



MYTHIC MODULE MONSTERS

Rune lords 5

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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)

ACG = *Pathfinder Roleplaying Game Advanced Class Guide*

APG = *Pathfinder Roleplaying Game Advanced Player's Guide*

ARG = *Pathfinder Roleplaying Game Advanced Race Guide*

B1 = *Pathfinder Roleplaying Game Bestiary*

B2 = *Pathfinder Roleplaying Game Bestiary 2*

B3 = *Pathfinder Roleplaying Game Bestiary 3*

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B5 = *Pathfinder Roleplaying Game Bestiary 5*

MAdv = *Pathfinder Roleplaying Game Mythic Adventures*

OA = *Pathfinder Roleplaying Game Occult Adventures*

UC = *Pathfinder Roleplaying Game Ultimate Combat*

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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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Demon, Shemhazian

This enormous, bestial demon combines the worst aspects of a bear, a mantis, a wolf, and a reptilian humanoid.

MYTHIC SHEMHAZIAN

CR 20/MR 8

XP 307,200

CE Gargantuan outsider (chaotic, demon, evil, extraplanar, mythic)

Init +4/-16, **dual initiative**^{MA}; **Senses** darkvision 60 ft., *detect good*, *scent*, *true seeing*; Perception +36

Aura fruitless fury^{MA} (30 feet, DC 22)

DEFENSE

AC 39, touch 11, flat-footed 34 (+4 Dex, +1 dodge, +28 natural, -4 size)

hp 343 (17d10+250)

Fort +20, **Ref** +11, **Will** +18

Defensive Abilities apex predator^{MA}; **DR** 10/cold iron, epic, and good; **Immune** electricity, poison; **Resist** acid 10, cold 10, fire 10; **SR** 35

OFFENSE

Speed 40 ft., climb 20 ft., fly 60 ft. (good)

Melee bite +27 (2d6+14 plus 2d4 Strength drain), 2 claws +27 (2d6+14), 2 pincers +25 (1d12+21 plus grab), tail slap +25 (2d6+7)

Space 20 ft.; **Reach** 20 ft. (30 ft. with tail slap)

Special Attacks backlash^{MA}, borrowed rage^{MA}, conscription^{MA}, mythic power (8/day, surge +1d10), paralyzing gaze, pincer lock^{MA}, powerful blows (pincers)^{MA}, rend (2 claws, 2d6+21), savage slash^{MA}

Spell-Like Abilities (CL 15th; concentration +19)

Constant—*detect good*, *fly*, *true seeing*

At will—*greater teleport* (self plus 50 lbs. of objects only), *invisibility*, *telekinesis* (DC 19)

3/day—*clairaudience/clairvoyance*, *mass inflict serious wounds* (DC 20), *prying eyes*

1/day—*blasphemy* (DC 21), *summon* (CL 20th, level 5, 1 shemhazian 38% or 1d4 vrocks 68%)

STATISTICS

Str 38, **Dex** 19, **Con** 31, **Int** 10, **Wis** 26, **Cha** 18

Base Atk +17; **CMB** +35 (+39 grapple, +41 bull rush); **CMD** 50 (56 vs. bull rush)

Feats Awesome Blow, Combat Reflexes, Dodge, Improved Bull Rush^{MF}, Improved Vital Strike, Lightning Reflexes, Multiattack, Power Attack^{MF}, Quick Awesome Blow^{MF}, Vital Strike^{MF}

Skills Bluff +24, Climb +22, Fly +2, Heal +28, Intimidate +24, Knowledge (religion) +20, Perception +36, Sense Motive +28; **Racial Modifiers** +8 Perception

Languages Abyssal, Celestial, Draconic; telepathy 100 ft.

ECOLOGY

Environment any (the Abyss)

Organization solitary

Treasure standard

SPECIAL ABILITIES

Apex Predator (Su) Animals and vermin refuse to approach within a shemhazian demon's reach. If an animal or vermin is forced within its reach, it begins **cowering** until the mythic shemhazian moves away from it. Mythic animals and vermin (including creatures treated as mythic because of the the **Mythic Companion** feat or similar mythic path abilities), can resist this effect with a successful DC 22 Will save. The save DC is Charisma-based.

Backlash (Ex) Whenever an adjacent enemy confirms a critical hit against a mythic shemhazian, that enemy also provokes an attack of opportunity from it. If it has used all of its attacks of opportunity for the round, the shemhazian may expend one use of mythic power to make this attack of opportunity anyway.

