

Haylannar Whart

"There is nothing unnatural about a predator devouring his prey."

Haylannar Whart has been gifted with arcane talent since he was a young boy. He was particularly fond of transmutation spells for the chaotic magic inherent to their nature. While still young he was discovered by a powerful master specialist, a transmuter and archmage who was intrigued at the boy's uncanny knack for the arcane arts. Haylannar trained under his mistress' cruel tutelage for many hard years before her frail form finally succumbed to old age and death, leaving him alone and financially destitute.

Due to the abrupt end of his apprenticeship, Haylannar was forced out onto the streets to fend for himself. Soon after, a gang of bandits ambushed the wayward Haylannar on the road. After Haylannar nearly succumbed to the bandit leader's attacks, a traveling merchant and his guards chanced upon the scene. Before anyone could come to his rescue, however, Haylannar spontaneously transformed himself into a horrific monster and tore his would be attackers apart in a gory display of carnage and cannibalism. The merchant was wildly amused at the gruesome spectacle and offered to take the young Haylannar in and give him a life of opulence in return for acting as a member of his elite caravan guard.

Life was good for a time, but Haylannar's new master soon passed on as well, his heart having given out after years of over-indulgences. With no heir apparent to take over the man's trade empire, Haylannar Whart took the opportunity to seize the assets for himself. For decades he wandered the world free from all masters, trading rare, powerful magical items to wealthy clientele. It was the exposure to one such item, a powerful and chaotic artifact, that would permanently alter Haylannar's destiny forever. Not knowing the true power of what he possessed, Haylannar acted as he always did when he was once again beset by those who would steal his wares. During the battle, the artifact briefly became part of Haylannar's body when he transformed—and in so doing forever left a fragment of its power within him.

After the transformation into a mythic being, his behavior became more erratic, causing his business to fall apart and leaving him with nothing, but the personal possessions he could carry. He has long since developed a nasty reputation as a half mad wizard and violent cannibal—as well as one of the most powerful transmuters to have ever lived. There are some who even say he is, and always was, actually a demon in disguise. He now wanders the world as an adventurer looking for powerful magic to possess, and for ever greater foes to devour.



Haylannar Whart

Male old human transmuter 15 (mythic archmage 2)

CN Medium humanoid (human)

Init +7; **Senses** *arcane sight, darkvision, see invisibility*; Perception +17

Languages Aquan, Auran, Common, Draconic, Ignan, Terran

DEFENSE

AC 33, touch 19, flat-footed 28 (+4 armor, +3 deflection, +5 Dex, +1 insight, +6 natural, +4 shield); *mage armor, shield*

hp 165 plus *false life* (15 HD)

Fort +14, **Ref** +14, **Will** +15

Defensive Abilities hard to kill

OFFENSE

Speed 30 ft. (6 squares), fly 40 ft. (good), swim 30 ft.; *overland flight, ride the waves*

Melee +4 *club* +21/+16 (1d6+19) with *greater magic weapon*

Ranged +4 *club* +16 (1d6+14) with *greater magic weapon*

Special Attacks battleshaping 9/day, mage strike, mythic power (7/day, surge +1d6), mythic spells

Spell-Like Abilities (CL 17th; Concentration +23)

3/day – *mage hand*

At-will – change shape (15 rounds/day)

Transmuter Spells Prepared (CL 16th, CL 17th w/transmutation spells, CL 18th w/polymorph spells, CL 19th w/*elemental body IV* and *form of the dragon III*, CL 26th w/*beast shape IV*; Concentration +22)

8th (2/day) – *form of the dragon III* (mythic), *frightful aspect*^{UC}

7th (3/day) – *elemental body IV*, *plane shift*, quickened *haste*

6th (5/day) – ~~*age resistance*~~^{UM}, ~~*extended overland flight*~~, *greater dispel magic*, *greater heroism*^O

