



MYTHIC MODULE MONSTERS

Rune lords 6

PATHFINDER
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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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CREDITS

AUTHORS: Jason Nelson, Jim Groves, Tom Phillips, and Jonathan H. Keith

DESIGN AND LAYOUT: Richard Kunz

LEGENDARY GAMES TEAM MEMBERS: Clinton J. Boomer, Robert Brookes, Benjamin Bruck, Liz Courts, Matthew Goodall, Jim Groves, Steve Helt, Thurston Hillman, Tim Hitchcock, Victoria Jaczko, Jonathan H. Keith, Jeff Lee, Nicolas Logue, Will McCardell, Julian Neale, Jason Nelson, Jen Page, Richard Pett, Tom Phillips, Alistair Rigg, Alex Riggs, Amber Scott, Mark Seifter, Tork Shaw, Mike Shel, Neil Spicer, Todd Stewart, Russ Taylor, Greg A. Vaughan, Mike Welham, Linda Zayas-Palmer, and Clark Peterson

PUBLISHER: Jason Nelson

EXECUTIVE PARTNER: Neil Spicer

BUSINESS DIRECTOR: Rachel Ventura

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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)

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*.

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*

B4 = *Pathfinder Roleplaying Game Bestiary 4*

B5 = *Pathfinder Roleplaying Game Bestiary 5*

MAdv = *Pathfinder Roleplaying Game Mythic Adventures*

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UC = *Pathfinder Roleplaying Game Ultimate Combat*

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Denizen of Leng

Shrouded in tattered leather robes, this strange humanoid looks more alien and horrific the more one studies its twitching visage.

MYTHIC DENIZEN OF LENG

CR 10/MR 4

XP 9,600

Pathfinder Roleplaying Game Bestiary 2

CE Medium outsider (chaotic, evil, extraplanar, mythic, mythos)

Init +25/+5, dual initiative^{MA}; **Senses** darkvision 60 ft.;

Perception +16

DEFENSE

AC 27, touch 17, flat-footed 20 (+5 Dex, +2 dodge, +10 natural)

hp 145 (10d10+90); planar fast healing 5

Fort +12, **Ref** +12, **Will** +6

Defensive Abilities alien circulation^{MA}, unusual anatomy; **DR** 5/epic; **Immune** poison; **Resist** cold 30, electricity 30; **SR** 21

OFFENSE

Speed 40 ft.

Melee bite +15 (1d6+5 plus 1d6 Dexterity drain), 2 claws +15 (1d4+5)

Special Attacks mythic power (4/day, surge +1d8), mythic spell-like abilities^{MA}, slaver^{MA}, sneak attack +5d6

Spell-Like Abilities (CL 10th; concentration +15)

Constant—*tongues*

3/day—*detect thoughts* (DC 17), *hypnotic pattern* (DC 17), *levitate*, *minor image* (DC 17)

1/day—*dominate person* (DC 20), *locate object*, *plane shift* (self only)

STATISTICS

Str 14, **Dex** 20, **Con** 21, **Int** 18, **Wis** 17, **Cha** 21

Base Atk +10; **CMB** +12; **CMD** 28

Feats Deceitful, Dodge^M, Mobility, Persuasive, Weapon Finesse^M

Skills Bluff +22, Diplomacy +7, Disable Device +15, Disguise +12 (+16 when disguised as a Medium humanoid), Intimidate +12, Knowledge (any one) +17, Perception +16, Profession (sailor) +8, Sense Motive +16, Sleight of Hand +18, Spellcraft +12, Stealth +18, Use Magic Device +18; **Racial Modifiers** +4 Disguise when disguised as a Medium humanoid

Languages Aklo; *tongues*

SQ discern fate^{MA}, no breath

ECOLOGY

Environment any land

Organization solitary, overseers (2–4), mess (5–10)

Treasure double (500 to 2,000 gp in rubies, other treasure)

SPECIAL ABILITIES

Alien Circulation (Ex) A mythic denizen of Leng's bloodstream operates in defiance of conventional physiology and physics. Whenever it would take bleed damage (whether hit point damage or ability damage or drain), that bleed effect is negated as their blood instead flows through open air back into a different blood vessel elsewhere on the denizen's body.

However, this bizarre hemolytic diversion sprays adjacent creatures with toxic alien blood until the end of the denizen's next turn. A similar blood spray occurs when a creature confirms a critical hit with a piercing or slashing weapon against a mythic denizen of Leng in melee; this blood spray occurs even if a confirmed critical hit is negated by the mythic denizen of Leng's unusual anatomy.

Toxic bloodspray—contact; *save* Fort DC 20, *frequency* 1/round for 6 rounds, *effect* 1d4 Str, *cure* 2 consecutive saves. The save DC is Constitution-based.

Dexterity Drain (Su) The otherworldly teeth and tongues of a denizen of Leng deal 1d6 points of Dexterity drain with a bite. Constructs, elementals, and other creatures that do not possess flesh are immune to this effect. A successful DC 20 Fortitude save reduces the Dexterity drain to 1 point. The save DC is Constitution-based.

Discern Fate (Sp) Once per week, the denizen may search for a creature that is essential to its future plans, as per *discern location* cast as a spell-like ability. Once within line of sight of the creature and by expending one use of its mythic power, the denizen can determine what the creature must do (or have done to it) in order to further the denizen's agenda. The necessary fate or course of action is determined by the GM, but if the denizen of Leng interacts with the creature or makes any die roll regarding that creature, it gains the effect of a *moment of prescience*.