Borrowed Rage (Su) Whenever any creature within 60 feet enters a rage, whether from a monster ability, class feature, spell, or other effect (including a bloodrage^{ACG} or raging song^{ACG}), a mythic shemhazian demon gains the benefits of that rage but does not take any penalties or suffer any restrictions that normally accompany that rage, either during or after the rage. If multiple creatures are using rage effects, only the highest bonuses apply, and those bonuses end when the rage does. If a creature entering a rage has rage powers or similar abilities, a shemhazian can expend one use of its mythic power as a free action to learn what rage powers that creature possesses and to gain any one of that creature's rage powers for as long as that rage lasts.

Conscription (Su) A mythic shemhazian demon adds its mythic tier to its caster level when using its summon spell-like ability, and to the percentage chance for a successful summons. In addition, it can expend one use of its mythic power when summoning to increase the number of creatures summoned by 50% or to affect the summoned creatures as the Augmented Summoning feat.

Fruitless Fury (Su) A mythic shemhazian demon projects a 30-foot aura of barbarism that affects its foes. Enemies that enter or begin their turn within this aura cannot use any Charisma-, Dexterity-, or Intelligence-based skills (except Acrobatics, Fly, Intimidate, and Ride) or any ability that requires patience or concentration. A DC 22 Will save negates this effect as long as the creature remains within this area, but a creature that leaves and re-enters the area must save again to resist its effects. The save DC is Charisma-based.

Paralyzing Gaze (Su) Paralysis for 1 round, 30 feet, Fortitude DC 21 negates. Evil creatures are immune to this effect. The save DC is Charisma-based.



Pincer Lock (Ex) A mythic shemhazian displays brutal strength in melee combat. Each pincer can separately grapple a Large or smaller creature without gaining the grappled condition. A grapple check to maintain a grapple on a Large or smaller creature can be made in place of an attack roll with the pincer being used to hold the creature. A Large or smaller creature grappled in a shemhazian's pincer is lifted off the ground and loses much of its leverage, causing it to take a -4 penalty on combat maneuver checks; creatures able to fly do not take this penalty. A grappled creature is held 30 feet above the ground, so creatures wishing to aid the grappled creature must be able to reach it. If the creature escapes the grapple, it falls to the ground.

Savage Slash (Ex) Whenever a mythic shemhazian demon confirms a critical hit with a claw attack, it deals 4d6 points of bleed damage; this is increased to 6d6 points of bleed damage if it hits the same target with a second claw and rends the target. This bleed damage does not stack with itself but does stack with other sources of bleed damage.

Strength Drain (Su) A shemhazian demon deals 2d4 points of Strength drain with each successful bite. A successful DC 28 Fortitude save reduces this to 1d4 points of Strength damage. The save DC is Constitution-based.

The Quick Awesome Blow feat is presented in the *Mythic Monster Manual* and is reprinted here for ease of reference.

QUICK AWESOME BLOW (COMBAT, MYTHIC)

You can send foes flying with careless ease.

Prerequisite: Awesome Blow, base attack bonus +11.

Benefit: On your turn, you can perform a single awesome blow combat maneuver in place of one of your melee attacks. You must choose the melee attack with the highest base attack bonus to make the awesome blow.

Normal: An awesome blow combat maneuver is a standard action.



Ercinee

Beating its powerful wings, this massive multicolored bird circles purposefully. Its eyes are pits of greenish flame and its radiant feathers cause it to soar in stark relief against the comparably dull sky.

MYTHIC ERCINEE

CR 5/MR 2

XP 1,600

N Large magical beast (mythic)

Init +2; **Senses** darkvision 60 ft., low-light vision; Perception +11

Aura Radiance

DEFENSE

AC 19, touch 11, flat-footed 17 (+2 Dex, +7 natural, -1 size)

hp 58 (7d10+20)

Fort +5, **Ref** +7, **Will** +4

DR 5/epic

OFFENSE

Speed 10 ft., fly 80 ft. (good)

Melee 2 claws +10 (1d6+4) and bite +5 (1d4+2)

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

Special Attacks blinding brightness^{MA}, lulling chirp^{MA}, mythic power (2/day, surge +1d6), spatterbright^{MA}, unstable screech

Spell-Like Abilities (CL 6th; concentration +7, ranged touch +8)

At will—*dancing lights*, *light*

3/day—*searing light*

STATISTICS

Str 19, **Dex** 15, **Con** 10, **Int** 10, **Wis** 14, **Cha** 13

Base Atk +7; **CMB** +12; **CMD** 24

Feats Ability Focus (unstable screech), Flyby, Skill Focus (perception)^{MF}, Wingover

Skills Bluff +5, Fly +10, Perception +11

Languages Auran

SQ lighted way

ECOLOGY

Environment temperate forests

Organization solitary

Treasure none

SPECIAL ABILITIES

Blinding Brightness (Su) As a standard action, a mythic ercinee may expend one use of mythic power to increase its radiance to blinding levels, causing all creatures within 30 feet to be blinded for 2 rounds (DC 15 Fortitude negates). The save DC is Wisdom-based.

