



# MYTHIC MONSTERS COLOSSAL



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ROLEPLAYING GAME COMPATIBLE

MYTHIC PLUG-INS



**MYTHIC MONSTERS**  
**COLOSSAL**

# MYTHIC MONSTERS

# COLOSSAL

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NOTE: THE FOLLOWING NOTATIONS ARE USED IN THE STAT BLOCKS CONTAINED IN THIS PRODUCT:

MF = MYTHIC FEAT

MA = MYTHIC ABILITY

MMA = MAJOR MYTHIC ABILITY (COUNTING AS TWO ABILITIES)

UNDERLINED TEXT INDICATES A RULES ELEMENT THAT IS DESCRIBED IN PATHFINDER ROLEPLAYING GAME MYTHIC ADVENTURES.



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

**T**HIS SUPPLEMENT IS JUST ONE PART OF A LARGER RESOURCE FOR EVERY GAMEMASTER 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*.



## SPECIAL ELECTRONIC FEATURES

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We've hyperlinked this product internally from the Table of Contents and externally with links to the official Pathfinder Reference Document as well as d20PFSRD. 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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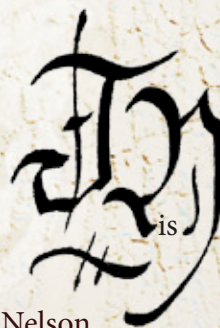
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# WHAT YOU WILL FIND INSIDE MYTHIC MONSTERS: COLOSSAL

The real world is full of strange and amazing creatures of every size, but we take comfort in the fact that many of the strangest and most terrifying creatures—if we were to look at them up close—are also the tiniest. Creepy, sure, but not *really* scary. But size matters. A blue whale or elephant might in some ways be a gentle giant, but their sheer size makes them terribly dangerous, especially if provoked. Colossal monsters combine the dangers and terrors of each end of the spectrum, along with a heaping helping of myth and legend that leave the ground shaking and your players' hearts quaking as they wonder what that rumbling footfall could be.

*Mythic Monsters: Colossal* brings you a dozen and one terrifying titans to shake, rattle, and roll your heroes into submission. From CR 10 to the first CR 30 creatures to appear in the *Mythic Monsters* series, you'll find challenges fit to shake the foundations of heaven and grind the weak underfoot in your campaign. There are tiny terrors made massive, like the **titan centipede** and **shipwrecker crab**, alongside prehistoric gargantua like the **colossal dire ape**, **immense tortoise**, and **giant brachiosaurus** and **tyrannosaurus**. You will also find fantastic foes that fill the horizon, from planar predators like the **astral leviathan** and god-cursed **zombie titan** to an entire family of **behemoths** and the legendary **tarrasque**. As if these were not enough, we also bring you the biggest monster of all, the legendary linnorm **Jormungandr, the Midgard Serpent!** On top of 13 marvelous mythic monsters, we also present alternate rules for creature size and shape and a whole new **combat climb** system for your heroes to clamber and cling to their colossal opponents!

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 second to none. We hope you enjoy using it as much as we enjoyed making it. Game on!



- Jason Nelson



## A MOUNTAIN OF A MONSTER

Colossal creatures occupy an interesting ecological niche in the game, because “colossal” can mean a lot of things, and not all of them seem to fit neatly into a 30-foot cube that represents a Colossal creature, or even the 50-foot cube that represents a typical kaiju. The scale of some real-world monsters just starts to break down at that level. A blue whale in the real world can measure over 100 feet long and weigh over 200 tons; almost the identical size of a nightwave in Pathfinder. Should there be a size category larger than Colossal to accommodate such creatures, which are clearly far larger than, for example, an elysian titan (70 feet tall and only 40 tons)? Should such creatures be considered a kaiju for game purposes? Even fantasy monsters wander rather far afield from the presumptive normal size in a different direction: humanoid-shaped titans might well be able to fit within a 30-foot-square footprint but can be 70 to 100 feet tall. This is true at lower sizes, and the space/reach rules are simply a useful abstraction that we accept for ease of play. However, the scale of Colossal creatures magnifies the difference between the standard space/reach and the actual size and shape of a creature.

**Optional Rule: Large Creature Shapes:** The idea of having creatures of the same category having different sizes was an original assumption of 3rd edition and the games based on it, but the Pathfinder RPG unified each size to a standard cubic space. This works well enough for most size categories, but you may choose to use some or all of the following alternate creature configurations for Large and larger creatures.

**Standard:** This is the standard space for creatures of each size. If you are using alternate dimensions based on creature shape, the standard dimensions should be used for creatures that have no meaningful difference between their width, length, and width, such as most aberrations, elementals, and oozes, as well as many plants and soft-bodied creatures.

**Tall:** This category encompasses bipedal creatures and creatures with similar upright body shapes.

**Long Creatures:** This category includes most quadrupedal creatures (including creatures with a humanoid torso, wings, extra limbs, and fins). Most animals, dragons, magical beasts, and vermin, as well as part-humanoid creatures with a bestial lower body like centaurs and driders.

**Narrow Creatures:** This category reatures like snakes, worms, and centipedes with long and relatively narrow bodies.

The measurements listed below refer to the **width x length x height** for creatures of each size and shape. The reach of creatures of each body type remain unchanged based on their size, including the fact that large creatures with a generally long or narrow body type generally have reach as a creature one size category smaller.

	STANDARD	TALL	LONG	NARROW
LARGE	10 x 10 x 10	5 x 5 x 10	5 x 10 x 10	5 x 20 x 5
HUGE	15 x 15 x 15	10 x 10 x 20	10 x 20 x 10	5 x 30 x 5
GARGANTUAN	20 x 20 x 20	15 x 15 x 30	15 x 30 x 15	10 x 40 x 10
COLOSSAL	30 x 30 x 30	20 x 20, 40 ft.	20 x 40 x 20	15 x 60 x 15
KAIJU	50 x 50 x 50	30 x 30, 60 ft.	30 x 60 x 30	20 x 100 x 20

## COMBAT CLIMBING

A common trope in fantasy movies and literature involves smaller creatures leaping onto or climbing up the bodies of larger creatures in combat. The best fit for modeling this maneuver in the standard rules is a grapple check, but that maneuver comes with a host of other specialized rules that don't always seem to fit the situation. To model this action in combat, the following rules can be used with the Climb skill to perform a **combat climb**.


