



MYTHIC MONSTERS
BUGS



MYTHIC MONSTERS BUGS

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

^{MF} = MYTHIC FEAT

^{MA} = MYTHIC ABILITY

^{MMA} = MAJOR MYTHIC ABILITY (COUNTING AS TWO ABILITIES)

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



WELCOME TO ULTIMATE PLUG-INS: MYTHIC MONSTERS!

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

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

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



SPECIAL ELECTRONIC FEATURES

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

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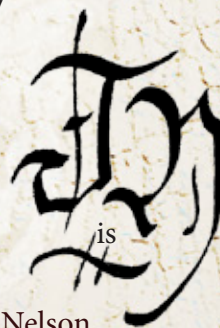
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WHAT YOU WILL FIND INSIDE MYTHIC MONSTERS: BUGS

From mindless vermin of titanic size and terrible hunger to clever and cunning insectoid monstrosities as brilliant as they are deadly, bugs as monsters play upon the primal fears of your players as much as the heroes they play. Things that creep and crawl inspire a deep-seated fear and revulsion in the real world far out of proportion to their size. Whether this stems from their primitive symmetry, their relentless sense of hive-like order, their almost alien appearance, or their inexhaustible numbers as they keep coming in wave after mindless wave, they inspire a certain dread that cuts to the core. They also have a clear and natural place in the ecology of a fantasy world even as they do in the real world, and filling that ecological niche helps maintain the balance of the familiar and the strange that helps build a really immersive gaming experience.

Mythic Monsters: Bugs brings you over *twenty* incredible insects and amazing arthropods from CR 2 to 21, ranging from swarms of tiny terrors to titans of chitin, presenting mythic bugs suitable for every level. You will find familiar favorites like **giant ants**, **mantises**, **scorpions**, **spiders**, and **wasps**, as well as **army ant swarms**, **centipede swarms**, **spider swarms**, and **wasp swarms**, each with unique traits and mythic abilities that set them apart from more mundane myriapods. You will also find a wide variety of monstrous bug beasts, from titanic real-world arthropods like the colossal **black scorpion** and **deadly mantis** to fantastical creatures like the acid-spewing **ankheg**, the crafty **cave fisher**, and the icy-hot **remorhaz**. Not all monstrous bugs are dim-witted monstrosities, however, you will also find a variety of highly intelligent insectoids and their crawling kin like the shapeshifting **aranea**, the fleshwarped **drider**, the ghostly **phase spider**, and the mighty **formian queen** and her **formian warrior** minions. As if these were not enough, we also bring you eight fabulous feats perfect for mindless mythic monsters, with a special eye toward aiding insectoid enemies of epic proportions!

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



is

- Jason Nelson

Mindless Menace

The majority of monstrous arthropods and insectile creatures are mindless foes of the vermin type, driven only by hunger and primal instinct and whose existence never rises above kill and be killed. This presents a slight challenge when creating mindless mythic creatures, however, since mindless mythic creatures gain mythic feats even if they do not (as mindless creatures) gain ordinary feats. Since most mythic feats are simply extensions of their non-mythic equivalents, this leaves mindless mythic creatures with a very narrow range of options to fill these mythic feat slots. One method to get around this challenge while also creating challenging mythic vermin is to use a mythic ability to provide the creature with a bonus feat, as was done in *Mythic Monsters: Oozes, Oozes Too, and Molds, Slimes, and Fungi* from *Legendary Games*, which faced the same challenge. These feats are typically simple and straightforward in their use, such as **Mindless Improved Initiative**, **Mindless Power Attack**, **Mindless Power Attack**, and **Mindless Vital Strike**. These extraordinary abilities simply grant the creature a bonus feat as a mythic ability, and the creature's mythic feat slots can then be spent to gain the mythic version of that feat.

An alternative is to create entirely new mythic-only feats that do not depend on non-mythic prerequisite feats. They may have prerequisites, but they are either other mythic feats or are based on size, base attack bonus, ability scores, or specific special attacks or special qualities. What follows below is a selection of such feats that can be applied to mindless mythic creatures, and these feats have been designed with a particular eye towards insectoid creatures, inspired by the amazing abilities of insects and arthropods in the real world.

CARRY OFF (COMBAT, MYTHIC)

Creatures in your clutches are liable to be carried off to their doom.

Prerequisite: Snatch or grab special attack.

Benefit: Add your mythic tier on any grapple checks you make to move with a creature you have grappled. In addition, if your grapple check exceeds the target's CMD by 10 or more you can move your full speed rather than at half speed when moving with a grappled creature and you are not considered grappled until the beginning of your next turn even while maintaining the grapple. If you expend one use of your mythic power when making a grapple check to move with a creature you have grappled, you may roll twice and take the better result.

CRIPPLING GRIP (COMBAT, MYTHIC)

Your crushing limbs and jaws maim and mutilate your prey.

Prerequisite: Savage Grip, grab special attack, size Large or larger, base attack bonus +11.

Benefit: When you roll a natural 19 or 20 on any combat maneuver check to deal damage when grappling with a natural weapon, you deal double damage if the grapple check is successful, and you gain a bonus equal to your mythic rank or tier on combat maneuver checks to maintain your grapple. In addition, you may select one critical feat for which you qualify as a bonus feat (or the mythic version of a critical feat you already possess). When you roll a 19 or 20 on a combat maneuver check to grapple, or if you expend one use of your mythic power after making a successful grapple check, you may apply the effects of this critical feat to the target of your grapple. You may apply the results of only one critical feat to the target.

DEVASTATING GRIP (COMBAT, MYTHIC)

Your grinding power can tear your victims apart.

Prerequisite: Crippling Grip, Savage Grip, grab special attack, size Large or larger, base attack bonus +13.

Benefit: When you roll a natural 18-20 on any combat maneuver check to deal damage when grappling with a natural weapon, you deal double damage if the grapple check is successful, and you gain a bonus equal to your mythic rank or tier on combat maneuver checks to maintain your grapple. In addition, you may select one critical feat for which you qualify as a bonus feat (or the mythic version of a critical feat you already possess). When you roll an 18-20 on a combat maneuver check to grapple, or if you expend one use of your mythic power after making a successful grapple check, you may apply the effects of any two critical feats you possess to the target of your grapple.

FEEL FOOTFALL (MYTHIC)

You are exceptionally sensitive to movement of creatures on the ground.

Prerequisite: Tremorsense.

Benefit: When creatures move along the ground or along a wall within range of your tremorsense, you can more precisely determine their location and the direction of their movement even if you do not have line of sight. You treat creatures with total concealment as if they had concealment, you treat creatures with concealment as though you could see them normally. This allows you to make attacks of opportunity against creatures with concealment from you, as long as they are moving, and allows you to ignore figments. You can pinpoint the square of creatures that are not moving, but they gain the normal benefits of concealment or total concealment against you. If you expend one use of your mythic tier, you treat moving creatures with total concealment within range of your tremorsense as though you could see them normally, ignoring figments, as described above.

IMPENETRABLE DAMAGE REDUCTION (MYTHIC)

Your ability to withstand blows is beyond compare.

Prerequisite: Damage reduction/—.

Benefit: If you already have DR/— and you gain DR/epic that is equal to or less than your DR/—, the total value of your damage reduction of the two types stacks and is considered DR/—. In addition, abilities that normally allow an attacker to overcome your damage reduction, whether non-mythic abilities like a paladin's smite evil or mythic abilities like fleet charge, apply only if your attacker is a mythic creature whose mythic rank or tier equals or exceeds yours or if your attacker is wielding an artifact.

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.

SAVAGE GRIP (COMBAT, MYTHIC)

Your powerful grip can be deadly.

Prerequisite: Grab special attack, size Large or larger, base attack bonus +9.

Benefit: When you roll a natural 20 on any combat maneuver check to deal damage when grappling with a natural weapon, you deal double damage if the grapple check is successful, and you gain a bonus equal to one-half your mythic rank or tier on combat maneuver checks to maintain your grapple. If you fail a combat maneuver check to maintain your grapple, you can expend one use of your mythic power to reroll the check. You must use the second result even if it is worse than the first.

Special: You can use this feat in place of the Critical Focus feat as a prerequisite for critical feats, though you must still meet other prerequisites for those feats.

SMASHING STOMP (COMBAT, MYTHIC)

Your powerful limbs and great mass grind foes underfoot.

Prerequisite: Large or larger size, 2 or more slam attacks or trample special attack.

Benefit: If you strike a creature smaller than you with two or more attacks, it is knocked prone unless it succeeds at a Fortitude save (DC 10 + 1/2 your Hit Dice + your Strength modifier). In addition, whenever a creature threatened by you falls prone, you can attempt a combat maneuver check against that target as an immediate action. If successful, the target is pinned under you as long as you do not move away, though you must make a combat maneuver check as a swift action each round to maintain the pin. If the pinned creature does not escape the pin, it takes bludgeoning damage equal to your slam damage each round at the end of its turn. Your combat maneuver checks made while using this feat do not provoke attacks of opportunity.

Ankheg

This burrowing, bug-like monster scuttles about on six legs, drooling noxious green ichor from its clacking mandibles.

MYTHIC ANKHEG

CR 4/MR 1

XP 800

Pathfinder Roleplaying Game Bestiary

N Large magical beast (mythic)

Init +0; **Senses** darkvision 60 ft., low-light vision, tremorsense 60 ft.; **Perception** +8

DEFENSE

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

hp 38 (3d10+22)

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

OFFENSE

Speed 30 ft., burrow 20 ft.