Planar Fast Healing (Su) A denizen of Leng maintains a connection to Leng at all times, and when away from Leng, it has fast healing 5. It loses this ability on Leng or in areas where planar connections do not function. If killed, a denizen's body dissolves into nothingness in 1d4 rounds, leaving behind its equipment. A slain denizen reforms in Leng, similar to a slain summoned creature; it can only be permanently killed if its fast healing is negated.

Slaver (Su) A mythic denizen of Leng gains *dominate person* as a spell-like ability usable once per day; however, it can use this ability more than once by expending one use of its mythic power for each use after the first. Any creature dominated by a mythic denizen of Leng takes a -4 penalty to saving throws against other mind-affecting effects as long as the dominate lasts. In addition, whenever a denizen of Leng targets itself with its *levitate* or *plane shift* spell-like abilities, it can also affect one adjacent dominated creature at the same time, even if the effect normally affects only one creature.

Unusual Anatomy (Ex) A denizen's internal anatomy varies from individual to individual, and has a 50% chance to treat any critical hit or sneak attack against it as a normal hit.



Giant, Rune

This giant's skin is black and pitted, like roughly cast iron, and etched with glowing red runes.

MYTHIC RUNE GIANT CR 22/MR 9

XP 614,400

Pathfinder Roleplaying Game Bestiary 2

LE Gargantuan humanoid (giant, mythic)

Init +0/-20, **dual initiative**^{MA}; **Senses** low-light vision, *true seeing*; **Perception** +29

Aura maddening runes^{MA} (30 ft., DC 25)

DEFENSE

AC 42, touch 6, flat-footed 42 (+12 armor, +24 natural, -4 size)

hp 362 (20d8+272)

Fort +16, **Ref** +6, **Will** +20

Defensive Abilities *fortification*^{MA} (50%), *second save*^{MA}, sword parry^{MA}; **DR** 10/epic; **Immune** cold, electricity, fire; **SR** 37

OFFENSE

Speed 35 ft. (50 ft. without armor); *air walk*

Melee +3 *adamantine longsword* +31/+26/+21 (4d6+37/17-20/x3) or 2 slams +28 (2d6+17)

Ranged mwk spear +12/+7/+2 (4d6+17/x3)

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

Special Attacks *command giants*^{MA}, *mythic power* (9/day, surge +1d10), *runes*^{MA} (DC 25), *spark shower*^{MA} (DC 30)

Spell-Like Abilities (CL 20th; concentration +25)

Constant—*air walk*, *true seeing*

At will—*charm person* (DC 16), *suggestion* (DC 18)

3/day—*mass charm monster* (DC 23), *dominate person* (DC 20)

1/day—*demand* (DC 23)

STATISTICS

Str 45, **Dex** 11, **Con** 30, **Int** 14, **Wis** 23, **Cha** 20

Base Atk +15; **CMB** +36; **CMD** 46

Feats *Awesome Blow*, *Critical Focus*^{MF}, *Improved Bull Rush*, *Improved Critical (longsword)*^{MF}, *Improved Vital Strike*, *Iron Will*^{MF}, *Power Attack*^{MF}, *Quick Draw*, *Staggering Critical*, *Vital Strike*^{MF}

Skills *Acrobatics* +15 (+23 to jump without armor), *Craft* (any one) +25, *Knowledge (history)* +12, *Knowledge (nobility)* +12, *Perception* +29

Languages Common, Giant, Terran

ECOLOGY

Environment cold mountains

Organization solitary, or company (13-30 rune giants, and 2-4 rune giant fighters or rogues of 2nd-4th level, 1 rune giant oracle or sorcerer of 5th-8th level, 1 mythic rune giant ranger or monk commander of 5th-6th level, 10-20 yetis, 1-4 cloud giants, 8-12 frost giants, 10-16 stone giants, 4-8 lamia matriarchs, and 1-2 adult blue dragons)

Treasure double (+3 *adamantine longsword*, +3 *full plate armor*, 3 masterwork spears, other treasure)

SPECIAL ABILITIES

Command Giant (Su) A mythic rune giant gains a +6 racial bonus on the save DC of charm or compulsion effects used against giants. Additionally, a mythic rune giant can expend one use of mythic power as a free action to force a giant to make two saves to resist one of its charm or compulsion effects and use the lower roll.

Maddening Runes (Su) The runes covering a mythic rune giant's body seem to flicker, shift, and undulate in a subtle, yet maddening, geometry-defying display. All creatures that begin their turn within 30 feet of a mythic rune giant that can see the giant must succeed on a DC 25 Will save each round or take one point of Wisdom damage and become sickened for as long as they remain within 30 feet of the mythic rune giant, plus one round. This is a mind-affecting effect and the save DC is Charisma-based. A mythic rune giant can grant a creature within 60 feet immunity to this effect (or terminate the immunity) as a swift action.

Runes (Su) As a free action, whenever a mythic rune giant uses its spark shower or spell-like abilities, it can cause the runes on its body to flash with light. All creatures within 10 feet of the mythic rune giant must succeed on a DC 25 Fortitude save or be permanently blinded. Creatures that succeed on the save are only dazzled for one round. The saving throw is Charisma-based.

Spark Shower (Su) As a standard action, a mythic rune giant can cause a shower of sparks to erupt out of one of the runes on its body. These sparks function as a breath weapon (30-ft. cone; 12d6 fire and 12d6 electricity damage; Reflex DC 30 half; usable once every 1d4 rounds). The save DC is Constitution-based.