**Climbing On:** A combat climb is a standard action that begins by moving into the space of a creature at least one size category larger than you. This movement provokes an attack of opportunity, though you can avoid this attack of opportunity with the Combat Climber feat or similar abilities such as the Acrobatics skill or Spring Attack feat. After resolving the attack of opportunity, you make a Climb check against a DC equal to the target's CMD. If the check succeeds, you climb onto the target's body.

**Combat While Climbing:** You gain the grappled condition while clinging to the target (though the target does not), though the usual penalties for being grappled do not apply on attacks or checks made against the creature on which you are climbing, and you gain a +1 bonus on attack rolls against that creature as if you were on higher ground. You may also attack other creatures, using your own reach but treating the space of the creature on which you are climbing as if it were your own. You cannot be flanked while clinging, nor can you provide flanking to others or benefit from flanking. You are not denied your Dexterity bonus when performing a combat climb.

**Holding On:** While clinging to a target, you move with it until you let go or until you are dislodged with a successful grapple or bull rush maneuver (or drag maneuver used by another creature). While clinging to a target, you gain cover against its attacks. If another creature attacks you while clinging, you can attempt a DC 20 Climb check to gain cover against that attack as well. If you do so, you must use a move action re-establish your position before you can attack or cast spells. If you take damage while clinging, you must attempt a Climb check as normal to maintain your grip. If failed, you take falling damage as though you had fallen from a height equal to the top of the target's space.

If you wish to continue clinging to the target in subsequent rounds, you must attempt a new Climb check each round as a move action. If you maintain your grip until the beginning of your next turn, you gain a +5 bonus on this Climb check. If your Climb check exceeds the DC by 10 or more, you maintain your hold for 1 minute without having to make additional Climb checks each round.





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**Letting Go:** You can let go of the target as a free action with a DC 25 Climb check, or as a move action with a DC 20 Climb check. If the check succeeds, you can take a 5-foot step into any unoccupied square adjacent to the creature you were climbing. If the check fails, you fall prone in a random adjacent square and take falling damage as if you had fallen from a height equal to the top of the target's space. You may choose to attempt an Acrobatics check rather than a Climb check when letting go.

**Stowing Away:** If your target is at least two sizes larger than you and is unaware of your presence, you can make a Stealth check with a -10 penalty to climb onto the creature without it noticing. This penalty is reduced by 5 for each additional size category larger than you that your target is. As long as your target remains unaware of you, you need make Climb checks to maintain your hold only once per minute instead of once per round. You automatically succeed on Acrobatics or Climb checks made to let go of the creature, and you can attempt a new Stealth check without penalty to evade that creature's notice when you let go, as long as you reach cover or concealment by the end of your turn. You take a -5 penalty on Stealth checks to evade the notice of other creatures with line of sight to the creature onto which you have climbed.

#### COMBAT CLIMBER (COMBAT)

You know how to safely escalate large creatures.

**Prerequisite:** Dex 13, Improved Unarmed Strike, Climb 1 rank.

**Benefit:** When you move into a creature's space to attempt a combat climb, you do not provoke an attack of opportunity. You gain a +2 bonus on Climb checks when performing a combat climb.

**Normal:** Attempting a combat climb provokes an attack of opportunity from the creature you attempt to climb.

**Mythic:** You add one-half your mythic rank or tier (minimum 1) on Climb checks when performing a combat climb. You add one-half your mythic tier to any cover bonus to AC you gain when making a combat climb, and if you make a Climb check to take cover you can recover your position as a swift action (rather than a move action), or as a free action if you expend one use of mythic power.

#### COMBAT CLING (COMBAT)

Maintaining your grip on a titanic foe is easy for you.

**Prerequisite:** Dex 13, Combat Climber, Improved Unarmed Strike, Climb 5 ranks.

**Benefit:** You gain a +2 bonus on Climb checks when performing a combat climb; this stacks with the bonus from Combat Climber. In addition, you can make a Climb check as a swift action to maintain your grip on the target. You may also make a check as a move action as normal; as long as either check succeeds, you maintain your grip.

If you fail a Climb check to hold on when you take damage while performing a combat climb, as a swift action you can reroll the check. You must accept the second roll even if it is lower than the first.

**Mythic:** When you make Climb checks to maintain your grip, you may roll twice and select the better result. In addition, you no longer need to make Climb checks to maintain your grip when you take damage while performing a combat climb, unless the damage was from a mythic effect created by a mythic creature whose rank or tier exceeds your own.

## Ape

Sharp teeth fill this enormous ape's mouth, and its long, muscular arms stretch to the ground, ending in wickedly curved claws.

### MYTHIC COLOSSAL DIRE APE

CR 15/MR 6

XP 51,200

Pathfinder Roleplaying Game Bestiary

N Colossal animal (mythic)

**Init** +2; **Senses** low-light vision, scent; Perception +13

#### DEFENSE

**AC** 26, touch 4, flat-footed 24 (+2 Dex, +22 natural, -8 size)

**hp** 309 (18d8+228)

**Fort** +21, **Ref** +13, **Will** +9

**DR** 10/epic

#### OFFENSE

**Speed** 30 ft., climb 30 ft.

**Melee** bite +24 (2d8+19), 2 claws +24 (2d6+19/19-20)

**Ranged** rock +7 (4d6+28)

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

**Special Attacks** crippling rend<sup>MA</sup>, feral savagery (full attack)<sup>MA</sup>, kaiju killer<sup>MA</sup>, mythic power (6/day, surge +1d8), raging rampage<sup>MA</sup>, rend (2 claws, 2d6+28), rock throwing (100 ft.)<sup>MA</sup>, titanic tosser<sup>MA</sup>

#### STATISTICS

**Str** 48, **Dex** 15, **Con** 30, **Int** 2, **Wis** 12, **Cha** 7

**Base Atk** +13; **CMB** +40 (+42 bull rush); **CMD** 52 (54 vs. bull rush)

**Feats** Awesome Blow, Awesome Throw<sup>MF</sup>, Combat Reflexes, Critical

Focus, Hulking Hurler<sup>MF</sup>, Improved Bull Rush, Improved Critical

(claw), Iron Will, Power Attack<sup>MF</sup>, Snatch, Staggering Critical

**Skills** Acrobatics +13, Climb +27, Perception +13, Survival +5

#### ECOLOGY

**Environment** warm forests

**Organization** solitary, pair, or troop (3-6)

**Treasure** incidental

#### SPECIAL ABILITIES

**Crippling Rend (Ex)** When a mythic colossal dire ape rends a target, it can expend one use of mythic power to cripple the target for 1d4 days (DC 29 Fortitude partial). It may reduce the target's speed to 5 feet (0 for fly speed), or halve its speed on a successful save; reduce the target's natural armor bonus by 6, or by 3 on a successful save (minimum 0); or may disable one of the target's natural weapons, rendering it useless. A successful save results in a -2 penalty on attack and damage rolls with that natural weapon, with a critical threat range and modifier of 20/x2 (regardless of any other effect or ability). It can use this ability against a non-mythic opponent without expending mythic power if either claw hit was a critical hit. *Regenerate* can heal the effects of this ability. The save DC is Constitution-based.

