



# MYTHIC MONSTERS: UNDEAD

BY TOM PHILIPS AND JASON NELSON



MYTHIC PLUG-INS



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# MYTHIC MONSTERS: UNDEAD

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## WELCOME TO ULTIMATE PLUG-INS: MYTHIC MONSTERS!

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

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

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



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## **SPECIAL ELECTRONIC FEATURES**

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We've hyperlinked the electronic version of this product internally from the Table of Contents and externally with links to the [Pathfinder Reference Document](#), the official online compendium of game rules, as well as the [d2opfsrd.com](#). If it is in the core rulebook, we generally didn't link to it unless the rule is an obscure one. The point is not to supersede the game books, but rather to help support you, the player, in accessing the rules, especially those from newer books or that you may not have memorized.

## **ABOUT LEGENDARY GAMES**

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# WHAT YOU WILL FIND INSIDE MYTHIC MONSTERS: UNDEAD

THERE'S SOMETHING TERRIBLY TERRIFYING ABOUT THE UNDEAD, SOMETHING THAT SETS them apart from other kinds of monsters. Maybe it's the depth of with which they infuse our real-world mythology, both historically and in modern popular culture. From campfire ghost stories to vampire melodramas, we all grew up with some kind of tales from the crypt. Classic monster movies got their start with Nosferatu, and Count Dracula alone has probably made more screen appearances than just about anyone, but vampires are just the most famous example of the living dead. Trailing along in their shadow is a legion of things that go bump in the night, from allips to zombies and everything in between.

Undead just don't play fair, either. You never know quite what you're facing at first sight. Is that wisp of unlife a simple shadow or something far more deadly? A pile of bones that walks may be a mindless skeleton given life by foul sorcery, or it could be the unliving embodiment of foul sorcery itself. And how do you kill something that's already dead? The undead are relentless, knowing neither fear nor mercy nor pity. They will just keep coming, again and again, until at last you are one of them.

That's the spirit of menace that infuses **Mythic Monsters: Undead**. From the grotesque **pickled punk** to the sinister **dullahan** headless horseman, we bring you a variety of undead horrors that run the gamut from spirits to skeletons to walking, hungry flesh. **Ghouls** and **ghasts** will eat you alive or dead, but the **totenmaske** wants to wear your skin and take your place, the better to devour your friends as well. The long-tongued **mohrg** will murder your body while the **devourer** consumes your soul... if the demilich does not take it first. As if a dozen mythic undead were not enough, we also bring you the severed slasher that is the **jigsaw man**; hanging was too good for him in life, so drawn and quartered he remains in undeath, his disparate parts driven by a malign will to sever the thread of life for any mortals unlucky enough to cross its path.

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

- Jason Nelson



# MYTHIC MAGIC AND THE DEAD

Undead are deadly at any time, but mythic undead are doubly so. Their origins are varied, and a great many undead arise from awful curses, bearing their corruption in life into a tormented undeath, or have been dragged unwillingly into the ranks of the undead as slaves spawned by their deathless masters. Magic often plays a hand in the creation of the undead, of course, from those created as slaves like a mythic skeleton to turning that mighty magic upon themselves like a mythic lich. The magic of undead is not just in their creation, however; the thread of necromancy includes all manner of dealing with the dead, including corpses as well as creatures of the undead type. The following mythic spells offer expanded options for mythic characters in reaching beyond the grave, for good or for ill.

## MYTHIC SPELLS

### **ANIMATE DEAD, LESSER**

This spell functions as *mythic animate dead*, but creates only a single Small or Medium skeleton or zombie.

### **DECOMPOSE CORPSE**

You can affect the corpse of a creature of any size. If cast on a non-skeletal corporeal undead creature, you inflict a temporary -2 penalty to its Strength or Dexterity score (caster's choice) for 1 minute, in addition to the spell's normal effect.

### **GHOSTBANE DIRGE**

An *incorporeal* creature that fails its save is forced into a nearly solid form. It retains its fly speed but cannot move through solid objects or creatures and takes full damage even from non-magical attack

forms. It no longer moves in complete silence and can be located with Perception checks as well as physical senses such as scent and blindsight. A non-mythic creature takes a penalty to its saving throw equal to one-half your mythic tier, and even on a successful save suffers the normal effects of *ghostbane dirge* for 1 round.

**Augmented (3rd):** If you expend two uses of mythic power, the incorporeal creature loses its Charisma bonus to its Armor Class and its attacks no longer fully ignore armor, shield, and natural armor bonuses to AC, though those bonuses are halved against its attacks. A non-mythic creature that successfully saves suffers the normal effects of *ghostbane dirge* for a number of rounds equal to your mythic tier.

### **GHOSTBANE DIRGE, MASS**

*This* spell functions as *mythic ghostbane dirge*, but affects a number of targets equal to your caster level plus your mythic tier.

### **GHOSTLY DISGUISE**

*You* may choose for your body (or any part of it) to shed light as bright as a candle, and while in your *ghostly disguise* you can create minor sensory effects to enhance your disguise, as if using *prestidigitation*.

Mindless undead creatures are automatically fooled by your illusion and ignore you as if you were an insubstantial ghost, while intelligent undead can make a Will save to disbelieve the illusion if they interact with you; however, the save DC is increased by an amount equal to your mythic tier (for non-mythic undead) or one-half your mythic tier (for mythic undead). If you channel positive energy, turn or command undead, or touch an undead creature, all undead immediately see through your illusion.

**Augmented:** If you expend two uses of your mythic power, you gain an *unnatural aura* for as long as the spell lasts. You also gain a circumstance



bonus equal to one-half your mythic tier on Intimidate checks against living creatures, and the save DC of any fear effect you create is increased by 1. These bonuses do not apply against creatures that see through your illusion.

### **REST ETERNAL**

You can cast this spell as a swift or immediate action on an adjacent creature. In addition, the caster level check to affect the target with a spell that would communicate with its spirit, bring it back to life, or animate it as an undead is equal to 11 plus your caster level plus your mythic tier. If the caster of such an effect is undead or is not a mythic creature or character, the DC is increased by 5; if the caster is both undead and non-mythic, the DC is increased by 10.

Supernatural effects that would contact the dead creature's spirit, return it to life, or turn it into an undead require a similar check against the same DC, treating the Hit Dice of the creature using such an effect as its caster level.

**Augmented (3rd):** If you are slain by an undead creature while you have this spell prepared or are able to cast it spontaneously, you can expend two uses of mythic power as a free action immediately before dying to cast this spell on yourself. If you lack the proper material components, you can spend one additional use of mythic power to ignore the need for those components.

In addition, if you expend two uses of mythic power when you cast this spell on the physical remains of a mythic creature with the immortality ability or a destroyed undead creature with the ability to rejuvenate itself, such as a ghost or lich, you can postpone its rejuvenation back to life by a number of days equal to your mythic tier. This spell cannot affect a mythic creature whose mythic rank or tier is higher than yours.

### **RESTORE CORPSE**

You can affect a creature of up to Huge size with this spell. It immediately reverses the effects of a *decompose corpse* spell. If you cast this spell on a damaged non-skeletal undead creature, it restores a number of hit points equal to 2d10 plus your caster level (maximum 10).

### **SANCTIFY CORPSE**

You can cast this spell as a swift or immediate action on an adjacent creature. If an undead creature touches the affected corpse, or if you cast this spell as an immediate action on a creature that has just been slain by an undead creature, that undead creature takes positive energy damage equal to your mythic tier. This energy has no effect on creatures other than undead.


**Augmented:** If you expend two uses of mythic power, the corpse becomes immune to all effects that would turn it into an undead creature, including being slain by an undead creature with the create spawn ability, rather than merely delaying the onset of such an effect.

