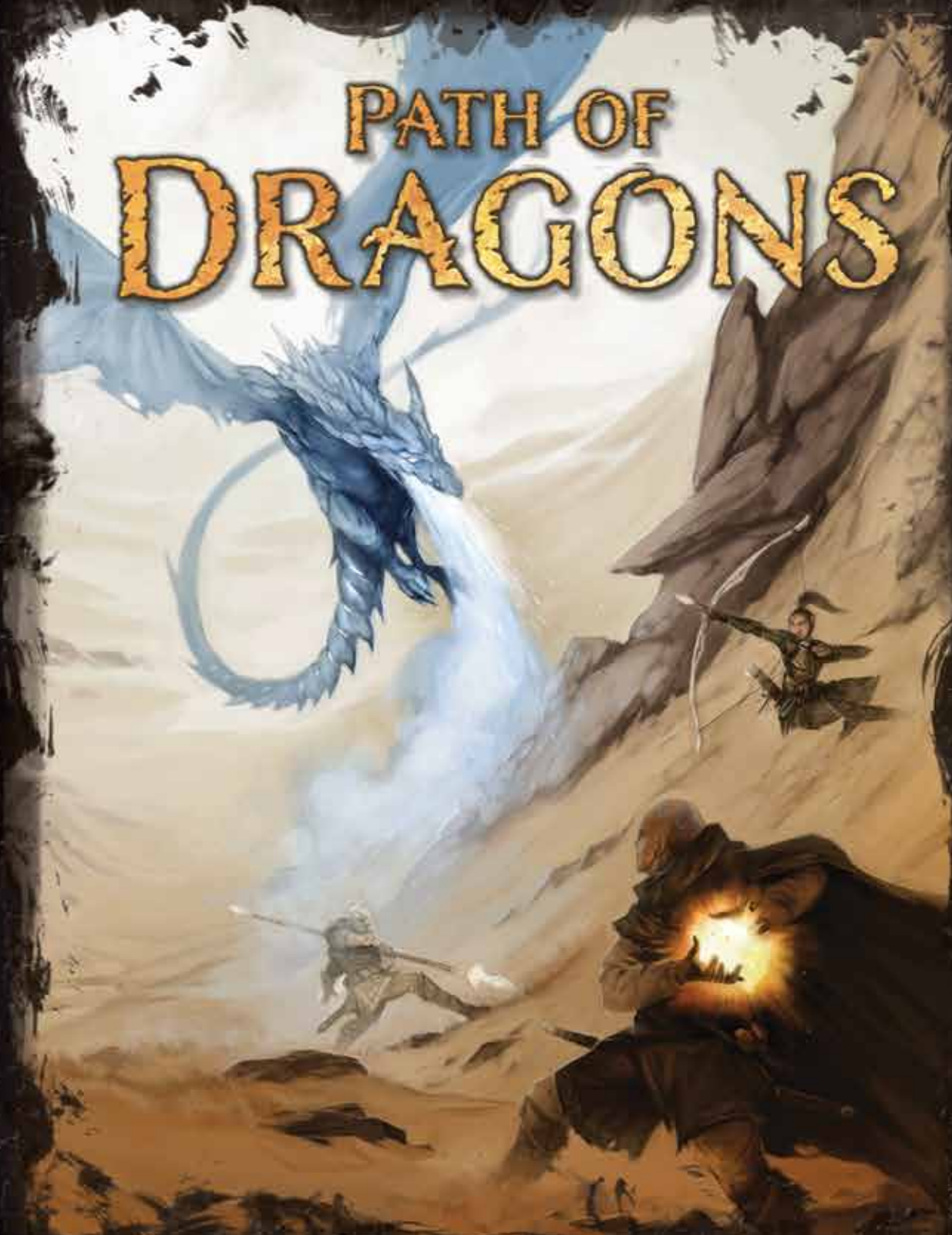




# PATH OF DRAGONS



**PATHFINDER**  
ROLEPLAYING GAME COMPATIBLE

MYTHIC PLUG-INS





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# PATH OF DRAGONS

## CREDITS .....

**Authors:** Jason Nelson

**Artist:** Michael Jaecks and Tim Kings-Lynne

**Design and Layout:** Rick Hershey

**Legendary Games Team Members:** Clinton J. Boomer, Benjamin Bruck, Matt Goodall, Jim Groves, Tim Hitchcock, Jonathan Keith, Jason Nelson, Tom Phillips, Neil Spicer, Todd Stewart, Russ Taylor, Greg Vaughan, and Clark Peterson

**Publisher:** Jason Nelson

**Executive Partner:** Neil Spicer

**Business Director:** Rachel Ventura

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## WELCOME TO MYTHIC PLUG-INS: MYTHIC PATHS!

**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 work of conversion. The Pathfinder Roleplaying Game Mythic Adventures hardback contains a wealth of new rules, but in one book there cannot be room for everything. The basic mythic rules presuppose a set of six mythic paths, one connected with each ability score, and those cover most of the classic heroic (or villainous) roles of myth and legend, but not all. The Mythic Path series from Legendary Games looks to fill in the niches that are not quite served by the existing mythic paths, providing exciting new options for your mythic characters!

The Mythic Paths line isn't all about the heroes, though. The mythic rules shift the balance of how the game is played with a whole new action economy and calculus of what creatures and characters can do. This opens up a lot of new options for both player characters and their opponents, but the balance of the playing field has definitely tilted in the players' favor. This is not a bad thing in itself; the PCs are the heroes of the story, and they are supposed to win most of the time, but when that tilt causes the iconic and epic to become an anticlimactic walkover, that's when the bad guys need some help. That is where the Mythic Paths series from Legendary Games comes in, providing them with a wealth of dirty, rotten, sneaky, and diabolically nasty tricks to spring on your unsuspecting players, with abilities designed to counter and compensate for the advantages that mythic PCs have in a mythic game and built within a balanced path framework that helps the iconic villains in your campaign to truly hold their own.

Whether for heroes or villains, the abilities in the Mythic Paths series offer you a host of great new options for your mythic game, bringing fabulous flavor and imaginative mechanics with the standard of excellence in design that you've come to expect from Legendary Games. As with all of our Mythic Plug-Ins, Mythic Paths are brought to you by the experts who know the mythic monster rules like no one else because they are the same authors that helped create the mythic paths and abilities in Pathfinder Roleplaying Game Mythic Adventures.





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## **SPECIAL ELECTRONIC FEATURES**

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We've hyperlinked the electronic version of this product internally from the Table of Contents and externally with links to the [Pathfinder Reference Document](#), the official online compendium of game rules, as well as the [d2opfsrd.com](http://d2opfsrd.com). 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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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!

Also visit us on Facebook and follow us on [Twitter](#), and check out our website at [www.makeyourgamelegendary.com](http://www.makeyourgamelegendary.com).



## WHAT YOU WILL FIND INSIDE PATH OF DRAGONS

**D**RAGONS ARE AMAZING CREATURES, WITH AN EPIC LEGACY AS THE NAMESAKES OF the foundational game that really put roleplaying on the map. However, as the game has gotten more complex and become filled with special cases and combinations that can hit dragons where they're weakest and prevent them from really showing their strength, that's when it's time for GMs to step up and say, "NO MORE! IT'S TIME TO RESTORE THE ROAR!"

That is what this product is all about: putting dragons back in their rightful place as the Head Monsters In Charge of the RPG universe. The rules here operate within the structure of the mythic ruleset for the Pathfinder Roleplaying Game, but these rules are truly transferable to any game. Your players don't get to look at your notes for how and why a dragon does all the awesome and amazing things it does. It's perfectly legitimate for you to introduce mythic monsters, especially monsters as iconic as dragons, into your campaign as just a much more robust and challenging form of a creature that already exists. Still, using the mythic framework keeps it from just being a case of total GM fiat and gives you a systematic way to make your dragons not just tougher in combat but more interesting and fun to play.