**Kaiju Killer (Su)** Mythic colossal apes despise kaiju and other gigantic creatures, gaining a +2 bonus on Perception and Survival checks and attack and damage rolls against Huge creatures. This increases to +4 against Gargantuan creatures and +8 against Colossal creatures. Against creatures with the kaiju subtype, they also gain a +4 dodge bonus to AC, a +4 morale bonus on saving throws, and their damage reduction is treated as DR 10/—.

**Raging Rampage (Ex)** When a mythic colossal dire ape is damaged, it can fly into a rage for up to 1 minute, gaining a +4 morale bonus to its Strength and Constitution and a +2 morale bonus on Will saves, though it takes a -2 penalty on Armor Class, and also gains the benefits of the following rage powers, treating its Hit Dice as its

barbarian level for the purpose of their effects: eater of magic, fearless rage, internal fortitude, mighty swing, renewed vitality, spell sunder, strength surge +18, superstition +6. If the ape expends one use of its mythic power when it enters its rage, it also gains the benefits of *haste* as long as it is raging.

If the ape is below one-half its hit points, its morale bonus on Strength, Constitution, and Will saves is doubled and it can spend an additional use of mythic power to increase this effect to that of augmented mythic *haste*. If still in combat, the ape can continue raging for 1 additional minute by expending one additional use of its mythic power.

**Titanic Toss (Ex)** Rather than targeting a specific moving creature with its rock throwing ability, a mythic colossal ape can instead target a 15-foot square with a Huge rock as a ranged attack against AC 5. This reduces its range increment to 50 feet, but any creature(s) in the target squares take 6d6 points of damage, and if Huge are smaller are also knocked prone. A successful DC 28 Reflex save halves damage and avoids being knocked prone. If the attack misses, the rock lands 1d6 squares away in a random direction. Wherever the rock lands, the area of effect becomes dense rubble terrain until 1 minute is spent clearing it. If the ape spends one use of its mythic power, it adds its mythic rank to the Reflex save DC, and any creature failing its save is entangled and stuck in place by rubble until they can succeed on a DC 20 Escape Artist check or Strength check. If the ape begins its turn with a Huge or smaller creature grappled, it can hurl that creature in place of hurling a rock, with a maximum range equal to 50 feet. The hurled creature takes 2d6 points of damage per 10 feet traveled and falls prone even if the attack misses; if it hits, the target takes 1d6 points of damage per 10 feet the creature was thrown, plus one-half the ape's Strength modifier. A successful DC 28 Reflex save halves this damage. The save DC is Strength-based.



# Astral Leviathan

Above this broodingnagian, whalelike creature's cavernous maw of freakish teeth, multiple eyes peer out in different directions.

## MYTHIC ASTRAL LEVIATHAN

CR 23/MR 9

XP 614,400

Pathfinder Roleplaying Game Bestiary 4

N Colossal outsider (extraplanar, mythic)

**Init** +15/-5<sup>MF</sup>, **dual initiative**<sup>MA</sup>; **Senses** astral locating, blindsight 180 ft., darkvision 60 ft., low-light vision; **Perception** +31

### DEFENSE

**AC** 43, touch 4, flat-footed 41 (+2 Dex, +39 natural, -8 size)

**hp** 400 (20d10+290); regeneration 5 (acid and fire)

**Fort** +24, **Ref** +8, **Will** +16; **second save**<sup>MA</sup>

**DR** 10/adamantine and epic; **Immune** cold; **Resist** electricity 30, fire 30; **SR** 38<sup>MA</sup>

### OFFENSE

**Speed** fly 90 ft. (average)

**Melee** bite +28 (4d6+16/19-20 plus grab), 2 slams +28 (2d8+16), tail slap +23 (4d6+8)

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

**Special Attacks** fast swallow, gulping tide, **mythic power** (9/day, surge +1d10), onrushing titan<sup>MA</sup>, swallow whole (4d6+24 damage; AC 29, 40 hp)

**Spell-Like Abilities** (CL 20th; concentration +22)  
3/day—*dimension door*

### STATISTICS

**Str** 43, **Dex** 14, **Con** 31, **Int** 6, **Wis** 15, **Cha** 14

**Base Atk** +20; **CMB** +44 (+48 grapple); **CMD** 56 (can't be tripped)

**Feats** Cleave<sup>MF</sup>, Combat Reflexes, Devastating Flyby<sup>MF</sup>, Flyby Attack, Great Cleave, Great Fortitude, Improved Critical (bite), Improved Initiative<sup>MF</sup>, Iron Will, Power Attack<sup>MF</sup>, Wingover<sup>MF</sup>

**Skills** Fly -6, Intimidate +22, Knowledge (planes) +21, Perception +25, Survival +22

**Languages** telepathy 30 ft.

**SQ** capacious cysts<sup>MA</sup>, omniocular<sup>MA</sup>, phase gullet<sup>MA</sup>, planar predator<sup>MA</sup>, void wake<sup>MMA</sup>

### ECOLOGY

**Environment** any (Astral Plane)

**Organization** solitary or pod (2-5 plus 1-2 young)

**Treasure** standard

### SPECIAL ABILITIES

**Astral Locating (Su)** An astral leviathan automatically knows the distance and direction to any place on the Astral Plane it has ever visited. Once per day it can use this ability to determine the location of a creature on the Astral Plane (as if using locate creature with unlimited range).

**Capacious Cysts (Su)** A mythic astral leviathan can expend one use of its mythic power as a full-round action to cause one of the cysts studding its skin to open an aperture allowing creatures to climb into a transpatial node within identical to a *rope trick* (caster level 20th), save that it is a supernatural effect and cannot be dispelled. Once per day an astral leviathan can open a similar transpatial cyst inside its mouth as a full-round action by expending three uses of its mythic power. The extradimensional cyst thus created is equivalent to a *mage's magnificent mansion*, although only creatures designated by the leviathan may enter it. These extradimensional spaces are part of the leviathan and move with it. They collapse if the leviathan is killed, forcing creatures within to exit into the nearest open space.