Melee bite +5 (2d6+4 plus 1d4 acid and grab)

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

Special Attacks caustic quicksand^{MA}, mythic power (3/day, surge +1d6), spit acid, tunnel tugger^{MA}

STATISTICS

Str 16, **Dex** 10, **Con** 17, **Int** 1, **Wis** 13, **Cha** 6

Base Atk +3; **CMB** +7 (+11 drag or grapple); **CMD** 17 (25 vs. trip)

Feats Extra Mythic Power^{MF}, Skill Focus (Perception), Toughness

Skills Climb +8, Perception +8

ECOLOGY

Environment temperate or warm plains

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

Treasure incidental

SPECIAL ABILITIES

Caustic Quicksand (Ex) A mythic ankheg can alter the shape of its breath from a 30-foot line to a 15-foot cone-shaped burst. In either shape, the ankheg's acid softens or even liquefies the ground as *soften earth and stone*. Creatures other than the ankheg take 1d4 points of damage per round they are touching the softened area. If a mythic ankheg has already used its spit acid ability, it can expend one use of its mythic power as a full-round action to recharge it.

Spit Acid (Ex) Once every 6 hours, an ankheg can spit a 30-foot line of acid. Creatures struck by this acid take 4d4 points of acid damage (Reflex DC 14 halves). Once an ankheg uses this attack, it must wait 6 hours before using it again. Additionally, during this time period, its bite attack does not inflict any additional acid damage. As a result, an ankheg does not use this ability unless it is desperate or frustrated, most often spitting acid when reduced to fewer than half its full normal hit points or when it cannot not successfully grab an opponent. The save DC is Constitution-based.

Tunnel Tugger (Ex) When burrowing, a mythic ankheg can take a move action and a standard action at any point during its movement. It cannot use that standard action to take another move action. If it strikes a creature smaller than itself, it can use a drag combat maneuver against that target with a +4 bonus in place of attempting to grapple that target. If it expends one use of its mythic power after striking a creature smaller than itself, it can roll twice on its combat maneuver check, once to grapple the target and once to drag it. If a mythic ankheg pulls a creature 5 or more feet below ground level, the character is treated as if in the slide zone of a cave-in, as described in Chapter 13 of the *Pathfinder Roleplaying Game Core Rulebook*, taking 2d6 points of bludgeoning damage and becoming buried (DC 15 Reflex negates).



Ant

A thin, six-legged ant the size of a pony stands at the ready, its mandibles chittering and its stinger dripping with venom.

MYTHIC GIANT ANT

CR 3/MR 1

XP 800

Pathfinder Roleplaying Game Bestiary

N Medium vermin (mythic)

Init +0; **Senses** darkvision 60 ft., scent; Perception +5

DEFENSE

AC 16, touch 10, flat-footed 16 (+6 natural)

hp 29 (2d8+20)

Fort +6, **Ref** +0, **Will** +1

Immune mind-affecting effects

OFFENSE

Speed 50 ft., climb 20 ft.

Melee bite +3 (1d6+2 plus grab), sting +3 (1d4+2 plus poison)

Special Attacks acid spray^{MA}, crushing mandibles^{MA}, mythic power (1/day, surge +1d6)

STATISTICS

Str 14, **Dex** 10, **Con** 17, **Int** —, **Wis** 13, **Cha** 11

Base Atk +1; **CMB** +3 (+7 grapple); **CMD** 13 (21 vs. trip)

Feats Toughness^{B, MF}

Skills Climb +10, Perception +5, Survival +5; **Racial Modifiers** +4 Perception, +4 Survival

ECOLOGY

Environment any

Organization solitary, pair, gang (1 mythic giant ant and 3–6 giant ants), or hive (2–5 mythic giant ants plus 10–100 workers, 2–8 drones, and 1 mythic giant ant queen)

Treasure none

SPECIAL ABILITIES

Acid Spray (Ex) As a standard action, a mythic giant ant can spray a 30-foot line of acid which deals no damage but acts as an irritant to creatures it strikes. An affected creature that fails a DC 14 Fortitude save is sickened for 1d6 rounds. The save DC is Constitution-based.

Crushing Mandibles (Ex) A mythic giant ant that successfully grapples an opponent receives a free sunder check against any armor worn by the opponent. This sunder attempt does not provoke attacks of opportunity. When a mythic giant ant successfully maintains a grapple, it deals double damage to a creature that does not benefit from an armor or natural armor bonus to its AC.

Poison (Ex) Sting—injury; save Fort DC 14; frequency 1/round for 4 rounds; effect 1d2 Strength damage; cure 1 save.

GIANT ANT WORKER (CR 2/MR 1)

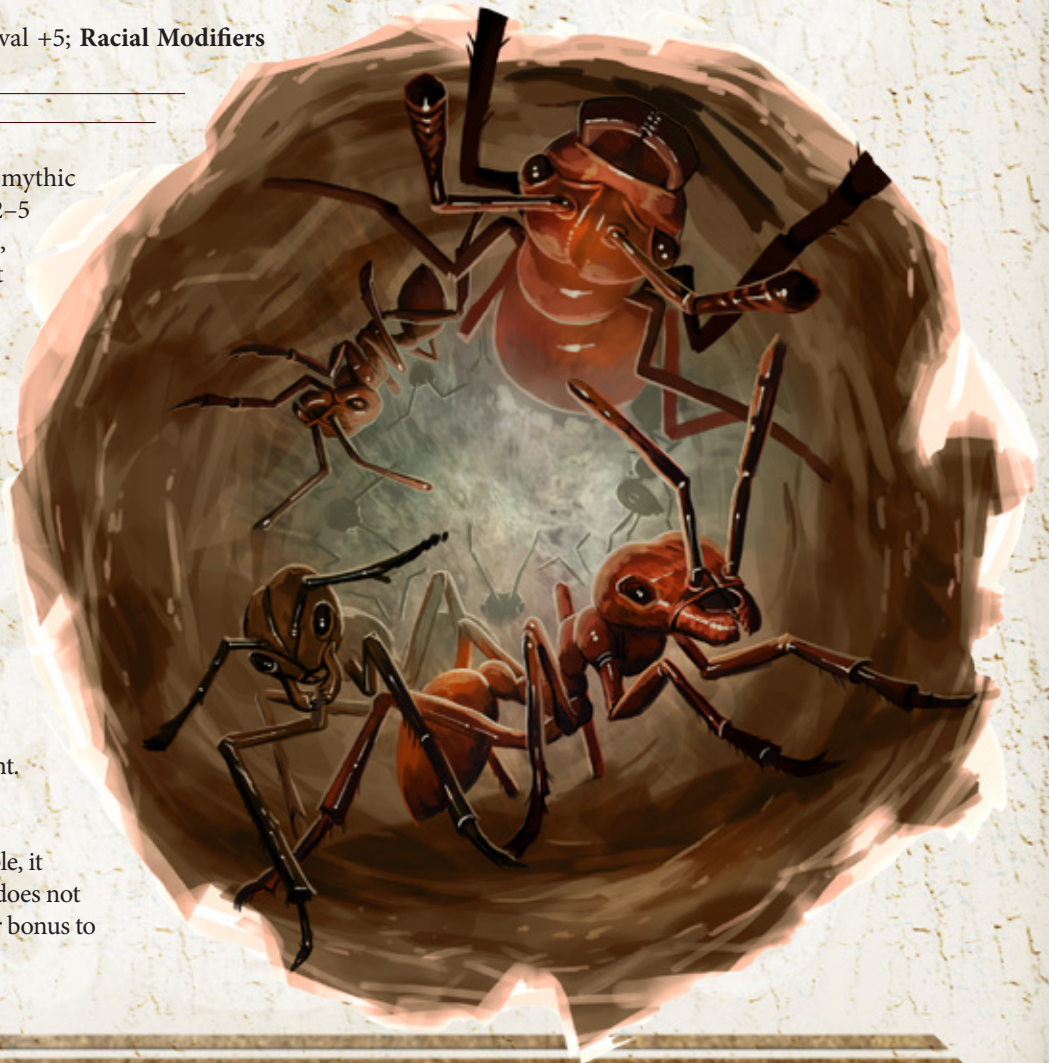
A mythic giant ant worker gains acid spray and grab as its mythic abilities. It does not benefit from crushing mandibles.

GIANT ANT DRONE (CR 4/MR 1)

A mythic giant ant drone gains acid spray and crushing mandibles as its mythic abilities.

GIANT ANT QUEEN (CR 6/MR 2)

A mythic giant ant queen gains acid spray, crushing mandibles, and fortification as its mythic abilities.



A seething mass of angry arthropods swarms over everything in its path.

MYTHIC ARMY ANT SWARM **CR 6/MR 2**

XP 2,400

Pathfinder Roleplaying Game Bestiary

N Fine vermin (mythic, swarm)

Init +3; **Senses** darkvision 60 ft., scent; Perception +4

DEFENSE

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

hp 76 (11d8+27)

Fort +7, **Ref** +6, **Will** +3

Defensive Abilities dispersal^{MA}, swarm traits; **Immune** weapon damage

OFFENSE

Speed 30 ft., climb 30 ft.

Melee swarm (3d6)

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

Special Attacks choke^{MA}, cling^{MA}, consume, distraction (DC 18), **mythic power** (2/day, surge +1d6)

STATISTICS

Str 1, **Dex** 17, **Con** 10, **Int** —, **Wis** 10, **Cha** 2

Base Atk +8; **CMB** —; **CMD** —

Feats Toughness

Skills Climb +10, Perception +4; **Racial Modifiers** +4 Perception

ECOLOGY

Environment any tropical

Organization solitary, pair, patrol (1 mythic army ant swarm and 3–6 army ant swarms), or legion (2 mythic army ant swarms and 7–16 army ant swarms)

Treasure none

SPECIAL ABILITIES

Choke (Ex) A mythic army ant swarm crawls into mouths and noses of creatures within the swarm, making it difficult for them to breathe. The save DC for its distraction ability is Dexterity-based, and a victim that fails the save is nauseated for 1d4 rounds. A victim that succeeds on its saving throw versus the mythic army ant swarm's distraction ability is sickened for 1 round and has a 50% chance of spell failure when casting spells with verbal components. If the creature leaves the swarm but still has ants clinging to it, this chance is reduced to 20% and is eliminated only when the clinging ants are destroyed.