### **SCULPT CORPSE**

You can change the size of the target corpse by up to two size categories. In addition, you can reshape a corpse to resemble a creature as long as you have an accurate depiction of that creature or a small piece of its body, such as flesh, hair, or a fingernail, even if you have no first-hand knowledge of that creature's appearance. If you do have first-hand knowledge of the appearance of the creature you are attempting to duplicate, the save DC is increased by an amount equal to one-half your mythic tier. The flesh of a creature by this spell is unpalatable and provides no nourishment if eaten.

### **UNDEAD ANATOMY (ALL)**

Each *mythic undead anatomy* spell is a separate spell, meaning you must select each separately as a mythic spell and you must first know the standard



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version of the spell you select, though you need not know lower-level *undead anatomy* spells to learn their higher-level versions.

*Mythic undead anatomy* increases any ability score bonuses and reduces any ability score penalties granted by the standard version by 2 and increases the natural armor bonus the spell provides by 1 (granting a +1 bonus if the spell normally grants no bonus). In addition, you may change the range of this spell to touch and target one creature you touch rather than yourself.

The target of this spell can resume its normal form and then shift back into the same assumed form without ending the spell; however, the spell's duration continues to elapse while the target is in its own form. If the target is a mythic creature, it can spend one use of its own mythic power as a full-round action to shift into a different form allowed by the spell.

**Augmented (4th):** If you expend two uses of mythic power, you increase the ability score bonuses granted by the spell by 4 rather than by 2. In addition, you can cast this spell on a number of creatures you touch equal to your mythic tier.

**BAYKOK, MYTHIC****CR 11/MR 4**

XP 12,800

NE Medium undead (mythic)

Init +11; Senses darkvision 60 ft.; Perception +18

**DEFENSE**

AC 29, touch 18, flat-footed 21 (+7 Dex, +1 dodge, +11 natural)

hp 144 (15d8+77)

Fort +8, Ref +12, Will +9

Defensive Abilities deflect arrows<sup>MA</sup>; DR 10/epic; Immune undead traits**OFFENSE**

Speed 30 ft., fly 60 ft. (good)

Melee 2 claws +14 (1d6+3)

Ranged +2 *composite longbow* +22/+17/+12 (1d8+5/19–20/x3 plus 1d6 negative energy and paralysis)Special Attacks bane longbow<sup>MA</sup>, deadly barrage<sup>MA</sup>, devour soul, dread howl<sup>MA</sup>, infused arrows, mythic power (4/day, surge +1d8), slaying arrows<sup>MA</sup>**STATISTICS**

Str 17, Dex 24, Con —, Int 11, Wis 10, Cha 17

Base Atk +11; CMB +14; CMD 32

Feats Deflect Arrows<sup>B, MF</sup>, Dodge, Improved Critical (longbow), Improved Initiative, Point-Blank Shot<sup>MF</sup>, Precise Shot, Rapid Shot<sup>MF</sup>, Shot on the Run, Weapon Focus (longbow)

Skills Fly +29, Intimidate +21, Perception +18, Stealth +25

Languages Common

**ECOLOGY**

Environment any

Organization solitary, gang (1 mythic baykok and 2–8 nonmythic baykoks), or flight (1 mythic baykok and 6–18 nonmythic baykoks)

Treasure double (+2 *composite longbow* [+3 Str], other treasure)**SPECIAL ABILITIES**

**Bane Longbow (Su)** A mythic baykok can expend one use of mythic power as a swift action to imbue its longbow with the bane weapon special ability for 1 minute. The mythic baykok must select one creature type when it uses this ability (and a subtype if the creature type selected is humanoid or outsider). Once selected, the mythic baykok can change the type as a swift action.

**Deadly Barrage (Ex)** Once per minute, a mythic baykok can expend one use of mythic power as part of making a full attack action with its bow to make a single ranged attack against each target within 110 feet, similar to the Whirlwind Attack feat. The mythic baykok cannot use its slaying arrows ability when it fires a deadly barrage.

**Deflect Arrows (Ex)** A mythic baykok gains Deflect Arrows as a bonus feat. A mythic baykok can expend one use of mythic power as an immediate action to use this feat to deflect a second arrow in a single round.

**Devour Soul (Su)** A mythic baykok can take a standard action to devour the soul of an adjacent dead or dying creature. A dying creature can resist this attack with a DC 20 Fortitude save. If it fails, the target is instantly slain. If the creature is already dead, it does not get a saving throw, although the body cannot be more than 1 hour dead. A creature subjected to this attack cannot be brought back to life via *raise dead* (*resurrection* and more powerful effects work normally). When a mythic baykok devours a soul in this way, it heals 5d6+10 points of damage and becomes hasted for 4 rounds (as if affected by *haste*). This is a death effect. The save DC is Charisma-based.

**Dread Howl (Su)** Once per hour, a mythic baykok can unleash a blood-curdling howl. Any living creature within a 60-foot-radius burst must succeed on a DC 22 Will save or become paralyzed for 1d6 rounds. Any creature that makes this saving throw is instead shaken and staggered for 1 round. Additionally, a mythic baykok can expend one use of mythic power as a free action to make creatures attempt two Will saves to resist this effect and take the lowest roll. This is a fear effect. The DC is Charisma-based and includes a +2 racial bonus.

**Infused Arrows (Su)** A mythic baykok creates arrows of bone as it fires its bow—it need not carry arrows as ammunition. These bone arrows do normal damage for arrows fired from the bow, but gain a +2 enhancement bonus on attack and damage rolls. In addition, each arrow deals an additional 1d6 points of negative energy damage. Further, the first creature struck in a round by a mythic baykok's arrow must make a DC 20 Fortitude save to avoid being paralyzed for 1d3 rounds. A mythic baykok can fire normal arrows from its bow if it wishes—such arrows, however, do not gain the special negative energy damage or paralysis effects. The DC is Charisma-based.

**Slaying Arrows (Su)** A mythic baykok can expend one use of mythic power as a swift action to transform one of its bone arrows into a *slaying arrow*. The mythic baykok must select one creature type when it uses this ability (and a subtype if the creature type selected is humanoid or outsider). Once selected, the mythic baykok can change the type as a swift action.

## DEMILICH, MYTHIC

CR 17/MR 7

XP 102,400

NE Tiny undead (mythic)

**Init** +14/−6<sup>MF</sup>, dual initiative; **Senses** darkvision 60 ft., *true seeing*; Perception +29

## DEFENSE

**AC** 34, touch 23, flat-footed 30 (+3 Dex, +1 dodge, +11 natural, +7 profane, +2 size)

**hp** 228 (15d8+161)

**Fort** +18, **Ref** +17, **Will** +23

**Defensive Abilities** channel resistance +5, devour spell<sup>MA</sup>, fortification (50%)<sup>MA</sup>, rejuvenation<sup>MA</sup>, unholy grace; **DR** 20/—; **Immune** acid, cold, electricity, magic, polymorph, undead traits

**Weaknesses** vorpal susceptibility

## OFFENSE

**Speed** fly 30 ft. (perfect)

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

**Special Attacks** devour soul<sup>MA</sup>, mythic power (7/day, surge +1d10), mythic spell-like abilities<sup>MA</sup>, obliterating wail<sup>MA</sup>

**Spell-Like Abilities** (CL 20th; concentration +27)

Constant—*true seeing*

At will—*greater major curse* (DC 26)<sup>MA</sup>, *telekinesis* (DC 21), *wail of the banshee* (20-ft.-radius spread centered on the mythic demilich; DC 26)

## STATISTICS

**Str** 6, **Dex** 17, **Con** —, **Int** 23, **Wis** 20, **Cha** 25

**Base Atk** +11; **CMB** +12; **CMD** 30

**Feats** Ability Focus (devour soul), Alertness<sup>MF</sup>, Defensive Combat Training, Dodge, Flyby Attack<sup>B</sup>, Improved Initiative<sup>MF</sup>, Iron Will<sup>MF</sup>, Lightning Reflexes<sup>MF</sup>, Mobility