5th (6/day) – ~~*extended ride the waves*~~^{UM}, quickened *shield* (2), *telekinesis*, *teleport*, *wall of force*

4th (6/day) – *fire shield*, *extended heroism*^O, ~~*greater magic weapon*~~, *wall of fire*, *wall of ice*

3rd (6/day) – ~~*extended darkvision*~~, *gaseous form*, *haste*, *protection from energy*, *shrink item*, *wind wall*

2nd (7/day) – *alter self*, *blood transcription*^{UM}, *extended shield* (2), ~~*false life*~~^O, *mirror image*

1st (7/day) – *feather fall*, ~~*mage armor*~~ (2), *magic missile* (3), *true strike*

0 (at will) – *mending*, *message*, *open/close*, *prestidigitation*

Arcane School transmutation (shapechange); **O** Opposition school spell **Opposition Schools** enchantment, necromancy

STATISTICS

Abilities Str 30 (+10), Dex 20 (+5), Con 20 (+5), Int 22 (+6), Wis 14 (+2), Cha 10 (+0)

Base Atk +7; **CMB** +17; **CMD** 36

Feats Craft Wondrous Item, Echoing Spell^B, Extend Spell^B, Greater Spell Specialization, Multimorph (arcane discovery), Quicken Spell^B, Power Attack^M, Scale and Skin, Scribe Scroll^B, Spell Focus (transmutation^B), Spell Perfection (*beast shape IV*), Spell Specialization (*beast shape IV*), Varisian Tattoo (transmutation)

Skills Climb +25, Fly +27 (+35 w/*overland flight*), Knowledge (arcana) +25, Knowledge (dungeoneering) +16, Knowledge (nature) +24, Knowledge (planes) +17, Perception +17, Spellcraft +24, Stealth +20, Swim +25 (+33 w/*ride the waves*)

SQ amazing initiative, arcane bond (*ring of protection*), archmage arcana (mage strike), physical enhancement +4 (Constitution), shapeshifting mastery, traits (magical lineage: *beast shape IV*, outlander: lore seeker [*beast shape IV*, *dragon shape III*, *elemental body IV*])

Combat Gear personal clone (per the *clone* spell, hidden on personal demiplane), spell foci (*clone*, *contingency*, *create demiplane*^{UM}, *mage's magnificent mansion*); **Other Gear** *amulet of mighty fists* +4 (doubles as an *amulet of natural armor* +3), *belt of perfection* +6, *blessed book* (kept on personal demiplane), *cloak of resistance* +4, *grappler's mask*, *headband of vast intelligence* +6 (climb, fly,



swim), *ioun stones* (dusty rose prism, orange prism), *manual of gainful exercise +1* (already read), *ring of protection +3*, spell component pouches (2, one concealed, DC 25 to find), tender (390gp)

Spellbook all core wizard spells of 5th-level and lower plus the following: 8th—*clone*^{MF}, *create demiplane*^{UM F}, *form of the dragon III* (mythic), *frightful aspect*^{UC}, *giant form II*, *maze*; 7th—*banishment*, *elemental body IV*, *form of the dragon II*, *giant form I*, *greater scrying*, *lesser create demiplane*^{UM F}, *mage's magnificent mansion*^F, *plane shift*, *plant shape III*; 6th—*age resistance*^{UM}, *beast shape IV* (mythic), *contingency*^F, *elemental body III*, *form of the dragon I*, *greater heroism*, *plant shape II*; 4th—*ride the waves*^{UM}; 2nd—*blood transcription*^{UM}

Encumbrance light 532 lb., medium 1,064 lb., heavy 1,600 lb.; **Weight Carried** 13 lb. (excluding tender)

SPECIAL ABILITIES

Amazing Initiative (Ex) You gain a bonus on initiative checks equal to your mythic tier (included above). In addition, as a free action on your turn, you can expend one use of mythic power to take an additional standard action during that turn. This additional standard action can't be used to cast a spell. You can't gain an extra action in this way more than once per round.