Consume (Ex) An army ant swarm can rapidly consume any creature it swarms over. Against helpless or nauseated targets, an army ant swarm attack deals 6d6 points of damage.

Dispersal (Ex) When a mythic army ant swarm is caught in the area of a spell or effect that deals damage to creatures in the area, it may spend one use of mythic power as an immediate action to grant itself evasion until the end of its next turn.



Aranea

This bloated spider has a hunchbacked body and a gleam of intelligence in its multiple eyes.

MYTHIC ARANEA

CR 5/MR 2

XP 1,600

Pathfinder Roleplaying Game Bestiary 2

N Medium magical beast (mythic, shapechanger)

Init +8; **Senses** darkvision 60 ft., low-light vision; Perception +9

DEFENSE

AC 23, touch 14, flat-footed 19 (+4 armor, +4 Dex, +5 natural)

hp 57 (5d10+30)

Fort +6, **Ref** +8, **Will** +4

DR 5/epic

OFFENSE

Speed 50 ft., climb 30 ft.

Melee bite +9 (1d6 plus poison) and mwk kukri +10 (1d4/18-20)

Special Attacks **mythic power** (2/day, surge +1d6), sneak attack +3d6^{MA}, web (+9 ranged, DC 14, hp 5), web-slinger, webweaver^{MA}

Sorcerer Spells Known (CL 5th; concentration +8)

2nd (5/day)—*invisibility*, *mirror image*

1st (7/day)—*charm person* (DC 14), *mage armor* (1 already cast), *silent image* (DC 14), *sleep* (DC 14)

0th (at will)—*daze* (DC 13), *detect magic*, *ghost sound* (DC 13), *light*, *mage hand*, *resistance*

STATISTICS

Str 11, **Dex** 19, **Con** 14, **Int** 14, **Wis** 13, **Cha** 16

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

Feats Eschew Materials^B, Improved Initiative, Iron Will, Weapon Finesse

Skills Acrobatics +9 (+17 jump), Climb +14, Escape Artist +8,

Knowledge (arcana) +7, Perception +9, Stealth +9; **Racial**

Modifiers +2 Acrobatics, +8 Climb, +2 Perception

Languages Common, Sylvan

SQ arachnomorph^{MA} (humanoid; *alter self*), bladethug^{MA} ecology

ENVIRONMENT TROPICAL FORESTS

Organization solitary or colony (2–6)

Treasure standard (mwk kukri)

SPECIAL ABILITIES

Arachnomorph (Su) A mythic aranea gains an enhanced version of the change shape ability possessed by ordinary araneas. It can take the form of any Small or Medium humanoid (as *alter self*), rather than being limited to a single humanoid form. Its speed is reduced to 30 feet in humanoid or hybrid form, but it retains its climb speed and web attack in these forms. It also retains its bite attack and poison in humanoid form, though in that form its bite is a secondary natural attack that deals only 1d4 points of damage (1d3 if in the form of a Small humanoid).

Bladethug (Ex) A mythic aranea is proficient with light armor, shields, and all simple and martial light weapons that deal piercing or slashing damage. A mythic aranea can apply its poison to a weapon it wields as a move action, with no chance of poisoning itself.

Poison (Ex) Bite—injury; *save* Fort DC 14; *frequency* 1/round for 6 rounds; *effect* 1d3 Strength; *cure* 1 save.

Web-Slinger (Ex) As a swift action, a mythic aranea can shoot a web line at a solid object up to 30 feet away and use that rope to make a variety of swinging attacks. Generally speaking, the aranea is considered to be on higher ground for these attacks (+1 on melee attacks). To use this tactic, an aranea must first throw a web to a nearby fixed point (usually a ceiling or beam, both of which are generally Large, with an AC of 9). Araneas make one of three attacks using their webs in this way.

Angry Falling Leaves: In this attack, an aranea uses its web to break its fall as it suddenly drops up to 30 feet downward into combat, treating itself as a falling object that crashes into an opponent from above. This attack requires a melee touch attack, and deals 3d6 points of damage. The aranea itself takes 1d6 points of damage if this attack is successful.

Attack of the Lotus Whirlwind: In this attack, an aranea puts itself into a spin as it descends from its web. If the aranea descends 20 feet or more using this attack, its descent counts as a charge.

Graceful Descent of the Flying Blade: An aranea can swing up to the web's length (moving up to the aranea's speed) and make a single melee attack action without provoking an attack of opportunity, similar to the Spring Attack Feat. Doing so requires an Acrobatics check with a DC equal to the opponent's CMD. The aranea then releases the web and drops to the ground.

Webweaver (Ex) A mythic aranea can throw a web as a swift action, using it either to attack or to attach a web-line to prepare to use one of its web-slinger attacks. In addition, a mythic aranea can expend two daily uses of its web as a full-round action to throw two webs, which can be directed at a single target or at two different targets within 15 feet of each other. A creature successfully bound with more than one web is entangled until all webs are cut.

Alternatively, a mythic aranea can expend four uses of its webs (or two uses of its webs and one use of mythic power) as a full-round action to create a *web* (Reflex DC 15 partial) or *web shelter*^{UM}. These effects function as the spells of the same name (caster level 5th) but are extraordinary effects. The save DC is Charisma-based.

Cave Fisher

This man-sized, crab-like monstrosity clings tenaciously to the rough stone, its enormous pincers held out menacingly before it.

MYTHIC CAVE FISHER

CR 3/MR 1

XP 800

Pathfinder Roleplaying Game Bestiary

N Medium vermin (mythic)

Init +1; **Senses** darkvision 60 ft.; Perception +0

DEFENSE

AC 16, touch 11, flat-footed 15 (+1 Dex, +5 natural)

hp 30 (3d8+17)

Fort +8, **Ref** +2, **Will** +1

Immune mind-affecting effects

OFFENSE

Speed 20 ft., climb 20 ft.

Melee 2 claws +5 (1d4+3)

Ranged filament +3 (pull)

Special Attacks mythic power (3/day, surge +1d6), pull (filament, 10 feet), second filament^{MA}

STATISTICS

Str 17, **Dex** 12, **Con** 17, **Int** —, **Wis** 10, **Cha** 4

Base Atk +2; **CMB** +5 (+9 with pull); **CMD** 16 (28 vs. trip)

Feats Extra Mythic Power^{MF}

Skills Climb +11

SQ cave cling^{MA}

ECOLOGY

Environment any underground

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

Treasure none

SPECIAL ABILITIES

Cave Cling (Ex) A mythic cave fisher gains a +10 bonus bonus to its CMD against combat maneuver checks made to bull rush, drag, overrun, and reposition a cave fisher and against grapple checks made to move the cave fisher. This bonus also applies on Climb checks to avoid falling when it takes damage when climbing. A mythic cave fisher maintains its hold when climbing even if it is dazed, stunned, unconscious, or dead.

Filament (Ex) A cave fisher can fire a thin filament of sticky silk as a standard action. This touch attack has a range of 60 feet and no range increment. A creature struck by a cave fisher's filament becomes attached to the sticky thread. As a standard action, a creature can rip the filament free with a DC 20 Strength check. A caught creature can also attempt to escape a filament by making a DC 25 Escape Artist check. A filament is AC 14 (touch 12), has 5 hit points, and has DR 15/slashing. An application of liquid with high alcohol content (or a dose of universal solvent) dissolves the adhesive and releases the creature caught by the filament. A cave fisher can have only one filament active at a time.

Pull (Ex) A cave fisher has a +4 racial bonus on combat maneuver checks made using its pull special attack.

Second Filament (Ex) A mythic cave fisher has a secondary spinneret and can fire a second filament as a standard action. If the second filament strikes a different target than the first, the cave fisher may make combat maneuver checks to pull both creatures as a full-round action, or as a single standard action if it forfeits its +4 racial bonus on combat maneuver checks to pull the targets. If a mythic cave fisher expends one use of mythic power as part of these combat maneuver checks, it may roll twice and select the better result on each such check until the end of its turn. If the second filament strikes the same target each filament must be ripped free, escaped or destroyed separately.

Centipede Swarm

A writhing mass of legs and poisonous pincers swarms across the ground in a deadly, undulating wave.

MYTHIC CENTIPEDE SWARM

CR 5/MR 2

XP 1,600

N Diminutive vermin (mythic, swarm)

Init +5; **Senses** darkvision 60 ft., tremorsense 30 ft.; **Perception** +4

DEFENSE

AC 21, touch 19, flat-footed 12 (+5 Dex, +2 natural, +4 size)

hp 47 (9d8+7)

Fort +5, **Ref** +8, **Will** +3

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

OFFENSE

Speed 30 ft., climb 30 ft.

Melee swarm (2d6+5 plus poison)

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

Special Attacks distraction (DC 13), **mythic power** (2/day, surge +1d6), persistent poison^{MA}

STATISTICS

Str 1, **Dex** 21, **Con** 8, **Int** —, **Wis** 10, **Cha** 2

Base Atk +6; **CMB** —; **CMD** —

Feats Weapon Finesse^{BM}

Skills Climb +12, Perception +4; **Racial Modifiers** +4 Perception

SQ creeping carpet^{MA}, expand^{MA}

ECOLOGY

Environment temperate or warm forest or underground

Organization solitary, pair, or tangle (3–6 swarms)

Treasure none

SPECIAL ABILITIES

Creeping Carpet (Ex) A mythic centipede swarm seethes and skitters across every wall, floor, and ceiling in the area it occupies. Any creature moving along those surfaces treats the surface as difficult terrain and as if it were very slippery, increasing the DC of Acrobatics, Climb, and Stealth checks for all creatures other than the swarm itself. This unstable footing created by the crawling centipedes forces any creature failing a save against the swarm's distraction ability to make an additional Reflex save against the same DC or fall prone. A prone creature entering or beginning its turn within the swarm takes double damage from the swarm and takes a -2 penalty on saving throws (-4 for non-mythic opponents) against its distraction and poison.