The Path series from Legendary Games combines the rich story and background potential of mythic creatures with a heaped helping of marvelous crunch, all brought to you by the same authors that work on the official Pathfinder Roleplaying Game products you already love. That's the Legendary Games tradition: 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 PATH OF DRAGONS

Dragons are a unique and iconic monster in tales of fantasy and in the annals of RPGs, but they also present a unique challenge for use with the mythic rules. Dragons, more so than almost any other creature, are the signature solo encounters, great and mighty beasts that are used to tackling multiple foes (or even entire armies of them), but the action economy of a tactical roleplaying game doesn't model that design approach very well, and the mythic rules in some way exacerbate the problems with solo monster scenarios. The best strategy to deal with these issues is not to design encounters that rely on single enemies, because the focused fire advantage of an entire party of heroes is generally too much for any enemy to overcome unless that enemy is so much more powerful than the heroes that it is functionally immune to their attacks. The problem is that we don't really *want* to do that with dragons. Occasionally there will be a mated family of dragons, or an adult with its children, or a dragon with a rider and allies, or a draconic chessmaster villain with her minions, but when you close your eyes and think "DRAGON FIGHT!" most of the time we are seeing in our mind's eyes one dragon battling a team of foes. In spite of the challenges, the story concept of a draconic duel is such a classic that we want to preserve the possibility of it in a mythic game, so the rules below can be used to make dragons more effective solo combatants in the context of a mythic game.

A secondary concern with dragons is that, for all their formidable assets, in a game with continually expanding options they also have a few Achilles' heels that are easier and easier to exploit the more options come out. A spell like *calcific touch*, a melee touch attack (weak point #1) that targets the dragon's Dexterity score (weak point #2), might have been bal-

anced by the fact that originally only sorcerers and wizards could cast it, and they would have to close into melee range with a dragon for long enough to get in several hits and turn it to stone. Not a very enticing proposition for a wizard when a dragon can easily circumvent their standard defenses like invisibility and flight. However, for a mythic magus or similar character who is built to dive into combat and break out multiple spells per round, or for any arcanist to make touch spells into ranged spells, enhancing them to bypass the dragon's spell resistance and increase their Dexterity damage, suddenly that tactic becomes far more difficult for any dragon to withstand.

## DRAGON UNIVERSAL MONSTER RULES

The *Pathfinder Roleplaying Game Mythic Adventures* rulebook already contains a number of [Universal Monster Rules](#) in Chapter 6 that are either dragon-specific or very well suited to dragons, including *dragon blood*, *dragon cantrips*, *dragon fury*, *lingering breath*, and *poisonous blood*. The following abilities are ideally suited to select when building your own mythic dragons, or if you wish to use them in place of existing standard mythic abilities in existing mythic dragon stat blocks. Many of these abilities could, of course, be transposed to other creature types, but they could also be reserved for dragons alone. The draconic abilities fall into the following stat block locations. Abilities marked with an asterisk are associated with one of the dragon paths described in the following section.

**Attacks:** steal\*

**Aura:** aura of terror\*, calming presence\*, draconic reek

**Defensive Abilities:** bloodied recovery, draconic fortitude, draconic toughness, eater of magic, glittering scales, impenetrable scales, indomitable will, inviolate body, jeweled coat\*, lifewarding, precocious spell resistance, shimmerscale,







sigils of warding\*, unstoppable force\*

**Senses:** penetrating gaze\*, searching gaze\*

**Special Attacks:** bloodied breath, breathshaper, carry off, clinging breath, constricting coils, deadly drop, death throes, devastating stoop\*, dire charge, drink enchantment\*, experimental breath weapon\*, fling, hiss of sleep\*, hoard crawlers\*, imperious glare\*, large and in charge, mesmerizing gaze\*, mythic drain, overhead backlash\*, plummet\*, rapid raker, rending claws\*, spell sunder, strafing breath, thundering tail\*, twin talons, wing ripper\*, winged tempest

**Special Qualities:** a thousand faces\*, cult of the dragon\*, draconic archmage\*, dragon sage\*, dragonforge\*, feats of flight\*, fool's gold\*, future sight\*, hulking brute\*, mythic minion, mythic pool, plunderer\*, recover breath, riddling talk\*, scrier\*, tainted bloodline\*, thief-taker\*, trickster path\*, tyrannical tactics

## ABILITY DESCRIPTIONS

The following abilities are available to mythic dragons, as described above.

**Bloodied Breath (Ex):** When the dragon is damaged by an effect that reduces it below one-half its normal hit points, or when an opponent confirms a critical hit against the dragon, it can expend one use of its mythic power to use its breath weapon as an immediate action, even if it has breathed previously and the recharge time for its breath has not elapsed. It must include the creature that damaged it within the area of its breath weapon; if the creature is out of range, it cannot use this ability. The dragon's breath must recharge normally after using this ability.

**Format:** bloodied breath; **Location:** Special Attacks.

**Bloodied Recovery (Ex):** When the dragon is damaged by an effect that reduces it below one-half its normal hit points, or when an opponent confirms a critical hit against the dragon, it gains fast healing equal to its mythic rank for 1 minute and can attempt a new saving throw to end any one ongoing effect that is affecting it. If the dragon expends one use of its mythic power when this ability is triggered, it can attempt new saving throws against all ongoing effects affecting it (including permanent but not

instantaneous effects), and if affected by any ongoing effect(s) that do not allow a saving throw or that apply even on a successful saving throw, it can expend an additional use of its mythic power to gain a 50% chance to end each effect.

**Format:** bloodied recovery; **Location:** Defensive Abilities.

**Breathshaper (Su):** Each time the dragon uses its breath weapon, it may expend one use of its mythic power as a free action to increase the length of its breath weapon by 10 feet times its mythic rank (for line-shaped breath weapons) or 5 feet times its mythic rank for cone-shaped breath weapons. In addition, each time it uses its breath weapon, it can alter the size and shape of its breath in the following ways that do not require the expenditure of mythic power:

**Bursting Sphere:** The dragon's breath weapon is concentrated into a sphere of energy and spewed forth as a ranged touch attack against any target within a range equal to twice the length of a line-shaped breath weapon. If the ranged touch attack misses, treat the sphere as a [splash weapon that misses](#). A creature struck by the bursting sphere takes full damage with no saving throw allowed. In addition, the breath weapon deals half its normal damage to all creatures within a burst radius equal to one-half the length of a cone (or one-fourth the length of a line) the dragon normally creates.

**Cone to Line:** If the dragon's breath weapon is usually a cone, it can alter the shape to a 5-foot-wide line that is twice the length of the cone it normally creates.

**Line to Cone:** If the dragon's breath weapon is normally a line, it can alter its shape to a cone-shaped burst that is half the length of the line it normally creates.

**Split:** The dragon can cause its breath weapon to fill two separate lines or cones that affect different areas. Each breath fills its normal area but deals only half normal damage (or has half the normal effect or duration for effects other than hit point damage). If the two areas overlap, creatures in the overlapping area save only once, taking the normal damage or effects of the dragon's breath.



**Spread:** The dragon can cause its breath weapon to fill a spread centered on the vertex of any square it occupies, with a radius equal to one-half the length of its cone-shaped breath.

**Format:** breathshaper; **Location:** Special Attacks.

**Carry Off (Ex):** The dragon can grapple a single creature two sizes smaller than itself or two creatures three or more sizes smaller than itself without gaining the grappled condition. In addition, the dragon does not need to succeed at a grapple check to move while carrying grappled creatures two sizes smaller than itself. The dragon can expend one use of its mythic power to use this ability on a creature of up to its own size for 1 minute.

**Format:** carry off; **Location:** Special Attacks.

**Clinging Breath (Su):** The dragon can expend one use of its mythic power as a free action when using its breath weapon to cause the energy from its breath to cling to creatures and deal continuing damage. Creatures failing their Reflex save against its breath weapon take energy damage of the same type as the breath weapon each round at the beginning of their turn for a number of rounds equal to the dragon's mythic rank. As long as a creature continues taking damage from this clinging breath, it is dazzled and outlined as if affected by *faerie fire*. The damage dealt by clinging breath is determined by the dragon's size:

Dragon Size	Points of Energy Damage
Medium or smaller	2d4 per round
Large	2d6 per round
Huge	2d8 per round
Gargantuan	4d6 per round
Colossal	4d8 per round

**Format:** clinging breath (4d8 cold, 10 rounds); **Location:** Special Attacks.

**Constricting Coils (Ex):** The dragon can duplicate the effects of the Snatch feat when attacking with its tail slap. If it grapples a creature with this ability, it does not gain the grappled condition and does not need to succeed at a grapple combat maneuver check to move while maintaining its grapple.

If the dragon makes a tail sweep attack, it can attempt a grapple combat maneuver as a free action against any one creature that failed its saving throw against the tail sweep. If the check succeeds, the target is grappled as above and takes automatic damage equal to the dragon's tail slap damage each round that it remains grappled.

