, or unconscious condition.



Boar, Dire

The back of this horse-sized boar rises in a steep slope. Its tiny red eyes are crusted with filth and its bristly flank crawls with flies.

MYTHIC DIRE BOAR **CR 5/MR 2**

XP 1,600

Pathfinder Roleplaying Game Bestiary

N Large animal (mythic)

Init +4; **Senses** low-light vision, scent; Perception +12

DEFENSE

AC 17, touch 9, flat-footed 17 (+8 natural, -1 size)

hp 63 (5d8+41)

Fort +7, **Ref** +4, **Will** +2

Defensive Abilities ferocity; **DR** 5/epic

OFFENSE

Speed 40 ft.

Melee gore +9 (2d6+10 plus 1d4 bleed)

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

Special Attacks ferocity, mythic power (2/day, surge +1d6), razor tusks^{MA}, trample^{MA} (2d6+10, DC 19)

STATISTICS

Str 25, **Dex** 10, **Con** 17, **Int** 2, **Wis** 13, **Cha** 8

Base Atk +3; **CMB** +11; **CMD** 21 (25 vs. trip)

Feats Improved Initiative, Iron Will, Skill Focus (Perception), Toughness^{MF}

Skills Perception +12

SQ foul-tempered^{MA}

ECOLOGY

Environment temperate or tropical forests

Organization solitary, pair, or herd (1 mythic dire boar and 3–8 dire boars)

Treasure none

SPECIAL ABILITIES

Foul-Tempered (Ex) If a mythic boar is brought below 0 hp, it gains a +4 morale bonus on its Fort and Will saves and a +2 morale bonus on attack and damage rolls.

Razor Tusks (Ex) A mythic boar's gore attack inflicts 1d4 bleed. When it confirms a critical hit with its gore, it doubles the amount of bleed damage, and the Heal check DC increases to 17 to stop the bleeding.

Cat, Cheetah

This large, sleek feline has a golden coat spotted with black. Its long and powerful legs are obviously capable of great speed.

MYTHIC CHEETAH **CR 3/MR 1**

XP 800

Pathfinder Roleplaying Game Bestiary

N Medium animal (mythic)

Init +9; **Senses** low-light vision, scent; Perception +5

DEFENSE

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

hp 27 (3d8+14)

Fort +5, **Ref** +7, **Will** +2

OFFENSE

Speed 50 ft.; sprint^{MA}

Melee bite +6 (1d6+3 plus trip), 2 claws +6 (1d3+3)

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

STATISTICS

Str 17, **Dex** 19, **Con** 15, **Int** 2, **Wis** 12, **Cha** 6

Base Atk +2; **CMB** +5; **CMD** 19 (23 vs. trip)

Feats Improved Initiative^{MF}, Weapon Finesse

Skills Acrobatics +8, Perception +5, Stealth +8 (+12 in tall grass); **Racial Modifiers** +4 Stealth in tall grass

ECOLOGY

Environment warm plains

Organization solitary or pair

Treasure none

SPECIAL ABILITIES

Sprint (Ex) Once per hour, a cheetah can move at 10 times its normal speed (500 feet) when it makes a charge. When a mythic cheetah sprints, it benefits from the effects of *blur*, as per the spell, until the beginning of its next turn.

Crocodile, Dire

This reptilian behemoth, a crocodile of monstrous proportions, is large enough to swallow a horse in one tremendous bite.

MYTHIC DIRE CROCODILE

CR 11/MR 4

XP 12,800

Pathfinder Roleplaying Game Bestiary

N Gargantuan animal

Init +8; **Senses** low-light vision; Perception +14

DEFENSE

AC 25, touch 6, flat-footed 25 (+19 natural, -4 size)

hp 170 (12d8+116)

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

Defensive Abilities *fortification*^{MA}, *turn tail*^{MA}; **DR** 10/epic

OFFENSE

Speed 20 ft., swim 30 ft.; sprint

Melee bite +20 (3d6+15/19-20/x3 plus grab) and tail slap +15 (4d8+8)

Space 20 ft.; **Reach** 15 ft.

Special Attacks death roll (3d6+21 plus trip), fast swallow^{MA}, gaping jaws^{MA}, *mythic power* (4/day, surge +1d8), noxious bile^{MA}, swallow whole (3d6+15 plus 2d6 acid damage, AC 16, 17 hp)

STATISTICS

Str 39, **Dex** 10, **Con** 25, **Int** 1, **Wis** 14, **Cha** 2

Base Atk +9; **CMB** +28 (+32 grapple); **CMD** 38 (42 vs. trip)

Feats Improved Critical (bite)^{MF}, Improved Initiative^{MF}, Iron Will, Run, Skill Focus (Perception, Stealth)

Skills Perception +14, Stealth +0 (+8 in water), Swim +23;

Racial Modifiers +8 Stealth in water

SQ hold breath

ECOLOGY

Environment warm rivers and marshes

Organization solitary, pair, or colony (3-6)

Treasure none

SPECIAL ABILITIES

Gaping Jaws (Ex) When a mythic dire crocodile confirms a critical hit against a Large or smaller creature with its bite attack and successfully swallows that creature whole, as a swift action it can make an additional bite attack against a second Large or smaller creature adjacent to its original target. The crocodile can expend one use of its mythic power as a free action to use this ability whenever it successfully swallows a creature, without needing to confirm a critical hit.

As a full-round action, a mythic dire crocodile can expend one use of its mythic power to attempt a special bite attack against all Medium or smaller creatures within a 15-foot cone-shaped burst. It takes a -4 penalty on its attack roll and CMB against all targets, and its attack and swallow whole ability deal only half damage until the beginning of its next turn.