Lighted Way (Su) At will, an ercinee can shed drops of luminous fluid from its wings. This liquid falls behind it as it flies, with one droplet falling every 25 feet. Where these droplets land, the area within 5 feet is lit by shadowy illumination. This fluid lasts for 1 hour, after which it evaporates to nothing.

Lulling Chirp (Sp) A mythic ercinee can, as a standard action, emit a gentle and soothing cascade of birdsong. Any creature within 30 feet that is affected by confusion, insanity, fear, or a harmful emotion effect falls asleep (as *deep slumber*) for 2d6 hours or until awakened unless it succeeds on a DC 15 Will save. Even on a successful save, such creatures are affected as *lullaby* for 1d6 rounds. This is a mind-affecting sleep effect. The save DC is Wisdom-based.

Radiance (Sp) At night, an ercinee sheds light as the spell daylight. It can suppress or reactivate this ability as a free action.

Spatterbright (Su) As a standard action, a mythic ercinee may spatter every creature within 30 feet with splashes of luminous fluid. Target creatures may make a DC 15 Reflex save to avoid the fluid. The fluid illuminates as shadowy illumination and shines even if the target becomes subject to invisibility or illusions. A creature affected by spatterbright takes a -20 penalty on Stealth checks, and its position is always apparent to creatures with line of sight to it, even if it has concealment or total concealment. The illumination lasts for 1 hour.

Unstable Screech (Su) An ercinee can, as a standard action, emit a shrill and bewildering screech. Any creature within 30 feet of the ercinee must make a DC 17 Will save or be confused for 1d4 rounds. Creatures who succeed at this save cannot be affected again by the same ercinee's screech for 24 hours. Creatures already confused take a -2 penalty on their save to resist additional unstable screeches. The save DC is Wisdom-based and includes a +2 racial bonus.



Giant, Marsh

Cold, black eyes stare out from the fish-like face of this hideous green-skinned, web-fingered, and obese giant.

MYTHIC MARSH GIANT

CR 10/MR 4

XP 9,600

CE Large humanoid (giant, mythic)

Init +3; **Senses** low-light vision, *mistsight*^{MA}; Perception +11

DEFENSE

AC 25, touch 12, flat-footed 22 (+3 Dex, +13 natural, -1 size)

hp 134 (12d8+80)

Fort +12, **Ref** +7, **Will** +8

Defensive Abilities rock catching

OFFENSE

Speed 40 ft., swim 20 ft.

Melee mwk great gaff +19/+14 (4d6+15/19-20) or 2 slams +16 (1d6+10)

Ranged rock +12 (2d6+15)

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

Special Attacks drowning drag^{MA}, great gaff^{MA}, *mythic power* (4/day, surge +1d8), rock throwing (120 ft.), swamp stalker^{MA}

Spell-Like Abilities (CL 12th; concentration +13)

3/day—*augury*, *bestow curse* (DC 15), *fog cloud*

STATISTICS

Str 31, **Dex** 17, **Con** 19, **Int** 8, **Wis** 15, **Cha** 12

Base Atk +9; **CMB** +20 (+22 disarm or reposition, +26 drag); **CMD** 33 (35 vs. drag)

Feats Combat Reflexes, Greater Drag, Improved Drag, Iron Will, Power Attack^{MF}, Vital Strike^{MF}

Skills Perception +11, Stealth +5 (+13 in swamps), Swim +16;

Racial Modifiers +8 Stealth in swamps

Languages Boggard, Giant

SQ brineborn metamorphosis^{MA}

ECOLOGY

Environment temperate marshes

Organization solitary or pair, leading a gang (2–6), or tribe of non-mythic marsh giants (7–22, plus 20% noncombatants plus 1 cleric or witch leader of 4th–8th level, 1–3 barbarian or fighter champions of 2nd–5th level, 2–12 merrows, 10–20 boggards, and 6–12 giant frogs)

Treasure standard (mwk great gaff, other treasure)

SPECIAL ABILITIES

Brineborn Metamorphosis (Su) Once per day as a swift action, a mythic marsh giant can expend one use of mythic power to transform itself into a “brineborn” abomination for 1 minute. In this hideous shape, the giant is deformed and covered with scales and fins but gains the advanced simple template and its swim speed increases to 40 feet. The giant can breathe water and *speak with animals* at will, and during its metamorphosis it can use each of the following once as spell-like abilities: *contagion* (DC 15), *confusion* (DC 15), and *quench* (DC 14).