**Format:** constricting coils; **Location:** individual attack.

**Deadly Drop (Ex):** The dragon can carry heavy boulders or similar objects high into the air to drop them on creatures below, up to two objects two or more size categories smaller than itself or a single object of its own size or one size smaller while it is in flight. Dropping these objects requires a ranged touch attack, with a range increment of 20 feet, and the object can be aimed at a specific square (AC 5) rather than a moving creature. Dropped objects deal damage as listed below (DC 15 Reflex half), affecting all creatures in the listed area. Damage is doubled if the object is dropped from 150 feet or more in the air, but it is halved if the dropped object is not made of a heavy, dense material, such as stone. Hence, a boulder would deal full damage, but a wooden wagon or boat, or creature (living or dead) would deal only half damage.

Objec Size	Damage	Area of Effect
Smal	2d6	One 5-foot square
Medium	3d6	One 5-foot square
Large	4d6	10-foot by 10-foot square
Huge	6d6	15-foot by 15-foot square
Gargantuan	8d6	20-foot by 20-foot square
Colossal	10d6	30-foot by 30-foot square

If the ranged touch attack misses, the object lands 1d6 squares away in a random direction. Wherever the dropped object lands, the area of effect becomes [dense rubble terrain](#) until 1 minute is spent clearing it. If the dragon spends one use



of its mythic power, it adds its mythic rank to the Reflex save DC, and any creature failing its save is entangled and stuck in place by rubble until it can succeed on a DC 20 Escape Artist check or Strength check. Creatures or objects dropped by the dragon using this ability take falling damage normally.

**Format:** deadly drop; **Location:** Special Attacks.

**Death Throes (Su):** The dragon can survive at negative hit points equal to its Constitution score times its mythic rank or tier, and the dragon remains conscious while at negative hit points as if it had the Diehard feat. In addition, when the dragon dies it can take a full attack action immediately before death, though it cannot target any opponent with more than one attack. In addition, its body erupts in spectacular fashion 1 round after its death, dealing damage as the dragon's breath weapon to every creature and object within 5 feet times the dragon's mythic rank or tier.

**Format:** death throes; **Location:** Special Qualities.

**Dire Charge (Su):** The dragon can expend one use of its mythic power to use its breath weapon as a free action when it uses the charge action. It may use the breath weapon at any point during its movement, but the area of its breath weapon must include the target of its charge. The target of the dragon's charge takes a  $-2$  penalty on its saving throw against the dragon's breath weapon and takes additional damage (of the same type, which must be hit point damage) equal to twice the dragon's mythic rank.

In addition, if the dragon is size Huge or larger, it can use the charge action to move in a straight line up to twice its speed and make a crush special attack at the end of its movement. If the dragon breathes during its charge as described above, all creatures targeted by its crush attack are considered the targets of its charge for the purpose of the saving throw penalty and additional damage.

**Format:** dire charge; **Location:** Special Attacks.

**Draconic Fortitude (Ex):** Whenever the dragon would take ability damage, ability drain, temporary or permanent penalties to ability scores, or temporary negative levels, it ignores an amount of that damage, drain, penalty, or number of

levels equal to one-half its mythic rank. In addition, a dragon can expend one use of its mythic power as a free action to end any one of the following effects currently affecting it: bleed, blinded, confused, cowering, dazed, dazzled, deafened, entangled, exhausted, fascinated, fatigued, frightened, nauseated, panicked, paralyzed, shaken, sickened, staggered, or stunned. It can use this ability at the beginning of its turn if one of the above conditions would prevent the dragon from taking actions. The dragon can also negate permanent conditions such as *feeblemind*, *insanity*, a permanent negative level, or petrification by expending two uses of its mythic power if the condition resulted from a non-mythic effect, or 3 uses of its mythic power if it was from a mythic effect.

**Format:** draconic fortitude; **Location:** Defensive Abilities.

**Draconic Reek (Ex):** The dragon gains the [stench](#) special quality, as described in the *Pathfinder Roleplaying Game Bestiary*. In addition, if the dragon's breath weapon deals hit point damage, any creature that fails its saving throw against the dragon's stench also takes 1d6 points of damage of the same type as the dragon's breath weapon every round that it begins its turn within 30 feet of the dragon.

**Format:** draconic reek; **Location:** Aura.

**Draconic Toughness (Ex):** The dragon gains additional hit points equal to its mythic rank times its age category. These hit points stack with those it normally gains from its mythic ranks.

**Format:** draconic toughness; **Location:** Defensive Abilities.

**Eater of Magic (Su):** When the dragon fails a saving throw against a spell, supernatural ability, or spell-like ability, it can reroll the saving throw against the effect (this is not an action). If it succeeds at the second saving throw, it is not affected by the spell, supernatural ability, or spell-like ability and gains a number of temporary hit points equal to the effect's caster level (in the case of spell or spell-like abilities) or the CR of the effect's creator (in the case of supernatural abilities). These temporary hit points last for 1 minute.

The dragon can use this ability once per day, and



may gain additional uses per day by spending one use of its mythic power each time it activates this ability.

**Format:** eater of magic; **Location:** Defensive Abilities.

**Fling (Ex):** The dragon can use a standard action to fling aside an opponent it has grabbed. A flung creature travels 1d6 + 10 feet, and takes 1d6 points of damage per 10 feet traveled. A dropped creature takes falling damage as if it had fallen from a height equal to the dragon's space. By expending one use of mythic power, the dragon can fling a grappled creature as a swift action.

**Format:** fling; **Location:** Special Attacks.

**Glittering Scales (Ex):** The dragon's scales are glossy and reflect ordinary light and magical energy. In bright light, any creature within 5 feet times the dragon's mythic rank is automatically dazzled (no save), and any creature beginning its turn adjacent to the dragon is blinded for 1d4 rounds unless it succeeds on a Reflex save with a DC of 10 plus the dragon's Charisma modifier plus its mythic rank (its Hit Dice do not affect this save DC). Creatures can avoid being dazzled or blinded by averting their gaze or closing their eyes, as if this were a gaze attack.

In addition to reflecting natural light, rays and magical ranged touch attacks have a 20% miss chance when targeting the dragon, and effects that are deflected have a 20% chance of being redirected toward another target (chosen randomly) within a number of feet of the dragon equal to 5 times the dragon's mythic rank; otherwise, they are simply harmlessly deflected away. As an immediate action, the dragon can expend one use of its mythic power to increase its reflectiveness to 50% for a number of rounds equal to its mythic rank. The chance to redirect the attack at another creature is likewise increased to 50%, and if the attack is redirected and the caster of the effect is within 5 feet times the dragon's mythic rank, the dragon can choose to reflect the effect directly back at the caster rather than rolling randomly.

Magical effects with the light descriptor as well as light-based effects such as *color spray*, *prismatic spray*, and *searing light* have the

same chance of being reflected (if targeting the dragon) or simply to not affect the dragon (if they affect an area) as rays. This does not enable the dragon to move through a *prismatic wall* or *prismatic sphere*.

**Format:** glittering scales; **Location:** Defensive Abilities.

**Impenetrable Scales (Ex):** The dragon's damage reduction is increased by 5, and its damage reduction is treated as DR/-. If the dragon does not already possess damage reduction, it gains damage reduction 5/-. Weapons or effects that would normally overcome its damage reduction no longer do so, including a paladin's smite evil or mythic effects such as a mythic champion's [fleet charge](#) or a mythic trickster's [surprise strike](#). The dragon's damage reduction applies even against spells, supernatural abilities, and other magical effects that deal bludgeoning, piercing, and slashing damage. The dragon also gains immunity to bleed effects, though this immunity can be bypassed on a critical hit with an epic weapon, mythic spell, or the natural weapon of a mythic creature whose mythic rank is equal to or greater than the dragon's.

**Format:** impenetrable scales; **Location:** Defensive Abilities.

**Indomitable Will (Ex):** The dragon adds one-half its mythic tier on all Will saves, and if the dragon is affected by a mind-affecting effect that results in a partial or reduced effect on a successful save, the dragon is completely unaffected by it. In addition, whenever it would be affected by a mind-affecting effect (including effects that allow no saving throw), the dragon can ignore the effect as an immediate action by expending one use of its mythic power (two uses if the effect is a mythic effect). It cannot use this ability to ignore mythic effects created by a mythic creature whose mythic rank or tier exceeds its own.