**Skills** Bluff +22, Fly +23, Knowledge (arcana) +24, Knowledge (dungeoneering) +21, Knowledge (history) +21, Knowledge (planes) +21, Knowledge (religion) +19, Perception +29, Sense Motive +29, Spellcraft +24, Stealth +29

**Languages** Abyssal, Aklo, Common, Draconic, Giant, Infernal, Necril

**SQ** unholy awareness

## ECOLOGY

**Environment** any

**Organization** solitary

**Treasure** triple

## SPECIAL ABILITIES

**Devour Soul (Su)** As a standard action with a range of 300 feet, a mythic demilich can imprison the soul of one living creature within one of 10 special gems embedded in its skull. Alternatively, a mythic demilich can expend one use of mythic power to target two living creatures that are within 30 feet of each other. If a target succeeds at a DC 26 Fortitude save, it gains three permanent negative levels. If it fails, its soul is immediately drawn into one of the gems in the mythic demilich's skull. The soul remains trapped within the gem, visible as but a gleam except under *true seeing*. The soulless body corrupts and decays rapidly, reducing to dust in a single round. As long as the dead creature's soul remains trapped in the gemstone, it cannot be restored to life via any means save direct divine intervention. Gems with souls trapped in them can be retrieved from a destroyed mythic demilich, at which point they can either be crushed to release any souls within to their afterlife or used in the place of the usual material components to restore the soul and body with *resurrection* or *true resurrection*. After one hour, the mythic demilich can choose to consume any soul trapped in a gem, healing it 1d6 hit points per Hit Die of the soul, at which point only *miracle* or *wish* can restore the dead creature to life. The save DC is Charisma-based, and includes a +2 bonus for the Ability Focus feat.

**Devour Spell (Su)** A mythic demilich can expend one use of mythic power as an immediate action to attempt to counter a spell as if the mythic demilich cast *mythic dispel magic*.

**Greater Major Curse (Sp)** This spell-like ability functions like *major curse*, but can have one of the following effects: -12 to one ability score; -6 to two ability scores; -8 penalty on attack rolls, saves, and checks; or a 25% chance to act normally. This ability is treated as a 9th-level spell. Additionally, a mythic demilich can expend one use of mythic power to cast a quickened version of this spell-like ability.

**Immunity to Magic (Su)** A mythic demilich is immune to any spell or spell-like ability that allows spell resistance. In addition, certain spells function differently against the creature, as noted below.

- A *dispel evil* spell deals 2d6 points of damage, with no saving throw.

- *Holy smite* affects a mythic demilich normally.
- A *power word kill* spoken by an ethereal caster deals 50 points of damage to the mythic demilich if it fails a Fortitude save (with a DC determined as though the spell allowed a saving throw).
- A *shatter* spell deals 1d6 points of damage per two caster levels (maximum 10d6), with no saving throw.

**Mythic Spell-Like Abilities (Su)** Three times per day a mythic demilich may cast the mythic spell version of any of its corresponding spell-like abilities. A mythic demilich 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.

**Obliterating Wail (Su)** Creatures killed by a mythic demilich's *wail of the banshee* spell-like ability immediately crumble to dust, at which point only *miracle* or *wish* can restore the dead creature to life.

**Rejuvenation (Su)** A destroyed mythic demilich reforms in 2d6 hours. To permanently destroy a mythic demilich, holy water must be poured over its remains within the area of a *hallow* spell. To complete the destruction, *holy word* or *dispel evil* must be cast. If the caster succeeds at a caster level check with a DC equal to 15 + the mythic demilich's Hit Dice, the mythic demilich is permanently destroyed.

**Telekinetic Storm (Su)** As a special use of its *telekinesis* spell-like ability, a mythic demilich can churn up its treasure, dust, bones, and other loose debris in the area into a whirling storm about its skull. The storm obscures vision as a *fog cloud* within a 20-foot spread centered on the mythic demilich's skull. Creatures within the storm take 12d6 points of damage per round on the mythic demilich's turn (Reflex DC 20 for half damage). The mythic demilich can maintain the storm indefinitely by concentrating.

**Unholy Awareness (Ex)** A mythic demilich does not suffer from a nonmythic demilich's torpor.

**Unholy Grace (Su)** A mythic demilich gains a bonus on saves and a profane bonus to AC equal to its Charisma modifier.

**Vorpal Susceptibility (Ex)** Only epic vorpal weapons ignore a mythic demilich's damage reduction.

**DEVOURER, MYTHIC**

CR 13/MR 5

XP 25,600

NE Large undead (extraplanar, mythic)

Init +7; Senses darkvision 60 ft.; Perception +20

**DEFENSE**

AC 30, touch 12, flat-footed 27 (+3 Dex, +18 natural, -1 size)

hp 187 (14d8+124)

Fort +10, Ref +7, Will +12

Defensive Abilities spell deflection; DR 10/epic; Immune undead traits; SR 24

**OFFENSE**

Speed 30 ft., fly 20 ft. (perfect)

Melee 2 claws +19 (1d8+10 plus energy drain)

Space 10 ft.; Reach 10 ft.

Special Attacks black breath<sup>MA</sup>, destroy soul<sup>MA</sup>, devour soul<sup>MA</sup>, energy drain (2 levels, DC 22)<sup>MA</sup>, mythic power (5/day, surge +1d8), mythic spell-like abilities<sup>MA</sup>

Spell-Like Abilities (CL 18th; concentration +24)

At will—*animate dead* 4<sup>th</sup>, *bestow curse* 4<sup>th</sup> (DC 20), *confusion* 4<sup>th</sup> (DC 20), *control undead* 7<sup>th</sup> (DC 23), *death knell* 2<sup>nd</sup> (DC 18), *ghoul touch* 2<sup>nd</sup> (DC 18), *inflict serious wounds* 3<sup>rd</sup> (DC 19), *lesser planar ally* 4<sup>th</sup>, *ray of enfeeblement* 1<sup>st</sup>, *spectral hand* 2<sup>nd</sup>, *suggestion* 3<sup>rd</sup> (DC 19), *true seeing* 6<sup>th</sup>, *vampiric touch* 3<sup>rd</sup> (DC 19)**STATISTICS**

Str 30, Dex 16, Con —, Int 19, Wis 16, Cha 23

Base Atk +10; CMB +21; CMD 34

Feats Blind-Fight, Cleave<sup>MF</sup>, Combat Casting, Combat Expertise<sup>MF</sup>, Improved Initiative, Improved Sunder, Power Attack<sup>MF</sup>

Skills Bluff +20, Diplomacy +15, Fly +19, Intimidate +20, Knowledge (arcana) +21, Knowledge (planes) +18, Perception +20, Sense Motive +17, Spellcraft +21, Stealth +6

Languages Abyssal, Celestial, Common, Infernal; telepathy 100 ft.

SQ soul siphon<sup>MA</sup>**ECOLOGY**

Environment any

Organization solitary

Treasure double

**SPECIAL ABILITIES**

**Black Breath (Su)** Once per minute, a mythic devourer can expend two uses of mythic power as a standard action to breath forth a 60-foot line or 30-foot cone of crackling, black negative energy. Creatures caught in the area of this attack must succeed on a DC 23 Fortitude save or gain 1d4 negative levels and become staggered for 1d6 rounds. Even if the save is successful, creatures caught in the effect are staggered for 1 round. Creatures killed by this effect immediately crumble to dust, at which point only *miracle* or *wish* can restore the dead creature to life. This is a death effect and the save DC is Charisma-based.