Drowning Drag (Ex) When a mythic marsh giant succeeds on a combat maneuver to drag a creature its own size or smaller, it can attempt a combat maneuver check to grapple that target as well. If the grapple maneuver succeeds, the target takes 2d6+10 points of piercing damage and is stuck fast on the hook of the giant’s gaff. In addition, if the target is in marsh or aquatic terrain it is held underwater and must hold its breath or begin to drown. The giant can maintain this grapple as a move action, and each round it maintains the grapple the target takes piercing damage and the amount of time it can continue holding its breath decreases by 1d6 rounds. While maintaining this grapple, the giant cannot attack with its gaff and must keep one hand on the gaff but can use its other hand to make slam attacks or hurl rocks.

Great Gaff (Ex) Mythic marsh giants use much larger and deadlier versions of the gaffs used by their lesser kin, equivalent to a Huge heavy flail that deals piercing damage, which they can wield without the usual penalty for oversized weapons. In addition to granting a +2 bonus on disarm checks, this weapon grants the giant a +2 bonus on drag and reposition checks made with the weapon, and if the giant expends a mythic surge when using its great gaff to perform such a maneuver the result of the surge die is maximized.

Swamp Stalker (Ex) A mythic marsh giant treats marshes as its favored terrain, as a 12th-level ranger, gaining a +4 bonus on initiative checks and Knowledge (geography), Perception, Stealth, and Survival checks and not leaving tracks in such terrain unless it wishes. The giant can spend one use of its mythic power as a standard action to designate a creature within its line of sight as its quarry, as the ranger class ability, though this ability functions only while the giant and its quarry are both within marsh terrain. This ability also applies in shallow coastal aquatic terrain within 300 feet of the shore.



Herald of Dreams

This immense butterfly-like creature has the face of a moth, brightly colored wings and body, and a long three-pronged tail that looks like peacock feathers. As it beats its wings, a light misting of sparkling dust falls from them. Its large multifaceted eyes hold within their otherworldly beauty the spark of intelligence and reasoning.

MYTHIC HERALD OF DREAMS

CR 18/MR 7

XP 153,600

CG Huge outsider (chaotic, extraplanar, good, herald, mythic)

Init +17^{MF}, dual initiative^{MA}; Senses blindsense 60 ft., darkvision 120 ft.; Perception +29

DEFENSE

AC 39, touch 16, flat-footed 31 (+6 Dex, +2 dodge, +23 natural, -2 size)

hp 313 (18d10+214)

Fort +19, Ref +14, Will +15

Defensive Abilities dream shimmer^{MA}, poison flesh, DR 15/epic and evil; Immune cold (itself and its riders), electricity, sleep; SR 33

OFFENSE

Speed 30 ft., fly 120 ft. (average)

Melee 2 claws +23 (2d6+7), 2 wings +23 (2d6+7)

Space 15 ft.; Reach 15 ft.

Special Attacks breath weapon (30-ft. cone, web, Reflex DC 27 negates, usable every 1d4 rounds), dream dust, coccooning webs^{MA}, dreamcaster^{MA}, mythic power (7/day, surge +1d10)

Spell-Like Abilities (CL 15th; concentration +22)

At will—cure serious wounds, dream, dream scan (DC 24), freedom of movement, hypnotic pattern (DC 20)

3/day—break enchantment, dream travel (DC 24), greater dispel magic, plane shift (self and willing targets only), remove curse, remove fear, remove paralysis

1/day—cloak of dreams (DC 24), dream council (DC 25), hallow, regenerate

STATISTICS

Str 25, Dex 22, Con 27, Int 20, Wis 18, Cha 26

Base Atk +18; CMB +27; CMD 44 (52 vs. trip)

Feats Alertness, Dodge^{MF}, Flyby Attack, Hover, Improved Initiative^{MF}, Lightning Reflexes, Multiattack^{MF}, Snatch, Wind Stance^{MF}

Skills Diplomacy +29, Fly +2, Handle Animal +26, Heal +22, Knowledge (geography, religion) +23, Knowledge (nature, planes) +26, Perception +29, Sense Motive +29, Stealth +19, Survival +25

Languages Auran, Celestial, Common (can't speak); telepathy (touch)

SQ no breath (itself and its riders), servant of the heavens^{MA}, starflight^{MA}, traveler's boon^{MA}, unnatural cunning^{MA}

ECOLOGY

Environment any

Organization solitary

Treasure none

SPECIAL ABILITIES

Breath Weapon (Su) The Herald of Dreams' breath weapon creates sticky webbing (as the web universal monster ability). It can use this ability in the air to entangle flying creatures without requiring the use of anchor points to hold the web in place.