**Format:** indomitable will; **Location:** Defensive Abilities.

**Inviolable Body (Ex):** The dragon gains immunity to disease and to hostile transmutation effects, including all forms of petrification and polymorph. Transmutation effects it uses on itself function normally, as do harmless effects used







by its allies.

**Format:** inviolate body; **Location:** Defensive Abilities.

**Large and in Charge (Ex):** The dragon gains [Stand Still](#) as a bonus feat, and it gains a bonus equal to its mythic rank on the combat maneuver check when using it against non-mythic creatures. When the dragon uses this feat against creatures smaller than itself and succeeds on the combat maneuver check, the target's movement is stopped and the dragon also may reposition the target, using the result of its combat maneuver check to determine how far it can move the target. Using this ability does not provoke attacks of opportunity.

**Format:** large and in charge; **Location:** Special Attacks.

**Lifewarding (Ex):** The dragon also gains 5 points of energy resistance against negative energy per mythic rank and adds one-half its mythic tier on saves against death effects, energy drain, possession, and ability damage or drain caused by necromancy effects or the supernatural abilities of undead creatures. If such an effect would result in a partial effect on a successful save, the dragon is completely unaffected by it. Whenever it would be affected by such an effect, the dragon can choose to negate the effect by expending one use of its mythic power (two uses if the effect is a mythic effect). It cannot use this ability to ignore mythic effects created by a mythic creature whose mythic rank or tier exceeds its own.

**Format:** lifewarding; **Location:** Defensive Abilities.

**Mythic Drain (Su):** Whenever the dragon confirms a critical hit against a creature that has mythic power, the dragon steals one use of that creature's mythic power and adds it to its own daily uses of mythic power. If the dragon has a mythic feat or ability that has a daily limit on its use, it can use the stolen mythic power to recharge and activate one daily use of that ability, but this must be done within 1 minute of stealing the mythic power. Otherwise, the additional use of mythic power is subject to the normal restrictions on its use.

**Format:** mythic drain; **Location:** Special Attacks.

**Mythic Pool (Su):** The dragon has a larger than

normal pool of mythic power, adding a number of daily uses of mythic power equal to one-half its age category.

**Format:** mythic pool; **Location:** Special Qualities.

**Precocious Spell Resistance (Su):** If the dragon does not possess spell resistance as a special quality, it gains spell resistance equal to 6 plus its CR plus one-half its mythic rank. If it already has spell resistance as a special quality, it increases by an amount equal to one-half the dragon's mythic rank (minimum 1). In addition, if the dragon's abilities are based on its age category, it gains spell resistance two age categories earlier than normal.

**Format:** precocious spell resistance; **Location:** Defensive Abilities.

**Rapid Raker (Ex):** When the dragon uses the charge action or the full attack action, as a free action it can take one claw attack as a secondary natural weapon (i.e., with a -5 penalty on the attack roll and applying only one-half the dragon's Strength bonus). If the dragon expends one use of its mythic power, it can make two free claw attacks as primary natural weapons. A dragon can also use this ability against a creature it is grappling, though not if it has already used this ability against the same creature that round before it was grappled by the dragon.

**Format:** rapid raker; **Location:** Special Attacks.

**Recover Breath (Su):** The dragon reduces the number of rounds it must normally wait in between uses of its breath weapon by 1. This has no effect on breath weapons that are limited in their usage to a specified number of times per day.

In addition, regardless of the interval normally required, the dragon can expend one use of its mythic power as a move action (or two uses as a swift action) to immediately recover the use of its breath weapon. This can allow a dragon to exceed the normal limit on the number of times per day it can breathe.

**Format:** recover breath; **Location:** Special Qualities.

**Shimmerscale (Su):** The dragon's hide shimmers with magical force, granting a deflection bonus to AC equal to its Constitution modifier. This bonus cannot exceed the dragon's natural armor



bonus to AC, and any natural armor bonus to AC it possesses is reduced by an amount equal to one-half its Constitution modifier (minimum 1). If the dragon is targeted with a ray or other magical ranged touch attack, it can spend one use of its mythic power as an immediate action to add its mythic rank to its touch AC.

**Format:** shimmerscale; **Location:** Defensive Abilities.

**Spell Sunder (Su):** The dragon can use a sunder combat maneuver to tear apart magical enchantments by succeeding at a combat maneuver check. For any effect other than one on a creature, the dragon must make its combat maneuver check against a CMD of 15 plus the effect's caster level. To sunder an effect on a creature, the dragon must succeed at a normal sunder combat maneuver against the target creature's CMD + 5, ignoring any miss chance caused by a spell or spell-like ability. If the sunder maneuver succeeds, the dragon suppresses the effect for 1 round, or 2 rounds if she exceeded the CMD by 5 to 9. If she exceeds the CMD by 10 or more, the effect is dispelled. The dragon can use this ability a number of times per day equal to its mythic rank.

**Format:** spell sunder; **Location:** Special Attacks.

**Strafing Breath (Su):** As a full-round action, the dragon can fly at half speed in a straight line while using its breath weapon. The range of this strafing breath is equal to one-half the normal length of its breath weapon, and it deals half normal damage. If it is a breath weapon that does not deal hit point damage, creatures in the area gain a +4 bonus on their saving throw. If the breath weapon is line-shaped, it affects all creatures and objects on the ground in a line 5 feet wide, and if the breath weapon is cone-shaped, it affects a line half as wide as the cone the dragon normally creates. In either case, the length of the line on the ground affected by its breath is equal to the distance the dragon travels on its turn. In addition to affecting targets on the ground, any creature or object between the flying dragon and the line it creates on the ground is also affected by its strafing breath.

When using a double move or the withdraw action, the dragon can instead spend one use of its mythic power to use its breath weapon as a free

action at any point during its movement, with its normal range and area. If its breath weapon requires an amount of time to elapse in between uses and that time has not elapsed, the dragon must expend two uses of its mythic power to use this ability.

**Format:** strafing breath (15-foot-wide line, range 30 feet); **Location:** Special Attacks.

**Twin Talons (Ex)** The dragon can make two claw attacks as part of the same attack action, charge action, or standard action. If the dragon hits the same target with both claws, it can attempt a combat maneuver to drag the target as a free action that does not provoke attacks of opportunity. If the maneuver succeeds, after making its attack the dragon can move with its target as far as the drag maneuver allows, even if its movement for the round would otherwise have been completed. The target is not grappled and is released at the end of the drag maneuver, which may result in a fall if dragged into the air or off a wall, tree, or other high place. If both the dragon and the dragged target are willing, the dragged creature can hold on long enough to mount the dragon on its next turn as a move action and begin riding it.

**Format:** twin talons; **Location:** Special Attacks.

**Winged Tempest (Ex)** As a standard action, a Medium or larger dragon can create a line of wind that is as wide as its own space, with a length of 30 feet plus 30 feet per size category above Medium. The wind it creates is a [strong wind](#). As a full-round action, the dragon can instead create a spread of strong wind filling its own space and all squares within 10 feet, plus 10 feet per size category above Medium. This wind lasts until the beginning of the dragon's next turn. If the dragon expends one use of its mythic power when creating either type of wind, the wind's strength is increased to [windstorm strength](#).

Whenever a dragon uses its winged tempest ability, any creature it threatens that attacks it before the beginning of its next turn provokes an attack of opportunity, even if the dragon has already taken its full allotment of attacks of opportunity. This attack must be made with the dragon's wing buffet attack.

**Format:** winged tempest; **Location:** Special Attacks.



## DRAGON PATHS

Dragons are iconic monsters, certainly, but they can be iconic for different reasons. Some are openly militaristic, both martial and magical at turns, building empires and commanding armies of underlings. Others are embittered misers, hoarding their gold carefully and cunningly, laying traps for those foolish enough to dare steal from them. Others are sibilant whisperers who prefer to lead from behind the scenes, perhaps even walking amongst the lesser races and manipulating them according to their grand and long-gestating designs. And some dragons are simply enormous, titan beasts that dwarf their lesser kindred and stand among the greatest beasts to walk the world or soar over it or crawl under it.