Sword Parry (Ex) Once per round as a free action, when a mythic rune giant is hit by a melee or ranged attack and it has a longsword in hand, the mythic rune giant can attempt a melee attack with the longsword using its full base attack bonus. If the mythic rune giant's attack roll exceeds the attack roll made against it, the mythic rune giant is unaffected by the attack (as if the attack had missed), and the giant can expend one use of mythic power as a free action to attempt a sunder combat maneuver against the weapon it just blocked. When using this ability, the giant is treated as if it had the Improved Sunder feat.

GIANT MYTHIC RUNE GIANT CR 23/MR 9

XP 819,200

With the giant simple template, a mythic rune giant's stats are as follows: **CR** 23/**MR** 9; **XP** 819,200; **Size** Colossal; **Init** -1/-21; **AC** 40, touch 1, flat-footed 40; **hp** 402 (20d8+312); **Fort** +18, **Ref** +5; **SR** 38; **Melee** +3 *adamantine longsword* +29/+24/+19 (4d8+41/17-20/x3) or 2 slams +26 (2d8+19); **Ranged** mwk spear +7/+2/-3 (4d8+19/x3); **Space** 30 ft., **Reach** 30 ft.; **Str** 49, **Dex** 9, **Con** 34; **CMB** +42; **CMD** 51; **Skills** *Acrobatics* +14 (+22 jump).



Lamia, Harridan

This massive beast is a beautiful giantess from the waist up and a vicious hunting cat from the waist down. Somehow, the look of abject cruelty in her eyes is more unsettling than the feral claws of her lower half.

MYTHIC HARRIDAN

MR 3/CR +3

Rarely, a lamia of great divine power undergoes an unholy and dramatic transformation, increasing in size and speed to become a truly intimidating foe. Manipulators and slavers, spiritual leaders and oppressive tyrants, lamia harridans are megalomaniacal, corrupt, and brutal.

CREATING A MYTHIC HARRIDAN

"Mythic Harridan" is an acquired template that can be added to any Large-sized lamia or lamia matriarch who is at least 10th level in a class that grants divine spellcasting. A lamia harridan retains all of the base creature's statistics and abilities except as noted here. Note that all bonuses and penalties associated with changing size are incorporated into the rules below.

Defensive Abilities: A mythic harridan gains DR 10/epic and magic, and SR equal to her CR + 11. She also increases her natural armor bonus by 2 (or 4 if she has 11 or more Hit Dice) and gains mythic bonus hit points.

Special Attacks: A mythic harridan gains the following special attacks.

Enslave (Su): As a swift action, a mythic harridan can attempt to enslave the mind of any creature within 60 feet that has at least 1 point of Wisdom drain inflicted by the harridan. The harridan and the target must have line of sight to each other. The target can resist this special attack with a successful Will save (DC 10 + 1/2 the harridan's Hit Dice + her Charisma modifier plus a racial bonus of +2). A successful save leaves the target staggered for 1 round but otherwise immune to this ability for 24 hours. On a failed save, the target's mind is enslaved—this creature becomes friendly and helpful towards the harridan and able to understand her speech even if they lack a common language, and the target also takes a -6 penalty on all attack rolls and saving throws against that harridan. If a creature with an enslaved mind is slain by the harridan, she absorbs its mental and life energies, healing her as a *heal* spell (caster level equals her Hit Dice) and granting her a +2 profane bonus to her Wisdom and Charisma for 24 hours. If the target is a mythic creature, the harridan also gains 1d3 daily uses of mythic power upon slaying her slave; these persist until used or for 24 hours, whichever comes first. She may gain these benefits from killing a slave only once per day. A harridan may have only a single creature enslaved at a time. If she enslaves a new creature, the first is freed from her thrall. This is a mind-affecting effect. The save DC is Charisma-based.

Lamia Tyrant (Ex): A mythic harridan increases the save DC of charm and compulsion effects she creates by 2, including effects created using a magic item. In addition, she gains a +6 bonus on Charisma checks and Charisma-based skill checks made with other lamias. A mythic harridan is treated as if she had a continuous *sanctuary* spell that applies against other lamias, as well as creatures charmed, dominated, called, summoned, or otherwise under the direct control of another lamia, and even if the save is successful such creatures are automatically shaken for 1 minute after attacking a mythic harridan unless their mythic rank or tier exceeds hers.

Mythic Magic (Su): Up to three times per day, when the harridan casts a spell, she can cast the mythic version instead (as with all mythic spells, she must expend mythic power to cast a mythic spell in this way).

Mythic Power (Su): A mythic harridan gains the mythic power (3/day, surge +1d6) ability. In addition, if she has enslaved a mythic creature she can gain additional daily uses of mythic power by tapping into its reservoirs of eldritch might with an opposed Charisma check against her slave as a full-round action, with a +2 circumstance bonus if the harridan is touching the slave. If this opposed check succeeds, her slave loses 2 daily uses of mythic power and she gains one daily use of mythic power, which must be used within 24 hours or it is lost. She can use this ability more than once per day, but she takes a cumulative -4 penalty on each check after the first.

Special Qualities: A harridan gains the following special quality.

Militant: Mythic harridans are proficient with all simple and martial weapons and with light and medium armor.