Coccooning Webs (Su) The web of a mythic Herald of Dreams twines around creatures trapped within it, binding them securely. Creature must attempt a DC 27 Fortitude save at the end of their turn each round they remain entangled by the web or be rendered helpless, as the entrap (DC 27, 1d10 minutes, hardness 10, hp 18) universal monster ability. In addition, the herald can expend one use of its mythic power to shunt any creature entangled or helpless in its webs into the Ethereal Plane (DC 27 Will negates). This functions as the *ethereal envelopment* spell but is a supernatural effect.

Dream Dust (Su) As a full-round action, The Herald of Dreams can flutter its wings to create a 30-foot burst of dust centered on itself. This dust affects creatures as *deep slumber*, but with no Hit Die limit (Will DC 25 negates). This ability is usable once every 1d4 rounds. The save DC is Constitution-based.

Dream Shimmer (Su) As an immediate action, a mythic Herald of Dreams can fade partially into the Dimension of Dreams, becoming incorporeal until the beginning of its next turn. While incorporeal, it loses one-half of its natural armor bonus (rather than all of its natural armor bonus) and gains a +8 deflection bonus, giving it AC 36, touch 24, flat-footed 28 (+8 deflection, +6 Dex, +2 dodge, +12 natural, -2 size). If it expends one use of mythic power, it can remain incorporeal in this way for up to 1 minute, or it may fade completely into the Dimension of Dreams, as if it had used *plane shift*.

Dreamcaster (Ex) A mythic Herald of Dreams gains *cloak of dreams*, *dream council*, *dream scan*, and *dream travel* as spell-like abilities, and it can expend mythic power to use the mythic versions of any of these abilities as a mythic spellcaster with 7 mythic tiers for the purpose of augmenting their effects.

Poison Flesh (Ex) Any creature that bites the Herald of Dreams is exposed to black lotus extract poison^{CRB}. Eating its flesh gives the attacker a -4 penalty on the poison's saving throw.



Servant of the Heavens (Ex) A mythic Herald of Dreams may select any one revelation of the *heavens mystery*^{APG}, as if it were a 15th-level oracle. Once per day, the herald may exchange this revelation for a different revelation by expending one use of its mythic power, or it may temporarily gain a second revelation for the next 24 hours by expending two uses of mythic power. If its previous revelation had a limited number of uses per day and those uses have been exhausted, it must wait at least 8 hours before gaining a different revelation. The herald may also expend one use of its mythic power as a standard action or two uses of mythic power as a swift action to spontaneously use any mystery spell of 7th level or lower from the heavens mystery as a spell-like ability. It cannot use any mystery spell in this fashion more than once per day.

Starflight (Su) A mythic Herald of Dreams can survive in the void of outer space. It flies through space at incredible speeds. Although exact travel times vary, a trip within a single solar system normally takes 3d20 months, while a trip beyond normally takes 3d20 years (or more, at the GM's discretion)—provided the Herald of Dreams knows the way to its destination.

Traveler's Boon (Su) Once per day as a full-round action, a mythic Herald of Dreams may grant a boon to a willing creature by touching it for 1 full round. The target (and any mount he rides) is inured to the stresses of travel as if using *tireless pursuit*^{APG} and use *know direction* at will as a spell-like ability, and the Herald of Dreams is always aware of its general location and condition, as a *status* spell. In addition, up to three times she can obtain guidance toward her destination as if using *find the path*, with a duration of 1 minute each time this effect is used. Once the *find the path* ability has been used three times, or after one week in any event, the traveler's boon expires.

If the Herald of Dreams expends one use of mythic power when granting a traveler's boon, the recipient also gains immunity to exhaustion, fatigue, and sleep effects and harmful dream-related effects (including *nightmare* spells or a night hag's dream haunting) for as long as the traveler's boon persists. This immunity does not apply against effects created by worshipers of the Goddess of Dreams. A traveler's boon can be removed by *dispel chaos* or *dispel good*, and the Herald of Dreams can remove it as a free action from any distance.