**Gulping Tide (Ex)** An astral leviathan can create a 60-foot cone of roiling astral material, pulling all Large or smaller creatures and objects into its

mouth so it can swallow them. Any creature in the area that succeeds at a DC 30 Fortitude save moves up to 60 feet toward the cone's origin; creatures that fail are swallowed. The leviathan can use this ability only once per minute. The save DC is Constitution-based.

**Omniocular (Ex)** A mythic astral leviathan can see in all directions simultaneously and cannot be flanked. In addition, its multitude of eyes makes renders it immune to dazzling and blinding effects unless they affect an area that includes the leviathan's entire body.

**Onrushing Titan (Ex)** A mythic astral leviathan can use its Flyby Attack in combination with the charge action, moving up to twice its speed and taking its attack with the charge action at any point during its movement. If the leviathan expends one use of its mythic power when using the charge action, it can make one attack with each of its natural weapons at any point during its charge, though it must move at least 10 feet before attacking and between each attack.

**Phase Gullet (Su)** The transdimensional gullet of a mythic astral leviathan exists across multiple dimensions. Its bite deals full damage to incorporeal creatures, and it can grapple such creatures as if they were not incorporeal. Creatures swallowed by a mythic astral leviathan treat its stomach as if it were under the effect of a *blink* spell when trying to attack it and carve their way out. Teleportation effects do not function within the leviathan's gullet unless the caster succeeds on a caster level check against the leviathan's spell resistance.

**Planar Predator (Ex)** An astral leviathan ignores the damage reduction of outsiders, unless they have the elemental subtype.

**Void Wake (Su)** When a mythic astral leviathan uses the charge, withdraw, or run action on the Astral Plane, its rapid movement disrupts and distorts the subspatial fabric of reality until the beginning of its next turn. Ranged attacks made at it during this time have a 50% miss chance, while melee attacks have a 20% miss chance. This miss chance is caused by a physical distortion rather than a purely visual one and abilities like Blind-Fight do not function against it. It cannot use this ability when affected by *dimensional anchor*, *dimensional lock*, *forbiddance*, or similar effects that block planar travel or teleportation.

If the leviathan expends one use of its mythic power when using the charge, withdraw, or run action, it can attempt a combat maneuver check to bull rush every Huge or smaller creature whose space it enters or passes adjacent to during its movement. This maneuver does not provoke attacks of opportunity, and creatures successfully bull rushed cannot make attacks of opportunity against the leviathan. If the leviathan encounters a construct or effect comprised of force when using the charge, withdraw, or run action, it can also expend one use of mythic power to as a swift action when within 30 feet to disrupt or destroy that effect as a *disintegrate* spell (caster level 20th).

The Devastating Flyby feat is reprinted here for ease of reference.

### DEVASTATING FLYBY (MYTHIC)

The force of your devastating aerial attack tosses your opponents about like rag-dolls.

**Prerequisite:** Str 19+, Flyby Attack, Power Attack.

**Benefit:** When you hit with a melee attack as part of a Flyby Attack, you deal bonus damage equal to your mythic rank or tier with that attack. In addition, as a swift action you can make a combat maneuver check to drag, reposition, or trip that opponent, with a bonus equal to your mythic rank or tier. This maneuver does not provoke an attack of opportunity. Additionally, if you threaten a critical hit as part of a melee attack made using this feat, you can expend one use of mythic power as a swift action to automatically confirm the critical.



# Behemoth, Tempest

Three pairs of wings beat rhythmically, churning up hurricane-force winds around this vast, birdlike monstrosity.

**MYTHIC TEMPEST BEHEMOTH** CR 27/MR 10

XP 3,280,400

Pathfinder Roleplaying Game Bestiary 3

N Colossal magical beast (air, behemoth, mythic)

**Init** +10/-10, **dual initiative**<sup>MA</sup>; **Senses** blindsense 60 ft., darkvision 60 ft.; **Perception** +31

## DEFENSE

**AC** 51, touch 9, flat-footed 44 (+6 Dex, +1 dodge, +42 natural, -8 size)

**hp** 611 (33d10+430); regeneration 20

**Fort** +28, **Ref** +24, **Will** +16

**Defensive Abilities** **fortification**<sup>MA</sup> (50%), mythic saves<sup>MA</sup>, unstoppable;

**DR** 15/epic; **Immune** ability damage, aging, bleed, disease, electricity, energy drain, fire, mind-affecting effects, negative levels, paralysis, permanent wounds, petrification, poison, polymorph; **SR** 43

**Weaknesses** vulnerable to miracles and wishes

## OFFENSE

**Speed** 40 ft., fly 200 ft. (good)

**Melee** bite +43 (4d6+18/19-20 plus bleed), 2 talons +43 (2d8+18 plus bleed), wings +38 (8d8+9)

**Ranged** 6 scales +32 (1d10+18/19-20 plus bleed)

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

**Special Attacks** bleed (2d6), burrowing scales<sup>MMA</sup>, gale, lightning fog<sup>MA</sup>, mythic power (10/day, surge +1d12), priestbane bleed<sup>MA</sup>, ruinous, scale salvo<sup>MMA</sup>, storm of screams<sup>MA</sup>, thunderbolt, writhing wounds<sup>MA</sup>

**Spell-Like Abilities** (CL 20th; concentration +22)  
3/day—*storm of vengeance* (DC 21)

## STATISTICS

**Str** 47, **Dex** 23, **Con** 30, **Int** 3, **Wis** 16, **Cha** 14

**Base Atk** +33; **CMB** +59; **CMD** 76

**Feats** Combat Reflexes, Dodge, Flyby Attack, Great Fortitude<sup>MF</sup>, Greater Vital Strike, Hover, Improved Critical (bite, scales), Improved Initiative, Improved Vital Strike, Iron Will<sup>MF</sup>, Lightning Reflexes<sup>MF</sup>, Lightning Stance, Mobility, Power Attack, Snatch, Vital Strike, Weapon Focus (scales), Wind Stance

**Skills** Fly +30, Perception +31, Stealth -7, Survival +15; **Racial Modifiers** +20 Fly, +10 Perception

**Languages** Aklo (cannot speak)

## ECOLOGY

**Environment** any air

**Organization** solitary or pair

**Treasure** none

## SPECIAL ABILITIES

**Burrowing Scales (Ex)** A mythic tempest behemoth can hurl up to six scales from its wings (range increment 100 feet) as a standard action. A scale that deals damage burrows into the target and remains lodged in its flesh (DC 36 Reflex negates). Removing the scale requires a successful DC 36 Heal check. As long as the scale remains embedded, the target gains spell resistance of 43 against conjuration (healing) effects; this spell resistance cannot be voluntarily suppressed. A target with an embedded scale also never gains the benefit of concealment from the behemoth's attacks and the behemoth is aware of its location at all times as long as the creature is within 100 miles and on the same plane. The save DC is Constitution-based.