Abilities: A mythic harridan gains the following size modifiers as a result of growing from Large to Huge: +8 Str, +4 Con. A mythic lamia harridan suffers no penalty to Dex from becoming Huge, and in fact gains +4 Dex. She gains +4 Wis and +4 Cha.

Feats: A mythic harridan gains Combat Casting as a bonus feat.



Lamia, Hungerer

This creature's appearance is accompanied by the sound of retching and wet, flapping flesh. A thing of corpulent terror, it drags its swollen bulk spastically—a body composed of a sack-like mass of stitched flesh swollen almost to bursting. The iron staples that hold it together strain as if ready to burst asunder. The giant creature's maw is vast, with a huge, lolling tongue writhing between rows of broken teeth. Its head and torso are a travesty of a humanoid atop a twisted leonine body that is little more than a pulpy mass of shattered limbs and sinew under its monstrosously obese upper body. It drags itself along the ground with two clawing forepaws — straining limbs that seemingly struggle to free themselves from beneath the thing's horrid girth.

MYTHIC HUNGERER CR 18/MR 7

XP 153,600

CE Huge monstrous humanoid (mythic)

Init +12/-8^{MF}, **dual initiative**^{MA}; **Senses** darkvision 90 ft., low-light vision; **Perception** +28

Aura aura of famine^{MA} (30 ft., DC 26), stench (30 ft., DC 26)

DEFENSE

AC 37, **touch** 9, **flat-footed** 36 (+1 Dex, +28 natural, -2 size)

hp 311 (21d10+196)

Fort +13, **Ref** +15, **Will** +18

Defensive Abilities amorphous^{MA}; **DR** 10/cold iron, epic, and piercing; **Immune** acid, poison; **Resist** electricity 10, fire 10; **SR** 33

OFFENSE

Speed 10 ft., fly 60 ft. (good)

Melee bite +30 (2d8+11/19-20/x4 plus 2d6 acid damage and 2 Wisdom drain), 2 claws +30 (1d8+10/19-20/x3 plus 2 Wisdom drain)

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

Special Attacks caustic conversion^{MA}, devastating bite, flesh-eating acid^{MA}, **mythic power** (4/day, surge +1d8), mythic spell-like abilities^{MA}, steal memories^{MA}, vile spew

Spell-Like Abilities (CL 15th; concentration +20)

Constant—fly

At will—grease (DC 16), major image (DC 18), ventriloquism (DC 16)

3/day—charm monster (DC 19), gust of wind (DC 17), quickened stinking cloud (DC 18), suggestion (DC 18)

1/day—deep slumber (DC 18), mass charm monster (DC 23), mirror image

STATISTICS

Str 32, **Dex** 13, **Con** 22, **Int** 13, **Wis** 18, **Cha** 21

Base Atk +21; **CMB** +34; **CMD** 46 (can't be tripped)

Feats Critical Focus^{MF}, Improved Critical (bite), Improved Critical (claws)^{MF}, Improved Initiative^{MF}, Iron Will, Lightning Reflexes, Power Attack^{MF}, Quicken Spell-Like Ability (stinking cloud), Staggering Critical, Stunning Critical, Vital Strike

Skills Fly +32, Intimidate +29, Perception +28, Sense Motive +25, Stealth +17

Languages Abyssal, Common, Giant, +1 additional

SQ famine's feast^{MA}

ECOLOGY

Environment cold mountains

Organization solitary or feast (2–5)

Treasure standard

SPECIAL ABILITIES

Aura of Famine (Su) Creatures that need to eat are wracked with hunger within 30 feet of a mythic hungerer, taking 1d6 points of nonlethal damage per round. In addition, each round they begin their turn within the aura of famine they become fatigued (DC 20 Fortitude negates). Creatures already fatigued become exhausted, exhausted creatures also become staggered for as long as they remain within the aura and for 1d4 rounds thereafter, and staggered creatures are rendered unconscious for as long as they remain within the aura and for 1d4 minutes thereafter on a failed save. Unconscious creatures no longer take nonlethal damage from the aura. Undead such as ghouls and vampires that consume flesh or blood are affected as if they were living creatures, though they take lethal damage.

If a creature is within the overlapping aura of multiple mythic hungerers, the damage from each aura stacks. Only one save is required per round; however, the save DC is increased by 2 for each hungerer after the first. If a creature spends 24 hours within this aura, it takes 1 point of Constitution drain from each aura. Lamias are immune to this aura. The save DC is Constitution-based.

Caustic Conversion (Su) Whenever a mythic hungerer confirms a critical hit or deals acid damage to a living creature, it may expend one use of its mythic power as a swift action to convert the target's vital fluid to acid (DC 26 Fortitude partial). The shock and agony caused by this caustic conversion is identical to a *suffocation*^{APG} spell, but it affects even creatures that do not need to breathe. The target also takes 4d6 points of acid damage per round, though this is halved on any round in which the target successfully saves. This ability has no effect on creatures without flesh and blood but does affect corporeal undead.

Devastating Bite (Ex) A hungerer's bite deals x4 damage on a successful critical hit. If this damage is enough to reduce a victim to negative hit points, the victim must succeed at a DC 31 Fortitude save to avoid being decapitated, bitten in half, or otherwise instantly killed by the horrific wound. The save DC is Strength-based.



Famine's Feast (Su) When a mythic hungerer begins its turn within 10 feet of a dying, fatigued, or exhausted creature, it gains fast healing 5 times the number of dying, fatigued, or exhausted creatures within range.