**Destroy Soul (Su)** A mythic devourer can expend one use of mythic power as a full round action that does not provoke an attack of opportunity to permanently destroy the soul of a creature it has held for at least 24 hours. This releases a blast of negative energy that inflicts 1d6 points of damage for each 5 essence points the mythic devourer has available (rounding down) to all creatures within 60 feet of the mythic devourer (DC 23 Fortitude save for half). This blast of negative energy heals the mythic devourer as an inflict spell. A soul destroyed in this manner may only be restored to life by a *miracle* or *wish*. This is a death effect and the save DC is Charisma-based.

**Devour Soul (Su)** By making a ranged touch attack as a standard action against a target within 30 feet, a mythic devourer can deal 12d6+18 points of damage as if it cast *slay living*. A DC 25 Fortitude save reduces this damage to 3d6+18. The soul of a creature slain by this attack becomes trapped within the mythic devourer's chest. The creature cannot be brought back to life until the mythic devourer's destruction (or a spell deflection—see below) releases its soul. A mythic devourer can hold only one soul at a time. The trapped essence provides a mythic devourer with 5 essence points for each Hit Die possessed by the soul. A mythic devourer must expend essence points when it uses a spell-like ability equal to the spell's level (for sake of ease, spell levels for its spell-like abilities are included in its stats in superscript). At the start of an encounter, a mythic devourer generally has 4d6+3 essence points available. The trapped essence gains one permanent negative level for every 5 points of essence drained—these negative levels remain if the creature is brought back

to life (but they do not stack with any negative levels imparted by being brought back to life). A soul that is completely consumed may only be restored to life by a *miracle* or *wish*. The save DC is Charisma-based and includes a +2 racial bonus.

**Energy Drain (Su)** A creature struck by a mythic devourer's claw attack gains 2 negative levels (DC 22 Fortitude).

**Mythic Spell-like Abilities (Su)** A mythic devourer can cast a mythic version of one of its spell-like abilities by spending triple the number of essence points or expending one use of mythic power.

**Soul Siphon (Su)** A mythic devourer is invigorated by the death of living beings. If a living creature with an Intelligence score of 3 or greater dies within 60 feet of a mythic devourer, the mythic devourer can expend one use of mythic power as a free action to gain the effects of a *haste* spell for 1 minute.

**Spell Deflection (Su)** If any of the following spells are cast at the mythic devourer and overcome its spell resistance, they instead affect a devoured soul: *banishment*, *chaos hammer*, *confusion*, *crushing despair*, *detect thoughts*, *dispel evil*, *dominate person*, *fear*, *geas/quest*, *holy word*, *hypnotism*, *imprisonment*, *magic jar*, *maze*, *suggestion*, *trap the soul*, or any form of charm or compulsion. While none of these effects harms the soul, the caster makes a DC 25 caster level check when a spell is deflected—success indicates that the trapped soul is released from its prison and the creature whose body it belonged to can now be restored to life as normal.

## DULLAHAN, MYTHIC

CR 9/MR 4

XP 6,400

LE Medium undead (mythic)

**Init** +2; **Senses** blindsight 60 ft.; Perception +16

**Aura** frightful presence (30 ft., DC 20)

## DEFENSE

**AC** 26, touch 11, flat-footed 25 (+11 armor, +1 Dex, +4 natural)

**hp** 127 (10d8+82); fast healing 5

**Fort** +8, **Ref** +5, **Will** +12

**Defensive Abilities** channel resistance +4; **DR** 5/epic; **Immune** undead traits; **SR** 20

## OFFENSE

**Speed** 30 ft. (20 ft. in armor)

**Melee** +2 *keen longsword* +17/+12 (1d8+8/17–20 plus 2d6 cold)

**Special Attacks** freezing blade<sup>MA</sup>, death's calling, icy gaze<sup>MA</sup>, infernal alacrity<sup>MA</sup>, mythic power (4/day, surge +1d8), summon nightmare<sup>MA</sup>

## STATISTICS

**Str** 22, **Dex** 14, **Con** —, **Int** 14, **Wis** 16, **Cha** 20

**Base Atk** +7; **CMB** +13; **CMD** 25

**Feats** Iron Will, Mounted Combat<sup>MF</sup>, Ride-By Attack, Trample, Weapon Focus (longsword)<sup>MF</sup>

**Skills** Handle Animal +15, Intimidate +18, Perception +16, Ride +7, Spellcraft +15, Stealth +10

**Languages** Common, Infernal, Sylvan

**SQ** infernal identification<sup>MA</sup>

## ECOLOGY

**Environment** any

**Organization** solitary

**Treasure** double (+2 *full plate*, +2 *keen longsword*, other treasure)

## SPECIAL ABILITIES

**Freezing Blade (Su)** A mythic dullahan is proficient with all simple and martial slashing weapons. When it wields a slashing weapon, the blade inflicts +2d6 cold damage and gains the keen weapon property. Additionally, when a mythic dullahan injures a creature with its blade, the mythic dullahan can expend one use of mythic power as a free action to daze the creature for 1d4 rounds (DC 23 Fortitude negates). This is a cold effect and the DC is Charisma-based.

**Death's Calling (Su)** Once per day as a standard action, a mythic dullahan may place death's calling on a target within 60 feet (DC 23 Fortitude negates). If the mythic dullahan knows and speaks the target's name, the target takes a -2 penalty on the save. If the victim fails the save, he becomes staggered for 1d6 rounds. For the next 24 hours (or until the mythic dullahan is slain), all critical hits against the victim automatically confirm. Finally, the victim automatically fails all Constitution checks to stabilize while dying. This is a mind-affecting curse effect. The save DC is Charisma-based.

**Icy Gaze (Su)** A mythic dullahan can, as a standard action, expend one use of mythic power to fix its dreadful gaze on a single creature within 60 feet. The target must succeed on a DC 23 Will save or become paralyzed for 1d6 rounds. Even if the Will save is successful, the target is still staggered for 1 round. This is a fear effect and the save DC is Charisma-based.

**Infernal Alacrity (Su)** A mythic dullahan can expend one use of mythic power as a swift action to gain an effect identical to a *haste* spell for 1 minute. If the mythic dullahan is mounted when it invokes this ability, its mount is also hastened.

**Infernal Identification (Su)** As a swift action, a mythic dullahan can consult the powers of Hell to supernaturally discern the name of any living creature born on the Material Plane.

**Summon Nightmare (Su)** As a standard action, a mythic dullahan can summon a nightmare (*Pathfinder Role-playing Game Bestiary*). The nightmare remains until it is slain or the mythic dullahan dismisses it. He can only have one such nightmare in his service at a time.





**GHOUL, MYTHIC****CR 2/MR 1**

XP 600

CE Medium **undead** (mythic)**Init** +2; **Senses** darkvision 60 ft.; Perception +7**Aura** paralytic<sup>MA</sup> (DC 15, 30 ft.)**DEFENSE****AC** 15, touch 12, flat-footed 13 (+2 Dex, +3 natural)**hp** 21 (2d8+12)**Fort** +2, **Ref** +2, **Will** +5**Defensive Abilities** channel resistance +2**OFFENSE****Speed** 30 ft.**Melee** bite +3 (1d6+1 plus disease and paralysis) and 2 claws +3 (1d6+1 plus paralysis)**Special Attacks** murderous expertise<sup>MA</sup>, mythic power (3/day, surge +1d6), **paralysis** (1d4+1 rounds, DC 13, elves are not immune to this effect)**STATISTICS****Str** 13, **Dex** 15, **Con** —, **Int** 13, **Wis** 14, **Cha** 14**Base Atk** +1; **CMB** +2; **CMD** 14**Feats** Extra Mythic Power<sup>MF</sup>, Weapon Finesse**Skills** Acrobatics +4, Climb +6, Perception +7, Stealth +7, Swim +3**Languages** Common**ECOLOGY****Environment** any land**Organization** solitary, gang (1 mythic ghoul and 2–8 nonmythic ghouls), or pack (1 mythic ghoul and 7–27 nonmythic ghouls)**Treasure** double**SPECIAL ABILITIES**

**Disease (Su)** *Ghoul Fever*: Bite—injury; *save* Fort DC 13; *onset* 1 day; *frequency* 1/day; *effect* 1d3 Con and 1d3 Dex damage; *cure* 2 consecutive saves. The save DC is Charisma-based. A humanoid who dies of ghoul fever rises as a ghoul at the next midnight. A humanoid who becomes a ghoul in this way retains none of the abilities it possessed in life. It is not under the control of any other ghouls, but it hungers for the flesh of the living and behaves like a normal ghoul in all respects. A humanoid of 4 Hit Dice or more rises as a ghast.