### How does this work with mythic ranks?

As an alternative (or in addition) to simply mixing in some of the mythic abilities above as part of its normal complement of mythic powers gained by virtue of its mythic ranks, each mythic dragon may follow a Dragon Path. This is a sort of “virtual path” which functions similarly to a simple template, granting one additional mythic ability at every even-numbered mythic rank. These mythic abilities may be selected from the universal abilities described above or from the special abilities delineated for each Dragon Path, and these abilities are over and above those gained from the dragon’s mythic ranks. If you are using *Path of Villains* from Legendary Games to create a mythic dragon villain, the dragon’s villain path abilities are in addition to its normal abilities and any abilities that it gains from its Dragon Path. Generally speaking, only dragons which have taken a path can take abilities from that path, but ultimately this book is a resource and you should use whatever parts seem to fit best with the dragon you want to use in your game.

### Should I adjust CR for adding a Dragon

**Path?** That is an open question. If you believe the current mythic framework pertaining to mythic ranks and mythic tiers works out fairly and equally, then you should probably add a +1 CR modifier for adding the path.

Alternatively, if you believe the mythic rules have exacerbated the action economy issues that have long bedeviled solo bad guys in Pathfinder, you need not adjust the dragon’s CR at all and can simply add the requisite abilities in an effort to counterbalance the advantage player characters have long enjoyed.

## ARCANIUS

An arcanus dragon is a serpentine spellcaster supreme, one whose mastery of the mystic arts can match the mightiest of mortal mages.

**Draconic Archmage (Ex):** The dragon is considered to have the archmage mythic path and may choose one archmage arcana ability as the 1st-tier mythic ability of that path. At 3rd mythic rank, the dragon may select any one 1st-tier archmage mythic path ability. At 5th mythic rank, it can select an additional path ability, which may be 1st-tier or 3rd-tier. At 8th mythic rank, it can select an additional path ability, which may be 1st-, 3rd-, or 6th-tier. The dragon can take the Extra Mythic Path Ability feat to select additional archmage path abilities.

**Format:** draconic archmage; **Location:** Special Qualities.

**Dragonforge (Su):** The dragon is a skilled crafter of magical items, gaining the Crafting Mastery mythic path ability and adding its mythic rank to Spellcraft checks made to create magic items. If the dragon exceeds the item’s daily Craft check DC by 10 or more, it can increase the amount of the item’s value that it completes by an additional 1,000 gp for every 10 points by which it exceeds the DC.

**Format:** dragonforge; **Location:** Special Qualities.

**Drink Enchantment (Su):** When the dragon confirms a critical hit with its bite attack, it can choose to drain the magical energies from one



object worn, wielded, or carried by the target. The dragon makes a caster level check, treating its Hit Dice as its caster level, opposed by the target's Fortitude save. If the check succeeds, the dragon drains the item's magic, rendering it permanently nonmagical. To determine which item is affected, use Table 9-2 in the *Pathfinder Roleplaying Game Core Rulebook*.

A dragon also can use this ability once per round in place of one of its normal claw attacks, targeting a specific visible item by making a combat maneuver check against the target's CMD. If the check succeeds, it then makes a caster level check as described above to drain the item's enchantment.

When the dragon drains an item's enchantment, it can use the stolen energy to gain temporary hit points equal to the item's caster level, lasting 1 hour or until expended. Alternatively, it may add the item's caster level to a skill check it makes within the next 24 hours when crafting a magic item, or it may choose to replenish one or more spell slots it has used that day, up to a maximum number of spell levels equal to one-third the item's caster level.

A dragon cannot drain the powers of a legendary item or artifact with this ability, and if it uses this ability to drain the power of a mythic magical item the item's powers are merely suppressed for a number of rounds equal to the dragon's mythic rank, not permanently drained. The wielder of a mythic magic item adds its mythic rank or tier to the Fortitude save to resist this effect.

**Format:** drink enchantment; **Location:** Special Attacks.

**Experimental Breath Weapon (Su):** An arcanist dragon can modify its breath weapon in unusual and exotic ways. The dragon can expend one use of its mythic power to cause its breath weapon to deal full damage to incorporeal or ethereal opponents. In addition, if the dragon's breath normally deals acid, cold, electricity, or fire damage, it can spend two uses of its mythic power as a swift action to change the type of damage dealt by its breath weapon to one of the other types instead of its normal type.

**Format:** experimental breath weapon; **Location:**

Special Attacks.

**Tainted Bloodline (Su):** Through arcane experimentation, ancient inheritance, or supernatural gifting, the dragon's bloodline is infused with mystic power. The dragon may select any one sorcerer bloodline and gains all the benefits of the bloodline class feature, including bloodline arcana, bonus feats, bonus spells, and bloodline powers, treating its caster level as its sorcerer level.

**Format:** tainted bloodline; **Location:** Special Qualities.

## MISER

The miser is a dragon who values its hoard above all things. Its avarice is legendary, and so too is its passion for vengeance upon any who violate its private domain. A miser gains one of the following abilities for every two mythic ranks.

**Fool's Gold (Sp):** The dragon can create a *mirage arcana* (DC equal to the dragon's frightful presence DC) that disguises its real treasure hoard while also creating one or more illusory decoy hoards to mislead and entrap enemies. Any creature within the area of this *mirage arcana* is automatically dazzled and becomes fascinated (Will negates) by the sheer amount of wealth it perceives. A creature that saves or is attacked by the dragon is immune to this fascination for 24 hours (including from other *mirage arcana* effects the dragon creates). By spending one use of its mythic power as a standard action, the dragon can use *envious urge* (DC 21) on creatures within the area of its *mirage arcana*, driving them mad with murderous greed.

A creature using *scrying* to observe the area of the *mirage arcana* perceives the area as desolate and abandoned, entirely empty of creatures or wealth. If the scrying effect is a mythic effect, the caster can attempt a caster level check against a DC equal to 11 plus the dragon's caster level to penetrate this illusion.

**Format:** fool's gold; **Location:** Special Qualities.

**Hoard Crawlers (Sp):** The dragon gains the ability to animate a portion of its treasure hoard as a



full-round action by expending one use of its mythic power. This seething mass of deadly riches has statistics identical to an [ochre jelly](#) but also has construct traits (including bonus hit points based on its size) and moves in response to its creator's mental command. In addition, while it lacks the acid of a true ochre jelly the hoard crawler gains the [engulf](#) (DC 15 plus its creator's mythic rank, 2d4+3 bludgeoning and slashing) and [smother](#) special attacks, which it can use against Medium or smaller opponents. The hoard crawler gains a bonus on its CMB and CMD equal to its creator's mythic rank. A hoard crawler remains active for 24 hours before reverting into ordinary treasure. This is the equivalent of a 3rd-level spell.

If the dragon has at least 15 Hit Dice, it can instead spend two uses of its mythic power as a full-round action to animate a much larger portion of its hoard as [creeping doom](#) (with construct traits in place of vermin traits). These hoard crawlers are not poisonous, but creatures damaged by the swarm must succeed at a Reflex save or be engulfed and smothered as described above (including using the same CMB and CMD; this is an exception to the normal rule wherein swarms cannot grapple or be grappled). The save DC of the hoard crawlers swarm's distraction ability is equal to 10 + 1/2 its creator's Hit Dice + its creator's Charisma modifier.

**Format:** hoard crawlers; **Location:** Special Attacks.

**Jeweled Coat (Su)** The dragon has embedded countless crystals and gems in its scales, using its breath weapon to fuse them into place. This glittering glacia has a 50% chance to negate critical hits or precision-based damage, as if the dragon were wearing fortification armor; this is considered a mythic fortification effect. In addition, its jeweled coat can absorb magical effects as a [rod of absorption](#) with a number of charges equal to twice the dragon's mythic rank. As magical energy stored with this absorption ability is expended, its jeweled coat begins to crumble and decay. When the jeweled coat is reduced below half its total spell levels remaining, the dragon's chance to ignore critical hits is reduced to 25%. When all are expended, it loses the ability to ignore critical hits. The jeweled coat can be replenished by embedding

new gemstones, requiring 1 minute and 1,000 gp worth of gemstones to replenish 1 level of absorptive capacity.

**Format:** jeweled coat; **Location:** Defensive Abilities.

**Plunderer (Ex):** The dragon has uncanny insight into treasure in all its forms. It can sense the presence of metals and minerals as if it possessed a [rod of metal and mineral detection](#), with a range equal to 30 feet times its mythic rank. The dragon also adds its mythic rank on Appraise checks and on Spellcraft checks made to identify the magical properties of items, and can make either check once per round as a free action to determine the value or properties of any item within its line of sight. If it makes a disarm or steal combat maneuver against an item it has appraised or identified before the end of its turn, it gains a bonus equal to its mythic tier on the combat maneuver check.

