



MYTHIC MODULE MONSTERS

Rune lords 2

PATHFINDER
ROLEPLAYING GAME COMPATIBLE

MYTHIC PLUG-INS



WELCOME TO MYTHIC MODULE MONSTERS!

The mythic rules system introduced in the *Pathfinder Roleplaying Game Mythic Adventures* hardback contains a selection of classic monsters made mythic, ideal for use in a mythic campaign but just as useful to inject something new into the GM's toolbox to terrorize their players. The *Mythic Monster Manual* and *Mythic Monsters* series from Legendary Games have greatly expanded the number of mythic monsters available for use in campaigns of any kind. However, a great many players and GMs love playing the classic adventure paths produced by Paizo, Inc. and are interested in adding a bit of mythic mayhem to spice up those spectacular sagas. The *Mythic Module Monsters* series is designed just for you! Rather than having to hunt through multiple books trying to find the odd monster here or there to enhance your adventure path experience, you'll find the monsters introduced in that AP right here, ready to pick up exactly the issues you need to enhance the mythic monsters in your favorite adventure! You can pick them up a few at a time or collect an entire series for your favorite AP! *Mythic Module Monsters* are not about exposition, ecology, and artwork; you've already got those right between the pages of your favorite AP adventures. Instead, they are jam-packed mythic stat blocks for every creature in that issue, 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. The expert designers who helped create the official mythic rules are here to **Make Your Adventure Path Legendary!**

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NOTE: The following notations are used in the stat blocks contained in this product:

^{MS} = Mythic spell

^{MF} = Mythic feat

^{MA} = Mythic ability

^{MMA} = Major mythic ability (counting as two abilities)

^{APG} = Pathfinder Roleplaying Game Advanced Player's Guide

^{B1} = Pathfinder Roleplaying Game Bestiary

^{B2} = Pathfinder Roleplaying Game Bestiary 2

^{B3} = Pathfinder Roleplaying Game Bestiary 3

^{UE} = Pathfinder Roleplaying Game Ultimate Combat

^{UM} = Pathfinder Roleplaying Game Ultimate Magic

Underlined text indicates a rules element that is described in *Pathfinder Roleplaying Game Mythic Adventures*. The following notations are used to indicate sources for rules outside the *Pathfinder Roleplaying Game Core Rulebook*.



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Azata, Lyrakien

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

MYTHIC LYRAKIEN

CR 3/MR 1

XP 800

Pathfinder Roleplaying Game Bestiary 3

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

Init +8; **Senses** darkvision 60 ft., *detect evil*, *detect magic*, *green-sight*^{MA}, low-light vision; **Perception** +9

DEFENSE

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

hp 29 (3d10+13)

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

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

Immune electricity, petrification; **Resist** cold 10, fire 10

OFFENSE

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

Melee slam +2 (1d2–3)

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

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

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

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

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

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

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

STATISTICS

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

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

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

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

Languages Celestial, Draconic, Infernal; truespeech

SQ interloper's peril^{MA}, traveler's friend

ECOLOGY

Environment any (Elysium)

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

Treasure none

SPECIAL ABILITIES

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

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

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



Boggard

Bulbous eyes glare atop this creature's decidedly toad-like head. A multitude of warts and bumps decorate its greenish skin.

MYTHIC BOGGARD

CR 3/MR 1

XP 800

Pathfinder Roleplaying Game Bestiary

CE Medium humanoid (boggard, mythic)

Init -1; **Senses** darkvision 60 ft., low-light vision; **Perception** +4

DEFENSE

AC 16, touch 9, flat-footed 15 (+3 armor, -1 Dex, +4 natural)

hp 30 (3d8+17)

Fort +7, **Ref** +0, **Will** +1

OFFENSE

Speed 20 ft., swim 30 ft.