**Murderous Expertise (Ex)** A mythic ghoul can expend one use of mythic power to deliver a coup de grace attack against a helpless creature as a standard action that does not provoke an attack of opportunity.

**Paralytic Aura (Su)** A mythic ghoul radiates an aura of paralyzing fear out to a distance of 30 feet. Any creature entering the area of effect must succeed at a DC 15 Will save or be staggered with fear for 1d4 rounds. Additionally, a mythic ghoul can expend one use of mythic power as a swift action to force all creatures within 30 feet that are staggered with fear due to its paralytic aura to succeed on a second DC 15 Will save or be affected as per the *slow* spell for as long as they remain inside the aura, and for an additional 1d6 rounds after they leave. This is a mind-affecting fear effect. The save is Charisma-based and includes a +2 racial bonus.

**GHOST, MYTHIC****CR 3/MR 1**

XP 800

CE Medium undead (mythic)**Init** +4; **Senses** darkvision 60 ft.; **Perception** +9**Aura** paralytic<sup>MA</sup> (30 ft., DC 17), stench (10 ft., DC 15, 1d6+4 minutes)**DEFENSE****AC** 19, touch 14, flat-footed 15 (+4 Dex, +5 natural)**hp** 25 (2d8+16)**Fort** +4, **Ref** +4, **Will** +7**Defensive Abilities** channel resistance +2**OFFENSE****Speed** 30 ft.**Melee** bite +5 (1d6+3 plus disease and paralysis) and 2 claws +5 (1d6+3 plus paralysis)**Special Attacks** murderous expertise<sup>MA</sup>, mythic power (3/day, surge +1d6), paralysis (1d4+1 rounds, DC 15, elves are not immune to this effect)**STATISTICS****Str** 17, **Dex** 19, **Con** —, **Int** 17, **Wis** 18, **Cha** 18**Base Atk** +1; **CMB** +4; **CMD** 18**Feats** Extra Mythic Power<sup>MF</sup>, Weapon Finesse**Skills** Acrobatics +6, Climb +8, Intimidate +9, Perception +7, Sense Motive +9, Stealth +9, Swim +5**Languages** Common**ECOLOGY****Environment** any land**Organization** solitary, gang (1 mythic ghost and 2–8 nonmythic ghosts), or pack (1 mythic ghost, 2–8 nonmythic ghosts, and 5–20 ghouls)**Treasure** double**SPECIAL ABILITIES**

**Disease (Su)** *Ghoul Fever*: Bite—injury; *save* Fort DC 15; *onset* 1 day; *frequency* 1/day; *effect* 1d3 Con and 1d3 Dex *damage*; *cure* 2 consecutive saves. The save DC is Charisma-based. A humanoid who dies of ghoul fever rises as a ghoul at the next midnight. A humanoid who becomes a ghoul in this way retains none of the abilities it possessed in life. It is not under the control of any other ghouls, but it hungers for the flesh of the living and behaves like a normal ghoul in all respects. A humanoid of 4 Hit Dice or more rises as a ghost.

**Murderous Expertise (Ex)** A mythic ghost can expend one use of mythic power to deliver a coup de grace attack against a helpless creature as a standard action that does not provoke an attack of opportunity.

**Paralytic Aura (Su)** A mythic ghost radiates an aura of paralyzing fear out to a distance of 30 feet. Any creature entering the area of effect must succeed at a DC 17 Will save or be staggered with fear for 1d4 rounds. Additionally, a mythic ghost can expend one use of mythic power as a swift action to force all creatures within 30 feet that are staggered with fear due to its paralytic aura to succeed on a second DC 17 Will save or be affected as per the *slow* spell for as long as they remain inside the aura, and for an additional 1d6 rounds after they leave. This is a mind-affecting fear effect. The save is Charisma-based and includes a +2 racial bonus.

**MOHRG, MYTHIC****CR 10/MR 4**

XP 9,600

CE Medium undead (mythic)

**Init** +12<sup>MF</sup>; **Senses** darkvision 60 ft.; Perception +23**DEFENSE****AC** 28, touch 16, flat-footed 22 (+5 Dex, +1 dodge, +12 natural)**hp** 123 (14d8+60)**Fort** +6, **Ref** +11, **Will** +9**DR** 10/epic; **Immune** undead traits**OFFENSE****Speed** 30 ft.**Melee** 2 slams +16 (2d8+6 plus grab), tongue +11 touch (paralysis)**Special Attacks** create spawn<sup>MA</sup>, feed<sup>MA</sup>, mass murder<sup>MA</sup> (DC 18), mythic power (4/day, surge +1d8), paralysis (1d4 minutes, DC 21)**STATISTICS****Str** 23, **Dex** 21, **Con** —, **Int** 11, **Wis** 10, **Cha** 14**Base Atk** +10; **CMB** +16 (+20 grapple); **CMD** 32**Feats** Ability Focus (paralysis), Dodge, Improved Initiative<sup>ME</sup>, Lightning Reflexes, Mobility, Skill Focus (Perception), Spring Attack<sup>MF</sup>**Skills** Climb +23, Perception +23, Stealth +22, Swim +20**SQ** gifted murderer<sup>MA</sup>**ECOLOGY****Environment** any**Organization** solitary, gang (1 mythic mohrg and 2–4 nonmythic mohrgs), or mob (1 mythic mohrg and 2–8 nonmythic mohrgs plus 2–5 advanced fast zombies and 5–20 fast zombies)**Treasure** double**SPECIAL ABILITIES**

**Create Spawn (Su)** Humanoid creatures killed by a mythic mohrg rise immediately as advanced fast zombies under the mythic mohrg's control. The sudden bloom of unlife when a mythic mohrg's victim dies and becomes an advanced fast zombie causes a surge of negative energy to flow through the mythic mohrg. Whenever a mythic mohrg creates an advanced fast zombie in this manner, it is healed 1d6 hit points per HD possessed by the slain creature and acts as if hasted for 1d3 rounds immediately following the spawn's creation.

**Feed (Ex)** As a full-round action that provokes an attack of opportunity, a mythic mohrg can burrow its long tongue into an adjacent paralyzed, unconscious, or otherwise helpless humanoid and begin consuming the humanoid's internal organs. The humanoid takes 2d4 points of Constitution damage (DC 19 Fortitude save for half) and the mohrg is healed a number of hit points equal to twice the Constitution damage inflicted. The save DC is Charisma-based.

**Gifted Murderer (Ex)** When a mythic mohrg achieves a critical threat with a melee attack, it can expend one use of mythic power as a free action to automatically confirm the critical hit.

**Mass Murder (Sp)** Once per hour, a mythic mohrg can expend one use of mythic power to cast *mythic circle of death* (CL 14), which affects up to 18d6 Hit Dice worth of creatures (Fortitude DC 18 negates). Creatures that succeed on their Fortitude save are still staggered for 1d4 rounds. This is a death effect and the DC is Charisma-based.

**PICKLED PUNK, MYTHIC****CR 2/MR 1**

XP 600

NE Tiny undead (mythic)

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

**DEFENSE**

AC 14, touch 13, flat-footed 13 (+1 Dex, +1 natural, +2 size)

hp 19 (2d8+10)

Fort +1, Ref +1, Will +4

Defensive Abilities stone-child<sup>MA</sup>; DR 5/bludgeoning and epic; Immune undead traits**OFFENSE**

Speed 15 ft.