Flesh-Eating Acid (Ex) Acid damage dealt by a mythic hungerer bypasses any acid resistance or immunity of non-mythic creatures with flesh, including corporeal undead. In addition, all acid damage that it deals to a mythic creature in a single round is considered a single effect for the purpose of overcoming acid resistance.

Mythic Spell-like Abilities (Su) Three times per day, a mythic hungerer may use the mythic spell version of any of its corresponding spell-like abilities. It 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.

Steal Memories (Su) Whenever a mythic hungerer deals Wisdom drain to a target, it also may expend one use of mythic power as a free action to steal memory of any one Intelligence, Wisdom, or Charisma-based skill known by the target for 7 days. During that time, the target is treated as if it had 0 ranks in that skill, while the hungerer temporarily gains the same number of ranks in that skill that the target normally possesses. In lieu of stealing a skill from the target, the hungerer may attempt to steal the knowledge of a single feat or spell of 7th level or lower from the target (DC 25 Will negates), though the hungerer must have witnessed the feat or spell being used in order to specify which feat or spell it will steal; otherwise, the feat or spell it steals is random. The target cannot use that feat or spell for 7 days and the hungerer gains its use as a bonus feat or gains the ability to use that spell as a spell-like ability once per day. A mythic hungerer may not have more than three stolen skills, feats, or spells at a time. While it has a creature's stolen memories, it also may use *sound mimicry* to perfectly mimic the target's voice. This is a mind-affecting effect. The save DC is Charisma-based.

Vile Spew (Su) Whenever a hungerer takes damage, the resulting wound spews a great gout of vile blood and acid. Any creature adjacent to a hungerer when it is wounded takes 2d6 points of acid damage (Reflex DC 26 negates). The save DC is Constitution-based.

Wisdom Drain (Su) A hungerer drains 2 points of Wisdom each time it strikes a foe with its bite or claw attacks. Unlike with other kinds of ability drain attacks, a hungerer does not heal any damage when it uses its Wisdom drain.



Lamia-Kin, Kuchrima

This vaguely humanoid creature has a vulture's head and wings for arms, and wields an enormous bow in its taloned feet.

MYTHIC KUCHRIMA

CR 10/MR 4

XP 9,600

CE Medium monstrous humanoid

Init +12; **Senses** darkvision 60 ft., low-light vision, scent;

Perception +19

DEFENSE

AC 28, touch 18, flat-footed 20 (+8 Dex, +10 natural)

hp 144 (11d10+84)

Fort +7, **Ref** +15, **Will** +6

Defensive Abilities feather cloud^{MA}, return ray^{MA}; **DR** 5/epic;

Immune disease, *magic missile*

OFFENSE

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

Melee bite +16 (1d6+5 plus disease), 2 talons +16 (1d4+5)

Ranged mwk Large composite longbow +20/+20/+15/+10 (2d6+5/x3)

Special Attacks accelerated onset^{MA}, devastating shot^{MA}, disease, mythic power (4/day, surge +1d8), strafing run^{MA}

STATISTICS

Str 20, **Dex** 26, **Con** 19, **Int** 7, **Wis** 9, **Cha** 10

Base Atk +11; **CMB** +16; **CMD** 34

Feats Deadly Aim^{MF}, Improved Initiative, Point-Blank Shot, Precise Shot, Rapid Shot^{MF}, Skill Focus (Perception)

Skills Fly +26, Perception +19

Languages Abyssal, Common, Giant

SQ oversized weapon

ECOLOGY

Environment any mountains

Organization solitary, pair, flight (3–7), or gluttony (8–12)

Treasure standard

SPECIAL ABILITIES

Accelerated Onset (Ex) Whenever a mythic kuchrima infects a target with filth fever, the onset is reduced to 1d3 minutes, and the kuchrima may expend one use of mythic power as a free action to make the onset of the disease immediate.

Devastating Shot (Ex) Whenever a mythic kuchrima makes only a single attack in a round with a bow, it increases the critical threat range of that shot to 17–20, and if the attack deals damage the target also takes 1d6 points of Constitution damage (DC 19 Fortitude negates). This enhances and replaces the catastrophic shot ability of a non-mythic kuchrima.

Disease (Ex) Bite—filth fever; *save* Fort DC 19; *onset* 1d3 days; *frequency* 1/day; *effect* 1d3 Dex damage and 1d3 Con damage; *cure* 2 consecutive saves.

Feather Cloud (Ex) Whenever a mythic kuchrima takes damage, a shower of filthy feathers billow from around the wound in a 20-ft.-radius spread centered on the kuchrima. Creatures entering the cloud or beginning their turn within it contract filth fever (DC 19 Fortitude negates), needing to save again each round even if they saved on a previous round. The cloud of feathers lingers for 4 rounds in calm air or light winds, or 1 round in moderate or stronger winds. Lamias are immune to this effect.

Strafing Run (Ex) A mythic kuchrima can fly at its normal speed and take one shot with its bow at any point during its movement, or it can fly at one-half speed and take two shots with its bow, each at its full base attack bonus, at any point during its movement. If the kuchrima expends one use of its mythic power, it can fly up to twice its speed and take a full attack action with its bow, taking its shots at any point during its movement.

Oversized Weapon (Ex) A kuchrima can wield an over-sized longbow in its talons while flying without incurring any penalty—this longbow can be one size category larger than normal (Large for most kuchrimas).