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

Persistent Poison (Ex) Bite—injury; *save* Fortitude DC 13; *frequency* 1/round for 8 rounds; *effect* 1d4 Dex damage; *cure* 2 saves. The save DC is Constitution-based and includes a +2 racial bonus.

Drider

The dry rasping of spidery legs brings this hideous monstrosity into view—a nightmarish, centaurian fusion of drow and spider.

MYTHIC DRIDER

CR 8/MR 3

XP 4,800

Pathfinder Roleplaying Game Bestiary

CE Large aberration (mythic)

Init +2; **Senses** darkvision 120 ft., *detect good*, *detect law*, *detect magic*; Perception +15

DEFENSE

AC 24, touch 13, flat-footed 20 (+2 Dex, +2 dodge, +11 natural, -1 size)

hp 100 (9d8+60)

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

DR 5/epic; **Immune** poison^{MA}, sleep; **SR** 21

OFFENSE

Speed 30 ft., climb 20 ft.

Melee mwk heavy mace +9/+4 (1d8+3), bite +4 (1d4+1 plus fleshwarp curse^{MA} and poison)

Ranged mwk composite longbow +8/+3 (1d8+2/x3)

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

Special Attacks *mythic power* (3/day, surge +1d6), vomit spider swarm^{MA}, web (+7 ranged, DC 18, hp 9)

Spell-Like Abilities (CL 9th; concentration +13)

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

At will—*dancing lights*, *darkness*, *faerie fire*

1/day—*clairaudience/clairvoyance*, *deeper darkness*, *dispel magic*, *levitate*, *suggestion* (DC 17)

Spells Known (CL 6th; concentration +10)

3rd (4/day)—*lightning bolt*^{MS} (DC 17)

2nd (6/day)—*invisibility*^{MS}, *web*^{MS} (DC 16)

1st (7/day)—*mage armor*, *magic missile*^{MS}, *ray of enfeeblement*^{MS} (DC 15), *silent image* (DC 15)

0 (at will)—*bleed* (DC 14), *daze* (DC 14), *ghost sound*, *mage hand*, *ray of frost*, *read magic*, *resistance*

STATISTICS

Str 15, **Dex** 15, **Con** 18, **Int** 15, **Wis** 16, **Cha** 18

Base Atk +6; **CMB** +9; **CMD** 22 (34 vs. trip)

Feats Blind-Fight, Combat Casting, Dodge^{MF}, Weapon Focus^{MF} (bite), Weapon Focus (mace)

Skills Climb +22, Intimidate +16, Knowledge (arcana) +14, Perception +15, Spellcraft +14, Stealth +14;

Racial Modifiers +4 Stealth

SQ spider drover^{MA}, undersized weapons

ECOLOGY

Environment any underground

Organization solitary, pair, or group (1 mythic drider and 3–8 driders)

Treasure double (masterwork heavy mace, masterwork composite longbow [+2 Str] with 20 arrows, additional treasure)

SPECIAL ABILITIES

Fleshwarp Curse (Su) Bite—injury; *save* Will DC 18; *frequency* 1/day; *effect* 1d4 Con damage and 1d4 Cha drain. If a drow victim reaches 0 Cha, it becomes a drider. The save DC is Charisma-based.

If a mythic drider expends one use of mythic power as a swift action when it inflicts this curse, a non-drow victim that reaches 0 Cha becomes a drider.

Poison (Ex) Bite—injury; *save* Fort DC 18; *frequency* 1/round for 6 rounds; *effect* 1d2 Str; *cure* 1 save. The save DC is Constitution-based.

Spells A drider casts spells as a 6th-level cleric, sorcerer, or wizard, but does not gain any other class abilities.

Spider Drover (Ex) A mythic drider can use Intimidate in place of a Handle Animal check on a spider to “push” it. The spider can only perform the following tricks: attack, come, defend, down, fetch, or seek.

Undersized Weapons (Ex) Although a drider is Large, its upper torso is the same size as that of a Medium humanoid’s upper torso. As a result, it wields weapons as if it were one size category smaller than its actual size (Medium for most driders).

Vomit Spider Swarm (Su) Once per day as a standard action, a mythic drider can vomit a spider swarm as per *vomit swarm*, with the exception that the drider can control its movement as a free action. If the mythic drider spends one use of mythic power when using this ability, the swarm also inflicts the fleshwarp curse on creatures it damages.





Formian

This large and majestic creature is nearly immobile, her massive abdomen swollen with her impending brood.

MYTHIC FORMIAN QUEEN

CR 21/MR 8

XP 307,200

Pathfinder Roleplaying Game Bestiary 4

LN Large monstrous humanoid (mythic)

Init +14^{MF} (+18 with hive mind); **Senses** blindsense 30 ft., dark-vision 60 ft., hive mind, tremorsense 60 ft.; Perception +31 (+35 with hive mind)

DEFENSE

AC 40, touch 6, flat-footed 40 (–3 Dex, +34 natural, –1 size)

hp 452 (24d10+320); fast healing 10

Fort +18, **Ref** +13, **Will** +20

DR 20/—; **Immune** exhaustion, fatigue, sleep; **Resist** sonic 10

OFFENSE

Speed 5 ft.

Melee 2 claws +33 (4d8+10)

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

Special Attacks mythic power (8/day, +1d10 surge), mythic spell-like abilities^{MA}, stasis touch^{MA}, telepathic feedback

Spell-Like Abilities (CL 17th; concentration +25)

At will—*ant haul*, *magic jar* (other formians only), *magic missile*

Constant—*planetary adaptation* (self only)

1/day—*interplanetary teleport*, *invisibility*, *feeblemind* (DC 23)

3/day—*commune with nature*, empowered *cone of cold* (DC 23), *life bubble*, *permanent image*, *mass planetary adaptation*, quickened *magic missile*, *repulsion* (DC 24), *teleport*

STATISTICS

Str 30, **Dex** 5, **Con** 26, **Int** 19, **Wis** 18, **Cha** 27

Base Atk +24; **CMB** +35; **CMD** 42 (50 vs. trip)

Feats Blind-Fight, Combat Casting, Craft Wondrous Item, Empower Spell-Like Ability (*cone of cold*), Great Fortitude, Greater Spell Penetration, Impenetrable Damage Reduction^{MF}, Improved Initiative^{MF}, Iron Will, Lightning Reflexes, Quicken Spell-Like Ability (*magic missile*), Spell Penetration^{MF}, Toughness^{MF}

Skills Diplomacy +32, Intimidate +35, Knowledge (arcana, nature) +28, Knowledge (dungeoneering, engineering, geography, local, planes) +12, Perception +31 (+35 with hive mind), Sense Motive +10, Spellcraft +28

Languages Common, Dwarven, Terran, Undercommon; telepathy 200 ft.

SQ broodguard^{MMA}, broodguard link^{MA}, formian traits, hive frenzy, hive mother^{MA}, interplanetary colonist^{MA}, strength of one^{MA}, tireless^{MA}

ECOLOGY

Environment warm or temperate land or underground

Organization hive (1 plus 300–5,000 formians)

Treasure triple

SPECIAL ABILITIES

Broodguard (Su) A mythic formian queen can expend one use of her mythic power to establish a life link with up to seven formians from her hive, making them her broodguards. This is similar to a summoner's life link with its eidolon, allowing her to sacrifice any number of hit points to prevent damage to one of the broodguards. She can also use this ability in reverse when she takes damage, compelling one of her broodguards to sacrifice a number of hit points equal to double the amount of damage they are preventing from affecting the queen. If the linked formian is reduced below 0 hit points by this damage, it dies and any leftover damage is dealt to the queen. If an area effect deals damage to a broodguard and the queen, the broodguard can take damage twice from the same effect if the queen diverts her damage to it.

This ability normally affects only effects that deal hit point damage; however, when a mythic formian queen would be affected by a non-damaging effect, she may expend one use of her mythic power as an immediate action to transfer that effect to one of her broodguards. She cannot transfer an effect to a formian that already has the same condition (or a similar but more severe condition), or to a formian that is unconscious or otherwise helpless.

In addition to this hit point link, broodguards provide an able defense to a mythic formian queen whenever they are nearby. She gains a +1 dodge bonus to AC and a +1 bonus on saving throws for each broodguard within 10 feet; these bonuses stack. These bonuses do not require an action, but they do not apply if a broodguard is dazed, stunned, unconscious, or otherwise unable to take actions.

Broodguard Link (Su) A mythic formian queen gains the effects of *status* and *telepathic bond* with her broodguards at all times, and as a standard action she can share the senses of any one broodguard, seeing, hearing, smelling, tasting, and touching what they do. She can share the senses of each linked formian for up to 7 rounds per day, though these rounds need not be continuous. She can end the shared sense link as a free action. As a standard action, she can also summon one of her broodguards to her side; this functions as *dimension door*. The queen can expend one use of her mythic power to use this ability as a swift action, or to duplicate the effect of *mythic dimension door*.

Hive Frenzy (Su) Once per day as a standard action, a formian queen can send out a command to all formians within range of her telepathy. Those formians are affected as if by a *haste* spell (CL 20th).

Hive Mother (Su) A mythic formian queen gains the benefit of a constant *mythic sanctuary* (DC 30) against vermin and insectoid magical beasts and monstrous humanoids, such as ankhegs, formians, and thriae. In addition, three times per day, the queen can birth an army ant swarm in an adjacent space as a standard action. If she spends one use of her mythic power, she can use this ability as a swift action, or if she uses a standard action she can apply the agile or savage simple mythic template to the swarm, as described in Chapter 6 of *Pathfinder Roleplaying Game Mythic Adventures*. If she spends two uses of her mythic power and concentrates for 1 minute, she can create a mythic abyssal ant swarm. Any ant swarms she creates are considered part of her formian hive for the purpose of her hive frenzy and telepathic feedback abilities. These swarms cannot survive for long, gaining 1 negative level per hour they exist, dissipating when their negative levels equal their Hit Dice.

Interplanetary Colonist (Sp) A mythic formian queen gains the constant effect of *planetary adaptation* on herself, and adds *interplanetary teleport*, *life bubble*, and *mass planetary adaptation* to her list of spell-like abilities.