Melee bite +4 (1d3+1 plus attach)

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

Special Attacks attach, death throes, irritant, mythic power (1/day, surge +1d6)

**STATISTICS**

Str 3, Dex 13, Con —, Int 4, Wis 12, Cha 13

Base Atk +1; CMB +0; CMD 6

Feats Weapon Finesse<sup>MF</sup>

Skills Bluff +2 (+10 when playing dead), Stealth +13; Racial Modifiers +8 Bluff when playing dead

Languages Common

SQ create spawn<sup>MA</sup>, opportune**ECOLOGY**

Environment any

Organization solitary

Treasure none

**SPECIAL ABILITIES****Attach (Ex)** When a mythic pickled punk hits with a bite attack, it automatically grapples its

foe, though the target is not considered to be grappling the punk. Each round the mythic pickled punk is grappling its foe, it automatically deals bite damage.

**Create Spawn (Su)** The body of a humanoid creature killed by a mythic pickled punk shrinks, contorts, and rises as a nonmythic pickled punk 1d6 rounds later. These spawn are under the control of the mythic pickled punk that created them, though they die immediately if their mythic pickled punk creator is slain. The spawn do not have any of the abilities they had in life.**Death Throes (Ex)** When a mythic pickled punk is destroyed, it disincorporates into a fleshy sludge. Any creatures adjacent to a mythic pickled punk when it is destroyed must succeed at a DC 12 Fortitude save or be nauseated for 1 round.**Irritant (Ex)** The water in a mythic pickled punk's jar is highly irritating to all living creatures. A creature damaged by a mythic pickled punk's bite, that deals damage to a mythic pickled punk with a natural weapon or unarmed attack, or that otherwise comes into contact with a mythic pickled punk or the water in its jar, must succeed at a DC 12 Fortitude save or break out in an itching rash. A creature affected by this rash takes a –2 penalty to Dexterity and Charisma for 24 hours (multiple allergic reactions do not stack). Remove disease or any magical healing removes the rash instantly. This is a disease effect. The save DC is Charisma-based.**Opportune (Ex)** Though Tiny, a mythic pickled punk can extend its deformed limbs to make attacks of opportunity as if it had a reach of 5 feet. This ability doesn't allow a mythic pickled punk to attack adjacent creatures as if it truly had a reach of 5 feet.**Stone-child (Su)** Once per hour, a mythic pickled punk can cause its flesh to spontaneously calcify, granting it DR 10/bludgeoning and epic for one minute. Additionally, while protected by its stone-child ability, a mythic pickled punk can expend one use of mythic power as a free action to completely negate a single melee or ranged attack that would have otherwise hit the mythic pickled punk. The mythic pickled punk does not need to be aware of the attack.

**SPECTRE, MYTHIC**

CR 9/MR 3

XP 6,400

LE Medium undead (incorporeal, mythic)

Init +10<sup>MF</sup>; Senses darkvision 60 ft.; Perception +17Aura desecration<sup>MA</sup> (60 ft.), unnatural aura (60 ft.)**DEFENSE**

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

hp 84 (8d8+48)

Fort +5, Ref +5, Will +9

Defensive Abilities incorporeal, channel resistance +2; DR 5/epic

Weaknesses resurrection vulnerability, sunlight powerlessness

**OFFENSE**

Speed fly 80 ft. (perfect)

Melee incorporeal touch +11 (1d8 plus energy drain)

Special Attacks create spawn<sup>MA</sup>, energy drain (2 levels, DC 17), incorporeal blitz<sup>MA</sup>, mythic power (3/day, surge +1d6)**STATISTICS**

Str —, Dex 16, Con —, Int 14, Wis 16, Cha 17

Base Atk +6; CMB +6; CMD 21

Feats Blind-Fight, Improved Initiative<sup>MF</sup>, Skill Focus (Perception), Weapon Focus (touch)<sup>MF</sup>

Skills Fly +11, Intimidate +14, Knowledge (history) +10, Knowledge (religion) +13, Perception +17, Stealth +14, Survival +11

Languages Common

**ECOLOGY**

Environment any

Organization solitary, pair, gang (1 mythic spectre and 3–6 nonmythic spectres), or swarm (1 mythic spectre and 7–12 nonmythic spectres)

Treasure double standard

**SPECIAL ABILITIES**

**Aura of Desecration (Su)** A mythic spectre radiates a continuous aura of desecration (as the *desecrate* spell, CL 12). The desecration aura affects all undead within 60 feet (including the mythic spectre) and acts as if the area contained a permanent, evil-aligned altar. Additionally, a mythic spectre can expend one use of mythic

power as an immediate action to completely negate the channeling of positive energy such as through a cleric's channel energy ability, a paladin's lay on hands, or any spell with the healing subtype.

**Create Spawn (Su)** Any humanoids slain by a mythic spectre become nonmythic spectres themselves in one round. Spawn are under the command of the mythic spectre that created them and remain enslaved until its death, at which point they become free-willed spectres. They do not possess any of the abilities they had in life.

**Incorporeal Blitz (Su)** As a full-round action, a mythic spectre can move up to its speed and make a special incorporeal blitz attack against all living, corporeal creatures it moves through. Each such creature the mythic spectre moves through takes two levels of energy drain damage as if the creature was struck by the mythic spectre's incorporeal touch attack. The mythic spectre cannot end its turn inside a creature. This action provokes an attack of opportunity from each creature the mythic spectre passes through; if a target forgoes the attack of opportunity provoked by this action, the target can try to avoid the mythic spectre (and completely avoid the energy drain attack) with a successful DC 17 Reflex save. The save DC is Dexterity-based.

**Resurrection Vulnerability (Su)** A *raise dead* or similar spell cast on a mythic spectre destroys it (Will negates). Using the spell in this way does not require a material component.

**Sunlight Powerlessness (Ex)** Mythic spectres are powerless in natural sunlight (not merely a *daylight* spell) and flee from it. A mythic spectre caught in sunlight cannot attack and is staggered.

**Unnatural Aura (Su)** Animals, whether wild or domesticated, can sense the unnatural presence of a mythic spectre at a distance of 60 feet. They do not willingly approach nearer than that and panic if forced to do so unless a master succeeds at a DC 25 Handle Animal, Ride, or wild empathy check. A panicked animal remains so as long as it is within 30 feet of the mythic spectre.

**TOTENMASKE, MYTHIC****CR 9/MR 3**

XP 6,400

NE Medium undead (mythic, shapechanger)

**Init** +13/-7<sup>MF</sup>, dual initiative<sup>MA</sup>; **Senses** darkvision 60 ft.; Perception +15**DEFENSE****AC** 23, touch 16, flat-footed 17 (+6 Dex, +7 natural)**hp** 125 (10d8+80)**Fort** +8, **Ref** +9, **Will** +9**DR** 5/epic; **Immune** undead traits; **Resist** cold 20**OFFENSE****Speed** 50 ft.**Melee** bite +13 (1d8+4 plus 1d4 Cha drain), 2 claws +13 (1d6+4 plus fleshdrink)**Special Attacks** fleshdrink<sup>MA</sup>, insufferable ennui<sup>MA</sup>, meat puppet<sup>MA</sup> (DC 20), mythic power (3/day, surge +1d6), shape flesh**STATISTICS****Str** 18, **Dex** 23, **Con** —, **Int** 16, **Wis** 15, **Cha** 21**Base Atk** +7; **CMB** +11; **CMD** 27**Feats** Ability Focus (Charisma drain), Combat Expertise<sup>MF</sup>, Combat Reflexes, Improved Initiative<sup>MF</sup>, Weapon Finesse**Skills** Acrobatics +16 (+24 jump), Bluff +15, Diplomacy +15, Disguise +18, Perception +15, Sense Motive +15, Stealth +19**Languages** Abyssal, Celestial, Common, Infernal**SQ** change shape (the previous humanoid it successfully used its fleshdrink ability on; *alter self*)**ECOLOGY****Environment** any land or underground**Organization** solitary or gang (1 mythic totenmaske and 2-5 nonmythic totenmasks)**Treasure** double**SPECIAL ABILITIES****Charisma Drain (Su)** A mythic totenmaske can eat the hopes and dreams of a creature it bites, dealing 1d4 points of Charisma drain unless the victim succeeds on a DC 22 Will save. The save DC is Charisma-based.**Fleshdrink (Su)** If a mythic totenmaske hits a creature with a claw attack, the hollow claw drains away some of the target's flesh, dealing 1d4 points of Constitution