Unnatural Cunning (Ex) A mythic Herald of Dreams never becomes lost and cannot be caught flat-footed and is immune to *maze* spells. It can also expend one use of mythic power as a free action to improve its blindsense to blindsight for 7 rounds.

The Mythic Wind Stance feat is described in the *Mythic Hero's Handbook* and is reprinted here for ease of reference:

WIND STANCE (COMBAT, MYTHIC)

You always seem to be in motion.

Prerequisites: Wind Stance^{CRB}.

Benefit: If you move more than 5 feet this turn, you gain 20% concealment for 1 round against all attacks. If you expend a use of mythic power, you gain this benefit for 1 minute without needing to move.

Normal: Wind Stance grants you 20% concealment for 1 round against ranged attacks if you move more than 5 feet.



Herald of Lamashtu

Double the size of a man at its shoulder, this creature looks like a gigantic, starving jackal, but from its back beat the tattered black wings of a monstrous bat. A canine head sprouts where it would be natural for one to rest, but behind, where the creature's tail should begin, instead sways the sleek, strong coils of a viper, ending in a fanged head that arcs over the monster's back. Twin trails of thin smoke, like those from dying embers, rise from where the thing's jackal eyes should be, roiled up from depthless hollows gaping in the horror's snarling visage.

MYTHIC HERALD OF LAMASHTU

CR 18/MR 7

XP 153,600

CE Large outsider (chaotic, evil, extraplanar, herald, mythic)

Init +9; Senses darkvision 60 ft., scent; Perception +33

DEFENSE

AC 39, touch 14, flat-footed 34 (+5 Dex, +25 natural, -1 size)

hp 313 (18d10+214)

Fort +19, Ref +11, Will +17

Defensive Abilities mother's mantle^{MA}, reactive strike^{MA}, second save^{MA}, soul scream, DR 15/epic and good; Immune fire; SR 33

OFFENSE

Speed 50 ft., fly 100 ft. (good)

Melee bite +26 (6d6+9/19-20 plus sinister bite^{MA}), bite +26 (3d6+9/19-20 plus poison, sinister bite^{MA})

Ranged poison gout +22 touch (6d10 acid plus poison)

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

Special Attacks bay, breath weapon (30-ft. cone, 12d10 fire and see below, Reflex DC 27 half, usable every 1d4 rounds), demonflesh plague^{MA}, Lamashtu's litter^{MA}, mythic power (7/day, surge +1d10), mythic spell-like abilities^{MA}, poison, virulent venom^{MA}

Spell-Like Abilities (CL 15th; concentration +21)

At will—*blindness/deafness* (DC 18), *locate creature*, *rage* (DC 19), *veil* (DC 22)

3/day—*baleful polymorph* (DC 21), *feeblemind* (DC 21), *greater dispel magic*, *plane shift* (self and willing targets only), *summon* (level 4, 1d3 yeth hounds 100%)

1/day—*control weather*, *unhallow*

STATISTICS

Str 28, Dex 20, Con 26, Int 17, Wis 23, Cha 22

Base Atk +19; CMB +28; CMD 43 (47 vs. trip)

Feats Cleave, Combat Reflexes, Flyby Attack, Hover, Improved Critical (bite), Improved Initiative, Power Attack, Skill Focus (Perception) + feat

Skills Acrobatics +26, Bluff +27, Climb +18, Fly +7, Intimidate +27, Knowledge (planes) +24, Knowledge (religion) +15, Perception +33, Sense Motive +27, Stealth +22, Survival +27

Languages Abyssal, Common, Infernal

SQ swift gestation^{MA}

ECOLOGY

Environment any (Abyss)

Organization solitary

Treasure none

SPECIAL ABILITIES

Bay (Su) When heralds of Lamashtu howl or bark, each creature within a 300-foot-radius spread must succeed at a DC 25 Will save or be panicked for 2d4 rounds. This is a sonic mind-affecting fear effect. Evil outsiders are immune to this ability. Whether or not it succeeds at its save, a creature in the area is immune to the bay for 24 hours. The save DC is Charisma-based.

Breath Weapon (Su) The herald of Lamashtu's breath weapon is a jet of smoke. Any nonchaotic creature that takes damage from this breath weapon must succeed at a DC 27 Will save or be confused for 1d6 rounds. The save DC is Constitution-based.