Noxious Bile (Ex) Creatures damaged by a mythic dire crocodile's swallow whole ability continue to take 2d6 points of acid damage per round for 4 rounds even after they escape. In addition, each round a creature takes acid damage it is sickened until the beginning of its next turn (DC 23 Fortitude negates). A

creature can remove the acid from itself or another creature as a full-round action. The save DC is Constitution-based.

Turn Tail (Ex) When a mythic dire crocodile is damaged by a creature it threatens, it may expend one use of its mythic power as an immediate action (which is resolved after the attack that dealt damage to it, but before any other attacks by that creature, if it is making multiple attacks) to make a tail slap attack against the creature that attacked it. If the attack hits, the crocodile can attempt a bull rush combat maneuver against that creature as a free action that does not provoke attacks of opportunity. Alternatively, it may forgo this maneuver and instead take a single move action to move away from its attacker; this movement does not provoke attacks of opportunity from the creature it attacked.

Dinosaur, Pteranodon

This flying reptile has two huge wings and a distinctive backward-sweeping crest decorating its head.

MYTHIC PTERANODON

CR 4/MR 1

XP 1,200

Pathfinder Roleplaying Game Bestiary

N Large animal (mythic)

Init +8; **Senses** low-light vision, scent; Perception +11

DEFENSE

AC 18, touch 15, flat-footed 12 (+4 Dex, +2 dodge, +3 natural, -1 size)

hp 40 (5d8+18)

Fort +6, **Ref** +8, **Will** +3

DR 5/epic

OFFENSE

Speed 10 ft., fly 50 ft. (clumsy)

Melee bite +5 (2d6+4 plus grab^{MA})

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

Special Attacks *mythic power* (1/day, surge +1d6), silent wings of death

STATISTICS

Str 16, **Dex** 19, **Con** 15, **Int** 2, **Wis** 15, **Cha** 12

Base Atk +3; **CMB** +7 (+11 grapple); **CMD** 21

Feats Dodge^{MF}, Improved Initiative, Skill Focus (Perception)

Skills Fly -1, Perception +11, Stealth +4 (+12 when flying);

Racial Modifiers +8 Stealth when flying

ECOLOGY

Environment warm coastline

Organization solitary, pair or flock (1 mythic pteranodon and 3-12 pteranodons)

Treasure none

SPECIAL ABILITIES

Silent Wings of Death (Ex) While not a graceful flyer, a mythic pteranodon makes no noise when it flies. It gains a +8 racial bonus to Stealth while flying. As a swift action, a mythic pteranodon can spend one use of mythic power to gain the benefits of the Death from Above feat for 1 round.

Frog, Giant Poisonous

This oversized frog is bright green and red, with electric-blue stripes on its hind legs.

MYTHIC GIANT POISONOUS FROG CR 2/MR 1

XP 600

Pathfinder Roleplaying Game Bestiary

N Small animal (mythic)

Init +0; **Senses** low-light vision; Perception +3

DEFENSE

AC 15, touch 11, flat-footed 15 (+4 natural, +1 size)

hp 14 (1d8+10); regeneration^{MA} 2 (fire)

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

OFFENSE

Speed 20 ft., swim 20 ft.

Melee bite +2 (1d2 plus poison)

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

STATISTICS

Str 6, **Dex** 10, **Con** 15, **Int** 1, **Wis** 9, **Cha** 10

Base Atk +1; **CMB** -1; **CMD** 5 (9 vs. trip)

Feats Weapon Finesse^{MF}

Skills Acrobatics +4, Perception +3, Stealth +12, Swim +8;

Racial Modifiers +4 Acrobatics (+8 jumping), +4 Stealth; uses Dex to swim

ECOLOGY

Environment warm marshes and aquatic

Organization solitary, pair, or army (1 mythic giant poisonous frog and 3–12 giant poisonous frogs)

Treasure none

SPECIAL ABILITIES

Poison (Ex) Injury; *save* Fort DC 10; *frequency* 1/round for 6 rounds; *effect* 1d2 Con damage; *cure* 1 save.

Toxic Skin (Ex) A mythic giant poisonous frog exudes poison from its skin. A creature striking the frog with an unarmed strike or natural attack is poisoned as per the frog's poison ability.

Lion, Dire

This immense spotted lion stands as tall as a man at the shoulder, its fur matted with the blood of its victims.

MYTHIC DIRE LION (SPOTTED LION) CR 6/MR 2

XP 2,400

Pathfinder Roleplaying Game Bestiary

N Large animal (mythic)

Init +6; **Senses** low-light vision, scent; Perception +11

DEFENSE

AC 17, touch 11, flat-footed 15 (+2 Dex, +6 natural, -1 size)

hp 76 (8d8+40)

Fort +9, **Ref** +8, **Will** +3

DR 5/mythic

OFFENSE

Speed 40 ft.

Melee bite +13 (1d8+8 plus grab), 2 claws +15 (1d6+8 plus mauling paws^{MA})

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

Special Attacks king of cats^{MA}, mythic power (2/day, surge +1d6), pounce, rake (2 claws +15, 1d6+8), roar^{MA}

STATISTICS

Str 27, **Dex** 15, **Con** 17, **Int** 2, **Wis** 12, **Cha** 10

Base Atk +6; **CMB** +15 (+19 grapple); **CMD** 27 (31 vs. trip)

Feats Coordinated Maneuvers^B, Improved Initiative, Run, Skill Focus (Perception), Weapon Focus (claw)^{MF}

Skills Acrobatics +11, Perception +11, Stealth +7 (+11 in undergrowth); **Racial Modifiers** +4 Acrobatics, +4 Stealth (+8 in undergrowth)

ECOLOGY

Environment warm plains or hills

Organization solitary, pair, or pride (3–8)

Treasure incidental

SPECIAL ABILITIES

King of Cats (Ex) A mythic dire lion gains one teamwork feat as a bonus feat and treats all other cat allies as though they possessed that teamwork feat for the purpose of using that feat. In addition, once per day as a swift action it can share the benefits of that teamwork feat with all allied cats within 30 feet for 1 minute. It can use this ability more than once per day by expending one use of mythic power. It can also change the teamwork feat it knows for a different teamwork feat for which it qualifies as a full-round action by expending one use of mythic power.