**Lightning Fog (Su)** As a swift action a mythic tempest behemoth can expend two uses of mythic power to surround itself in impenetrable fog to a 100-foot radius. The fog grants concealment to the mythic tempest behemoth but does not grant concealment against the behemoth and moves as the behemoth moves. Every round the cloud deals 5d6 electricity damage to every creature within it. The cloud lasts for 5 rounds.

**Gale (Su)** A tempest behemoth can generate winds of up to hurricane force as a free action, blowing in as many as three different directions at once. The winds blow either away from or directly toward the behemoth in a 30-foot-wide path that extends for 1,000 feet.

**Mythic Saves (Su)** Mythic Great Fortitude, Mythic Iron Will and Mythic Lightning Reflexes allow a mythic tempest behemoth to roll twice even against spells and abilities from mythic sources.

**Priestbane Bleed (Su)** Bleed damage caused by a mythic tempest behemoth cannot be stopped by magical healing and require a DC 25 Heal check to staunch.

**Scale Salvo (Ex)** A mythic tempest behemoth can expend one use of mythic power when it makes a scale attack. If it does so it can hurl up to twelve scales. If it does so it may not make use of its scale attack next round.

**Storm of Screams (Su)** When a mythic tempest behemoth uses its gale ability it can expend one use of mythic power to cause the winds to sound like the screams of creatures it has slain within the last 24 hours. Any creature within its gale is deafened for 1 hour and frightened for 1d4 rounds; a successful DC 36 Will save reduces this effect to being deafened and shaken for 1 round. The save DC is Constitution-based.

**Writhing Wounds (Su)** As a swift action, a mythic tempest behemoth can expend one use of mythic power to deal bleed damage to every creature that is currently suffering bleed damage from any of its attacks.

**Thunderbolt (Su)** As a swift action once every 1d4 rounds, a behemoth can shoot a bolt of lightning that deals 15d6 points of electricity damage and 15d6 points of sonic damage, and that causes permanent deafness in a 200-foot line (DC 36 Reflex save halves damage and negates deafness). The save DC is Constitution-based.



# Behemoth, Thalassic

Two massive limbs drag the bulk of this whale-like beast's body from the churning waters of the sea.

## MYTHIC THALASSIC BEHEMOTH

CR 25/MR 10

XP 1,640,000

Pathfinder Roleplaying Game Bestiary 3

N Colossal magical beast (aquatic, behemoth, mythic, water)

**Init** -1; **Senses** blindsense 60 ft., darkvision 60 ft., **mistsight**<sup>MA</sup>, Perception +34

### DEFENSE

**AC** 47, touch 1, flat-footed 47 (-1 Dex, +46 natural, -8 size)

**hp** 549 (29d10+390); regeneration 20 (fire)

**Fort** +26, **Ref** +17, **Will** +14

**Defensive Abilities** **fortification** (50%)<sup>MA</sup>, spell reflection<sup>MA</sup>, sword swallower<sup>MA</sup>, unstoppable; **DR** 15/epic; **Immune** ability damage, aging, bleed, cold, disease, energy drain, fire, mind-affecting effects, negative levels, paralysis, permanent wounds, petrification, poison, polymorph; **SR** 41

**Weaknesses** vulnerable to miracles and wishes

### OFFENSE

**Speed** 20 ft., swim 200 ft.

**Melee** bite +42 (6d6+21/19-20 plus grab), 2 claws +42 (3d6+21), tail slap +37 (4d6+10 plus trip)

**Ranged** water jet +20 (4d8+21/19-20 plus stun and push)

**Space** 30 ft.; **Reach** 20 ft.

**Special Attacks** capsize (DC 25), fast swallow, flash boil<sup>MA</sup>, lethal escalation<sup>MA</sup>, **mythic power** (10/day, surge +1d12), push (water jet, 20 ft.), rend (claws, 3d6+21), ruinous, sonic shockwave<sup>MA</sup>, swallow whole (4d6+31 bludgeoning, AC 33, 39 hp), torrential water jet<sup>MA</sup>

**Spell-Like Abilities** (CL 20th; concentration +22)

3/day—*tsunami* (DC 21)

### STATISTICS

**Str** 53, **Dex** 8, **Con** 31, **Int** 3, **Wis** 16, **Cha** 14

**Base Atk** +29; **CMB** +58 (+62 grapple, +63 sunder); **CMD** 67

**Feats** Ability Focus (water jet), Cetacean Smash<sup>MF</sup>, Cleave, Great Cleave, Greater Sunder, Greater Vital Strike<sup>MF</sup>, Improved Critical (bite, water jet), Improved Iron Will, Improved Sunder<sup>MF</sup>, Improved Vital Strike, Iron Will, Lightning Reflexes, Power Attack<sup>MF</sup>, Skill Focus (Perception), Vital Strike<sup>MF</sup>

**Skills** Perception +34, Stealth -13, Survival +18, Swim +33; **Racial Modifiers** +10 Perception

**SQ** amphibious

**Languages** Aklo (cannot speak)

### ECOLOGY

**Environment** any water

**Organization** solitary or pair

**Treasure** none

### SPECIAL ABILITIES

**Flash Boil (Su)** As a move action, a mythic thalassic behemoth may expend one use of mythic power to create billowing waves of steam that extend 20 feet in all directions from its body. This steam lingers until the beginning of the behemoth's next turn and function as *obscuring mist*, but also deal 5d6 points of fire damage to creatures entering or beginning their turn within the cloud (DC 34 Fortitude half). Non-mythic creatures failing their save become fatigued (or exhausted if already fatigued). The save DC is Constitution-based.

**Lethal Escalation (Su)** Every time a mythic thalassic behemoth kills a creature with at least 1 mythic tier with an attack using Vital Strike, the next attack it makes using Vital Strike ignores dodge and deflection bonuses to AC and bypasses all damage reduction.