Melee morningstar +5 (1d8+3), tongue -1 touch (sticky tongue)

Special Attacks acidic tongue^{MA}, leap attack^{MA}, **mythic power** (3/day, surge +1d6), terrifying croak

STATISTICS

Str 15, **Dex** 9, **Con** 14, **Int** 8, **Wis** 11, **Cha** 10

Base Atk +2; **CMB** +4; **CMD** 13

Feats Extra Mythic Power^{MF}, Great Fortitude, Toughness, Weapon Focus (morningstar)

Skills Acrobatics +2 (+14 jumping), Stealth -1 (+7 in swamps), Swim +10; **Racial Modifiers** +16 Acrobatics when jumping, +4 Perception, +8 Stealth in swamps

Languages Boggard

SQ hold breath, swamp stride

ECOLOGY

Environment temperate marshes

Organization solitary, pair, or army (1-4 mythic boggards and 3-12 boggards)

Treasure NPC gear (mwk studded leather armor, morningstar, other treasure)

SPECIAL ABILITIES

Caustic Tongue (Ex) A creature hit by a mythic boggard's tongue attack cannot move more than 10 feet away from the boggard and takes a -4 penalty to AC and on concentration checks as long as the tongue is attached (this penalty stacks if multiple tongues are attached), taking 1d6 points of acid damage at the end of its turn each round the tongue remains attached. The tongue can be removed by making an opposed Strength check as a standard action or by dealing 2 points of slashing damage to the tongue (AC 12, damage does not deplete the boggard's actual hit points). Attempting to escape deals 1d6 points of acid damage to the stuck creature (if attempting a Strength check) or to the weapon used to damage the tongue. The boggard cannot move more than 10 feet away from the target, but the boggard can release its tongue as a free action. Unlike a giant frog, a boggard cannot pull targets toward it with its tongue.

Hold Breath (Ex) A boggard can hold its breath for a number of rounds equal to four times its Constitution score before it risks drowning or suffocating.

Leap Attack (Ex) As a standard action, a mythic boggard may make a single attack during a jump. It can make this attack at any point along the course of the leap—the start, the end, or while in mid-air. While jumping, a mythic boggard does not provoke attacks of opportunity for leaving a threatened square. A mythic boggard can expend one use of mythic power to use this ability as a swift action, or when using this ability as a standard action to gain a +10 bonus on its Acrobatics check to jump, treating its jump as if it had a running start even if it does not move before jumping.

Swamp Stride (Ex) A boggard can move through any sort of natural difficult terrain at its normal speed while within a swamp. Magically altered terrain affects a boggard normally.

Terrifying Croak (Su) Once per hour, a boggard can, as a standard action, emit a loud and horrifying croak. Any non-boggard creature within 30 feet of the boggard must make a DC 13 Will save or become shaken for 1d4 rounds. Creatures that succeed at this save cannot be affected again by the same boggard's croak for 24 hours. Creatures that are already shaken become frightened for 1d4 rounds instead. The save DC is Charisma-based and includes a +2 racial bonus.



Carriestorm

Bits of feather and flesh buzz around this swarm of rotting ravens like flies, countless lifeless eyes staring out from the chaos.

MYTHIC CARRIONSTORM

CR 2/MR 1

XP 600

d2opfsrd.com^{AP2}

NE Tiny undead (mythic, swarm)

Init +4; **Senses** darkvision 60 ft.; Perception +6

DEFENSE

AC 13, touch 12, flat-footed 13 (+1 natural, +2 size)

hp 19 (2d8+10)

Fort +1, **Ref** +0, **Will** +5

Defensive Abilities swarm traits; **Immune** undead traits

Weaknesses vulnerable to channeled energy

OFFENSE

Speed 10 ft., fly 40 ft. (good)

Melee swarm (1d6 plus ghoul fever^{MA})

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

Special Attacks distraction (DC 12), mythic power (1/day, surge +1d6)