Mauling Paws (Ex) A mythic dire lion can knock Medium or smaller creatures prone with its claw attacks (though not its rake) as if it had the trip ability. In addition, when it successfully grapples a Medium or smaller target, that creature is automatically knocked prone and cannot stand up unless it first escapes the grapple.

Roar (Ex) A mythic dire lion can unleash a devastating roar every 1d4 rounds as a standard action. All enemies within 30 feet are deafened for 2d4 rounds (DC 17 Fortitude negates), and animals and humanoids within this radius are also affected as if the lion had frightful presence (DC 17 Will negates). A mythic dire lion can expend one use of its mythic power to add the effect of to 60 feet and increase the save DC by 2 against non-mythic creatures. This is a sonic effect. The save DC is Constitution-based.

Rat

This filthy rat is the size of a small dog. It has a coat of coarse fur, a long and scabby tail, and two glittering eyes.

MYTHIC DIRE RAT

CR 1/MR 1

XP 400

Pathfinder Roleplaying Game Bestiary

N Small animal (mythic)

Init +3; **Senses** low-light vision, scent; Perception +1

DEFENSE

AC 15, touch 14, flat-footed 12 (+3 Dex, +1 natural, +1 size)

hp 13 (1d8+9)

Fort +3, **Ref** +5, **Will** +1

OFFENSE

Speed 40 ft., climb 20 ft., swim 20 ft.

Melee bite +4 (1d4+3 plus disease)

Special Attacks disease, feral savagery (full attack)^{MA}, **mythic power** (1/day, surge +1d6), pernicious plague^{MA}

STATISTICS

Str 10, **Dex** 17, **Con** 13, **Int** 2, **Wis** 13, **Cha** 4

Base Atk +0; **CMB** -1; **CMD** 12 (16 vs. trip)

Feats Weapon Finesse^{MF}

Skills Climb +11, Perception +1, Stealth +11, Swim +11; **Racial Modifiers** uses Dex to modify Climb and Swim

ECOLOGY

Environment any urban

Organization solitary or pack (2–20)

Treasure none

SPECIAL ABILITIES

Disease (Ex) Filth fever: Bite—*injury*; *save* Fort DC 11; *onset* 1 round; *frequency* 1/day; *effect* 1d3 Dex damage and 1d3 Con damage; *cure* 2 consecutive saves. The save DC is Constitution-based.

Pernicious Plague (Ex) A mythic dire rat's disease is far more deadly than that of a normal rat, manifesting symptoms in a single round. In addition, a creature already infected must attempt an additional save each time he is exposed to the rat's disease; for each failed save, the disease's save DC increases by 1 until the disease is cured. If the rat expends one use of its mythic power when a creature fails its saving throw, that creature's disease becomes contagious, and any creature spending more than 1 minute within 10 feet of the creature must succeed on a Fortitude save with a +2 circumstance bonus or contract the disease. The circumstance bonus to the save does not apply if that creature shares food or drink with the infected creature or contacts their blood (or is otherwise exposed to a higher risk of infect, at the GM's discretion), including when making a Heal check or casting a curative spell on the infected creature.

A squirming, roiling mass of squeaking rats draws closer, teeth flashing and claws scratching everything in its path.

MYTHIC RAT SWARM

CR 3/MR 1

XP 800

Pathfinder Roleplaying Game Bestiary

N Tiny animal (mythic, swarm)

Init +7; **Senses** low-light vision, scent; Perception +8

DEFENSE

AC 15, touch 14, flat-footed 13 (+2 Dex, +1 natural, +2 size)

hp 24 (3d8+11)

Fort +4, **Ref** +5, **Will** +2

Defensive Abilities swarm traits

OFFENSE

Speed 15 ft., climb 15 ft., swim 15 ft.

Melee swarm (1d6 plus disease)

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

Special Attacks crawling fear, disease, evasion^{MA}, distraction (DC 12), **mythic power** (1/day, surge +1d6)

STATISTICS

Str 2, **Dex** 15, **Con** 13, **Int** 2, **Wis** 13, **Cha** 2

Base Atk +2; **CMB** —; **CMD** —

Feats Improved Initiative^{MF}, Skill Focus (Perception)

Skills Acrobatics +6, Climb +10, Perception +8, Stealth +14, Swim +10; **Racial Modifiers** uses Dex to modify Climb and Swim

ECOLOGY

Environment any

Organization solitary, pack (1 mythic rat swarm and 2–5 swarms) or infestation (1 mythic rat swarm and 6–12 swarms)

Treasure none

SPECIAL ABILITIES

Crawling Fear (Ex) A creature that fails its Fortitude save against a mythic rat swarm's distraction ability must succeed at a DC 14 Will save or become shaken. This is a mind-affecting fear effect. A creature that succeeds at its Will save cannot be affected by the same swarm's crawling fear ability for 24 hours. The save DC is Charisma-based and includes a +2 racial bonus.