**Sword Swallower (Ex)** A creature dealing damage to a mythic thalassic behemoth with a melee weapon must succeed on a DC 34 Reflex save. If failed, the behemoth can attempt a combat maneuver check as an immediate action to sunder the attacker's weapon with its bite. If the combat maneuver check beats the attacker's CMD by 10 or more, the behemoth swallows the target's weapon as a free action after sundering it and cannot be removed unless the behemoth is killed. The swallowed weapon takes damage as an unattended object each round it remains in the behemoth's gullet; however, a creature swallowed whole by the behemoth can retrieve the weapon with a DC 34 Strength check.

**Sonic Shockwave (Su)** As a full-round action, a mythic thalassic behemoth can expend two uses of mythic power while striking the water with its flukes, unleashing a devastating shockwave in the water in a 120-ft. spread centered on itself, dealing 10d6 points of sonic damage (DC 34 Fortitude half). Creatures failing their save are staggered for 1d4 rounds and permanently deafened. Non-mythic creatures are staggered and deafened for 1 round even on a successful save. The effects of the sonic shockwave also affect creatures and objects within 10 feet of the water above the area of effect, though they gain a +4 bonus on their saves. Huge or smaller boats or ships within 30 feet of the behemoth are affected by its capsize ability when it creates a sonic shockwave. This is a sonic effect. The save DC is Constitution-based.

**Spell Reflection (Su)** Any time a spell fails to overcome a mythic thalassic behemoth's spell resistance, there is a 50% that the spell reflects back on its caster. This functions as *spell turning* except that it functions against any level spell with the exception of *miracle* and *wish* spells which it is ineffective against.

**Torrential Water Jet (Su)** A thalassic behemoth can blast water from its blowhole with surprising force and accuracy. This water jet has a range of 240 feet with no range penalties and affects the target as the behemoth's push ability. In addition, a mythic target struck by the water jet is stunned for 2d4 rounds (DC 34 Fortitude negates), while a non-mythic creature is knocked unconscious for 1d4+1 rounds and then stunned for 1d4+1 rounds on a failed save, and is staggered for 1 round even on a successful save. The save DC is Constitution-based.

The following mythic feats first appeared in *Mythic Monsters X: Sea Monsters* (Cetacean Smash) and the *Mythic Hero's Handbook* (Greater Vital Strike) and are reprinted here for ease of reference.

#### CETACEAN SMASH (MYTHIC)

You can hurl your body with devastating force, leaping out of the water and crashing down on your enemies.

**Prerequisite:** Large or larger size, swim speed.

**Benefit:** While swimming, you are always considered to have a running start when using Acrobatics to jump, and you can use your Strength modifier in place of your Dexterity modifier on such checks. In addition, you can use this feat to hurl your body out of the water to land on foes three or more sizes smaller as a standard action, using your whole body to crush them. This attack affects as many creatures as fit within your space, dealing damage based on your size plus 1-1/2 times your Strength modifier. When attacking objects or structures, you ignore an amount of their hardness equal to your mythic rank or tier.

SIZE	DAMAGE
Large	2d6
Huge	2d8
Gargantuan	4d6
Colossal	4d8

If at least half your body lands out of the water when making a cetacean smash, you fall prone. However, creatures damaged by your leap are pinned under you unless they succeed on a Reflex save (DC 10 + 1/2 your Hit Dice + your Strength modifier). Pinned creatures take bludgeoning damage each round they end their turn still pinned. You must make a combat maneuver check on your turn to maintain the pin, though you do not take a penalty on this check for being prone.

If you land on creatures in the water, they are not pinned but instead are staggered for 1 round and pushed 1d6 x 5 feet below the water's surface. If they strike a solid obstruction while being pushed in this way, they take 1d6 points of damage per 10 feet they were pushed.

If you expend one use of your mythic power, you can affect creatures two sizes smaller with your cetacean smash. If you expend two uses, you can affect creatures one size smaller.

#### GREATER VITAL STRIKE (COMBAT, MYTHIC)

You can deliver blows that shatter mountains and cut adamantine.

**Prerequisites:** Greater Vital Strike<sup>CRB</sup>, 10th mythic tier.

**Benefit:** Whenever you use Vital Strike, Improved Vital Strike, or Greater Vital Strike, your attack ignores all damage reduction, energy resistance, and hardness your target possesses.

# Behemoth, Thunder

This enormous beast has rocky, armored plates on its body. Elaborate horns crown its horrific head.

## MYTHIC THUNDER BEHEMOTH

CR 23/MR 9

XP 820,000

Pathfinder Roleplaying Game Bestiary 3

N Colossal magical beast (behemoth, earth, mythic)

**Init** -2; **Senses** blindsense 60 ft., darkvision 60 ft., tremorsense 60 ft.; Perception +27

### DEFENSE

**AC** 44, touch 0, flat-footed 44 (-2 Dex, +44 natural, -8 size)

**hp** 477 (25d10+360); regeneration 20

**Fort** +24, **Ref** +12, **Will** +12

**Defensive Abilities** block attacks<sup>MA</sup>, fortification (50%)<sup>MA</sup>, unstoppable;

**DR** 15/epic; **Immune** ability damage, acid, aging, bleed, disease, energy drain, fire, mind-affecting effects, negative levels, paralysis, permanent wounds, petrification, poison, polymorph; **SR** 38

**Weaknesses** vulnerable to miracles and wishes

### OFFENSE

**Speed** 30 ft., burrow 30 ft.

**Melee** bite +35 (3d6+18 plus grab), gore +35 (4d6+18), 2 stomps +30 (2d8+9 plus trip)

**Ranged** 4 rocks +15 (3d6+27 plus stun)

**Space** 30 ft.; **Reach** 20 ft.

**Special Attacks** acidic stomach<sup>MA</sup>, cursed stomach<sup>MA</sup>, dreadful roar<sup>MA</sup>, eruptive ejecta<sup>MA</sup>, fast swallow, grinding stomach<sup>MA</sup>, hopeless stomach<sup>MA</sup>, mighty roar, **mythic power** (9/day, surge +1d10), noxious stomach<sup>MA</sup>, rock spitting, ruinous, swallow whole (4d6+24 bludgeoning and 4d6 fire damage, AC 32, 33 hp), trample of doom<sup>MA</sup>, trample (2d8+24, DC 40)

**Spell-Like Abilities** (CL 20th; concentration +22)

3/day—**earthquake** (DC 20)

### STATISTICS

**Str** 47, **Dex** 6, **Con** 30, **Int** 3, **Wis** 14, **Cha** 15

**Base Atk** +25; **CMB** +51 (+55 grapple); **CMD** 59 (63 vs. trip)

**Feats** Awesome Blow, Cleave<sup>MF</sup>, Great Cleave, Great Fortitude<sup>MF</sup>, Greater

Bull Rush, Greater Overrun, Greater Sunder, Improved Bull Rush, Improved Overrun, Improved Sunder, Iron Will, Lunge, Power Attack<sup>MF</sup>, Smashing Stomp<sup>MF</sup>, Snatch

**Skills** Perception +27, Survival +14, Swim +30; **Racial Modifiers** +10 Perception

**Languages** Aklo (cannot speak)

### ECOLOGY

**Environment** any land

**Organization** solitary or pair

**Treasure** none

### SPECIAL ABILITIES

**Acidic Stomach (Ex)** Creatures entering or beginning their turn within the behemoth's acidic stomach while swallowed whole it take an additional 18 points of acid damage each round, and this acid damage continues for 1d4 rounds thereafter. Once outside the stomach, the acid may be wiped off as a full-round action.