Stasis Touch (Su) A mythic formian queen can place herself or a willing formian into stasis by touch as a standard action, either temporary stasis as *elude time* (maximum duration 1 hour) or permanent stasis as *temporal stasis*. Three times per day as a full-round action, she can place a non-formian into *temporal stasis* (DC 30 Fortitude negates). She can use this ability additional times per day by expending one use of her mythic power for each additional use. The save DC is Charisma-based.

Strength of One (Su) Members of a mythic formian queen's hive can use the aid another action to assist any other member of the hive, as long as each member is within 30 feet of the queen. If the creature being aided makes multiple skill checks or attacks or is attacked more than once, it may choose how much of the bonus gained by creatures aiding it on each attack.

Telepathic Feedback (Su) As a standard action, a formian queen can unleash debilitating telepathic feedback. Those within her telepathic range who are not members of her hive must succeed at a DC 30 Will save or take a -2 penalty on attack rolls, saving throws, ability checks, and skill checks for 1 minute. A creature that succeeds at the save cannot be affected by telepathic feedback for 24 hours. This is a mind-affecting effect. The save DC is Charisma-based.

Tireless (Ex) A mythic formian queen does not need to sleep and is immune to exhaustion, fatigue, and sleep effects. It is also immune to temporary penalties to Strength, Dexterity, and Constitution, such as from *ray of enfeeblement*, and any ability damage, ability drain, or permanent penalties to these abilities is halved. A mythic formian queen adds *ant haul* to her list of spell-like abilities.

Armored from head to toe in gleaming black-and-red chitin, this insectile warrior's tail ends in a wickedly barbed stinger.

MYTHIC FORMIAN WARRIOR	CR 4/MR 1
XP 1,200	
<i>Pathfinder Roleplaying Game Bestiary 4</i>	
LN Medium monstrous humanoid (mythic)	
Init +3 (+7 with hive mind); Senses blindsense 30 ft., darkvision 60 ft., hive mind; Perception +7 (+11 with hive mind)	
DEFENSE	
AC 18, touch 13, flat-footed 15 (+3 Dex, +5 natural)	
hp 40 (4d10+18)	
Fort +3, Ref +7, Will +4	
Defensive Abilities tireless ^{MA} ; Immune exhaustion, fatigue, sleep effects; Resist sonic 10	
OFFENSE	
Speed 40 ft.	
Melee sting +6 (1d4+2 plus poison), 2 claws +6 (1d4+2 plus grab)	
Ranged javelin +7 (1d6+2 plus poison)	
Special Attacks deadly grasp, javelin barrage ^{MA} , <u>mythic power</u> (3/day, surge +1d6)	
STATISTICS	
Str 14, Dex 17, Con 15, Int 11, Wis 10, Cha 12	
Base Atk +4; CMB +6 (+10 grapple); CMD 19 (23 vs. trip)	
Feats Extra Mythic Power ^{MF} , Skill Focus (Acrobatics), Step Up	
Skills Acrobatics +10 (+14 when jumping), Climb +8, Intimidate +8, Perception +7 (+11 with hive mind), Stealth +7	
Languages Common; telepathy 60 ft.	
SQ coordinate, formian traits	
ECOLOGY	
Environment warm or temperate land or underground	
Organization solitary, pair, band (5–8 plus 3–15 workers and 1 taskmaster), or patrol (3–12)	
Treasure standard (6 javelins, other treasure)	
SPECIAL ABILITIES	
Coordinate (Su) Once a formian warrior has acted in a combat, all allied formians within the hive mind are no longer considered flat-footed. When a formian warrior attacks a creature in melee, allied formians gain a +2 insight bonus on melee attack rolls against that creature until the start of the warrior's next turn.	
Deadly Grasp (Ex) When a formian warrior has a foe grappled, it deals sting damage when it succeeds at a grapple check to damage its opponent.	
Javelin Barrage (Ex) A mythic formian warrior can hurl two javelins as a standard action. If it expends one use of its mythic power, it can hurl a single javelin as a swift action, or as an immediate action if a creature within 30 feet performs an action that would provoke an attack of opportunity if the creature was threatened. This attack doesn't provoke attacks of opportunity and allows the formian to roll twice on its attack roll, taking the better result.	
Poison (Ex) Javelin or sting—injury; <i>save</i> Fort DC 14; <i>frequency</i> 1/round for 6 rounds; <i>effect</i> 1d2 Dex; <i>cure</i> 1 save.	
Tireless (Ex) As mythic formian queen.	

Mantis

This towering insect walks on its back four legs. Its head is triangular and its front legs sport razor-sharp edges and claws.

MYTHIC GIANT MANTIS

CR 4/MR 2

XP 1,200

N Large vermin

Init +1; **Senses** darkvision 60 ft., **greensight**^{MA}; **Perception** +6

DEFENSE

AC 17, **touch** 10, **flat-footed** 16 (+1 Dex, +7 natural, -1 size)

hp 46 (4d8+28)

Fort +7, **Ref** +4, **Will** +3

Immune mind-affecting effects

OFFENSE

Speed 30 ft., **climb** 30 ft. **fly** 40 ft. (poor)

Melee 2 claws +6 (1d6+4/19-20 plus grab)

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

Special Attacks lunge, mandibles, **mythic power** (2/day, surge +1d6), **razor claws**^{MA}, **sudden strike**

STATISTICS

Str 18, **Dex** 13, **Con** 16, **Int** —, **Wis** 14, **Cha** 11

Base Atk +3; **CMB** +8 (+11 grapple); **CMD** 19 (22 vs. trip)

Feat Carry Off^{MF}

Skills **Climb** +12, **Fly** -5, **Perception** +6, **Stealth** +1 (+13 in forests);

Racial Modifiers +4 **Perception**, +4 **Stealth** (+12 in forests)

SQ foliage fade^{MA}

ECOLOGY

Environment temperate forests

Organization solitary

Treasure none

SPECIAL ABILITIES

Foliage Fade (Ex) A mythic giant mantis may expend one use of mythic power as a standard action to gain a +10 bonus on Stealth checks and gain the woodland stride ability as a druid for 1 minute. This ability can only be used in forest or jungle terrain.

Lunge (Ex) A giant mantis's limbs are capable of reaching much farther than normal for a creature of its size. As a full-attack action, it can make a single attack with its claws at double its normal reach. When a giant mantis attacks with a claw in this manner, it gains a +4 bonus on its attack roll. A giant mantis cannot make attacks of opportunity with its lunge.

Mandibles (Ex) A giant mantis that grabs a foe can make a bite attack against that foe as a secondary attack. The mantis's bite is a +0 attack that inflicts 1d6+1 points of damage on a hit.

Razor Claws (Ex) The claws of a mythic giant mantis are razor sharp, with critical threat range of 19-20. In addition, when it confirms a critical hit it can expend one use of mythic power as a swift action to increase its critical multiplier to x3 and impair the target's movement as if it had the Crippling Critical feat.

Sudden Strike (Ex) A giant mantis is particularly adept at moving quickly when its foes are surprised. During a surprise round, a giant mantis may act as if it had a full round to act, rather than just one standard action.

This terrifying monstrosity towers taller than the mightiest jungle trees, its forelimbs raised in a meditative, deadly stance.

MYTHIC DEADLY MANTIS

CR 13/MR 5

XP 25,600

d20pfsrd.com^{ISB}

N Colossal vermin (mythic)

Init +8; **Senses** darkvision 60 ft.; **Perception** +4

DEFENSE

AC 30, **touch** 6, **flat-footed** 26 (+4 Dex, +24 natural, -8 size)

hp 208 (16d8+136)

Fort +16, **Ref** +11, **Will** +5

Defensive Abilities deflective carapace^{MA}, **ferocity**^{MA}, **quick healer**^{MA}; **DR** 10/epic; **Immune** mind-affecting effects

OFFENSE

Speed 60 ft.

Melee bite +19 (4d6+14/19-20/x3), 2 claws +18 (2d8+14 plus grab)

Space 30 ft.; **Reach** 30 ft. (10 ft. with bite)

Special Attacks **destructive mandibles**^{MA}, **fling**, **mythic power** (5/day, surge +1d8), **rending mandibles**, **spray of spurs**^{MA}

STATISTICS

Str 38, **Dex** 18, **Con** 23, **Int** 1, **Wis** 11, **Cha** 5

Base Atk +12; **CMB** +34 (+38 grapple); **CMD** 48 (52 vs. trip)

Feats **Bleeding Critical**, **Critical Focus**^{MF}, **Improved Critical**^{MF} (bite), **Improved Initiative**, **Improved Vital Strike**, **Lightning Reflexes**, **Vital Strike**^{MF}, **Weapon Focus** (bite)

Skills **Acrobatics** +12 (+24 when jumping), **Climb** +18, **Perception** +12; **Racial Modifiers** +4 **Climb**, +4 **Perception**

SQ cunning^{MA}

ECOLOGY

Environment tropical jungles

Organization solitary

Treasure none

SPECIAL ABILITIES

Cunning (Ex) A mythic deadly mantis has a dim intellect that allows it to react to situations in a more animal-like manner. The mantis has an Intelligence score of 1, which grants it skill ranks and feats. It does not lose its immunity to mind-affecting effects.

Deflective Carapace (Su) A mythic deadly mantis has DR 20/epic against physical ranged attacks. Any such attacks that strike the mantis but fail to bypass or exceed its DR deflects in a direction the mantis chooses. If a target is within 30 feet of the mantis, it can make a new ranged attack roll (+8) against the target (using the original weapon's range increment, if it is less than 30 feet).

Destructive Mandibles (Ex) As a swift action, a mythic deadly mantis can spend one use of mythic power to allow it to bypass DR that requires a special material to bypass or hardness 10 with its bite attack until the end of its next turn.