Disease (Ex) Filth fever: Swarm—*injury*; *save* Fort DC 12; *onset* 1d3 days; *frequency* 1/day; *effect* 1d3 Dex damage and 1d3 Con damage; *cure* 2 consecutive saves. The save DC is Constitution-based.

Raven Swarm

A screeching cawing whirlwind of buffeting wings, clawing talons and pecking beaks.

MYTHIC MURDER OF CROWS

CR 4/MR 1

XP 1,200

d20pfsrd.com^{AP33}

N Tiny animal (mythic, swarm)

Init +6; **Senses** low-light vision, scent; Perception +11

DEFENSE

AC 15, touch 14, flat-footed 13 (+2 Dex, +1 natural, +2 size)

hp 35 (6d8+8)

Fort +5, **Ref** +9, **Will** +4

Defensive Abilities disperse^{MA}, half damage from slashing and piercing weapons; **DR** 5/epic; **Immune** swarm traits

OFFENSE

Speed 5 ft., fly 40 ft. (average)

Melee swarm (2d6 plus eye rake)

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

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

STATISTICS

Str 1, **Dex** 15, **Con** 10, **Int** 2, **Wis** 14, **Cha** 6

Base Atk +4; **CMB** —; **CMD** —

Feats Improved Initiative, Lightning Reflexes^{ME}, Skill Focus (Perception)

Skills Fly +12, Perception +11, Stealth +0

ECOLOGY

Environment temperate forests

Organization solitary, pack (2–4), or murder (5–10)

Treasure none

SPECIAL ABILITIES

Disperse (Ex) A mythic murder of crows may expend one use of mythic power as an immediate action to disperse any time it takes damage. The murder of crows takes half the damage it would have taken (rounded down) and cannot take any actions or damage until it reforms. The mythic murder of crows remains dispersed until its next turn at which time it reforms in the same location as a move action. While the murder of crows is dispersed, the individual birds fly around the area, invariably avoiding any interaction with foes.

Expand (Ex) As a move action, a mythic murder of crows may expend one use of mythic power to expand to a 20 ft. square. The mythic murder of crows provokes attacks of opportunity as usual when it enters a creature's space. The mythic murder of crows may contract to its original size as a move action. While expanded, the mythic murder of crows loses the distraction ability.

Eye-Rake (Ex) Any living creature damaged by a murder of crows must succeed on a DC 13 Reflex save or be blinded as the swarm scratches and tears at the victim's eyes. The blindness lasts for 1d4 days or until healed with *remove blindness*. The save DC is Constitution-based.



Rhinoceros

This large rhinoceros has a shaggy pelt of long, brown fur and a row of immense horns on its snout and brow.

MYTHIC WOOLLY RHINOCEROS

CR 7/MR 3

XP 3,600

Pathfinder Roleplaying Game Bestiary

N Large animal (mythic)

Init +0; **Senses** scent; Perception +15

DEFENSE

AC 22, touch 9, flat-footed 22 (+13 natural, -1 size)

hp 100 (8d8+64)

Fort +13, **Ref** +6, **Will** +3

DR 5/epic; **Resist** cold 5

OFFENSE

Speed 30 ft.

Melee gore +15 (2d8+15)

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

Special Attacks charging impale^{MA}, ferocity^{MA}, mythic power (3/day, surge +1d6), powerful charge (gore, 4d8+20), trample (2d6+15, DC 24), thunderous stomp^{MA}

STATISTICS

Str 30, **Dex** 10, **Con** 21, **Int** 2, **Wis** 13, **Cha** 3

Base Atk +6; **CMB** +17; **CMD** 27 (31 vs. trip)

Feats Diehard, Endurance, Great Fortitude^{MF}, Lunge, Skill Focus (Perception)

Skills Perception +15

ECOLOGY

Environment cold plains

Organization solitary, pair or herd (1 mythic woolly rhinoceros and 3–12 woolly rhinoceri)

Treasure none

SQ hoar-proof pelt^{MA}

SPECIAL ABILITIES

Charging Impale (Ex) When a mythic woolly rhinoceros hits an opponent with its gore attack as part of a charge, it impales that foe. Each time the impaled creature starts its turn, it takes damage equal to the rhino's gore damage (excluding its Strength bonus). The rhino can remove its horn from its opponent as an immediate action. Its opponent can also spend a move action to extract the horn from its body. When the horn is removed, it deals the same damage as above. While the rhino has a foe impaled on its horn, it cannot use it to attack.

Hoar-Proof Pelt (Ex) A mythic woolly rhinoceros's pelt protects it from extreme cold and offers a modicum of protection against magical cold. It suffers no harm from being in a cold environment, and it gains resist cold 5.

Thunderous Stomp (Ex) If a mythic woolly rhinoceros stands on natural ground, as a move action that requires spending one use of mythic power, it stomps its hooves, creating a shockwave in a 15-foot cone-shaped spread. The thunderous retort from the stomp deals 2d6 points of sonic damage (DC 24 save for half) and allows the woolly rhinoceros to attempt a combat maneuver check to trip all creatures in the cone. The save DC is Strength-based.

This rhinoceros has a low-slung head with twisted ears that lie back along its neck.

MYTHIC RHINOCEROS

CR 5/MR 2

XP 1,600

Pathfinder Roleplaying Game Bestiary

N Large animal

Init +0; **Senses** scent; Perception +12

DEFENSE

AC 18, touch 9, flat-footed 18 (+9 natural, -1 size)

hp 58 (5d8+36)

Fort +10, **Ref** +4, **Will** +2

Defensive Abilities fortification (50%)^{MA}; **DR** 5/epic

OFFENSE

Speed 40 ft.