**Cursed Stomach (Sp)** Creatures entering or beginning their turn within the behemoth's cursed stomach are affected as *bestow curse* (DC 32 Will negates). The exact effect of the curse is determined randomly. The save DC is Constitution-based.

**Dreadful Roar (Su)** Every 1d4 rounds as a standard action, a mythic thunder behemoth can issue a mighty roar in a 60-foot cone that functions as *greater shout* (DC 32). If the mythic thunder behemoth expends two uses of mythic power, creatures that fail their save are knocked prone and are shaken for 1d8 rounds. This is a sonic effect. The save DC is Constitution-based.

**Eruptive Ejecta (Ex)** A mythic thunder behemoth can spit rocks from the essentially inexhaustible store in its gizzard. It can spit up to four rocks as a standard action, with a range increment of 60 feet. A creature that is critically hit by one of these rocks must make a DC 40 Fortitude save to resist being stunned for 1 round. As a full round action, a mythic thunder behemoth may spend up to five uses of mythic power to spit two rocks per use of mythic power spent. The save DC is Strength-based.

**Grinding Stomach (Ex)** Creatures entering or beginning their turn within the behemoth's grinding stomach take an additional 4d6 points of bludgeoning damage each turn as long as they remain within the stomach.

**Hopeless Stomach (Su)** Creatures entering or beginning their turn within the behemoth's hopeless stomach are affected as *crushing despair* (DC 32 Will save) and must attempt a DC 32 Will save each time they try to cast a divine spell. This effect lasts as long as a creature remains within the stomach and for 1d4 rounds thereafter.

**Noxious Stomach (Ex)** Creatures entering or beginning their turn within the behemoth's noxious stomach become nauseated for 1d4 rounds (DC 32 Fortitude negates).

**Swallow Whole (Ex)** A thunder behemoth has five stomachs (acidic, cursed, grinding, hopeless, and noxious), and it can shunt a swallowed victim into any one of them (usually choosing an empty stomach). It can move a swallowed creature from one stomach to another as a swift action.

**Tramp of Doom (Ex)** When a creature falls prone next to a mythic triceratops, as an immediate action the behemoth can use its trample attack against that creature without moving into or through its space.

The following feat first appeared in *Mythic Monsters: Constructs* and is reprinted here for ease of reference.

### SMASHING STOMP (COMBAT, MYTHIC)

Your powerful limbs and great mass grind foes underfoot.

**Prerequisite:** Large or larger size, 2 or more slam attacks or trample special attack.

**Benefit:** If you strike a creature smaller than you with two or more attacks, it is knocked prone unless it succeeds at a Fortitude save (DC 10 + 1/2 your Hit Dice + your Strength modifier). In addition, whenever a creature threatened by you falls prone, you can attempt a combat maneuver check against that target as an immediate action. If successful, the target is pinned under you as long as you do not move away, though you must make a combat maneuver check as a swift action each round to maintain the pin. If the pinned creature does not escape the pin, it takes bludgeoning damage equal to your slam damage each round at the end of its turn. Your combat maneuver checks made while using this feat do not provoke attacks of opportunity.

## Centipede, Titan

*Claws the size of rowboats dominate the form of this massive crab. Barnacles and sea grass cling to the creature's thick shell.*

### MYTHIC TITAN CENTIPEDE

CR 11/MR 4

XP 12,800

N Colossal vermin (mythic)

Init +0; Senses darkvision 60 ft., tremorsense 60 ft.<sup>MA</sup>; Perception +4

### DEFENSE

AC 25; touch 2, flat-footed 25 (+23 natural, -8 size)

hp 187 (10d8+142)

Fort +18, Ref +3, Will +3

DR 5/epic; Immune mind-affecting effects

### OFFENSE

Speed 60 ft., climb 60 ft.

Melee bite +15 (4d6+16 plus poison) and 2 stings +10 (2d8+8 plus trip)

Space 30 ft.; Reach 30 ft.

Special Attacks impaling<sup>MA</sup>, **mythic power** (6/day, surge +1d8), toxic trample<sup>MA</sup>, trample (6d6+24, DC 31), whipstings<sup>MA</sup>

### STATISTICS

Str 43, Dex 11, Con 33, Int --, Wis 10, Cha 2

Base Atk +7; CMB +31; CMD 41 (can't be tripped)

Feats Extra Mythic Power<sup>MF</sup>, Feel Footfall<sup>MF</sup>, Impaling Critical<sup>APG</sup>

Skills Climb +24, Perception +4, Stealth -8; Racial Modifiers +8 Climb, +4 Perception, +8 Stealth

SQ compression, encircle<sup>MA</sup>

### ECOLOGY

Environment temperate or warm forests or underground

Organization solitary, pair, or colony (3-6)

Treasure none

### SPECIAL ABILITIES

**Encircle (Ex)** By expending one-half of its movement, a mythic titan centipede can use the length of its body to form an enclosed barrier surrounding an open 20-foot-square space. The outer edge of the centipede's space becomes a 40-foot square until the beginning of its next turn. While it encircles its prey, any creature within the 20-foot inner square is considered flanked by the centipede, and creatures cannot exit the inner square unless they are able to fly, burrow, or move through the centipede's space, such as with an overrun combat maneuver or Acrobatics check.

**Impaling (Ex)** A mythic titan centipede gains Impaling Critical as a bonus feat. In addition, it can impale a creature (as if it had confirmed a critical hit, though without additional damage or other effects) on any successful hit by expending one use of its mythic power as a free action.