Return Ray (Su) When a mythic kuchrima is struck by a ray or similar magical attack that requires a ranged attack or ranged touch attack, it can expend one use of its mythic power to imbue the effect of that ray or effect into an arrow. The ray or effect still has its normal effect on the kuchrima, though if it is a non-mythic effect the kuchrima may expend an additional use of its mythic power to negate it. If the kuchrima hits a creature with this arrow before the end of its next turn, the target is affected as if struck by the same ray or effect that struck the kuchrima, in addition to any damage the arrow itself deals. A mythic kuchrima can expend two uses of mythic power to imbue the ray or effect into an arrow and shoot that arrow as an immediate action; it may make this attack even if it is killed or incapacitated by the ray or effect.



Scarlet Walker

This crimson horror walks upon six long, thin legs. Its face is neither that of a skull nor spider, but some horrid mix of the two.

MYTHIC SCARLET WALKER

CR 15/MR 6

XP 51,200

LE Huge outsider (evil, extraplanar, lawful, mythic)

Init +12; **Senses** bloodsense, darkvision 60 ft., *detect thoughts*, *x-ray vision*^{MA}; **Perception** +24

DEFENSE

AC 37, touch 21, flat-footed 24 (+12 Dex, +1 dodge, +16 natural, -2 size)

hp 228 (16d10+140); fast healing 10

Fort +10, **Ref** +22, **Will** +15

Defensive Abilities improved evasion^{MA}; **Immune** acid, cold, poison; **SR** 29

Weaknesses vulnerable to electricity

OFFENSE

Speed 40 ft., climb 40 ft.

Melee 2 claws +26 (2d6+12/19-20/x3 plus bleed), tentacles +22 (4d6+12 plus bleed and paralysis)

Space 15 ft.; **Reach** 30 ft.

Special Attacks bleed (1d6), blood-draining gaze, exsanguinate^{MA}, *mythic power* (6/day, surge +1d8), paralysis (1d4 rounds, DC 23), penetrating gaze^{MA}, visceral stitching^{MMA}

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

Constant—*air walk*, *detect thoughts* (DC 17)

At will—*sending*

3/day—*confusion* (DC 19), *demand* (DC 23), quickened *lesser confusion* (DC 16)

1/day—*feeblemind* (DC 20), *insanity* (DC 22), *true seeing*

STATISTICS

Str 24, **Dex** 35, **Con** 21, **Int** 14, **Wis** 20, **Cha** 21

Base Atk +16; **CMB** +25; **CMD** 48 (56 vs. trip)

Feats Combat Reflexes, Dodge, Improved Critical^{MF} (claws), Mobility, Power Attack^{MF}, Quicken Spell-Like Ability (*lesser confusion*), Spring Attack, Weapon Finesse^{MF}

Skills Acrobatics +31 (+35 when jumping), Climb +15, Intimidate +24, Knowledge (arcana) +21, Knowledge (nature) +21, Knowledge (planes) +21, Perception +24, Sense Motive +24, Stealth +23

Languages Aklo, Infernal; telepathy 300 ft.

SQ compression, no breath, walkover^{MA}

ECOLOGY

Environment any

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

Treasure standard

SPECIAL ABILITIES

Blood-Draining Gaze (Su) All creatures within 20 feet of a scarlet walker are subject to the monster's eerie blood-draining gaze. Affected creatures must succeed at a DC 23 Fortitude save or thin streams of blood pour from their eyes, flowing through the air and into the eye socket-like pits in the scarlet walker's face. This does not impact the victim's vision, but does deal 1 point of Constitution damage and sickens the victim for 1 round from the hideous pain. A creature already suffering from a bleed effect takes a -4 penalty on the saving throw. This is a bleed effect. The save DC is Constitution-based.

Bloodsense (Su) A scarlet walker can sense living creatures with blood in their veins, or undead creatures that feed on blood (such as vampires). This ability functions like blindsight to a range of 60 feet.

Exsanguinate (Su) A mythic scarlet walker can expend one use of mythic power to cause the wounds of a creature taking bleed damage within 30 feet to gush forth in a sanguine torrent. The target's bleed damage is doubled for 6 rounds, including hit point damage and ability damage or drain, and its bleeding is stopped with a successful DC 27 Heal check or by the application of healing magic if the caster succeeds on a DC 27 caster level check. A mythic spellcaster or character using the Heal skill may add her rank or tier as a bonus on this check. If this check is failed, any hit point or ability damage or drain that would have been cured is halved and the bleeding is not halted. A creature that has been exsanguinated must succeed on a DC 23 Fortitude save each round at the end of its turn that this bleeding continues. The target becomes exhausted on the first failed save, stunned for 1 round on the second failed save, and on the third failed save drops immediately to -1 hit points and begins dying. A fourth failed save results in death. The save DC is Constitution-based.



Penetrating Gaze (Su) When a mythic scarlet walker sees a creature within 60 feet using its x-ray vision, or when a creature within 60 feet averts its gaze or closes its eyes, the scarlet walker can expend one use of its mythic power as a swift action to allow that target to target that creature with its blood-draining gaze. The target is vulnerable to the scarlet walker's gaze for 6 rounds, as if it had line of sight and effect to the scarlet walker and was looking directly at it. Its only defense is moving out of range of its gaze.