Melee gore +9 (2d6+10)

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

Special Attacks awesome charge^{MA}, mythic power (2/day, surge +1d6), powerful charge (gore, 4d6+15) statistics

Str 24, **Dex** 10, **Con** 19, **Int** 2, **Wis** 13, **Cha** 5

Base Atk +3; **CMB** +11; **CMD** 21 (25 vs. trip)

Feats Endurance, Great Fortitude^{MF}, Skill Focus (Perception)

Skills Perception +12

SQ armored warbeast^{MA}

ecology

Environment warm plains

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

Treasure none

special abilities

Armored Warbeast (Ex) A mythic rhinoceros is proficient with light, medium, and heavy armor, and its movement is not slowed when wearing medium or heavy armor.

Awesome Charge (Ex) When a mythic rhinoceros hits a Medium or smaller creature with its charge attack, it can attempt an awesome blow combat maneuver against the target as a swift action that does not provoke attacks of opportunity. If the mythic rhinoceros expends one use of its mythic power, it can use this ability against a target of any size and may add its mythic surge die as a bonus on the combat maneuver check.

Shark, Dire

Large as a dragon, this shark's jaws open to reveal a cavernous, tooth-lined gullet capable of swallowing a horse whole.

MYTHIC DIRE SHARK (MEGALODON) CR 11/MR 4

Pathfinder Roleplaying Game Bestiary

N Gargantuan animal (aquatic)

Init +6; **Senses** blindsense 30 ft., keen scent; **Perception** +25

DEFENSE

AC 27, touch 8, flat-footed 25 (+2 Dex, +19 natural, -4 size)

hp 144 (15d8+77)

Fort +14, **Ref** +13, **Will** +8

Defensive Abilities indomitable^{MA}, serration^{MA}; **DR** 10/epic;

Immune mind-affecting

OFFENSE

Speed swim 60 ft.

Melee bite +19 (4d10+17/19-20 plus grab)

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

Special Attacks fast swallow^{MA}, **feral savagery (full attack)**^{MA}, **mythic power** (4/day, surge +1d8), swallow whole (2d6+17 damage, AC 17, 11 hp)

STATISTICS

Str 34, **Dex** 15, **Con** 17, **Int** 1, **Wis** 12, **Cha** 10

Base Atk +11; **CMB** +27 (+31 grapple); **CMD** 39

Feats Bleeding Critical^{MF}, Critical Focus^{MF}, Great Fortitude, Improved Critical (bite), Improved Initiative, Iron Will, Lightning Reflexes, Skill Focus (Perception)

Skills Perception +25, Swim +20

ECOLOGY

Environment any ocean

Organization solitary

Treasure none

SPECIAL ABILITIES +1 MYTHIC

Indomitable (Ex) A mythic dire shark is immune to mind-affecting effects. After a mythic dire shark makes a Will save it may expend one use of mythic power to roll again and take the higher result.

Ramming Speed (Ex) A mythic dire shark can choose to deal bludgeoning damage when it makes a charge attack against an inanimate object it may expend one use of mythic power to deal a slam attack instead of a bite attack. The slam attack deals 8d10 damage (x2 on a critical hit). A Huge or smaller object with hardness of 5 or less is destroyed by this attack (DC 29 Fortitude save). The save DC is Strength-based.

Serration (Ex) Creatures moving through a mythic dire shark's space or hitting it with an unarmed strike or melee touch attack take 1d6 points of bleed damage (DC 20 Reflex negates). This bleed damage does not stack with itself but it stacks with other sources of bleed damage. The save DC is Constitution-based.



Snake

This massive green cobra rears its head upward aggressively, its brightly colored, scaly hood flaring in an unmistakable warning.

MYTHIC EMPEROR COBRA

CR 6/MR 3

XP 1,600

N Large animal (mythic)

Init +6; **Senses** low-light vision, scent; Perception +13

DEFENSE

AC 21, touch 11, flat-footed 19 (+2 Dex, +10 natural, -1 size)

hp 75 (6d8+48)

Fort +9, **Ref** +7, **Will** +5

DR 5/epic; **Defensive Abilities** strike the darkness^{MA}

OFFENSE

Speed 30 ft., climb 30 ft., swim 30 ft.

Melee bite +12 (2d6+10 plus poison)

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

Special Attacks **mythic power** (3/day, surge +1d6), warning growl^{MA}

STATISTICS

Str 24, **Dex** 15, **Con** 18, **Int** 1, **Wis** 17, **Cha** 2

Base Atk +4; **CMB** +12; **CMD** 24 (can't be tripped)

Feats Improved Initiative, Skill Focus^{MF} (Stealth), Weapon Focus^{MF} (bite)

Skills Acrobatics +10, Climb +15, Perception +13, Stealth +11, Swim +15; **Racial Modifiers** Acrobatics+8, +4 Perception, +4 Stealth

SQ blend with shadows^{MA}, virulent venom^{MA}

ECOLOGY

Environment temperate or warm swamps

Organization solitary, pair, or nest (3-8)

Treasure none

SPECIAL ABILITIES

Blend With Shadows (Ex) Whenever a mythic emperor cobra is in dim lighting or darkness, it can move at full speed within that area without taking a penalty on Stealth checks. As a move action, a mythic emperor cobra can expend one use of mythic power to teleport from one area of darkness to another within 100 feet as if using greater teleport. It must have line of effect to the destination.

Poison (Ex) Bite—injury; *save* Fort DC 20; *frequency* 1/round for 6 rounds; *effect* 1d3 Con; *cure* 2 consecutive saves.