Battleshaping (Su) As a swift action, you grow two natural weapons. These natural weapons last for 1 round and have a +1 enhancement bonus on attack and damage rolls for every four wizard levels you possess. You can grow a claw, a bite, or a gore attack. These attacks deal the normal damage for a creature of your size. You may not grow additional limbs or a tail with this ability. You can use this ability a number of times per day equal to 3 + your Intelligence modifier.

Bonded Object (Sp) If you attempt to cast a spell without your bonded object worn or in hand, you must make a concentration check or lose the spell. The DC for this check is equal to 20 + the spell's level. A bonded object can be used once per day to cast any one spell that you have in your spellbook and are capable of casting, even if the spell is not prepared. This spell is treated like any other spell cast by you, including casting time, duration, and other effects dependent on your caster level. This spell cannot be modified by metamagic feats or other abilities. The bonded object cannot be used to cast spells from your opposition schools. The magic properties of your bonded object, including any magic abilities added to the object, only function for you.

Change Shape (Sp) You can change your shape for a number of rounds per day equal to your wizard level. These rounds do not need to be consecutive. This ability otherwise functions like *beast shape III* or *elemental body II*.

Hard to Kill (Ex) Whenever you're below 0 hit points, you automatically stabilize without needing to attempt a Constitution check. If you have an ability that allows you to act while below 0 hit points, you still lose hit points for taking actions, as specified by that ability. Bleed damage still causes you to lose hit points when below 0 hit points. In addition, you don't die until your total number of negative hit points is equal to or greater than double your Constitution score.

Mage Strike (Su) As a swift action, you can expend one use of mythic power to make one melee attack. This is in addition to any other attacks you make this round. If you expend one arcane spell that you've prepared or arcane spell slot that you have available, you gain a bonus on the attack roll equal to double the spell's or slot's level, and the attack deals an additional 2d6 points of energy damage (your choice of acid, cold, electricity, or fire) per level of the spell or slot expended. The normal damage from this attack bypasses all damage reduction, but the energy damage is still affected by resistances and immunities.

Magical Lineage When you apply metamagic feats to the above spell, treat its actual level as 1 lower for determining the spell's final adjusted level.

Ongoing Spells You have cast extended *contingency* upon yourself. Should you ever be made helpless against your will (such as when knocked unconscious, paralyzed, petrified, securely bound, or forcefully put to sleep), you are immediately teleported (as per the *teleport* spell) to the nearest known temple dedicated to your deity. Your person carries upon it a note with detailed instructions for the temple's priests should you not be in a position to direct them to your aid personally. Additionally, you have used the *permanency* spell to give yourself the benefits of *arcane sight* and *see invisibility*. The following spells are also regularly active upon your person: *age resistance*^{UM}, *darkvision*, *overland flight* and *ride the waves*^{UM}. Your club has been subject to *greater magic weapon*. All ongoing spell effects function at

16th-caster level (and thus require a DC 27 caster level check to dispel), with the exception of transmutation spells whose effects function at 17th-caster level (DC 28) and polymorph spells whose effects function at 18th-caster level (DC 29). Their respective effects are included in the above stats where appropriate.

Physical Enhancement (Su) You gain a +1 enhancement bonus to one physical ability score (Strength, Dexterity, or Constitution). This bonus increases by +1 for every five wizard levels you possess to a maximum of +5 at 20th level. You can change this bonus to a new ability score when you prepare spells. Unless otherwise stated, assume it applies to Constitution.

Shapeshifting Mastery (Ex) You add half your tier to the caster level of spells or extracts from the polymorph subschool. While under the effects of a spell or extract of the polymorph subschool, you can use your caster level instead of your base attack bonus when making natural attacks that rely on your new form.