**Format:** plunderer; **Location:** Special Qualities.

**Steal (Ex):** The dragon can attempt a steal combat maneuver against its opponent as a free action without provoking attacks of opportunity if it hits with the specified attack.

This ability appears in Chapter 6 of the *Pathfinder Roleplaying Game Mythic Adventures* rulebook.

**Format:** steal; **Location:** individual attacks.

**Thief-Taker (Su):** The dragon can sense the direction and location of any item in its hoard at will, as if using [locate object](#), using its Hit Dice as its caster level. If the item has been removed from the dragon's lair, the range of this effect is multiplied by the dragon's mythic rank. If a creature has a stolen object in its possession for 24 hours, these abilities apply even if the creature later disposes of the object, and if the dragon slays the target it can use [create treasure map](#) as a spell-like ability, revealing the last known location of the dragon's stolen treasure in addition to the wealth usually revealed by the spell. This is a curse effect that can be negated by casting [remove curse](#) or [break enchantment](#) (caster level check DC equal to the dragon's breath weapon save DC) upon the stolen item(s).

If the dragon expends one use of its mythic power, it can use [scrying](#) on any creature carrying an



item taken from its hoard (even if that item is in an extradimensional space), using its Hit Dice as its caster level and with a save DC equal to 10 plus 1/2 the dragon's Hit Dice plus its Charisma modifier plus its mythic rank. If the creature is protected by an effect that protects against scrying or divination that requires a caster level check to overcome, the dragon adds its mythic rank to the caster level check. If the dragon successfully scries on a creature that is openly wearing, wielding, or carrying an item it has taken from the dragon's hoard, the dragon may expend one use of its mythic power to treat that creature as its quarry, as the ranger class ability.

**Format:** thief-taker; **Location:** Special Qualities.

## SIBILANT

The sibilant is a clever and cunning dragon whose honeyed words and hypnotic whispers bring all it encounters under its sway. Whether through subtle suggestion or outright mental enslavement, a sibilant dragon often lives among other races in secret, infiltrating the halls of power and manipulating its puppets from the shadows.

**A Thousand Faces (Su):** A sibilant dragon gains the [change shape](#) special quality. For most sibilant dragons, this enables them to assume the form of a humanoid (as *alter self*), though rare dragons may assume other forms with this ability. In addition to affecting a physical change in its form, a sibilant dragon also may use *disguise self* as a spell-like ability, and can expend one use of its mythic power to extend the duration of the effect to 24 hours.

**Format:** a thousand faces; **Location:** Special Qualities.

**Hiss of Sleep (Su):** As a full-round action, a sibilant dragon can emit a subtle, sibilant hiss that lulls its enemies into slumber. This hiss affects a number of enemies within 60 feet equal to the dragon's mythic rank to fall asleep (as *deep slumber*, but with no Hit Die limit) for a number of rounds equal to its mythic rank. A Will save negates this effect (DC 10 + 1/2 the drag-

on's Hit Dice + its Charisma modifier + its mythic rank). The dragon can use this ability while hiding or invisible without revealing itself, and creatures able to see the dragon gain a +4 bonus on their saving throw. This ability has no effect on creatures that are already unconscious or affected by a fear effect. If the dragon expends one use of its mythic power when using its hiss of sleep, then any effect that would normally automatically awaken a creature instead grants it a new Will save to awaken; if the save is failed, the creature remains asleep.

**Format:** hiss of sleep; **Location:** Special Attacks.

**Mesmerizing Gaze (Su):** The dragon gains a gaze attack with a range of 5 feet per age category. Creatures meeting its gaze must succeed at a Will save (DC 10 + 1/2 the dragon's Hit Dice + its Charisma modifier + its mythic rank), gaining a bonus equal to its mythic rank or tier, or become fascinated for a number of rounds equal to the dragon's age category plus its mythic rank. As a standard action, the dragon can issue a *suggestion* (as the spell) to a creature it has fascinated with its gaze. The dragon can expend one use of its mythic power to use *mass suggestion* or *dominate person* instead, or two uses of mythic power to use *mass charm monster* or *dominate monster*. A creature that succeeds at its save against these latter effects remains fascinated, but any other form of attack by the dragon or its allies breaks the fascinate effect for all creatures aware of the attack.

If a sibilant dragon is using a polymorph effect, its mesmerizing gaze is normally suppressed; however, it can target a single creature within 30 feet with its gaze as a swift action.

**Format:** mesmerizing gaze; **Location:** Special Attacks.

**Riddling Talk (Su):** The dragon's clever conversation and convoluted logic can dull the minds of creatures with whom it converses. The dragon gains *glibness* as a spell-like ability, which it may use at will. In addition, it can use its riddling talk to disarm a wary creature, inveigling itself into that creature's good graces and inducing them to reveal their secrets. Every round a creature spends conversing with a sibilant dragon, that creature must succeed on a Will save (DC 10 + 1/2 the dragon's Hit Dice +







its Charisma modifier + its mythic rank), with a bonus to the save equal to its mythic rank or tier. On a failed save, the creature takes 1 point of Wisdom damage and must truthfully answer one question asked by the sibilant dragon. The answers to such questions need not be elaborate but must be truthful, similar to the questions that can be asked of a corpse with *Speak with Dead*. The dragon may choose only to compel truthful answers without dealing Wisdom damage. This is a language-dependent mind-affecting effect.

Every minute the sibilant dragon continues conversing with the creature, it can make a Diplomacy or Intimidate check with a bonus equal to its mythic rank to improve the creature's attitude. If the dragon expends one use of its mythic power, it can make this check after one round of conversation, or if it chooses to converse for a full minute, it can treat the result of this check as a natural 20.

**Format:** riddling talk; **Location:** Special Qualities.

**Trickster Path (Ex):** A sibilant dragon is considered to have the trickster mythic path and can select mythic abilities from that path with its mythic ability slots, treating its mythic rank as its mythic tier. The sibilant automatically gains either the [surprise strike](#) trickster attack, the [Display of Charisma](#) universal path ability, or any one 1st-tier trickster path ability of its choice.

**Format:** trickster path; **Location:** Special Qualities.

## SKYLORD

The skylord is a dragon that rules the endless reaches of the upper air, rarely even coming to earth. It reigns nearly unchallenged as a master of the sky and is a terrifying combatant even against other great skyborne predators.

**Feats of Flight:** A skylord dragon gains one bonus feat per two mythic ranks (minimum 1), which may be a standard feat or a mythic version of a feat from the following list: [Death from Above](#), [Devastating Flyby\\*](#), [Flyby Attack\\*](#), [Hover](#), [Improved Flight\\*](#), [Silent Soarer\\*](#), [Stratospheric Soarer\\*](#), [Wingover](#), [Wingstorm\\*](#).

\* These feats are described in *Mythic Minis 3: Feats of Flight* from Legendary Games.

**Format:** feats of flight; **Location:** Special Qualities.

**Overhead Backlash (Ex):** Any creature that attacks a skylord dragon from above provokes an attack of opportunity from the dragon. This ability applies whether the dragon is in flight or on the ground and includes melee attacks or ranged attacks (assuming the dragon threatens the attacker) as well as maneuvers and special attacks such as crush, overrun, and trample. The dragon can make this attack of opportunity even if the attacker's reach exceeds its own. If the attack of opportunity hits, the dragon can make a combat maneuver check to bull rush the opponent as a free action that does not provoke attacks of opportunity. If this maneuver succeeds and the attacker is flying or jumping, the dragon does not need to move with the target of its bull rush in order to push it more than 5 feet away.

**Format:** overhead backlash; **Location:** Special Attacks.

**Plummet (Ex):** As a standard action or as part of a charge action when flying, the dragon can attempt an overrun combat maneuver against a smaller creature. This maneuver does not provoke attacks of opportunity, and its target cannot choose to avoid the overrun. Any creature the dragon knocks prone with this overrun maneuver takes bludgeoning damage equal to its claw damage, adding 1-1/2 times its Strength bonus. If the dragon expends one use of its mythic power, it can use this ability against an additional number of creatures equal to one-half its mythic rank (minimum 1).