Strike the Darkness (Ex) Whenever a creature makes a successful critical hit against a mythic emperor cobra, the creature must succeed a DC 15 Will save or the attack is negated. The mythic emperor cobra disappears and reappears in an unoccupied square no more than five feet from its original square. If a non-mythic creature successfully hits a mythic emperor cobra with any attack, a mythic emperor cobra may expend one use of mythic power to negate the attack automatically and reappear five feet from its original square. The save DC is Dexterity-based.

Virulent Venom (Ex) A mythic emperor cobra adds one-half its

mythic rank to its poison save DC and duration. In addition, if it bites 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.

Warning Growl (Ex) As a standard action, a mythic emperor cobra can rear up and utter a loud, guttural hiss that reverberates like the growl of a much larger creature. Creatures hearing the growl within 30 feet of a mythic emperor cobra must succeed a Will save (DC 16) or be shaken for 1d6 rounds, or frightened if they are less than 4 HD. Non-mythic creatures that fail the save are panicked for 1d6 rounds and shaken even on a successful save. This ability has no effect on creatures immune to fear effects. The save DC is Charisma- and Strength-based.

Coils as thick as tree trunks comprise this eighty-foot long serpent. It flicks its enormous tongue from jaws large enough to swallow a crocodile in a single bite.

MYTHIC GIANT ANACONDA (TITANOBOA)

CR 13/MR 5

XP 25,600

N Colossal animal (mythic)

Init +5; **Senses** low-light vision, scent; Perception +22

DEFENSE

AC 28, touch 4, flat-footed 26 (+1 Dex, +1 dodge, +24 natural, -8 size)

hp 202 (12d8+148)

Fort +17, **Ref** +9, **Will** +5

DR 10/epic

OFFENSE

Speed 20 ft., climb 20 ft., swim 20 ft.

Melee bite +18 (8d6+24/19-20/x3 plus grab)

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

Special Attacks capsize, constrict (8d6+24 plus **smother**^{MA} and **squeeze**^{MA}), encircle^{MA}, fast swallow, **feral savagery** (full attack)^{MA}, **mythic power** (3/day, surge +1d8), swallow whole (4d6 acid, AC 22, hp 20)

STATISTICS

Str 42, **Dex** 12, **Con** 29, **Int** 1, **Wis** 13, **Cha** 2

Base Atk +9; **CMB** +31 (+35 grapple); **CMD** 43 (can't be tripped)

Feats Dodge, Improved Critical^{MF} (bite), Improved Initiative, Inescapable Grasp^{MF}, Power Attack^{MF}, Skill Focus (Perception), Weapon Focus (bite)

Skills Climb +24, Perception +22, Swim +24

SQ dangerous wake^{MA}

ECOLOGY

Environment warm swamps

Organization solitary or pair

Treasure none

SPECIAL ABILITIES

Dangerous Wake (Ex) The enormous slithering bulk of a

titanoboa disturbs the terrain around it. Whenever a titanoboa moves 10 feet or more, each square it passes through becomes difficult terrain. Any squares located underwater require any creature passing into them to succeed a Swim check (DC 15) or Strength check (DC 15) or go under (see the drowning rules in Chapter 13 of the *Pathfinder Roleplaying Game Core Rulebook*). The effects of dangerous wake on underwater squares last for the titanoboa's full turn.

Encircle (Ex) By expending one-half of its movement, a mythic anaconda can use the length of its body to form an enclosed barrier surrounding an open 20-foot-square space. The outer edge of the anaconda's space becomes a 40-foot square until the beginning of its next turn. While it encircles its prey, any creature within the 20-foot inner square is considered flanked by the anaconda, and creatures cannot exit the inner square unless they are able to fly, burrow, or move through the anaconda's space, such as with an overrun combat maneuver or Acrobatics check.

Squeeze (Ex) A creature that takes damage from a titanoboa's constrict ability must attempt a Fortitude save (DC 26) or lose all available air. The target must hold his or her breath to avoid suffocation (see Chapter 13 of the *Pathfinder Roleplaying Game Core Rulebook*), starting the round after the failed save. Against a non-mythic creature, a titanoboa can expend the use of one mythic power as a free action to force the creature to expel all air upon failing its save. The creature must begin checks to avoid suffocation starting the round after the failed save. This ability has no effect on creatures that do not need to breathe. The save DC is Strength-based.

MYTHIC GIANT ANACONDA

Without the giant simple template, a mythic giant anaconda's stats are as follows: **CR** 12/**MR** 5; **XP** 19,200; **Size** Gargantuan; **Init** +6; **AC** 30, touch 9, flat-footed 27; **hp** 178; **Fort** +15, **Ref** +10; **Melee** bite +20 (4d6+21/19-20/x3 plus grab; **Space** 20 ft., **Reach** 20 ft.); **Special Attacks** constrict (4d6+21 plus smother and squeeze), swallow whole (4d6 acid, AC 20, hp 17); **Str** 38, **Dex** 14, **Con** 25; **CMB** +27 (+31 grapple); **CMD** 40 (can't be tripped); **Skills** Climb +22, Swim +22.

The Inescapable Grasp feat is reprinted here for ease of reference.

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 mythic *freedom*

of movement) or by twice your mythic tier otherwise.

A chaotic tangle of writhing serpents of many species knots together in a hissing cacophony of sound and many-hued scales.

MYTHIC VENOMOUS SNAKE SWARM **CR 5/MR 2**

XP 1,600

N Tiny animal (mythic, swarm)

Init +7; **Senses** low-light vision, scent; Perception +13

DEFENSE

AC 20, touch 16, flat-footed 16 (+4 Dex, +4 natural, +2 size)

hp 53 (5d8+31)

Fort +7, **Ref** +10, **Will** +2

DR 5/epic; **Defensive Abilities** swarm traits

OFFENSE

Speed 20 ft., climb 20 ft., swim 10 ft.