Surge (Su) You can call upon your mythic power to overcome difficult challenges. You can expend one use of mythic power to increase any d20 roll you just made by rolling 1d6 and adding it to the result. Using this ability is an immediate action taken after the result of the original roll is revealed. This can change the outcome of the roll.

Allosaurus form, augmented mythic

As human form above except...

CN Huge humanoid (human)

Init +6; **Senses** *arcane sight*, darkvision 60 ft., low-light vision, scent, *see invisibility*; Perception +17

DEFENSE

AC 37, touch 16, flat-footed 33 (+4 armor, +3 deflection, +4 Dex, +1 insight, +13 natural, +4 shield, -2 size); *mage armor*, *shield*

hp 165 plus *false life* (15 HD)

Fort +14, **Ref** +13, **Will** +15

OFFENSE

Speed 50 ft. (10 squares), fly 40 ft. (good), swim 30 ft.; *overland flight*, *ride the waves*

Melee bite +43 (2d6+19), 2 claws +43 (1d8+19/×3), gore +43 (2d6+19) and sting +43 (1d8+19) with battleshaping, or
bite +36 (2d6+40), 2 claws +36 (1d6+40/×3), gore +36 (2d6+40) and sting +36 (1d8+40) with battleshaping and Mythic Power Attack

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

Special Attacks pounce, rake (2 talons +43, 1d8+19)

STATISTICS

Abilities Str 40 (+15), Dex 18 (+4), Con 20 (+5), Int 22 (+6), Wis 14 (+2), Cha 10 (+0)

Base Atk +26; **CMB** +43; **CMD** 61

Skills Climb +30, Fly +22 (+30 w/*overland flight*), Knowledge (arcana) +24, Knowledge (dungeoneering) +16, Knowledge (nature) +24, Knowledge (planes) +17, Perception +17, Spellcraft +25, Stealth +11, Swim +30 (+38 w/*ride the waves*)

Encumbrance light 8,512 lb., medium 17,024 lb., heavy 25,600 lb.; **Weight Carried** 0 lb.



Catoblepas form, augmented mythic

As human form above except...

CN Large humanoid (human)

Init +7; **Senses** *arcane sight*, darkvision 60 ft., *see invisibility*;
Perception +17

DEFENSE

AC 39, touch 18, flat-footed 34 (+4 armor, +3 deflection, +5 Dex, +1 insight, +13 natural, +4 shield, -1 size); *mage armor*, *shield*

hp 210 plus *false life* (15 HD)

Fort +17, **Ref** +14, **Will** +15

OFFENSE

Speed 40 ft. (8 squares), fly 40 ft. (good), swim 30 ft.; *overland flight*, *ride the waves*

Melee bite +44 (3d6+19/×3), gore +44 (2d8+19), 2 claws +44 (1d6+19), and 2 hooves +39 (1d8+11) with battleshaping, or bite +37 (3d6+40/×3), gore +37 (2d8+40), 2 claws +37 (1d6+40), and 2 hooves +32 (1d8+21) with battleshaping and Power Attack

Space 10 ft.; **Reach** 15 ft.

Special Attacks breath weapon (60-ft. cone, poison, Fortitude DC 28, usable every 1d4 rounds), trample (4d6+22, DC 28)

STATISTICS

Abilities Str 40 (+15), Dex 20 (+5), Con 26 (+8), Int 22 (+6), Wis 14 (+2), Cha 10 (+0)

Base Atk +26; **CMB** +42; **CMD** 61 (65 vs. overrun/trip)

Skills Climb +30, Fly +25 (+33 w/*overland flight*), Knowledge (arcana) +24, Knowledge (dungeoneering) +16, Knowledge (nature) +24, Knowledge (planes) +17, Perception +17, Spellcraft +25, Stealth +16, Swim +29 (+37 w/*ride the waves*)

Encumbrance light 6,384 lb., medium 12,768 lb., heavy 19,200 lb.; **Weight Carried** 0 lb.