**Format:** plummet; **Location:** Special Attacks.

**Wing Ripper (Ex):** The dragon is an expert at tearing the wings of other flying creatures and sending them plummeting to the ground. When the dragon confirms a critical hit against a creature that flies with wings, that creature's wings are torn and broken, making it unable to fly and unable to use its wings to attack. The target can attempt a Fortitude save (DC 10 + 1/2 the dragon's Hit Dice + the dragon's Strength modifier) to reduce the effects to being treated as entangled whenever it flies (the attack roll



penalty for being entangled also applies to attacks made with the target's wings, even if it is not in flight) for a number of days equal to the dragon's mythic rank or until a *regenerate* spell is applied. A creature with the regeneration special quality removes this effect as soon as its regeneration restores it to its normal maximum hit points. This ability has no effect on creatures that fly without wings.

**Format:** wing ripper; **Location:** Special Attacks.

**Winged Tempest (Ex):** As described above in the general draconic Universal Monster Rules.

## TITAN

The titan is a dragon of enormous size and strength, a hulking brute of a beast who is blessed with tremendous physical prowess while lacking none of the intellect and craftiness that make all dragons such dangerous adversaries.

**Devastating Stoop (Ex):** The dragon can tear buildings and structures apart with ease, dealing double damage to Large or larger objects with its natural weapons, including its crush attack. It can spend one use of its mythic power to ignore up to 10 points of hardness from objects it attacks for 1 minute.

**Format:** devastating stoop; **Location:** Special Attacks.

**Hulking Brute (Ex):** The dragon is much larger than normal for its size category. Its movement is not impeded by difficult terrain, and it can move through the spaces of other creatures smaller than Huge without impediment (and vice versa). A titan dragon gains a +4 size bonus to Strength and Constitution and a +3 bonus to its natural armor bonus to AC, though it takes a -2 penalty to its Dexterity. Though its actual size does not increase and it takes no size penalty on its attack rolls or to its Armor Class, it is considered one size category larger for all other purposes, including its reach, damage dealt by its natural attacks, size of its breath weapon, and qualification for and the effects of size-based special attacks like crush, tail sweep, grab,

swallow whole, and the Snatch feat. Damage dealt by mythic abilities like dragon blood and lingering breath is likewise increased by one die size, as if the dragon were one size category larger.

If the dragon is already Colossal, it gains the following benefits: **Reach** increased to 40 feet (50 feet with its bite); **CMB** increased by 4; **CMD** increased by 4; **Damage** increased to bite 8d6, claws 4d8, gore (Imperial dragons) 4d8, wings 4d6, tail slap 4d8, crush 8d6, tail sweep 4d6; **Breath Weapon** length increased to 160 feet for line-shaped breath weapons, 80 feet for cone-shaped breath weapons.

**Format:** hulking brute; **Location:** Special Qualities.

**Impenetrable Scales (Ex):** As described above in the general draconic Universal Monster Rules.

**Rending Claws (Ex):** The dragon gains the rend special attack, which it may use whenever it strikes a creature with both claws in the same round. In addition, instead of dealing additional damage to the target the dragon may choose instead to apply that damage to an item held or worn by the target as if it had succeeded at a sunder combat maneuver, ignoring an amount of hardness equal to its mythic rank.

**Format:** rending claws; **Location:** Special Attacks.

**Thundering Tail (Ex):** As a full-round action, the dragon can use its slam or tail slap attack to strike the ground, creating a powerful shockwave. The dragon makes a single combat maneuver check to trip all opponents within 5 feet, plus 5 feet per size category of the dragon larger than Medium. Opponents are knocked prone if the check equals or exceeds their CMD. If it exceeds their CMD by 10 or more, those opponents are also staggered for 1 round for every 10 points by which the check exceeded their CMD. If the dragon is a Huge or larger dragon, it can also create this shockwave as part of using its crush attack.

When the dragon uses its tail sweep attack, creatures failing their Reflex saves are knocked prone. In addition, creatures in the area of its tail sweep must succeed at a Fortitude save with the same DC or be staggered for 1 round. Creatures failing their save by 10 or more are



stunned for 1 round and staggered for 1d4 rounds thereafter. If the dragon spends one use of its mythic power when making a tail sweep attack, it can affect all creatures smaller than itself.

**Format:** thundering tail; **Location:** Special Attacks.

**Unstoppable Force (Ex):** A titan dragon's movement is never impeded by difficult terrain and it can always use the charge action, even if its movement is impeded or its path is blocked by another creature (though not if it is grappled). It receives a +20 racial bonus on combat maneuver checks to overrun and Strength checks to break or destroy objects, and can make one such check as a free action as part of a charge. In addition, the natural weapons of a titan dragon bypass 2 points of damage reduction or hardness per mythic rank against non-mythic targets, or 1 point of damage reduction or hardness against mythic objects or creatures. They do not bypass the hardness of legendary items or artifacts.

In addition, whenever a titan dragon fails a saving throw against any mind-affecting, paralysis, petrification, polymorph, or immobilizing effect (including *binding* and *temporal stasis* but not *imprisonment*), it can expend one use of its mythic power to attempt a new saving throw at the end of its turn to remove the effect. Doing so takes no action. The dragon can make a new saving throw every round, but it can remove only one such effect per round. If the effect is not a mythic spell or effect, the dragon gains a bonus equal to its mythic rank on the saving throw.

**Format:** unstoppable force; **Location:** Defensive Abilities.

## TYRANT

The tyrant is a dragon who eschews the lonely lairs favored by many of its kind deep in the desolate wastes and forbidding wilderness. Instead, a tyrant craves command and embraces lordship over a grand domain. He exacts tribute and dispenses terror until all cower beneath his claws, prepared to discharge obedient service and to show proper respect for their scaled master.

**Aura of Terror (Ex):** The dragon gains the frightful presence special quality. If it already has frightful presence, the aura's radius is increased by 5 feet times its mythic rank, and creatures failing their saves become frightened rather than shaken. Creatures with fewer Hit Dice than 4 plus the dragon's mythic rank become panicked instead. Mythic creatures that succeed on their saving throw are shaken for 1 round, while non-mythic creatures are shaken for a number of rounds equal to the dragon's mythic rank.

In addition, if the dragon expends one use of its mythic power as a free action when charging, attacking, or using its breath weapon, all creatures within range are affected by its frightful presence even if they have previously saved against it or are immune to fear effects, including mindless living creatures like oozes and vermin (mindless non-living creatures are immune).

**Format:** aura of terror; **Location:** Aura.

**Cult of the Dragon (Su):** The dragon has developed a cult that worships it as divine. It gains the [divine source](#) universal mythic path ability, as described in Chapter 1 of *Pathfinder Roleplaying Game Mythic Adventures*. At 6th rank and 9th rank, the dragon can select this ability again, adding one domain and two subdomains to the list of spells it can cast and that it can grant to others.

**Format:** cult of the dragon; **Location:** Special Qualities.

**Imperious Glare (Su):** As a swift action, the dragon can focus the terrifying power of its will and its overwhelming sense of authority to force one creature within 10 feet times its mythic rank to cower before it for 1 round unless it succeeds at a Will save (DC equal to the dragon's frightful presence DC). If the target fails its save by 5 or more, the dragon can also make a *suggestion* to the target, which it will begin obeying after it ceases cowering. If the dragon expends one use of its mythic power as part of this swift action, it can affect a number of creatures equal to one-half its mythic rank (minimum 1), though all must be within 5 feet times the dragon's mythic rank of each other; all creatures failing their save by 5 or more follow the same *suggestion*. This is treated as a gaze attack. A dragon lacking the frightful presence special quality cannot



take this mythic ability.

**Format:** imperious glare; **Location:** Special Attacks.

**Mythic Minion (Ex):** The dragon gains Leadership as a bonus feat. She takes no penalty to her Leadership as a result of aloofness, cruelty, or causing the death of other cohorts or followers. A tyrant dragon with this ability may also select the [mythic companion](#) and [blessed companion](#) hierophant path abilities, as described in Chapter 1 of *Pathfinder Roleplaying Game Mythic Adventures*.

**Format:** mythic minion; **Location:** Special Qualities.

**Searching Gaze (Su):** Once per round as a free action, the dragon can direct its glowing gaze like searching streamers of light in a 5-foot-wide line with a length equal to 30 feet times its mythic rank. It sees with *true seeing* in this line, and any creatures in the area are outlined in *faerie fire* for 1 minute unless using a mythic power, spell, or item to become hidden or invisible.