Demonflesh Plague (Su) When a mythic herald of Lamashtu confirms a critical hit with either bite attack or strikes a creature with both bite attacks in the same round, the target must succeed at a DC 27 Fortitude save or contract the demonflesh plague. This supernatural disease is also a curse that corrupts the victim's flesh and skin, turning it bodily into a demon. While afflicted by the demonflesh plague, a creature gains immunity to poison but takes a -2 penalty on saves against curses, mind-affecting effects (including fear effects), and effects with the chaotic or evil descriptor created by the herald or any divine spellcaster that worships Lamashtu. A creature turned into a demon by this plague can be restored only with a *miracle* or *wish*.

Demonflesh plague: Disease—*injury*; save Fort DC 27; onset immediate; frequency 1/hour; effect 1d6 Con damage; a creature killed by this disease rises 1 round later as a *dretch*; cure 2 consecutive saves.

Lamashtu's Litter (Su) Once per day a mythic herald of Lamashtu can gestate and give birth to one or two magical beasts, monstrous humanoids, or dire animals, or a trio of yeth hounds. Birthing this litter takes 10 minutes and functions similarly to a *planar ally* spell, allowing her to call a single creature with up to 12 Hit Dice or two identical creatures whose combined Hit Dice do not exceed 12. These creatures are automatically helpful and willing to perform one task taking up to 1 hour on the herald of Lamashtu's behalf, but after this time they become indifferent to her, though she may retain their services through persuasion or magical control.



The creatures a herald of Lamashtu gestates and births with this ability must be Large or smaller, and are created with the young simple template. She may choose to birth creatures fully grown, without the young template; however, such creatures are blighted within and gain one permanent negative level every 24 hours (no saving throw), perishing when their negative levels equal their Hit Dice as their body is consumed by necrotic tumors induced by their too-rapid growth.

Mother's Mantle (Su) A mythic herald of Lamashtu claims the allegiance of savage beasts. Animals, demons, magical beasts, and monstrous humanoids treat the herald as if it were under a continuous *sanctuary* spell (DC 27). In addition, whenever an animal, demon, magical beast, or monstrous humanoid is within 10 feet of the herald and any creature that attacks the herald, that attacker provokes an attack of opportunity from the animal, demon, magical beast, or monstrous humanoid, which also spends an immediate action to use the aid another action to assist the herald's AC against the attack. If the animal, demon, magical beast, or monstrous humanoid is an ally of the attacker, it can attempt a DC 27 Will save to resist this effect. This is a mind-affecting compulsion that does not affect mythic creatures. The save DC is Charisma-based.

Mythic Spell-Like Abilities (Su): Three times per day, the herald may use the mythic spell version of any of its corresponding spell-like abilities. The monster must expend the same amount of mythic power that would normally be required to cast a mythic spell, treating its mythic rank as its mythic tier for the purpose of qualifying to use augmented versions of mythic spells.

Poison (Ex) Contact or bite—injury; *save* Fort DC 30; *frequency* 1/round for 7 rounds; *effect* 1d6 Str; *cure* 2 consecutive saves.

Reactive Strike (Ex) Whenever a mythic herald takes damage from a creature within its reach, it can take an attack of opportunity against that creature after the attack is resolved.

Soul Scream (Su) Anytime a herald of Lamashtu takes piercing or slashing damage, its wounds create a terrifying cacophony equivalent to its bay ability. Creatures within 10 feet of it take a –4 penalty on their saves against this effect.

Sinister Bite (Su) A herald of the demon goddess' bite is treated as evil-aligned for the purpose of overcoming damage reduction, and good-aligned creatures bitten by it must succeed on a DC 27 Will save or be shaken for 1 round. If the target is already affected by a fear effect (such as the herald's bay attack), the victim is instead completely overcome with fear and cowering for 1 round. This is a mind-affecting fear effect. The save DC is Constitution-based.

Swift Gestation (Ex) A mythic herald of Lamashtu can gestate and birth her Lamashtu's litter ability as a full-round action by expending one use of mythic power. In addition, she can birth more than one brood of beasts per day by expending one use of mythic power for each use of mother of monsters after the first (or two uses of mythic power to birth the monsters as a full-round action).

Virulent Venom (Ex): The mythic herald 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.