SPECIAL ABILITIES

Poison Breath (Ex) A catoblepas' horrid, stinking breath is 60-foot cone of poison gas. Breath—contact; *save* Fort DC 28; *frequency* 1/round for 6 rounds; *effect* 1d6 Con damage; *cure* 3 consecutive saves.



Flail snail form, augmented mythic

As catoblepas form above except...

Init +7; **Senses** *arcane sight*, blindsense 30 ft., darkvision 60 ft., low-light vision, scent, *see invisibility*, tremorsense 60 ft.; Perception +17

DEFENSE

Resist fire 20

OFFENSE

Speed 10 ft. (2 squares), climb 10 ft., fly 40 ft. (good), swim 30 ft.; *overland flight*, *ride the waves*

Melee bite +44 (1d8+19), 4 slams +44 (1d4+19/×3), and sting +44 (1d6+19) with battleshaping, or bite +37 (1d8+40), 4 slams +37 (1d4+40/×3), and sting +37 (1d6+40) with battleshaping and Power Attack

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

STATISTICS

Base Atk +26; **CMB** +42; **CMD** 61 (can't be tripped)

Skills Climb +38 (may take 10), Fly +25 (+33 w/*overland flight*), Knowledge (arcana) +24, Knowledge (nature) +24, Knowledge (planes) +24, Perception +17, Spellcraft +25, Stealth +16, Swim +29 (+37 w/*ride the waves*)



Frightful Aspect form

As human form above except...

CN Large humanoid (human)

Init +7; **Senses** *arcane sight, darkvision, see invisibility*; Perception +17

Aura frightful aspect (30 ft.)

DEFENSE

AC 38, touch 18, flat-footed 33 (+4 armor, +3 deflection, +5 Dex, +1 insight, +12 natural, +4 shield, -1 size); *mage armor, shield*

hp 195 plus *false life* (15 HD)

Fort +16, **Ref** +14, **Will** +15

Defensive Abilities hard to kill; **DR** 10/magic; **SR** 19

OFFENSE

Speed 30 ft. (6 squares), fly 40 ft. (good), swim 30 ft.; *overland flight, ride the waves*

Melee +4 *club* +34/+29/+24/+19 (1d8+23), bite +30 (1d8+13/×3), gore +30 (1d8+13) with battleshaping and *greater magic weapon*, or +4 *club* +29/+24/+19/+14 (1d8+45), bite +25 (1d6+20) and gore +25 (1d6+20) with battleshaping, *greater magic weapon*, and Power Attack

Ranged +4 *club* +34 (1d8+23)

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

STATISTICS

Abilities Str 36 (+13), Dex 20 (+5), Con 24 (+7), Int 22 (+6), Wis 14 (+2), Cha 10 (+0)

Base Atk +18; **CMB** +32; **CMD** 51

Skills Climb +28, Fly +27 (+35 w/*overland flight*), Knowledge (arcana) +25, Knowledge (dungeoneering) +16, Knowledge (nature) +24, Knowledge (planes) +17, Perception +17, Spellcraft +24, Stealth +20, Swim +28 (+36 w/*ride the waves*)

SQ amazing initiative, arcane bond (*ring of protection*), archmage arcana (mage strike), traits (magical lineage: *beast shape IV*, outlander: lore seeker [*beast shape IV, dragon shape III, elemental body IV*])

Encumbrance light 532 lb., medium 1,064 lb., heavy 1,600 lb.; **Weight Carried** 13 lb. (excluding tender)

SPECIAL ABILITIES

Frightful Aspect Enemy creatures within the aura are shaken. Each time a creature shaken by this aura hits you with a melee attack, that creature becomes frightened for 1d4 rounds, though at the end of that duration it is no longer affected by this aura. The aura's effect is a fear and mind-affecting effect.



Giant octopus form, augmented mythic

As human form above except...