Visceral Stitching (Ex) When a mythic scarlet walker confirms a critical hit, it can expend one use of its mythic power to cause the target's blood vessels to burst forth from the target's flesh and empty their contents on the ground while simultaneously causing the target to become entangled in its own writhing and engorged vascular system. The target is affected as the scarlet walker's exsanguinate ability above, but in addition becomes entangled and fatigued for 6 rounds. Even if the target's bleed damage is halted, it remains entangled and fatigued until its damaged vasculature can be reimplanted into its flesh, requiring a *regenerate* spell or a successful DC 27 Heal check and 8 hours of work.

In addition, the target's erupted vessels writhe and strike at all creatures (other than scarlet walkers) adjacent to the target, entangling them as well (DC 23 Reflex negates). A creature entangled in this fashion takes 2d6 points of bleed damage and 1 point of Constitution bleed damage each round at the beginning of its turn while it remains entangled. Escape requires a successful DC 23 Strength check, DC 33 Escape Artist check, or a grapple combat maneuver by the entangled creature or bull rush, drag, or reposition combat maneuver by an ally against a CMD of 33. Forcibly separating an entangled creature from the original target of the visceral stitching deals 4d6 points of damage and 2 points of Constitution damage (DC 23 Fortitude half) to both creatures. The save DC is Constitution-based.

Walkover (Ex) Because of their impossibly long legs, a mythic scarlet walker can move without difficulty across gaps as wide as 60 feet without needing to jump. They also can move without difficulty through the space of Large or smaller creatures without provoking attacks of opportunity. If a Large or smaller creature on the ground confirms a critical hit in melee against a mythic scarlet walker, it has a 50% chance to treat it as a normal hit instead; this does not apply to critical hits with ranged attacks or by flying creatures.



Wendigo

This hideous shape has the head of a feral elk with jagged teeth and sharp antlers. Its humanoid legs end in blackened, burnt stumps.

MYTHIC WENDIGO

CR 21/MR 8

XP 409,600

CE Large outsider (cold, mythic native)

Init +21/+1^{MF}, **dual initiative**^{MA}; **Senses** blindsight 60 ft., darkvision 60 ft., low-light vision, snow vision^{MA}; **Perception** +26

DEFENSE

AC 40, touch 18, flat-footed 31 (+9 Dex, +22 natural, -1 size)

hp 359 (18d10+260); regeneration 15 (fire)

Fort +21, **Ref** +22, **Will** +11

Defensive Abilities fallen fetish^{MA}; **DR** 15/cold iron, epic, and magic; **Immune** cold, fear; **SR** 36

OFFENSE

Speed fly 120 ft. (perfect)

Melee bite +30 (2d8+13/19-20 plus 4d6 cold and grab), 2 claws +30 (2d6+13/19-20/x3 plus 4d6 cold)

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

Special Attacks cannibal compulsion^{MA}, dream haunting, howl, hearteater^{MA}, insidious chill^{MA}, mythic drain^{MA}, **mythic power** (8/day, surge +1d10), rend (2 claws, 1d8+13 plus 4d6 cold plus 1d4 Cha damage), swift snatcher^{MA}, wendigo psychosis

Spell-Like Abilities (CL 18th; concentration +25)

At will—*wind walk* (DC 23; see below)

1/day—*control weather* (as druid), *nightmare* (DC 22)

STATISTICS

Str 37, **Dex** 29, **Con** 31, **Int** 26, **Wis** 20, **Cha** 24

Base Atk +18; **CMB** +28 (+32 grapple); **CMD** 47

Feats Ability Focus (howl), Critical Focus^{MF}, Flyby Attack, Improved Critical (claws^{MF}, bite), Improved Initiative^{MF}, Lightning Reflexes, Persuasive, Suppress Vulnerability^{MF}, Tiring Critical

Skills Acrobatics +30, Bluff +28, Diplomacy +9, Fly +36, Intimidate +32, Knowledge (arcana) +26, Knowledge (geography) +26, Knowledge (nature) +26, Knowledge (religion) +26, Knowledge (planes) +29, Perception +26, Sense Motive +26, Spellcraft +29, Stealth +26, Survival +26

Languages Aklo, Common, Giant; telepathy 1 mile

SQ elusive^{MA}, no breath

ECOLOGY

Environment any cold

Organization solitary

Treasure none

SPECIAL ABILITIES

Cannibal Compulsion (Su) As a swift action, a mythic wendigo can curse a creature within 30 feet that is suffering from wendigo psychosis with an unquenchable physical and spiritual hunger for the flesh of its own kind for 1 minute (DC 26 Will negates). On a failed Will save, the target can discern the presence of creatures of its own type as if it had the scent special quality and is compelled to attack the nearest such creature with bite attacks, to the exclusion of all other forms of attack. If it lacks a bite attack, its bite is considered an unarmed strike (provoking attacks of opportunity if it does not possess Improved Unarmed Strike) that inflicts slashing damage. Its bite transmits **ghoul fever**^{B1} and the cursed creature gains the grab special attack against creatures of its own type. Its savage gnawing and tearing bites deal 1 point of Constitution bleed on a successful grapple check; this Constitution bleed is increased to 1d4 per round if the target's victim is pinned. Each time the target kills a creature of its type, it receives a new saving throw to end the cannibal compulsion; however, the target is left sickened for 1 hour by the horror of the experience. This is a mind-affecting compulsion and is a curse effect. The save DC is Charisma-based.

Dream Haunting (Su) When a wendigo uses its *nightmare* spell-like ability, the victim is also exposed to wendigo psychosis.