Fling (Ex) If a deadly mantis begins its turn with a Large or smaller creature grabbed in its claws, it can, as a standard action, fling that creature up to 30 feet away. Creatures thrown in this way take 3d6 points of damage as if they had fallen from the same distance.

Quick Healer (Ex) As a swift action, a deadly mantis can expend one use of mythic power to grant itself fast healing 10 for 5 rounds.

Rending Mandibles (Ex) If a deadly mantis hits with both claws and successfully grabs a foe, it can make an immediate bite attack against that foe as a secondary attack. This bite attack has a +14 attack bonus and deals 4d6+7 points of damage with an 19-20 threat range and a ×3 critical multiplier. In addition to dealing damage, the mantis can tear away the victim's armor as a free action by making a combat maneuver check. If the mantis is successful, the target's armor is ripped from its body. If the target fails a DC 32 Reflex save, the armor subjected to this attack loses half its hit points and gains the broken condition. The save DC is Strength-based.

Spray of Spurs (Ex) As a full round action, a mythic deadly mantis can break off several spurs from its forelimbs and fire them in a 30-foot cone. The spurs deal 6d6 piercing and slashing damage (DC 32 Reflex save for half). The mantis can only use this ability once per day, unless it uses its quick healer ability, which restores its broken spurs one round after it uses quick healer. The save DC is Strength-based.



Phase Spider

This large spider-like monster has an eerie, humanoid face surrounded by a shaggy mane of fur.

MYTHIC PHASE SPIDER CR 6/MR 2

XP 2,400

Pathfinder Roleplaying Game Bestiary

N Large magical beast (mythic)

Init +9^{MF}; **Senses** darkvision 60 ft., low-light vision; **Perception** +6

DEFENSE

AC 19, touch 12, flat-footed 16 (+3 Dex, +7 natural, -1 size)

hp 77 (6d10+44)

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

Defensive Abilities ethereal jaunt; **DR** 5/epic

OFFENSE

Speed 40 ft., climb 20 ft.

Melee bite +10 (2d6+7 plus poison and grab)

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

Special Attacks dimensional breach^{MA}, ethereal ambush, ethereal stranding^{MA} (+8 ranged touch, DC 17, 6 hp), **mythic power** (2/day, +1d6), virulent venom^{MA}

STATISTICS

Str 20, **Dex** 17, **Con** 18, **Int** 7, **Wis** 13, **Cha** 10

Base Atk +6; **CMB** +12 (+16 grapple); **CMD** 25 (37 vs. trip)

Feats Ability Focus (poison), Improved Initiative^{MF}, Skill Focus (Stealth)

Skills Climb +18, Perception +6, Stealth +7

Languages Aklo

ECOLOGY

Environment warm hills

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

Treasure none

SPECIAL ABILITIES

Dimensional Breach (Su) If a mythic phase spider expends one use of its mythic power, it can ignore non-mythic effects that usually block interplanar travel, such as *dimensional anchor*, *dimension lock*, *forbiddance*, and *antimagic field*.

Ethereal Ambush (Ex) A phase spider that attacks foes on the Material Plane in a surprise round can take a full round of actions if it begins the combat by phasing into the Material Plane from the Ethereal Plane.

Ethereal Jaunt (Su) A phase spider can shift from the Ethereal Plane to the Material Plane as a free action, and shift back again as a move action (or as part of a move action). The ability is otherwise identical to *ethereal jaunt* (CL 15th).

Ethereal Stranding (Su) Mythic phase spiders can spin threads of spun ether that function like the web special attack; however, its webs extend into both the Ethereal and Material Plane and affect creatures equally in both planes. Even incorporeal creatures can be trapped by its webs, though they gain a +5 bonus on Escape Artist checks to escape and are incapable of bursting the webs. If a mythic phase spider expends one use of its mythic power, a creature on the Material Plane entangled by its ethereal stranding is pulled into the Ethereal Plane (or vice versa) and is trapped there for as long as it remains entangled. Once it escapes or breaks free, a creature pulled into the Ethereal Plane can attempt a Fortitude save each round as a swift action to return to the Material Plane; the creature returns automatically after 1 minute. A creature made Ethereal in this way can move within the Ethereal Plane before returning to the Material Plane but cannot travel to other planes.

Poison (Ex) Bite—injury; *save* Fort DC 20; *frequency* 1/round for 9 rounds; *effect* 1d2 Constitution damage; *cure* 2 consecutive saves. The save DC is Constitution-based.

Virulent Venom (Ex) A mythic phase spider adds one-half its mythic rank to the DC and duration of its poison. 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.



Remorhaz

An immense centipede-like beast erupts from the snow, rows of chitinous plates on its back glowing red-hot.

GIANT MYTHIC REMORHAZ

CR 9/MR 3

XP 6,400

Pathfinder Roleplaying Game Bestiary

N Gargantuan magical beast (mythic)

Init +0; **Senses** darkvision 60 ft., low-light vision, tremorsense 60 ft.; **Perception** +12

DEFENSE

AC 23, touch 6, flat-footed 23 (+17 natural, -4 size)

hp 142 (9d10+93)

Fort +13, **Ref** +6, **Will** +4

DR 5/epic; **Immune** cold, fire

OFFENSE

Speed 30 ft., burrow 20 ft.

Melee bite +14 (3d8+13 plus grab)

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

Special Attacks fast swallow^{MA}, feral savagery (full attack)^{MA}, furnace flare^{MA}, mythic power (3/day, surge +1d6), swallow whole (2d8+9 plus 8d6 fire damage, AC 18, 14 hp), tunnel worm^{MA}

STATISTICS

Str 28, **Dex** 11, **Con** 25, **Int** 5, **Wis** 12, **Cha** 10

Base Atk +9; **CMB** +22 (+24 bull rush, +26 grapple); **CMD** 32 (34 vs. bull rush, can't be tripped)

Feats Awesome Blow, Cleave^{MF}, Great Cleave, Improved Bull Rush, Power Attack^{MF}

Skills Climb +13, **Perception** +12

Languages Giant (can't speak)

ECOLOGY

Environment cold deserts and glaciers

Organization solitary

Treasure none

SPECIAL ABILITIES

Furnace Flare (Su) When a mythic remorhaz confirms a critical hit, its internal heat flares in intensity, dealing 8d10 points of damage until the beginning of its next turn. In addition, a mythic remorhaz can expend one use of its mythic power to as a move action to increase the intensity of its heat for 3 rounds, allowing it to bypass fire resistance or immunity.

Heat (Su) An enraged remorhaz generates heat so intense that anything touching its body takes 8d6 points of fire damage. Creatures striking a remorhaz with natural attacks or unarmed strikes are subject to this damage, but creatures striking with melee weapons are not. The heat can melt or burn weapons; any weapon that strikes a remorhaz is allowed a DC 22 Fortitude save to avoid taking damage. The save DC is Constitution-based.

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

MYTHIC REMORHAZ

Without the giant simple template, a mythic remorhaz's stats are as follows: **CR** 8/MR 3; **XP** 4,800; **Size** Huge; **Init** +1; **AC** 26, touch 9, flat-footed 25; **hp** 124; **Fort** +11, **Ref** +7; **Melee** bite +14 (3d6+10 plus grab); **Space** 15 ft., **Reach** 15 ft.; **Special Attacks** heat (DC 20); **Str** 24, **Dex** 13, **Con** 21; **CMB** +18 (+20 bull rush, +22 grapple); **CMD** 29 (31 vs. bull rush); **Skills** Climb +12.



Scorpion

The sixteen-foot-long scorpion scurries forward, ferocious claws raised in challenge, stingered tail arched over its back.

MYTHIC GIANT SCORPION CR 4/MR 1

XP 1,200

Pathfinder Roleplaying Game Bestiary

N Large vermin

Init +0; **Senses** darkvision 60 ft., tremorsense 60 ft.; Perception +4

DEFENSE

AC 17, touch 9, flat-footed 17 (+7 armor, +1 natural, -1 size)

hp 45 (5d8+23)

Fort +7, **Ref** +1, **Will** +1

Immune mind-affecting effects

OFFENSE

Speed 50 ft.

Melee 2 claws +6 (1d6+4 plus grab), sting +6 (1d6+4 plus poison)

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

Special Attacks barbed claws^{MA}, constrict (1d6+4),
mythic power (1/day, surge +1d6), potent poison^{MA}

STATISTICS

Str 19, **Dex** 10, **Con** 16, **Int** —, **Wis** 10, **Cha** 2

Base Atk +3; **CMB** +8 (+12 grapple); **CMD** 18 (30 vs. trip)

Feats Feel Footfall^{MF}

Skills Climb +8, Perception +4, Stealth +0; **Racial Modifiers** +4
Climb, +4 Perception, +4 Stealth

ECOLOGY

Environment warm or temperate deserts, forests, plains, or underground

Organization solitary

Treasure none

SPECIAL ABILITIES

Barbed Claws (Ex) A mythic giant scorpion's claws are covered with additional barbed spikes. Whenever a mythic giant scorpion deals damage with its claws or its constrict ability it deals 1 point of bleed damage as well (1d3 points of bleed damage on a critical hit). This bleed damage stacks with itself and other sources of bleed damage.

Potent Poison (Ex) Sting—injury; save Fort DC 18; frequency 1/round for 6 rounds; effect 1d3 Strength damage; cure 1 save. The save DC is Constitution-based and includes a +2 racial bonus.

This towering scorpion's carapace is as black as coal, and its claws are each as long as a man's body.