STATISTICS

Str 1, **Dex** 11, **Con** —, **Int** 2, **Wis** 14, **Cha** 13

Base Atk +1; **CMB** —; **CMD** —

Feats Improved Initiative, Lightning Reflexes

Skills Fly +12, Perception +6

SQ pallid bond, shield of wings^{MA}

ECOLOGY

Environment any

Organization solitary, flock (2–4 swarms), or murder (5–12 swarms)

Treasure none

SPECIAL ABILITIES

Disease (Su) *Ghoul Fever*: Bite—injury; *save* Fort DC 14; onset 1 day; *frequency* 1/day; *effect* 1d3 Con and 1d3 Dex damage; *cure* 2 consecutive saves. The save DC is Charisma-based and includes a +2 racial bonus. A mythic carriestorm that expends one use of its mythic power as a standard action forces all creature that are exposed to its disease until the start of its next turn to roll twice on their saving throw and take the lowest result.

Pallid Bond (Ex) A carriestorm does not attack undead or creatures displaying the holy symbol of the goddess of the undead unless magically controlled, and deal only half damage to such creatures if compelled to attack.

Shield of Wings (Ex) When occupying the same space as an ally, a mythic carriestorm grants that ally concealment. A mythic carriestorm may expend one use of mythic power as an immediate action to take all damage dealt to a single ally within the swarm's space.

Vulnerable to Channeled Energy (Ex) A carriestorm takes 150% as much damage as normal from channeled positive energy.



Faceless Stalker

This hairless, leathery biped has a face dominated by grotesque and unsettling whorls and slits instead of actual features.

MYTHIC FACELESS STALKER

CR 5/MR 2

XP 1,600

Pathfinder Roleplaying Game Bestiary 2

CE Medium aberration (mythic, shapechanger)

Init +7; Senses darkvision 60 ft.; Perception +2

DEFENSE

AC 19, touch 13, flat-footed 16 (+3 Dex, +6 natural)

hp 58 (5d8+36)

Fort +5, Ref +4, Will +6

DR 5/epic and piercing or slashing

OFFENSE

Speed 30 ft.

Melee mwk longsword +9 (1d8+5/19–20) and slam +3 (1d6+2 plus blood drain and grab)

Special Attacks blood leaching^{MA}, maddening duplication^{MA} (DC 15), mythic power (2/day, surge 1d6), sneak attack +2d6

Spell-Like Abilities (CL 5th; concentration +8)

Constant—*tongues*

STATISTICS

Str 20, Dex 17, Con 18, Int 13, Wis 15, Cha 16

Base Atk +3; CMB +8 (+12 grapple); CMD 21

Feats Combat Reflexes^{MF}, Deceitful, Improved Initiative

Skills Bluff +10, Disguise +14 (+24 when using change shape),

Escape Artist +19, Sleight of Hand +8, Stealth +11; Racial

Modifiers +4 Disguise, +8 Escape Artist

Languages Aquan, Common; *tongues*

SQ blood frenzy^{MA}, change shape (medium humanoid; *alter self*), compression, faceless

ECOLOGY

Environment any swamps or underground

Organization solitary or gang (1 mythic faceless stalker and 2–12 non-mythic faceless stalkers)

Treasure standard (masterwork longsword, other treasure)

SPECIAL ABILITIES

Blood Frenzy (Su) When a mythic faceless stalker successfully drains blood from a living creature, it becomes invigorated. It gains a +2 alchemical bonus to Strength and is hasted; these effects last one round per point of Constitution damage or drain the mythic faceless stalker deals. If a blood-frenzied mythic faceless stalker continues to drain blood, the duration of the invigoration increases one round for each additional point of Constitution damage or drain.

Blood Leaching (Su) A mythic faceless stalker can drain blood when any part of its rubbery body even briefly comes in contact with a victim. When a mythic faceless stalker makes a successful slam attack, it also deals 1 point of Constitution damage to its victim. When a mythic faceless stalker deals damage with its slam attack against a cowering, dazed, grappled, helpless, pinned, or stunned opponent, it deals 1d4 points of Constitution damage. Additionally, once per day, a mythic faceless stalker can expend one use of mythic power when it drains blood to instead deal 1d4 points of Constitution drain while healing itself of 2d8 points of damage as it gorges itself on its victim's blood. Any healing over the mythic faceless stalker's maximum hit points is wasted.