Yeth Hound's Curse (Su) When a herald of the demon goddess confirms a critical hit against a good-aligned creature with its bite, the target is stunned for 1 round and takes a permanent –6 penalty to its Wisdom score (as *bestow curse*, Will DC 27 negates). Subsequent failed saves do not increase this penalty but can cause repeated stunning. The herald can use this ability after any hit with its bite attack by expending one use of its mythic power as a free action. This is a curse effect. The save DC is Charisma-based and includes a +2 racial bo



Witchfire

Bathed in sickly green flames, this insubstantial specter of a beautiful young woman floats just off the ground.

MYTHIC WITCHFIRE

CR 11/MR 4

XP 12,800

CE Medium undead (incorporeal, mythic)

Init +15/-5^{MF}, dual initiative^{MA}; **Senses** darkvision 60 ft.;

Perception +16

DEFENSE

AC 30, touch 30, flat-footed 22 (+12 deflection, +7 Dex, +1 dodge)

hp 157 (10d8+112)

Fort +11, **Ref** +12, **Will** +10

Defensive Abilities incorporeal, witchflame; **DR** 5/epic; **Immune** fire, undead traits

OFFENSE

Speed fly 50 ft. (perfect)

Melee incorporeal touch +14 (8d6 fire plus witchflame)

Ranged witchflame bolt +14 (8d6 fire plus witchflame)

Special Attacks curse and burn^{MA} (DC 23), mythic power (4/day, surge +1d8), mythic spell-like abilities^{MA}, unerring bolt^{MA} (DC 23)

Spell-Like Abilities (CL 9th; concentration +17)

At will—*dancing lights*, *disguise self*, *ghost sound* (DC 18), *invisibility*, *pyrotechnics* (DC 20), *ray of enfeeblement* (DC 19)

1/day—*summon* (level 6, 1d3+1 advanced will-o'-wisps 60%)

STATISTICS

Str —, **Dex** 24, **Con** —, **Int** 17, **Wis** 16, **Cha** 27

Base Atk +7; **CMB** +14; **CMD** 32

Feats Combat Reflexes, Dodge, Improved Initiative^{MF}, Lightning Reflexes^{MF}, Mobility

Skills Bluff +18, Fly +15, Intimidate +21, Knowledge (any two) +13, Perception +16, Sense Motive +16, Stealth +20

Languages Auran, Common, Giant

SQ sound mimicry (animal noises)

ECOLOGY

Environment any swamps or woodlands

Organization solitary or coven (1 mythic witchfire, 2 nonmythic witchfires and hags)

Treasure standard

SPECIAL ABILITIES

Curse and Burn (Su) As a swift action, a mythic witchfire can designate a single creature currently engulfed by the sickly green flames of her witchflame to burn for one round. The target suffers 4d6 points of fire damage (plus an additional 50% due to fire vulnerability) and must succeed on a DC 23 Will save or suffer the effects of a *bestow curse* spell. Additionally, a mythic witchflame can expend one use of mythic power as part of invoking this ability to increase the fire damage to 6d6 and subject the target to a *major curse* spell instead. The save DC is Charisma-based.

Mythic Spell-Like Abilities (Su) Three times per day a mythic witchflame may cast the mythic spell version of any of its corresponding spell-like abilities, including spell-like abilities the witchflame gains or casts cooperatively as a member of a hag coven. A mythic witchflame must expend the same amount of mythic power that would normally be required to cast a mythic spell, treating its mythic rank as its mythic tier for the purpose of qualifying to use augmented versions of mythic spells.

Witchflame (Su) Any creature damaged by the incorporeal touch or ranged bolt attacks of a mythic witchfire must succeed on a DC 23 Will save or become engulfed in sickly green flames. While these eerie flames deal no additional damage, the affected creature glows as per faerie fire and becomes sickened. While under the effects of the witchflame, the victim gains vulnerability to fire and takes half again as much damage (+50%) from fire attacks of any sort. This effect persists for 10 minutes. The supernatural flames can only be extinguished before this duration expires by a *break enchantment*, *miracle*, *remove curse*, or *wish* spell—the effective caster level of the witchflame is equal to the mythic witchfire's HD (CL 10th for most witchfires). Any creature entering the same square as a mythic witchfire or striking it with a melee attack must succeed on a DC 23 Will save or begin burning with witchflame, even if the attack would not otherwise harm the mythic witchfire because of its incorporeal nature. A bolt of witchflame has a range of 60 feet with no range increment. The save DCs are Charisma-based.

Unerring Bolt (Su) A mythic witchflame can expend one use of mythic power as part of making a witchflame bolt ranged attack to automatically hit her target and inflict maximum damage (48 points of fire damage). A successful DC 23 Reflex save reduces the damage to 24 points. The save DC is Charisma-based.