damage and making the victim sickened for 1d4 rounds. A successful DC 22 Fortitude save negates the Constitution damage and reduces the sickened duration to 1 round. Additionally, if the mythic totenmaske hits the same creature with both claw attacks, the mythic totenmaske can expend one use of mythic power as a swift action to force its victim to roll two Fortitude saves to resist both of its fleshdrink attacks and take the lowest roll for each save. The save DC is Charisma-based and includes a +2 racial bonus.

**Insufferable Ennui (Su)** When a mythic totenmaske bites and drains Charisma from a living creature, the mythic totenmaske can expend one use of mythic power as a free action to inundate the victim with overwhelming listlessness and crushing melancholia. Until the victim's lost Charisma points are restored, the victim gains the staggered condition. This is a mind-affecting effect.

**Shape Flesh (Su)** By spending 1 minute in contact with a helpless creature, a totenmaske can reshape the target's face, causing flesh to cover vital features. The target may attempt a DC 20 Fortitude save to resist. Changes are permanent, but can be reversed with *heal*, *restoration*, or *regeneration*, or by surgically opening the sealed flesh with a DC 15 Heal check that takes 1d3 rounds and deals 1d4 points of damage even if the check is not successful. A totenmaske can use this ability on one of four different features per use: ears (target becomes deaf), eyes (target becomes blind), mouth (target cannot speak or eat), or nose (target cannot smell). Multiple uses can have increasingly serious effects (such as sealing the mouth and nose, which causes suffocation). The save DC is Charisma-based.

**Meat Puppet (Su)** A mythic totenmaske can see, hear, or speak through the body of a creature under the effect of its shape flesh ability (as long as the creature's eyes, ears, or mouth have not been rendered ineffective by the mythic totenmaske's shape flesh ability). The mythic totenmaske can use this ability indefinitely on one affected creature at a time, as long as it and the creature remain on the same plane. Additionally, while using this ability on a creature, the mythic totenmaske can expend one use of mythic power as a standard action that does not provoke an attack of opportunity to take control of the creature as the *dominate* spell (DC 20 Will negates). The save DC is Charisma-based. The mythic totenmaske can only dominate one creature at a time; when it dominates a second creature, the first creature is immediately

freed from control. A mythic totemmaske using its meat puppet ability to see, hear, or speak through a creature or *dominate* a creature can't move, but is still aware of its surroundings and can end this ability as a free action.

### WIGHT, MYTHIC

CR 4/MR 2

XP 1,200

LE Medium undead (mythic)

**Init** +1; **Senses** darkvision 60 ft.; Perception +11

**Aura** desecration<sup>MA</sup> (60 ft.)

### DEFENSE

**AC** 17, touch 11, flat-footed 16 (+1 Dex, +6 natural)

**hp** 46 (4d8+12+16)

**Fort** +6, **Ref** +4, **Will** +7

**Defensive Abilities** undead traits

**Weaknesses** resurrection vulnerability

### OFFENSE

**Speed** 30 ft.

**Melee** slam +4 (1d4+1 plus energy drain)

**Special Attacks** create spawn<sup>MA</sup>, energy drain<sup>MA</sup> (2 levels, DC 17), mythic power (4/day, surge +1d6)

### STATISTICS

**Str** 12, **Dex** 12, **Con** —, **Int** 11, **Wis** 13, **Cha** 17

**Base Atk** +3; **CMB** +4; **CMD** 15

**Feats** Blind-Fight, Extra Mythic Power<sup>ME</sup>, Skill Focus (Perception)

**Skills** Intimidate +10, Knowledge (religion) +7, Perception +11, Stealth +16; **Racial Modifier** +8 Stealth

**Languages** Common

### ECOLOGY

**Environment** any

**Organization** solitary, gang (1 mythic wight and 3–6 nonmythic wights), or pack (1 mythic wight and 7–12 nonmythic wights)

**Treasure** double

### SPECIAL ABILITIES

**Aura of Desecration (Su)** A mythic wight radiates a continuous aura of desecration (as the *desecrate* spell, CL 10). The desecration aura affects all undead within 60 feet (including the mythic wight) and acts as if the area contained a permanent, evil-aligned altar. Additionally, a mythic wight can expend one use of mythic

power as an immediate action to completely negate the channeling of positive energy such as through a cleric's channel energy ability, a paladin's lay on hands, or any spell with the healing subtype.

**Create Spawn (Su)** Any humanoids slain by a mythic wight become nonmythic wights themselves in one round. Spawn are under the command of the mythic wight that created them and remain enslaved until its death, at which point they become free-willed wights. They do not possess any of the abilities they had in life.

**Energy Drain (Su)** A mythic wight's slam attack bestows 2 negative levels (Fortitude DC 17 negates) on a successful hit. The save DC is Charisma-based and includes a +2 racial modifier.

**Resurrection Vulnerability (Su)** A *raise dead* or similar spell cast on a mythic wight destroys it (Will negates). Using the spell in this way does not require a material component.

**WITCHFIRE, MYTHIC****CR 11/MR 4**

XP 12,800

CE Medium undead (incorporeal, mythic)

Init +15/-5<sup>MF</sup>, dual initiative<sup>MA</sup>; 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<sup>MA</sup> (DC 23), mythic power (4/day, surge +1d8), mythic spell-like abilities<sup>MA</sup>, unerring bolt<sup>MA</sup> (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'-wisp 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<sup>MF</sup>, Lightning Reflexes<sup>MF</sup>, 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 non-mythic 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.

### WRAITH, MYTHIC

CR 6/MR 2

XP 2,400

LE Medium undead (incorporeal, mythic)

**Init** +9<sup>MF</sup>; **Senses** darkvision 60 ft., lifesense; Perception +10

**Aura** unnatural aura (30 ft.)

### DEFENSE

**AC** 20, touch 20, flat-footed 17 (+7 deflection, +3 Dex)

**hp** 68 (5d8+46)

**Fort** +7, **Ref** +4, **Will** +6

**Defensive Abilities** channel resistance +2, incorporeal; **DR** 5/epic; **Immune** undead traits

**Weaknesses** sunlight powerlessness

### OFFENSE

**Speed** fly 60 ft. (good)

**Melee** incorporeal touch +6 (1d6 negative energy plus 1d6 Con drain)

**Special Attack** corruption link<sup>MA</sup>, create spawn<sup>MA</sup>, mythic power (2/day, surge +1d6), shroud of darkness<sup>MA</sup>

### STATISTICS

**Str** —, **Dex** 16, **Con** —, **Int** 14, **Wis** 14, **Cha** 23

**Base Atk** +3; **CMB** +6; **CMD** 21

**Feats** Blind-Fight, Combat Reflexes, Improved Initiative<sup>MF</sup>

**Skills** Diplomacy +11, Fly +7, Intimidate +14, Knowledge (planes) +7, Perception +10, Sense Motive +10, Stealth +11

**Languages** Common, Infernal

### ECOLOGY

**Environment** any

**Organization** solitary, gang (1 mythic wraith and 2–7 nonmythic wraiths), or pack (1 mythic wraith and 7–17 nonmythic wraiths)

**Treasure** none

### SPECIAL ABILITIES

**Constitution Drain (Su)** Creatures hit by a mythic wraith's incorporeal touch attack must succeed on a DC 18 Fortitude save or take 1d6 points of Constitution drain. On each successful attack, the wraith gains 5 temporary hit points. The save DC is Charisma-based.