Change Shape (Su) A mythic faceless stalker can assume the form of a Medium humanoid at will but requires 10 uninterrupted minutes to alter its body. Performing this transformation is somewhat painful, but the mythic faceless stalker can maintain its new form indefinitely once it has achieved it. It can change back to its true form as a swift action and gains a +2 morale bonus on attack rolls, damage rolls, skill checks, and saving throws for 1 round after it does so. Mythic faceless stalkers retain their own innate abilities when they assume their new form and do not gain any of those belonging to the creature they mimic. A mythic faceless stalker gains a +10 bonus on Disguise checks when they are used in conjunction with this ability.

Faceless (Su) In its natural form, a mythic faceless stalker has no discernible facial features. It gains a +4 bonus on saving throws made to resist attacks or effects that target the senses. This includes gaze attacks, odor-based attacks, sonic attacks and similar attacks. This bonus does not apply to illusions.

Maddening Duplication (Su) As a standard action, a mythic faceless stalker can expend one use of mythic power to focus its will on a Small or Medium humanoid within 30 feet and rearrange its rubbery facial features to perfectly mimic the humanoid's face, rippling and pulsing between the duplicate face and the stalker's own tumescent visage. If the target has line of sight to the mythic faceless stalker, its sense of self is shaken by the maddening duplication, dealing 1d4 points of Charisma damage and dazing the target for 1 round. If the target is a spellcaster, she also acquires the *disassociation spellblight*^{UM}. A DC 15 Will save negates Charisma damage and the spellblight and causes the target to become confused for 1 round rather than dazed. A mythic faceless stalker may expend one use of its mythic power when using this ability to force the target to save twice, using the lower roll, and on a failed save the target is dazed for 1 round even on a successful saving throw and confused for 1d6 rounds on a failed save (1 round on a successful save), with the confusion occurring after the dazed effect ends. This is a mind-affecting insanity effect and the save is Charisma-based.



Lamia Matriarch

This creature looks like a beautiful human woman from the waist up, but below is the body and tail of an immense snake.

MYTHIC LAMIA MATRIARCH

CR 10/MR 4

XP 9,600

Pathfinder Roleplaying Game Bestiary 2

CE Large monstrous humanoid (mythic, shapechanger)

Init +4; **Senses** darkvision 60 ft., low-light vision; Perception +3

DEFENSE

AC 25, touch 13, flat-footed 21 (+4 Dex, +12 natural, -1 size)

hp 142 (12d10+76)

Fort +7, **Ref** +12, **Will** +11

DR 10/epic **Immune** mind-affecting effects; **SR** 23

OFFENSE

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

Melee +1 scimitars +14/+14/+9/+9/+4 (1d6+6/15-20/x3 plus 1 Wisdom drain on first hit each round) or touch +16 (1d6 Wisdom drain)

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

Special Attacks cascade of steel^{MA}, ghastly illusions^{MA}, mythic magic^{MA}, mythic power (4/day, surge +1d8), wisdom drain^{MA}

Spell-Like Abilities (CL 12th; concentration +17)

At will—*charm monster* (DC 21), *ventriloquism* (DC 18)

3/day—*deep slumber* (DC 20), *dream*, *major image* (DC 20), *mirror image*, *suggestion* (DC 20)

Spells Known (CL 6th; concentration +11)

3rd (4/day)—*haste*

2nd (6/day)—*death knell* (DC 19), *invisibility*

1st (8/day)—*cure light wounds*, *divine favor*, *mage armor*, *magic missile*

o (at will)—*dancing lights*, *daze* (DC 17), *detect magic*, *ghost sound* (DC 17), *mage hand*, *mending*, *prestidigitation*