MYTHIC BLACK SCORPION CR 18/MR 7

XP 51,200

Pathfinder Roleplaying Game Bestiary 2

N Colossal vermin (mythic)

Init +0; **Senses** darkvision 60 ft., tremorsense 60 ft.; Perception +4

DEFENSE

AC 37, touch 2, flat-footed 37 (+35 natural, -8 size)

hp 308 (24d8+200)

Fort +20, **Ref** +8, **Will** +8

Defensive Abilities heat sink^{MA}, poisonous blood^{MA}; **DR** 10/epic;
Immune fire, mind-affecting effects

OFFENSE

Speed 60 ft., sand glide^{MA}

Melee 2 claws +25 (2d8+15/19-20/×3 plus grab and 1d8 bleed),
sting +25 (2d6+15 plus poison)

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

Special Attacks bloody blows^{MA}, constrict (2d8+22), crack shell^{MA},
feral savagery (full attack)^{MA}, mindless improved critical^{MA},
mythic power (7/day, surge +1d10), rapid stinging, rend^{MA}
(2 claws, 2d8+22)

STATISTICS

Str 40, **Dex** 10, **Con** 22, **Int** —, **Wis** 10, **Cha** 2

Base Atk +18; **CMB** +41 (+45 grapple); **CMD** 51 (63 vs. trip)

Feats Crippling Grip^{MF}, Devastating Grip^{MF}, Improved Critical
(claws)^{B, MF}, Savage Grip^{MF}, Staggering Critical^B, Stunning Critical^B

Skills Climb +19, Perception +4, Stealth -12; **Racial Modifiers**
+4 Climb, +4 Perception, +4 Stealth

ECOLOGY

Environment warm deserts

Organization solitary

Treasure none

SPECIAL ABILITIES

Bloody Blows (Ex) A mythic black scorpion's claws deal 1d8 points of bleed damage on a successful hit. The Heal DC to stanch this bleeding is DC 22, and non-mythic magical healing effects halt this bleed damage only if the caster succeeds on a DC 22 caster level check. A mythic creature using a non-mythic healing effect may add its mythic rank or tier on this caster level check.

Crack Shell (Ex) A mythic black scorpion that confirms a critical hit with its claws can attempt a combat maneuver check to sunder the target's armor, shield, weapon, or other wielded item (equal chance of each). If it rends the target, the target's armor (or other item worn in the body slot) takes rend damage (DC 37 Fortitude negates); this is in addition to the rend damage dealt to the target. If the target is not wearing armor or an item in the body slot but has a natural armor bonus, it takes a penalty to its natural armor bonus of 1d4 points (DC 37 Fortitude negates); treat this penalty as ability damage for the purpose of natural healing or effects that cure it. The save DC is Strength-based.

Heat Sink (Su) A mythic black scorpion is immune to fire and suffers no harm from hot environments. If targeted with a mythic fire effect, it is healed 1 hit point for every 3 points of damage that the fire effect would normally have dealt. If the scorpion is currently undamaged or if this healing exceeds the damage it has, the scorpion is affected as *haste* for 1d4 rounds. If a fire effect would normally bypass fire immunity, the scorpion must expend one use of its mythic power to ignore its effects; it cannot ignore fire damage created by creatures whose mythic rank or tier exceed its own.

Mindless Improved Critical (Ex) A mythic black scorpion gains Improved Critical (claws) as a bonus feat.

Poison (Ex) Sting—injury or poisonous blood—contact; *save* Fort DC 28; *frequency* 1/round for 6 rounds; *effect* 1d4 Str, 1d4 Dex, and 1d4 Con; *cure* 3 saves.

Rapid Stinging (Ex) A black scorpion's stinger strikes with astounding speed; it can make one additional attack in a round with its sting as a swift action.



Spider

A spider the size of a man crawls silently from the depths of its funnel-shaped web.

MYTHIC GIANT SPIDER CR 2/MR 1

XP 600

N Medium vermin

Init +3; **Senses** darkvision 60 ft., tremorsense 60 ft.; Perception +4

DEFENSE

AC 15, touch 13, flat-footed 12 (+3 Dex, +2 natural armor)

hp 24 (3d8+11)

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

Immune mind-affecting effects

OFFENSE

Speed 30 ft., climb 30 ft.

Melee bite +2 (1d6 plus poison)

Special Attacks mythic power (3/day, surge +1d6), web (+5 ranged, DC 14, hp 4)

STATISTICS

Str 11, **Dex** 17, **Con** 12, **Int** —, **Wis** 10, **Cha** 2

Base Atk +2; **CMB** +2; **CMD** 15 (27 vs. trip)

Feats Extra Mythic Power^{MF}

Skills Climb +16, Perception +4 (+8 in webs), Stealth +7 (+11 in webs); **Racial Modifiers** +4 Perception, +4 Stealth (+8 in webs), +16 Climb

SQ sturdy web^{MA}

ECOLOGY

Environment any

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

Treasure incidental

SPECIAL ABILITIES

Poison (Ex) Bite—injury; save Fort DC 14; frequency 1/round for 4 rounds; effect 1d2 Strength damage; cure 1 save.

Stealthy Web (Ex) The Perception check to notice webs created by a mythic giant spider is DC 25. In addition, a mythic giant spider takes only a -10 penalty on Stealth checks to hide again after using its web attack, rather than the normal -20 penalty for sniping. If it expends one use of its mythic power, it takes no penalty on Stealth checks when sniping.

Sturdy Web (Ex) The webs spun or thrown by a mythic giant spider are tougher than usual, requiring a DC 14 Strength check to burst and having 4 hit points per 5-foot square. A mythic giant spider can expend one use of its mythic power to create unusually sturdy webs for 1d6 rounds. These webs have hardness 2 and 8 hit points per 5-foot square.

If a mythic giant spider is adjacent to a creature entangled by its web or that of another spider, as a full-round action it can use the entrap special attack (DC 14, 1d10 rounds, hardness 0 (or 2), hp 4 (or 8)) to attempt to bind the target in webs. An entangled creature failing its save becomes helpless.

A spider the size of a man crawls silently from the shadows, venom dripping from its chelicerae.

MYTHIC GIANT HUNTING SPIDER CR 2/MR 1

XP 600

N Medium vermin

Init +7; **Senses** darkvision 60 ft., tremorsense 60 ft.; Perception +4

DEFENSE

AC 17, touch 15, flat-footed 12 (+2 dodge, +3 Dex, +2 natural armor)

hp 24 (3d8+11)

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

Immune mind-affecting effects

OFFENSE

Speed 30 ft., climb 30 ft.

Melee bite +2 (1d6 plus poison)

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

STATISTICS

Str 11, **Dex** 17, **Con** 12, **Int** —, **Wis** 10, **Cha** 2

Base Atk +2; **CMB** +2; **CMD** 15 (27 vs. trip)

Feats Dodge^{B, MF}

Skills Acrobatics +11, Climb +16, Perception +4, Stealth +7;

Racial Modifiers +8 Acrobatics, +4 Perception, +4 Stealth, +16 Climb

SQ skittering swarm^{MA}

ECOLOGY

Environment any

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

Treasure incidental

SPECIAL ABILITIES

Mindless Dodge (Ex) A mythic giant hunting spider gains Dodge as a bonus feat.

Poison (Ex) Bite—injury; save Fort DC 14; frequency 1/round for 4 rounds; effect 1d2 Strength damage; cure 1 save.



Skitterering Swarm (Ex) A mythic giant hunting spider can share the same space as another giant spider (mythic or non-mythic). When sharing another spider's space, a mythic giant hunting spider gains Pack Attack^{UC} as a bonus feat and is considered to be flanking any creature that it and the spider whose space it shares both threaten.

This long-legged spider has a huge, glossy black abdomen, marked on the underside with the shape of a crimson hourglass.

MYTHIC GIANT BLACK WIDOW CR 4/MR 1

XP 1,200

Pathfinder Roleplaying Game Bestiary 2

N Large vermin (mythic)

Init +2; **Senses** darkvision 60 ft., tremorsense 60 ft.; Perception +4

DEFENSE

AC 16, touch 11, flat-footed 14 (+2 Dex, +5 natural, -1 size)

hp 45 (5d8+23)

Fort +7, **Ref** +3, **Will** +1

DR 5/epic; **Immune** mind-affecting effects

OFFENSE

Speed 30 ft., climb 30 ft.

Melee bite +6 (1d8+6 plus poison and entrap)

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

Special Attacks entrap^{MA} (DC 19, 1d10 minutes, hardness 5, hp 5), mythic power (3/day, surge +1d6), web (+4 ranged, DC 19, 5 hp)

STATISTICS

Str 19, **Dex** 15, **Con** 16, **Int** —, **Wis** 10, **Cha** 2

Base Atk +3; **CMB** +8; **CMD** 20 (32 vs. trip)

Feats Extra Mythic Power^{MF}

Skills Climb +20, Perception +4, Stealth +10 (+14 webs); **Racial Modifiers** +8 Climb, +4 Perception, +4 Stealth (+8 webs)

SQ strong webs

ECOLOGY

Environment any land

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

Treasure incidental

SPECIAL ABILITIES

Entrap (Ex) A mythic black widow can entrap a creature it bites as a swift action. A creature already entangled becomes helpless on a failed save. The save DC includes the bonus from the spider's strong webs ability.

Poison (Ex) Bite—injury; *save* Fort DC 17; *frequency* 1/round for 6 rounds; *effect* 1d3 Con and staggered; *cure* 2 saves. The save DC is Constitution-based and has a +2 racial bonus.

Silent Creeper (Ex) A mythic black widow is treated as if it had ranks in Stealth equal to its Hit Dice, with Stealth as a class skill. If the spider expends one use of its mythic power, it can make a Stealth check even when directly observed, as long as there is cover or concealment within 10 feet. When a mythic black widow uses a mythic surge to increase the result of a Stealth check, the result of the surge die is maximized.

Strong Webs (Ex) A black widow's webs (including its entrap ability) gain a +4 bonus to the DC to break or escape.

An awful, scuttling mass of legs and mandibles scrambles forward out of the darkness.

MYTHIC SPIDER SWARM CR 2/MR 1

XP 600

Pathfinder Roleplaying Game Bestiary

N Diminutive vermin (mythic, swarm)

Init +3; **Senses** darkvision 60 ft., tremorsense 30 ft.; Perception +4

DEFENSE

AC 18, touch 17, flat-footed 15 (+3 Dex, +1 natural, +4 size)

hp 17 (2d8+8)

Fort +3, **Ref** +3, **Will** +0

Defensive Abilities swarm traits; **Immune** mind-affecting effects, weapon damage

Weaknesses swarm traits

OFFENSE

Speed 20 ft., climb 20 ft.