Elusive (Ex) A mythic wendigo is the stuff of legends, but despite countless attempts to hunt them, they are rarely encountered unless they wish it. When using the withdraw action, the wendigo can move up to its run speed without leaving any trace of its passing and can make a Stealth check with a +40 circumstance bonus as part of this withdraw action, even with no cover or concealment or while directly observed. In addition, except when in combat, the wendigo is considered to be under the effects of a *nondetection* spell, and the wendigo can expend one use of its mythic power to gain the effect of *mind blank*. These spell effects are at caster level 20th and cannot be dispelled.

Fallen Fetish (Su) When a mythic wendigo would be hit with a melee or ranged attack, it can expend one use of its mythic power to use the withdraw action (see elusive above) as an immediate action, taking no damage from the attack and making a Stealth check as described above. Meanwhile, it replaces itself at its former location with a quasi-real illusory duplicate that collapses and seemingly dies, crumbling into drifting snow and a scorched and blackened animal skull (DC 26 Will disbelief) that persists for 1 minute and then likewise crumbles into snow. The creature that attacked the wendigo is affected as **murderous command**^{JM} (DC 18) for 1 minute, and in addition if any creature touches or closely examines the skull it unleashes a screeching howl that functions as a *song of discord* (DC 22) lasting 1 minute. The save DC is Charisma-based.



Hearteater (Ex) Whenever a mythic wendigo confirms a critical hit with its bite, or if it hits with its bite attack in the same round that it rends a creature, it can expend one use of its mythic power to attempt to tear out the target's heart, killing it instantly (DC 29 Fortitude negates). The save DC is Constitution-based and the target gains a +2 bonus on this saving throw if wearing medium armor, +4 if wearing heavy armor. A creature with a natural armor bonus to AC also gains a bonus on this saving throw equal to one-half its natural armor bonus. Whenever a mythic wendigo successfully uses this ability to tear out the victim's heart, it can devour the heart as a swift or move action and expend one use of its mythic power to gain the benefits of *death knell*. This ability functions only against animals, fey, humanoids, monstrous humanoids, and outsiders with a generally humanoid shape.

Howl (Ex) Three times per day as a standard action, a wendigo can emit a forlorn howl that can be heard up to a mile away. Any who hear the howl must make a DC 28 Will save to avoid becoming shaken for an hour. Creatures within 120 feet become panicked for 1d4+4 rounds, and those within 30 feet cower with fear for 1d4 rounds. This is a mind-affecting fear effect. The save DC is Charisma-based.

Insidious Chill (Su) A mythic wendigo can expend 1 use of mythic power as a move action to strip away the cold resistance or cold immunity of a creature within 60 feet for 1 minute. If the wendigo expends two uses of its mythic power, it can target up to 4 creatures with this ability. If this cold resistance or immunity is gained from a temporary effect, that effect is automatically suppressed. If the cold resistance or immunity is part of a single effect with other functions, such as a polymorph effect, only the cold resistance or immunity itself is suppressed; any other functions are unaffected. If the target's cold resistance or immunity is a permanent ability, it is entitled to a DC 26 Will save to negate this effect (if the target is mythic) or reduce its duration to 1d4 rounds (if the target is non-mythic).

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

Snow Vision (Ex) A mythic wendigo can see perfectly well in snowy conditions, and does not take any penalties on Perception checks while in snow. The wendigo is immune to blindness or dazzling caused by bright light on snow or ice. Racial bonuses to Stealth checks in snowy conditions do not apply against a creature with snow vision.

Swift Snatcher (Ex) When a mythic wendigo successfully grapples a Medium or smaller non-mythic target, it can expend one use of mythic power as a swift action to attempt another grapple check in the same round against that target. If this second grapple check succeeds, the target is pinned and immediately must make a Will save or be forced into a *wind walk* with the wendigo (see below). Even if the save succeeds, the target must save again each round at the end of its turn while it remains pinned.

Wendigo Psychosis (Su) Curse—*nightmare* or *wind walk*; save Will DC 26; onset 1 minute; frequency 1/day; effect 1d4 Wis drain (minimum Wis 1); cure 3 consecutive saves. When a victim's Wisdom reaches 1, he seeks an individual of his race to kill and devour. After completing this act, the afflicted individual takes off at a run, and in 1d4 rounds sprints up into the sky at such a speed that his feet burn away into jagged stumps. The transformation into a wendigo takes 2d6 minutes as the victim *wind walks* across the sky. Once the transformation is complete, the victim is effectively dead, replaced by a new wendigo. *True resurrection*, *miracle*, or *wish* can restore such a victim to life, yet doing so does not harm the new wendigo. The save is Charisma-based.

Wind Walk (Sp) If a wendigo pins a grappled foe, it can attempt to *wind walk* with the target by using its spell-like ability—it automatically succeeds on all concentration checks made to use *wind walk*. If the victim fails to resist the spell, the wendigo hurtles into the sky with him. Each round, a victim can make a new DC 23 Will save to turn solid again, but at this point he falls if he cannot fly. Eventually, the wendigo strands the victim in some rural area, usually miles from where it began. A creature that *wind walks* with a wendigo is exposed to wendigo psychosis. The save DC is Charisma-based.

The Suppress Vulnerability feat appears in the **Mythic Monster Manual**. It is reprinted here for ease of reference.

SUPPRESS VULNERABILITY (MYTHIC)

You have inured yourself against the energies that are normally most dangerous to your kind.

Prerequisite: Con 15, vulnerability to at least one kind of energy.

Benefit: You lose your vulnerability against the selected energy type and only take normal damage from effects dealing that type of damage.