Melee swarm (1d6 plus distraction and poison)

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

Special Attacks distraction (DC 15), feeding frenzy^{MA}, mythic power (3/day, surge +1d6)

STATISTICS

Str 9, **Dex** 18, **Con** 17, **Int** 1, **Wis** 12, **Cha** 2

Base Atk +3; **CMB** —; **CMD** —

Feats Improved Initiative, Lightning Reflexes^{MF}, Skill Focus (Perception)

Skills Acrobatics +7 (+3 when jumping), Climb +16, Perception +13, Stealth +20, Swim +12; **Racial Modifiers** +4 Perception, +4 Stealth; uses Dex to modify Climb and Swim

SQ compression, overwhelming venom^{MA}

ECOLOGY

Environment any

Organization solitary, nest (2–4 swarms), or knot (5–7 swarms)

Treasure none

SPECIAL ABILITIES

Feeding Frenzy (Ex) When attacking a wounded creature, a mythic venomous snake swarm inflicts 1 point of bleed damage when it deals damage with its bite. This bleed damage stacks with itself and other sources of bleed damage.

Overwhelming Venom (Ex) Creatures facing a venomous spider swarm must contend with an overwhelming number of toxic bites. Whenever a creature attempts a save to resist a mythic venomous snake swarm's poison, that creature must roll twice and take the worse result. In addition, if it bites a living creature that has a saving throw bonus that applies specifically to poison, a mythic venomous snake swarm can expend one use of mythic power as a free action to negate that bonus for the turn. This has no effect on creatures immune to poison.

Poison (Ex) Swarm—injury; *save* Fort DC 15; *frequency* 1/round for 6 rounds; *effect* 1d2 Con; *cure* 2 consecutive saves. The save DC is Constitution-based.



Tiger, Dire

This large tiger grumbles a warning as it crouches. Two saber-like fangs jut downward from its powerful jaws.

MYTHIC DIRE TIGER

CR 10/MR 4

XP 9,600

Pathfinder Roleplaying Game Bestiary

N Large animal (mythic)

Init +11^{MF}; **Senses** low-light vision, scent; **Perception** +12

DEFENSE

AC 22, touch 12, flat-footed 19 (+3 Dex, +10 natural, -1 size)

hp 137 (14d8+74)

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

Defensive Abilities evasion^{MA}; **DR** 10/epic; **Immune** fear^{MA}

OFFENSE

Speed 40 ft.

Melee 2 claws +19 (2d4+9 plus grab), bite +19 (2d6+9/19-20 plus grab)

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

Special Attacks mythic power (4/day, surge +1d8), pounce, rake (2 claws +19, 2d4+9), tear limb^{MA}

STATISTICS

Str 29, **Dex** 17, **Con** 17, **Int** 2, **Wis** 12, **Cha** 10

Base Atk +10; **CMB** +20 (+24 grapple); **CMD** 33 (37 vs. trip)

Feats Improved Critical (bite), Improved Initiative^{MF}, Run, Skill

Focus (Perception), Skill Focus^{MF} (Stealth), Weapon Focus (bite, claw)

Skills Acrobatics +7 (+11 when jumping), Perception +12,

Stealth +16 (+20 in tall grass), Swim +14; **Racial Modifiers** +4

Acrobatics, +4 Stealth (+8 in tall grass)

SQ hide in plain sight^{MA}, stealthy charger^{MA}

ECOLOGY

Environment any forest, plains, and swamps

Organization solitary or pair

Treasure none

SPECIAL ABILITIES

Hide in Plain Sight (Ex) While in forest, plains, or swamp terrain, a mythic dire tiger can make Stealth checks even while being observed. If the tiger expends one use of mythic power, it can use Stealth in any environment while being observed.

Stealthy Charger (Ex) A mythic dire tiger takes no penalty on Stealth checks when moving up to its speed. When running or charging, it takes a -10 penalty on Stealth checks. If a mythic dire tiger expends one use of its mythic power as charge action, it eliminates this penalty and can move both before and after attacking the target of its charge, as long as its total movement does not exceed its speed. It can make a Stealth check after attacking, though it takes a -10 penalty until the beginning of its next turn.

Tear Limb (Ex) When a mythic dire tiger confirms a critical hit with its bite, it can severely injure its opponent's arm or leg instead of attempting to grab the opponent. The attack has the same effect as if it succeeded at a critical called shot on the limb, and it can expend one use of mythic power to instead inflict the results of a debilitating blow on its foe. If the called shot rules are not being used, treat the mythic dire tiger as if it had the Crippling Critical feat, though this applies only to its bite.

Wolf

This immense black wolf is the size of a horse, its fangs as large and sharp as knives.

MYTHIC DIRE WOLF

CR 4/MR 1

XP 1,200

Pathfinder Roleplaying Game Bestiary

N Large animal (mythic)

Init +2; **Senses** low-light vision, scent; Perception +10

DEFENSE

AC 15, touch 11, flat-footed 13 (+2 Dex, +4 natural, -1 size)

hp 45 (5d8+23)

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

DR 5/epic

OFFENSE

Speed 50 ft.