CN Large humanoid (human)

Init +7; **Senses** *arcane sight*, darkvision 60 ft., low-light vision, *see invisibility*; Perception +17

DEFENSE

AC 35, touch 18, flat-footed 29 (+4 armor, +3 deflection, +5 Dex, +1 insight, +9 natural, +4 shield, -1 size); *mage armor*, *shield*

hp 165 plus *false life* (15 HD)

Fort +14, **Ref** +14, **Will** +15

OFFENSE

Speed 20 ft. (4 squares), fly 40 ft. (good), swim 30 ft., jet 200 ft.; *overland flight*, *ride the waves*

Melee bite +43 (1d8+18 plus poison), gore +43 (1d8+18), sting +43 (1d6+18), and 8 tentacles +38 (1d4+11 plus grab/×3) with battleshaping, or bite +36 (1d8+39 plus poison), gore +36 (1d8+39), sting +36 (1d6+39), and 8 tentacles +31 (1d4+21/×3) with battleshaping and Power Attack

Space 10 ft.; **Reach** 10 ft. (20 ft. with tentacles)

Special Attacks constrict (tentacle 1d6+7)

STATISTICS

Abilities Str 38 (+14), Dex 20 (+5), Con 20 (+5), Int 22 (+6), Wis 14 (+2), Cha 10 (+0)

Base Atk +26; **CMB** +41 (+45 grapple); **CMD** 60 (can't be tripped)

Skills Climb +29, Fly +25 (+33 w/*overland flight*), Knowledge (arcana) +24, Knowledge (dungeoneering) +16, Knowledge (nature) +24, Knowledge (planes) +17, Perception +17, Spellcraft +25, Stealth +16, Swim +29 (+37 w/*ride the waves*)

Encumbrance light 4,800 lb., medium 9,600 lb., heavy 14,400 lb.; **Weight Carried** 0 lb.

SPECIAL ABILITIES

Jet (Ex) A giant octopus can swim backward as a full-round action at the listed speed. It must move in a straight line while jetting, and it cannot provoke attacks of opportunity when it does so.

Poison (Ex) Bite—injury; *save* Fort DC 26; *frequency* 1/round for 6 rounds; *effect* 1d3 Str; *cure* 2 saves.



Girallon form, augmented mythic

As catoblepas form above except...

Init +7; **Senses** *arcane sight*, darkvision 60 ft., low-light vision, scent, *see invisibility*; Perception +17

OFFENSE

Speed 40 ft. (8 squares), climb 40 ft., fly 40 ft. (good), swim 30 ft.; *overland flight*, *ride the waves*

Melee bite +44 (1d6+19), 4 claws +44 (1d4+19/×3 plus rend), and 2 talons +44 (1d6+19) with battleshaping, or bite +37 (1d6+40), 4 claws +37 (1d4+40/×3 plus rend), and 2 talons +37 (1d6+40) with battleshaping and Power Attack

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

Special Attacks rend (4 claws, 1d4+14)

STATISTICS

Base Atk +26; **CMB** +42; **CMD** 61

Skills Climb +38 (may take 10), Fly +25 (+33 w/*overland flight*), Knowledge (arcana) +24, Knowledge (dungeoneering) +16, Knowledge (nature) +24, Knowledge (planes) +17, Perception +17, Spellcraft +25, Stealth +16, Swim +29 (+37 w/*ride the waves*)



Gorgon form, augmented mythic

As catoblepas form above except...