STATISTICS

Str 20, **Dex** 19, **Con** 17, **Int** 16, **Wis** 16, **Cha** 25

Base Atk +12; **CMB** +18; **CMD** 32 (can't be tripped)

Feats Double Slice, Extend Spell, Improved Critical (scimitar)

^{MF}, Improved Two-Weapon Fighting, Two-Weapon Fighting^{MF}, Weapon Focus (scimitar)

Skills Acrobatics +8 (+12 jump), Bluff +23, Climb +13, Diplomacy +13, Disguise +13, Intimidate +22, Knowledge (any one) +15, Knowledge (arcana) +15, Spellcraft +15, Swim +13, Use Magic Device +21; **Racial Modifiers** +4 Acrobatics, +4 Bluff, +4 Use Magic Device

Languages Abyssal, Common, Draconic

SQ change shape (fixed Medium humanoid form, *alter self*, flawless ventriloquism^{MA}, undersized weapons

ECOLOGY

Environment any land

Organization solitary, pair, or cult (1-2 mythic lamia matriarchs and 3-6 lamia matriarchs)

Treasure double (two +1 scimitars, other treasure)

SPECIAL ABILITIES

Cascade of Steel (Ex) If a mythic lamia matriarch hits the same creature with 2 or more scimitar attacks in one round she may expend one use of mythic power to afflict the target with one of the following conditions for 1d4 rounds: 2 hits—~~daz~~-zled; 3 hits—~~blinded~~; 4 hits—~~dazed~~; 5 hits—~~stunned~~. The target can negate the effect with a successful DC 23 Fortitude save.

Flawless Ventriloquism (Ex) While a mythic lamia matriarch is under the effects of *ventriloquism*, she can imitate any sound, including voices of specific creatures if she has heard at least 1 minute of their speech.

Ghastly Illusions (Su) Whenever a creature successfully disbelieves one of a mythic lamia matriarch's illusion spells, the illusion shifts into something horrifying in the moment before it loses its hold, causing the creature to become frightened for 1 round (DC 23 Will negates); mythic creatures are shaken for 1 round on a failed save rather than becoming frightened.

Spells A lamia matriarch casts spells as a 6th-level sorcerer, and can cast spells from the cleric list as well as those normally available to a sorcerer. Cleric spells are considered arcane spells for a lamia matriarch.

Wisdom Drain (Su) A mythic lamia matriarch drains 1d6 points of Wisdom each time she hits with her melee touch attack. The first time each round that she strikes a foe with a melee weapon, she also drains 1 point of Wisdom. As a swift action she may expend 2 uses of mythic power to cause every hit she makes with a melee weapon that round to drain 1 point of Wisdom. A DC 23 Will save negates the Wisdom drain. Unlike with other kinds of ability drain attacks, a lamia matriarch does not heal damage when she uses her Wisdom drain. The save DC is Charisma-based.



Revenant

This shambling corpse is twisted and mutilated. Fingers of sharpened bone reach out with malevolent intent.

MYTHIC REVENANT

CR 8/MR 3

XP 4,800

Pathfinder Roleplaying Game Bestiary 2

LE Medium undead (mythic)

Init +7; Senses darkvision 60 ft., sense murderer; Perception +13

DEFENSE

AC 22, touch 13, flat-footed 19 (+3 Dex, +9 natural)

hp 100 (9d8+60)

Fort +7, Ref +6, Will +7

Defensive Abilities just the two of us^{MA}; DR 5/epic and slashing; Immune cold, undead traits; SR 20

Weaknesses self-loathing

OFFENSE

Speed 30 ft.