Melee bite +8 (1d8+6 plus trip)

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

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

STATISTICS

Str 19, **Dex** 15, **Con** 17, **Int** 2, **Wis** 12, **Cha** 10

Base Atk +3; **CMB** +8; **CMD** 20 (24 vs. trip)

Feats Pack Attack^B, Run, Skill Focus (Perception), Weapon Focus (bite)^{MF}

Skills Perception +10, Stealth +3, Survival +1 (+5 scent tracking);

Racial Modifiers +4 Survival when tracking by scent

SQ pack leader^{MA}

ECOLOGY

Environment cold or temperate forests

Organization solitary, pair, or pack (1 mythic dire wolf and 3–12 dire wolves)

Treasure none

SPECIAL ABILITIES

Pack Leader (Ex) A mythic dire wolf gains Pack Attack as a bonus feat and treats all allied wolves and dire wolves as if they also had this feat for the purpose of gaining its benefits. Once per day as a standard action, a mythic dire wolf can grant Pack Attack as a bonus feat for 1 minute to all allied wolves and dire wolves within 30 feet who can see and hear it. When it does so, the mythic dire wolf gains the benefit of Mythic Pack Attack. The wolf can use this ability more than once per day by expending one use of its mythic power for each additional use.

Shake Prey (Ex) When a mythic dire wolf hits with its bite, it can choose to make a combat maneuver check to bull rush, drag, or reposition the target rather than tripping it. It may expend one use of its mythic power to gain the grab special ability for 1 minute. If it successfully grapples an opponent while using this ability, it shakes the foe, dealing additional damage equal to its bite attack. It may forgo this additional damage to bull rush, drag, reposition, or trip the target as a free action, using the same combat maneuver bonus it used to grapple the target.

MYTHIC WOLF PACK

CR 6/MR 2

XP 2,400

N Medium animal (mythic, troop)

Init +2; **Senses** low-light vision, scent; Perception +8

DEFENSE

AC 22, touch 13, flat-footed 19 (+2 Dex, +1 dodge, +9 natural)

hp 84 (8d8+48)

Fort +10, **Ref** +8, **Will** +5

Defensive Abilities troop traits; **DR** 5/epic

OFFENSE

Speed 50 ft.

Melee troop (2d6+4 plus trip)

Special Attacks hamstring^{MA}, hungry howl^{MA}, mythic power (2/day, surge +1d6), trip

STATISTICS

Str 19, **Dex** 15, **Con** 19, **Int** 2, **Wis** 12, **Cha** 10

Base Atk +6; **CMB** +10; **CMD** 22 (can't be bull rushed or tripped)

Feats Dodge, Iron Will, Mobility^{MF}, Skill Focus (Perception)

Skills Acrobatics +6 (+14 when jumping), Perception +8, Stealth +10, Survival +2 (+6 tracking by scent); **Racial Modifiers** +4 Survival tracking by scent

SQ no escape^{MA}

ECOLOGY

Environment cold or temperate forests

Organization solitary

Treasure none

SPECIAL ABILITIES

Hamstring (Ex) When a creature is tripped by a mythic wolf pack, its speed is halved for 24 hours due to leg injuries (DC 18 Fortitude negates). Creatures immune to critical hits are immune to this effect, and it can be repaired with regenerate. The save DC is Strength-based.

Hungry Howl (Ex) As a full-round action, a mythic wolf pack can howl to gain frightful presence (DC 14) for 1 minute. Herbivorous animals take a -4 penalty on saves against a mythic wolf pack's frightful presence. If the wolf pack expends one use of its mythic power, its frightful presence affects all creatures within 60 feet and all animals within 300 feet.

No Escape (Ex) When a creature moves out of a space threatened by a mythic wolf pack, the pack can reshape itself and move up to its speed as an immediate action. It can expend a use of mythic power to move twice its speed and gain the benefit of *haste* or *tireless pursuit* (caster level 8th); these effects are nonmagical.



Wolverine, Dire

This terrible wolverine is as large as a bear, its jaws and claws oversized and brutal, its eyes dark and filled with rage.

MYTHIC DIRE WOLVERINE

CR 5/MR 2

XP 1,600

Pathfinder Roleplaying Game Bestiary

N Large animal (mythic)

Init +7; **Senses** low-light vision, scent; Perception +12

DEFENSE

AC 18, touch 12, flat-footed 15 (+3 Dex, +6 natural, -1 size)

hp 68 (5d8+46)

Fort +8, **Ref** +7, **Will** +2

DR 5/epic

OFFENSE

Speed 30 ft., climb 10 ft.

Melee 2 claws +6 (1d8+4), bite +6 (1d6+4 plus 1d4 bleed^{MA})

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

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

STATISTICS

Str 19, **Dex** 17, **Con** 19, **Int** 2, **Wis** 12, **Cha** 10

Base Atk +3; **CMB** +8; **CMD** 21 (25 vs. trip)

Feats Improved Initiative, Skill Focus (Perception), Toughness^{MF}

Skills Climb +12, Perception +12

ECOLOGY

Environment cold forests

Organization solitary or pair

Treasure none

SPECIAL ABILITIES

Incapacitating Musk (Ex) Once per day as a standard action, a mythic dire wolverine can spray malodorous musk in a 20-ft. cone. Each creature within the cone must succeed at a DC 18 Fortitude save or be nauseated for 1d6 rounds and then sickened for 1d6 minutes. A creature making the save is only sickened for 1d6 rounds. The save DC is Constitution-based and includes a racial bonus equal to the mythic wolverine's rank.

Rage (Ex) A dire wolverine that takes damage in combat flies into a rage on its next turn, madly clawing and biting until either it or its opponent is dead. It gains +4 to Strength, +4 to Constitution, and -2 to AC. The creature cannot end its rage voluntarily. A mythic dire wolverine can spend one use of its mythic power to instead gain +6 to Strength and Constitution. It also gains the benefit of the Diehard feat and a +2 bonus on Will saves while raging.





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