**Corruption Link (Su)** Creatures affected by a mythic wraith's constitution drain ability take one point of Constitution bleed each subsequent round if they remain within 60 feet of the mythic wraith (Fortitude DC 18 negates). The mythic wraith does not gain temporary hit points from this effect. The save DC is Charisma-based.

**Create Spawn (Su)** A humanoid slain by a mythic wraith becomes a wraith in 1 round. Spawn are under the command of the mythic wraith that created them until its death, at which point they become free-willed wraiths. They do not possess any of the abilities they had in life.

**Lifesense (Su)** A wraith notices and locates living creatures within 60 feet, just as if it possessed the blind-sight ability.

**Shroud of Darkness (Su)** A mythic wraith can expend one use of mythic power as a swift action to create a 10-foot radius area of cold-infused darkness centered on the mythic wraith. The darkness lasts for 2 minutes and is identical to the *deeper darkness* spell (CL 10). It also negates the mythic wraith's sunlight powerlessness weakness. Additionally, creatures that begin their turn inside the shroud of darkness take 1d6 points of cold damage and must succeed on a DC 18 Fortitude save or be staggered for as long as they remain inside the shroud of darkness plus an additional 1d4 rounds after they leave. The save DC is Charisma-based.

**Sunlight Powerlessness (Ex)** A wraith caught in sunlight cannot attack and is staggered.

**Unnatural Aura (Su)** Animals do not willingly approach within 30 feet of a wraith, unless a master makes a DC 25 Handle Animal, Ride, or wild empathy check.

*Hovering several inches off the ground, this humanoid's dismembered limbs and head float independently from its emaciated, rotting body. The creature absently fingers its cruel, saw-bladed weapon as it surveys the area with empty eye sockets that ooze bright scarlet tears.*

## JIGSAW MAN

CR 12/ MR 5

XP 19,200

NE Medium undead (mythic)

Init +15<sup>MF</sup>, Senses darkvision 60 ft.; Perception +16

Aura frightful presence (30 ft., DC 22, 5d6 rounds)

## DEFENSE

AC 31, touch 20, flat-footed 24 (+6 Dex, +1 dodge, +15 natural)

hp 182 (15d8+115)

Fort +10, Ref +11, Will +12

Defensive Abilities channel resistance +5, fortification (50%), quartered anatomy<sup>MA</sup>; DR 10/epic and magic;

Immune undead traits; SR 23

## OFFENSE

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

Melee jigsaw +20/+15/+10 (1d8+8/15-20/x3 plus 1d6 bleed)

Special Attacks jigsaw<sup>MA</sup>, mythic power (5/day, surge +1d8), severing strike<sup>MA</sup> (DC 23)

## STATISTICS

Str 17, Dex 23, Con –, Int 11, Wis 16, Cha 20

Base Atk +11; CMB +14; CMD 30

Feats Dodge, Improved Initiative<sup>MF</sup>, Mobility, Quick Draw, Skill Focus (Stealth), Stealthy<sup>MF</sup>, Step Up, Weapon Finesse<sup>MF</sup>, Weapon Focus (jigsaw)

Skills Acrobatics +17, Escape Artist +23, Fly +19, Intimidate +23, Perception +16, Stealth +32

Languages Common

SQ disassemble<sup>MA</sup>

## ECOLOGY

Environment any land

Organization solitary

Treasure double standard

## SPECIAL ABILITIES

**Disassemble (Su)** As a full round action that does not provoke an attack of opportunity, a jigsaw man can disassemble its body until it forms a 5-foot-square mound of Diminutive-sized pieces flesh that vaguely

resembles a pile of bloody puzzle pieces. The jigsaw man gains the swarm subtype, it gains a swarm attack for 3d6 points of damage, and it can pass through cracks and openings as small as a half-inch high. When in its disassembled form, the jigsaw man's jigsaw blade disincorporates and invisibly merges with its body. It takes the jigsaw man a full round action to assume its normal form, which also causes its jigsaw to reform.

**Jigsaw (Ex)** Each jigsaw man owns a rusty, gore-stained saw-bladed weapon it uses to mutilate and dismember its victims. The jigsaw is equivalent to a +2 *longsword* that deals epic damage, and it is so flexible in a jigsaw man's hands that it can be used with the Weapon Finesse feat. In the hands of a jigsaw man, the jigsaw deals an additional 1d6 points of bleed damage and has a critical threat range of 15-20 and a x3 critical multiplier. The jigsaw has hardness 14 and 30 hit points. If the jigsaw is destroyed, a jigsaw man is stunned for 1 round. If the jigsaw man is destroyed, the jigsaw crumbles to dust 1 round later. A jigsaw man can create a new jigsaw by spending 1 hour crafting (no crafting check or materials required), which destroys the previous jigsaw.

**Quartered Anatomy (Su)** Once per round as a free action, a jigsaw man can instantly rearrange its physical anatomy to completely avoid a single melee or ranged attack (weapon and natural attacks only). The jigsaw man must be aware of the attack. A jigsaw man can expend one use of mythic power as a free action to avoid one additional melee or ranged attack in the same round.

**Severing Strike (Ex)** When a jigsaw man achieves a critical threat against a humanoid creature with its jigsaw attack, the jigsaw man can expend one use of mythic power as a free action to make its victim take an additional 1d6 points of bleed damage. Additionally, the victim must succeed on a DC 23 Fortitude save or become stunned for 1d2 rounds. The save is Dexterity-based.

When a talented, unrepentant serial killer is executed by quartering, the murderer can sometimes animate its own shredded remains through sheer force of will and rise as an undead monstrosity bent on continuing its homicidal existence. When a jigsaw man first rises, it seeks out any victims it was

prevented from killing before it was executed before turning its wrath on those responsible for its capture and execution. Thereafter, the jigsaw man establishes a lair and begins stalking new victims. A jigsaw man is compelled to decorate its lair with the dismembered corpses of its victims, which it does to both intimidate would-be avengers and as a twisted form of artistic expression.

Though its dismembered body is emaciated and gaunt, a jigsaw man's face appears much as it did in life. Its eyes however betray it as an undead monster, as they are open bloody sockets that constantly weep long trails of fresh blood.

A jigsaw man stands just under 7 feet tall and weighs 120 pounds.



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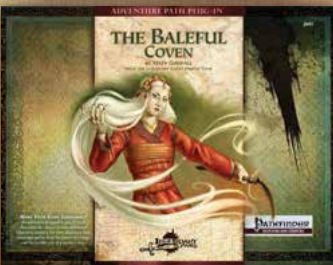
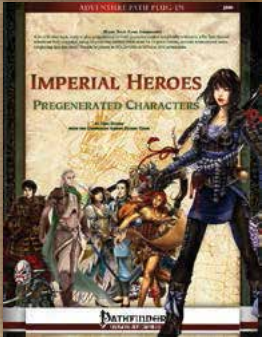
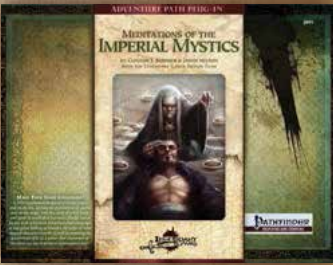
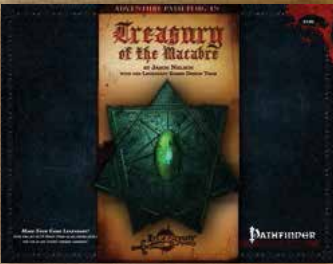


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