Melee 2 claws +15 (1d8+8 plus grab)

Special Attacks baleful shriek, ceaseless shrieking^{MA}, constrict (1d6+8), mythic power (3/day, surge +1d6), relentless pursuit^{MA}, wrack murderer^{MA}

STATISTICS

Str 26, Dex 17, Con —, Int 7, Wis 12, Cha 19

Base Atk +6; CMB +14 (+17 grapple); CMD 27

Feats Cleave, Following Step^{MF}, Improved Initiative, Power Attack, Step Up^{MF}, Weapon Focus (claw)

Skills Intimidate +16, Perception +13

Languages Common

SQ reason to hate

ECOLOGY

Environment any land

Organization solitary

Treasure standard

SPECIAL ABILITIES

Ceaseless Shrieking (Su) Once every 1d4 rounds, a mythic revenant can shriek as a standard action. All creatures within a 60-foot spread must make a DC 18 Will save or cower in fear for 1d4 rounds. This is a mind-affecting fear effect. The save DC is Charisma-based. If the mythic revenant is within 60 ft. of its murderer, the mythic revenant may shriek every round as a standard action.

Just the Two of Us (Ex) Whenever a mythic revenant ends its turn threatening its murderer, it gains a +5 profane bonus to AC and saving throws and its SR is increased by 5 against attacks or effects created by anyone other than its murderer for 1 round. In addition, whenever its murderer is within its line of sight it can overrun creatures blocking its path to its murderer as if it had the Improved Overrun and Charge Through^{APG} feats and can expend one use of its mythic power as a free action to gain those feats and their mythic versions as bonus feats for 3 rounds.

Reason to Hate (Su) A revenant's existence is fueled by its hatred for its murderer. As long as the murderer exists, the revenant exists. If the murderer dies, the revenant is immediately slain. A murderer who becomes undead does not trigger a revenant's destruction. When a revenant encounters its murderer, it gains the benefits of a *haste* spell (CL 20th) that lasts as long as its murderer remains in sight. Against its murderer, the revenant also gains a +4 profane bonus on attack rolls, weapon damage rolls, grapple checks, and saving throws.

Relentless Pursuit (Ex) Whenever a mythic revenant uses its Step Up feat, it may expend one use of mythic power to immediately make a combat maneuver check with a +10 bonus. It can perform any combat maneuver it desires, and this maneuver does not provoke an attack of opportunity from its target.

Self-Loathing (Ex) When confronted with its reflection or any object that was important to it in life, a revenant must make a DC 20 Will save to avoid becoming overwhelmed with self-pity. This condition renders the revenant helpless, and lasts until the revenant is attacked or sees its murderer. If a revenant resists becoming overwhelmed, the revenant becomes obsessed with the source that triggered the saving throw and does everything it can to destroy it, reacting to the trigger as if the trigger were its murderer and gaining bonuses from its reason to hate ability.

Sense Murderer (Su) A revenant knows the direction but not the distance to its murderer—this sense can be blocked by any effect that blocks scrying. Against its murderer, a revenant has *true seeing* and *discern lies* in effect at all times (CL 20th); these abilities cannot be dispelled.

Wrack Murderer (Su) As a swift action a mythic revenant may expend one use of mythic power to wrack its murderer with pain. This effect functions as *pain strike*^{APG} (DC 17 Will partial) with a duration of 2 minutes, but the target is sickened for 1 round even on a successful save.

The mythic versions of the Following Step and Step Up feats are found in the *Mythic Hero's Handbook* and is reprinted here for ease of reference:

Following Step (Combat, Mythic)

No one can interrupt you when you follow a foe.

Prerequisites: Following Step^{APG}.

Benefit: Movement you take as part of using Step Up, or any feat that has Step Up as a prerequisite, does not provoke attacks of opportunity, and ignores difficult terrain.

Step Up (Combat, Mythic)

No one can escape you.

Prerequisites: Step Up^{CRB}.

Benefit: Whenever an adjacent foe attempts to move away from you, you may move up to your movement rate as an immediate action so long as you end up adjacent to the foe that triggered this ability. If you move more than 1/2 your movement rate, you may only take a move or standard action on your next turn.

If you expend a use of mythic power, you may move up to twice your movement rate to follow an adjacent foe, and still take a full action on your next turn.