Init +7; **Senses** *arcane sight*, darkvision 60 ft., low-light vision, scent, *see invisibility*; Perception +17

OFFENSE

Melee bite +44 (1d8+19), gore +44 (2d8+19/×3), sting +44 (1d6+19), and 2 hooves +39 (1d6+11) with battleshaping, or bite +37 (1d8+40), gore +37 (1d3+40/×3), sting +37 (1d6+40), and 2 hooves +32 (1d6+21) with battleshaping and Power Attack

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

Special Attacks breath weapon (60-foot cone, turn to stone, Fortitude DC 28 negates), trample (2d8+22, DC 28)

SPECIAL ABILITIES

Breath Weapon (Su) A gorgon can use its breath weapon once every 1d4+1 rounds to create a 60-foot cone of green gas. Those caught in the area of the gas can attempt a DC 28 Fortitude save to resist the effects, but those who fail the save are immediately petrified. This petrification is temporary—each round, a petrified creature can attempt a new DC 28 Fortitude save to recover from the petrification as long as it is not caught within the area of effect of the gorgon's breath weapon a second time while petrified. A creature exposed to the gorgon's breath a second time while already petrified becomes permanently petrified, and can no longer attempt to make additional Fortitude saves to recover naturally.



Kamadan form, augmented mythic

As flail snail form above except...

Init +7; **Senses** *arcane sight*, darkvision 60 ft., low-light vision, scent, *see invisibility*; Perception +17

OFFENSE

Speed 40 ft. (8 squares), fly 40 ft. (good), swim 30 ft.; *overland flight, ride the waves*

Melee bite +44 (1d6+19), 2 claws +44 (1d3+19/×3), 2 talons +44 (1d6+19), and snakes +39 (1d4+11) with battleshaping, or bite +37 (1d6+40), 2 claws +37 (1d3+40/×3), 2 talons +37 (1d6+40), and snakes +32 (1d4+21) with battleshaping and Power Attack

Space 10 ft.; **Reach** 5 ft. (10 ft. with snakes)

Special Attacks breath weapon (30-ft. cone, sleep, Fortitude DC 28 negates, usable every 1d4 rounds), pounce

STATISTICS

Base Atk +26; **CMB** +42; **CMD** 62 (66 vs. overrun/trip)

Skills Climb +30, Fly +25 (+33 w/*overland flight*), Knowledge (arcana) +24, Knowledge (dungeoneering) +16, Knowledge (nature) +24, Knowledge (planes) +17, Perception +17, Spellcraft +25, Stealth +16, Swim +30 (+38 w/*ride the waves*)

SPECIAL ABILITIES

Breath Weapon (Su) A kamadan can exhale a cone of gas that makes living creatures fall asleep for 5 minutes (Fortitude DC 28 negates). Slapping or wounding awakens a creature put to sleep by this attack, but normal noise does not. This is a sleep effect. The save DC is Constitution-based.



Kirin form, augmented mythic

As catoblepas form above except...

Init +7; **Senses** *arcane sight*, darkvision 60 ft., low-light vision, scent, *see invisibility*; Perception +17

DEFENSE

Resist cold 20, electricity 20, fire 20

OFFENSE

Speed 60 ft. (12 squares), fly 120 ft. (good), swim 30 ft.; *overland flight*, *ride the waves*

Melee gore +44 (1d8+19), 2 claws +44 (1d6+19), and 2 hooves +39 (1d6+11) with battleshaping, or
gore +37 (1d8+40), 2 claws +37 (1d6+40), and 2 hooves +32 (1d6+21) with battleshaping and Power Attack

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

STATISTICS

Base Atk +26; **CMB** +42; **CMD** 61 (65 vs. overrun/trip)

Special Attacks breath weapon (15-ft. cone, 5d6 fire damage, Reflex DC 28 for half, usable every 1d4 rounds)



Red dragon form, mythic

As human form above except...