Melee swarm (1d6 plus poison and distraction)

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

Special Attacks cling (DC 14)^{MA}, cocooning^{MA}, distraction (DC 11), mythic power (3/day, surge +1d6)

STATISTICS

Str 1, **Dex** 17, **Con** 10, **Int** —, **Wis** 10, **Cha** 2

Base Atk +1; **CMB** —; **CMD** —

Feats Extra Mythic Power^{MF}

Skills Climb +11, Perception +4; **Racial Modifiers** +4 Perception; uses Dexterity for Climb checks

ECOLOGY

Environment any

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

Treasure none

SPECIAL ABILITIES

Cocooning (Ex) When a Medium or smaller creature fails its saving throw against a mythic spider swarm's distraction attack, as an immediate action it can attempt to entrap (DC 11, 1d10 rounds, hardness 0, hp 2) that creature in webs. If the swarm expends one use of its mythic power, the save DC of its entrap ability and the hardness and hit points of its webs are increased by 2, and the duration is increased to 2d10 rounds. A creature entangled by this effect takes a -2 penalty on saves against the swarm's distraction and poison, increasing to -4 if the creature is helpless.

Poison (Ex) Swarm—injury; *save* Fort DC 11; *frequency* 1/round for 2 rounds; *effect* 1d2 Str; *cure* 1 save. The save DC is Constitution-based.

Wasp

This horse-sized wasp is covered in yellow and black vertical stripes—its stinger is the size of a sword and drips with venom.

MYTHIC GIANT WASP CR 4/MR 1

XP 1,200

N Large vermin

Init +1; **Senses** darkvision 60 ft.; Perception +9

DEFENSE

AC 15, touch 10, flat-footed 14; (+1 Dex, +5 natural, -1 size)

hp 42 (4d8+24)

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

Defensive Abilities evasive maneuvers^{MA};

Immune mind-affecting effects

OFFENSE

Speed 20 ft., fly 60 ft. (good)

Melee sting +6 (1d8+6 plus poison)

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

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

STATISTICS

Str 18, **Dex** 12, **Con** 18, **Int** —, **Wis** 13, **Cha** 11

Base Atk +3; **CMB** +8; **CMD** 19

Feats Impaling Critical^{UC, MF}

Skills Fly +3, Perception +9; **Racial Modifiers** +8 Perception

ECOLOGY

Environment temperate forests

Organization solitary, pair, group (3–6), or nest (7–19)

Treasure none

SPECIAL ABILITIES

Evasive Maneuvers (Ex) When a mythic giant wasp uses the charge or withdraw action, it does not provoke attacks of opportunity for moving through threatened spaces. In addition, whenever it makes a Reflex save it can expend one use of mythic power to gain evasion against that effect.

Impaling Stinger (Ex) A mythic giant wasp gains Impaling Critical as a bonus feat on attacks made with its sting. A creature impaled on its sting is considered entangled and cannot move until it spends a move action pulling out the sting. In addition, whenever a mythic giant wasp deals damage with a sting attack it may expend one use of mythic power to break its stinger off in the wound. The mythic giant wasp dies immediately when it uses this ability. If a creature is impaled on the wasp's sting when it is killed, it can use this ability as a free action immediately before it dies without expending mythic power. Removing a broken stinger requires a successful DC 15 Heal check or Strength check as a standard action. The victim takes 1d8+6 damage and must save against the wasp's poison each round until the stinger is removed; as long as the stinger remains, the wasp's poison requires 2 saves to cure.

Poison (Ex) Sting—injury; save Fort DC 18; frequency 1/round for 6 rounds; effect 1d2 Dexterity damage; cure 1 save. The save DC is Constitution-based, and includes a +2 racial bonus.

A low, ominous buzz announces the arrival of a mass of many thousands of angry, stinging wasps.

MYTHIC WASP SWARM CR 4/MR 1

XP 1,200

Pathfinder Roleplaying Game Bestiary

N Diminutive vermin (swarm)

Init +1; **Senses** darkvision 60 ft.; Perception +9

Aura angry drone^{MA} (20 ft., DC 13)

DEFENSE

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

hp 39 (7d8+8)

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

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

Weakness swarm traits

OFFENSE

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

Melee swarm (2d6 plus poison)

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

Special Attacks distraction (DC 13), **mythic power** (3/day, surge +1d6), paralytic poison^{MA}, poison

STATISTICS

Str 1, **Dex** 13, **Con** 10, **Int** —, **Wis** 12, **Cha** 9

Base Atk +5; **CMB** —; **CMD** —

Feats Extra Mythic Power^{MF}

Skills Fly +11, Perception +9; **Racial Modifiers** +8 Perception

SQ swarm traits, vermin traits

ECOLOGY

Environment temperate forests

Organization solitary, pair, fury (3–6 swarms), maelstrom (7–12 swarms)

Treasure none

SPECIAL ABILITIES

Angry Drone (Ex) When in combat, a mythic wasp swarm's buzzing wings amplify into a maddening drone. Any creature able to hear within 20 feet is treated as dazzled; this is a sonic effect rather than a visual effect. As a swift action, it can expend one use of mythic power to amplify its drone to a deafening cacophony, allowing its distraction ability to affect all creatures within 20 feet until the beginning of its next turn and causing any creature failing its save against its distraction to become dazzled (as above) and deafened for 1 minute. Mythic creatures within the swarm take a -2 penalty on their saving throw against its distraction, non-mythic creatures a -4 penalty.

Paralytic Poison (Ex) A mythic wasp swarm's poison slows down the reflex and muscle activity of creatures succumbing to it. A creature failing its save against the swarm's poison becomes fatigued, in addition to the usual Dexterity damage. A creature already fatigued becomes exhausted, and a creature already exhausted becomes paralyzed until it successfully saves. A creature also becomes paralyzed if its Dexterity damage plus the penalty to Dexterity for being fatigued or exhausted is equal to or greater than its Dexterity score.

Poison (Ex) Swarm—injury; save Fort DC 13; frequency 1/round for 4 rounds; effect 1 Dexterity damage; cure 1 save. The save DC is Constitution-based.





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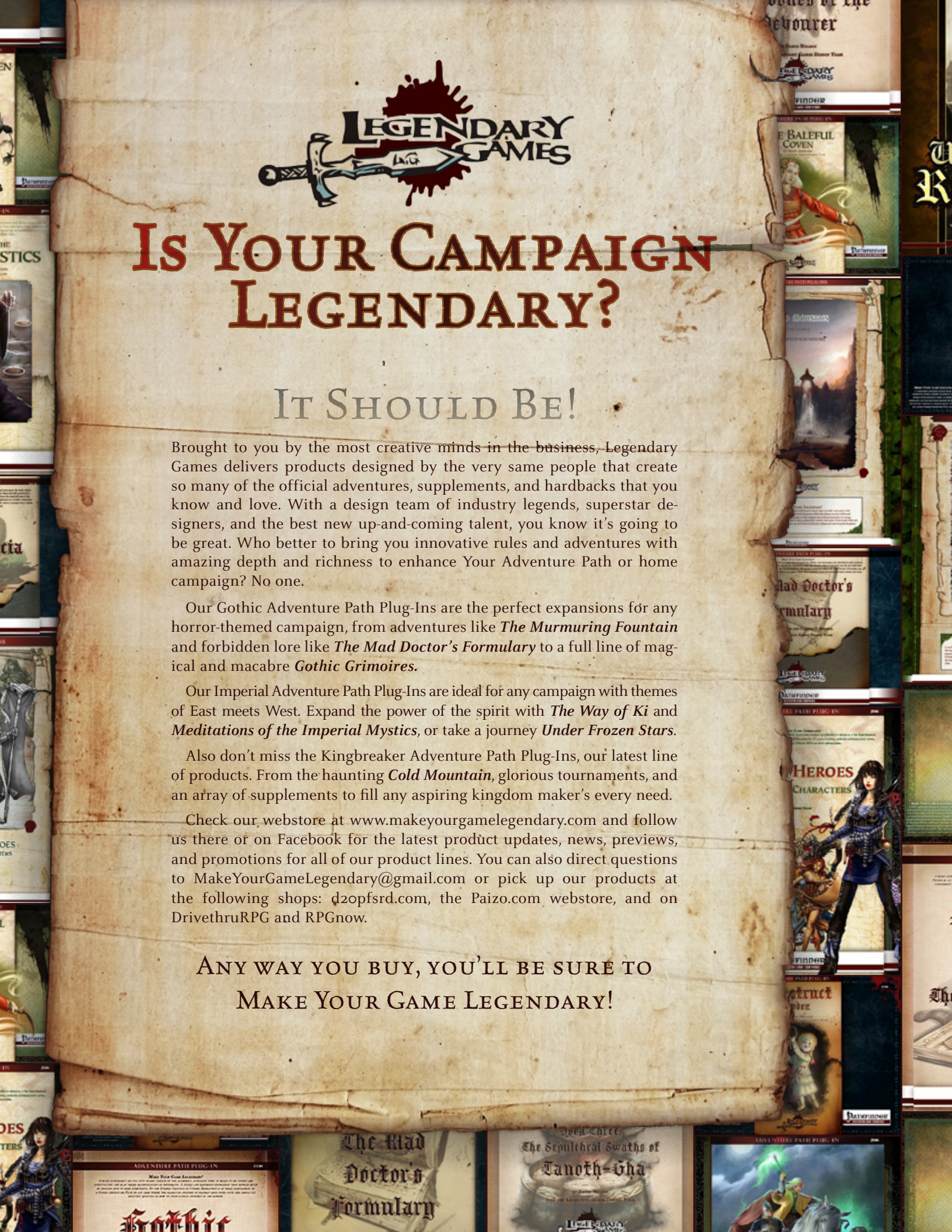
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