**Format:** searching gaze; **Location:** Senses.

**Tyrannical Tactics (Ex):** The dragon receives a teamwork feat as a bonus feat. He must meet the prerequisites for this feat. As a standard action, the dragon can grant any teamwork feat it possesses to all allies within 5 feet times its mythic rank for a number of rounds equal to its mythic rank plus one-half its age category. Allies do not need to meet the prerequisites of these bonus feats. Its allies must be able to see, hear, and understand the dragon to benefit from this ability. The dragon can use this ability a number of times per day equal to one-half its mythic rank (minimum 1).

If the dragon is attacked while adjacent to an ally who has been granted a teamwork feat, as an immediate action it can compel that ally to throw its body in the way of the attack, granting soft cover to the dragon. If the ally threatens the attacker, it can use its own immediate action to make an attack roll against that creature to use the aid another action to improve the dragon's Armor Class against the attack.

If the dragon is at least 5th mythic rank, it can use this ability as a swift action. In addition, it can expend one use of its mythic power as a move

action to exchange its bonus teamwork feat for a different teamwork feat for which it qualifies.

**Format:** tyrannical tactics; **Location:** Special Qualities.

## WATCHER

A watcher is a coolly dispassionate observer of events, a witness to history and a chronicler of events. The appearance of a watcher is sometimes viewed as a mark in and of itself that some momentous happening is about to occur. Watchers rarely involve themselves in the affairs they observe, but may be sources of information as they and their forebears have accumulated unparalleled libraries of lore.

**Calming Presence (Su):** As a swift action, the dragon can convert its frightful presence into an aura that brings calm. Creatures failing their save against this effect are affected as *calm emotions*, and creatures with fewer than 4 Hit Dice are fascinated. This aura has the same area, duration, and save DC as the dragon's frightful presence. Creatures that save against this calming presence are immune to it for 24 hours, but creatures that successfully saved against the dragon's frightful presence are not.

**Format:** calming presence (30 ft., DC 18); **Location:** Aura.

**Dragon Sage (Ex):** The dragon gains a bonus equal to one-half its mythic rank on all Knowledge checks and can make Knowledge checks untrained. The dragon can always take 10 in Knowledge skills in which it has ranks, and once per day can treat the result of any Knowledge check as a natural 20. The dragon can use this ability more than once per day by expending one use of its mythic power for each use after the first. In addition, when selecting its spells known, a watcher may choose divination spells from any class list; if the spell is a different level for different classes, it can learn the spell at its lowest spell level.

**Format:** dragon sage; **Location:** Special Qualities.

**Future Sight (Su):** The dragon may use *augury*, *divination*, and *moment of presence* at will as spell-like abilities, and it can expend uses of



its mythic power to use the mythic versions of those spells, treating its mythic rank as its tier. If a creature within 10 feet times its mythic rank uses *time stop*, the dragon can perceive and interact with the creature normally while the *time stop* is in effect. Whenever a creature attempts to use a divination effect to gain an insight bonus against the dragon or learn about its future activities, the caster must succeed at a caster level check against a DC equal to 10 plus the dragon's Hit Dice or the effect fails to reveal information or grant a bonus against the dragon.

**Format:** future sight; **Location:** Special Qualities.

**Penetrating Gaze (Su):** The dragon sees with *true seeing* within 5 feet times its mythic rank, and it can expend one use of its mythic power to see with *mythic true seeing* for 1 hour. In addition, it gains a bonus equal to +5 times its mythic rank on Perception checks made to oppose Disguise, Sleight of Hand, and Stealth checks. This bonus also applies on Sense Motive checks made to oppose a Bluff check if the dragon can see the creature making the Bluff check.

**Format:** penetrating gaze; **Location:** Senses.

**Scrier (Sp):** The dragon can use *detect scrying*, *private sanctum*, and *scrying* at will as spell-like abilities and can expend its mythic power to use the augmented and/or mythic versions of those spells, treating its mythic rank as its tier. The dragon

can use any reflective surface as a scrying focus, including a pool of water or an ordinary crystal ball. If the dragon observes a creature that is using a *scrying* effect (including getting a visual image from *detect scrying* of a creature scrying on it), the dragon can expend one use of its mythic power as an immediate action to treat that creature's scrying focus as a *crystal hypnosis ball* through which it can implant a *suggestion*. If the creature fails its save, the dragon becomes attuned to that creature's *scrying focus* and immediately becomes aware of whenever that creature is using a scrying effect as long as the dragon is on the same plane.

**Format:** scrier; **Location:** Special Qualities.

**Sigils of Warding (Su):** The dragon can inscribe mystic sigils upon its lair that function similarly to a *globe of invulnerability*, suppressing the effect of other creature's spells and spell-like abilities without interfering with the dragon's own. The dragon must expend one use of its mythic power to inscribe the sigils, and each inscription wards a stationary area with a radius equal to 10 feet times the dragon's mythic rank. The level of spells suppressed by the sigils is equal to 1 plus one-half the dragon's mythic rank. The sigils are unaffected by *dispel magic*, but they can be obliterated with a *rod of cancellation*, *mage's disjunction*, or *greater dispel magic* against a DC equal to 11 plus the dragon's caster level plus its mythic rank.

**Format:** sigils of warding; **Location:** Defensive Abilities.





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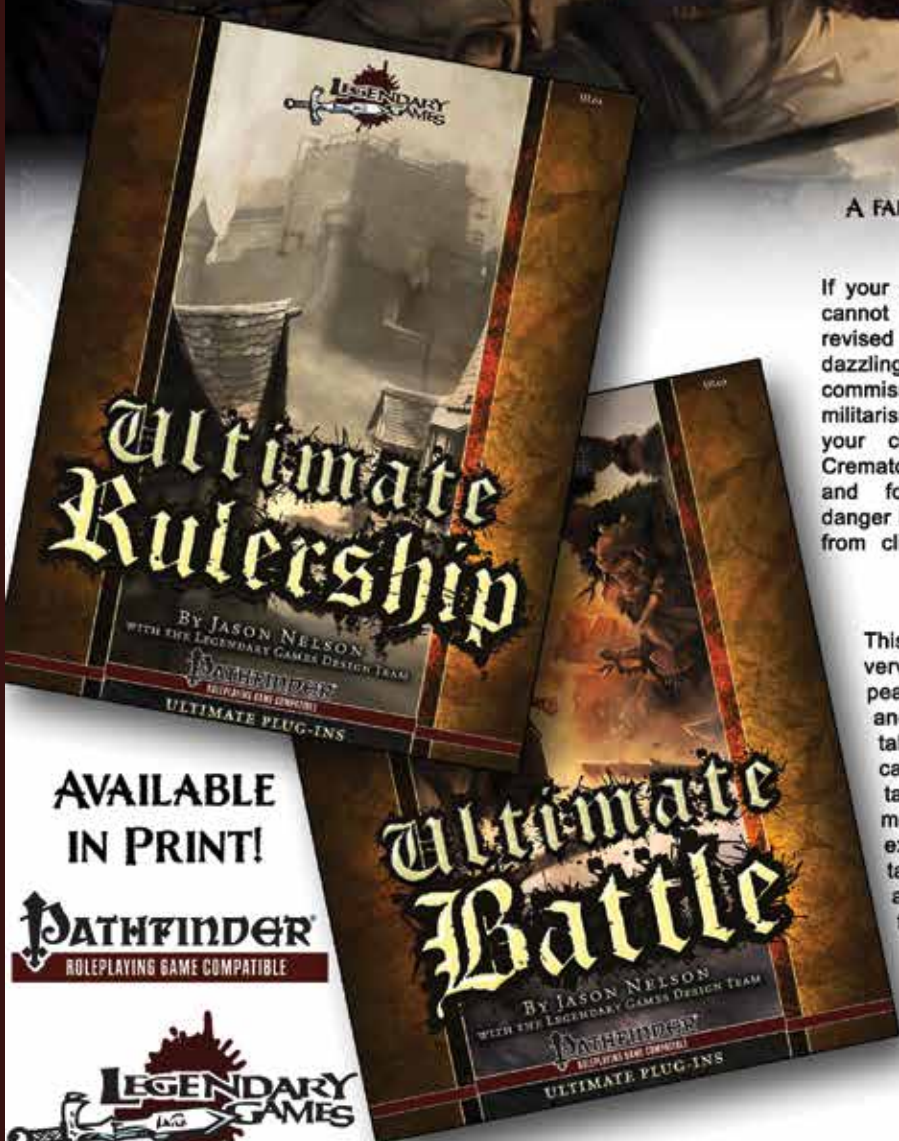
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