CN Huge humanoid (human)

Init +7; **Senses** *arcane sight*, blindsense 60 ft., darkvision 120 ft., low-light vision, scent, *see invisibility*; Perception +17

Aura frightful presence (30 ft., DC 27)

DEFENSE

AC 37, touch 17, flat-footed 32 (+4 armor, +3 deflection, +5 Dex, +1 insight, +12 natural, +4 shield, -2 size); *mage armor*, *shield*

hp 240 plus *false life* (15 HD)

Fort +19, **Ref** +14, **Will** +15

DR 10/magic; **Immune** fire

Weaknesses vulnerability to cold

OFFENSE

Speed 40 ft. (8 squares), fly 120 ft. (good), swim 30 ft.; *overland flight*, *ride the waves*

Melee bite +36 (3d8+20), 2 claws +36 (3d6+20), gore +36 (3d6+20), sting +36 (2d6+20), 2 wings +31 (2d6+12), and tail slap +31 (3d6+12) with battleshaping, or
bite +31 (3d8+35), 2 claws +31 (3d6+35), gore +31 (3d6+35), sting +31 (2d6+35), 2 wings +26 (2d6+19), and tail slap +26 (3d6+19) with battleshaping and Mythic Power Attack

Space 15 ft.; **Reach** 10 ft. (15 ft. with bite)

Special Attacks breath weapon (50-ft. cone, DC 27, 12d8 fire)

STATISTICS

Abilities Str 42 (+16), Dex 20 (+5), Con 30 (+10), Int 22 (+6), Wis 14 (+2), Cha 10 (+0)

Base Atk +19; **CMB** +37; **CMD** 56 (60 vs. overrun/trip)

Skills Climb +31, Fly +23 (+31 w/*overland flight*), Knowledge (arcana) +25, Knowledge (dungeoneering) +16, Knowledge (nature) +24, Knowledge (planes) +17, Perception +17, Spellcraft +24, Stealth +12, Swim +31 (+39 w/*ride the waves*)

Encumbrance light 16,608 lb., medium 33,216 lb., heavy 49,920 lb.; **Weight Carried** 0 lb.



Rukh form, augmented mythic

As human form above except...

CN Large humanoid (human)

Init +7; **Senses** *arcane sight*, darkvision 60 ft., low-light vision, *see invisibility*; Perception +17

DEFENSE

AC 39, touch 18, flat-footed 34 (+4 armor, +3 deflection, +5 Dex, +1 insight, +13 natural, +4 shield, -1 size);
mage armor, shield

hp 210 plus *false life* (15 HD)

Fort +17, **Ref** +14, **Will** +15

OFFENSE

Speed 20 ft. (10 squares), fly 40 ft. (good), swim 30 ft.;
overland flight, ride the waves

Melee 2 bites +44 (1d8+19/×3), 2 gores +44 (1d8+19), and 2 talons +44 (1d6+19) with battleshaping, or
2 bites +37 (1d8+40/×3), 2 gores +37 (1d8+40), and 2 talons +37 (1d6+40) with battleshaping and
Power Attack

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

STATISTICS

Abilities Str 40 (+15), Dex 20 (+5), Con 26 (+8), Int 22 (+6), Wis 14 (+2), Cha 10 (+0)

Base Atk +26; **CMB** +42; **CMD** 61

Skills Climb +30, Fly +25 (+33 w/*overland flight*), Knowledge (arcana) +24, Knowledge (dungeoneering) +16,
Knowledge (nature) +24, Knowledge (planes) +17, Perception +17, Spellcraft +25, Stealth +16, Swim
+30 (+38 w/*ride the waves*)

Encumbrance light 4,256 lb., medium 8,512 lb., heavy 12,800 lb.; **Weight Carried** 0 lb.



Stymphalidies form, augmented mythic

As Rukh form above except...

DEFENSE

Resist fire 20

Weaknesses vulnerability to sonic

OFFENSE

Speed 20 ft. (10 squares), fly 120 ft. (good), swim 30 ft.; *overland flight, ride the waves*

Melee bite +44 (1d8+19/×3), gore +44 (1d8+19), sting +44 (1d6+19), 2 talons
+44 (1d6+19), and 2 wings +39 (1d6+11) with battleshaping, or
bite +37 (1d8+40/×3), gore +37 (1d8+40), sting +37 (1d6+40), 2 talons
+37 (1d6+40), and 2 wings +32 (1d6+21) with battleshaping
and Power Attack