**Poison (Ex)** Bite—*injury*; *save* Fort DC 26; *frequency* 1/round for 6 rounds; *effect* 1d6 Dex; *cure* 2 consecutive saves.

**Toxic Trample (Ex)** When a mythic titan centipede uses its trample attack, it may poison one creature that fails (or forgoes) its Reflex save against its trample, as if it had hit that creature with its bite. If the centipede expends one use of its mythic power, all creatures that fail (or forgo) their Reflex save against its trample until the beginning of its next turn are exposed to its poison.

**Whipstings (Ex)** A mythic titan centipede gains a pair of long whip-like appendages that trail behind it as it moves. In addition to their use as secondary natural weapons, a mythic titan centipede can use its whipstings to make two attacks of opportunity per round in addition to its normal attack of opportunity (for which it usually uses its bite).

The Feel Footfall feat is reprinted here for ease of reference.

### FEEL FOOTFALL (MYTHIC)

You are exceptionally sensitive to movement of creatures on the ground.

**Prerequisite:** Tremorsense.

**Benefit:** When creatures move along the ground or along a wall within range of your tremorsense, you can more precisely determine their location and the direction of their movement even if you do not have line of sight. You treat creatures with total concealment as if they had concealment, you treat creatures with concealment as though you could see them normally. This allows you to make attacks of opportunity against creatures with concealment from you, as long as they are moving, and allows you to ignore figments. You can pinpoint the square of creatures that are not moving, but they gain the normal benefits of concealment or total concealment against you. If you expend one use of your mythic power, you treat moving creatures with total concealment within range of your tremorsense as though you could see them normally, ignoring figments, as described above.



# Crab, Shipwrecker

Claws the size of rowboats dominate the form of this massive crab. Barnacles and sea grass cling to the creature's thick shell.

## MYTHIC SHIPWRECKER CRAB

CR 16/MR 6

XP 25,600

Pathfinder Roleplaying Game Bestiary 3

N Colossal vermin (aquatic, mythic)

**Init** +3; **Senses** darkvision 60 ft.; Perception +10

### DEFENSE

**AC** 33, touch 5, flat-footed 30 (+3 Dex, +28 natural, -8 size)

**hp** 251 (14d8+188)

**Fort** +19, **Ref** +7, **Will** +6

**Defensive Abilities** angled carapace<sup>MA</sup>, fortification (50%)<sup>MA</sup>; **DR** 10/epic; **Immune** mind-affecting effects

### OFFENSE

**Speed** 30 ft., swim 40 ft.

**Melee** 2 claws +18 (2d8+24/19-20 plus grab and 1d6 bleed)

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

**Special Attacks** constrict (2d8+21), feral savagery<sup>MA</sup> (full attack), mythic power (6/day, surge +1d8), rend<sup>MA</sup> (2 claws, 2d8+24), serrated pincers<sup>MMA</sup>

### STATISTICS

**Str** 42, **Dex** 16, **Con** 30, **Int** —, **Wis** 14, **Cha** 5

**Base Atk** +10; **CMB** +34 (+38 grapple); **CMD** 47 (63 vs. trip)

**Skills** Perception +10, Swim +22

**Feats** Bleeding Critical<sup>B, MF</sup>, Improved Critical (claws)<sup>B, MF</sup>, Inescapable Grasp<sup>MF</sup>

**SQ** mindless improved critical<sup>MA</sup>, powerful claws

### ECOLOGY

**Environment** any water

**Organization** solitary or cast (2-12)

**Treasure** none

### SPECIAL ABILITIES

**Angled Carapace (Ex)** The carapace of a mythic shipwrecker crab harmlessly deflects arrows, bolts, bullets, sling stones, and similar ammunition from Large or smaller creatures and siege weapons and has a 50% chance to harmlessly deflect such attacks from Huge creatures or siege weapons. A ranged attack made using a mythic surge, the *true strike* spell, or the Improved Precise Shot feat ignores this ability, as does an attack roll that results in a critical threat. If a mythic shipwrecker crab is targeted with a ray or ranged touch attack or is included in the area of a line-shaped effect, it can expend one use of its mythic power as an immediate action to deflect that effect harmlessly away.

**Powerful Claws (Ex)** A shipwrecker crab's claw attacks deal damage equal to 1-1/2 times its Strength modifier. In addition, a shipwrecker crab ignores up to 5 points of hardness when damaging objects.

**Serrated Pincers (Ex)** A mythic shipwrecker grab deals 1d6 points of bleed damage on every hit and gains Bleeding Critical as a bonus feat. In addition, when it confirms a critical hit or successfully rends a creature, it can expend one use of its mythic power to deal 1 point of Constitution bleed (1d4 points of Constitution bleed if the target is a non-mythic creature).

The Inescapable Grasp feat is reprinted here for ease of reference.

### INESCAPABLE GRASP (COMBAT, MYTHIC)

It is almost impossible for foes to wriggle free from your grasp.

**Prerequisite:** Improved Grapple or grab special attack.

**Benefit:** Your CMD against attempts to escape from your grapple is increased by an amount equal to your mythic tier, whether such attempts are made as a grapple combat maneuver or an Escape Artist skill check. In addition, you can grapple creatures using *freedom of movement*, though you take a base -20 penalty on combat maneuver checks made to grapple such a target. This penalty is reduced by an amount equal to your mythic tier (if your target is a mythic creature or is using mythic *freedom of movement*) or by twice your mythic tier otherwise.

## Dinosaur, Brachiosaurus

A long tail counterbalances this reptile's equally long neck, at the end of which a relatively small head pulls food from the treetop.

### GIANT MYTHIC BRACHIOSAURUS

CR 13/MR 5

XP 25,600

Pathfinder Roleplaying Game Bestiary

N Colossal animal (mythic)

Init +0; Senses low-light vision, scent; Perception +28

### DEFENSE

AC 25, touch 5, flat-footed 25 (-1 Dex, +20 natural, -4 size)

hp 265 (18d8+184)

Fort +21, Ref +10, Will +9

**Defensive Abilities** fortification (50%)<sup>MA</sup>, mountain of flesh<sup>MA</sup>; **DR** 10/epic

### OFFENSE

Speed 30 ft.

Melee tail +23 (4d8+24 plus trip<sup>MA</sup>)

Space 30 ft.; Reach 30 ft.

Special Attack crushing trample<sup>MA</sup>, **mythic power** (5/day, surge +1d8), thrashing tail<sup>MA</sup>, trample (2d8+24, DC 35)

### STATISTICS

Str 43, Dex 8, Con 27, Int 2, Wis 13, Cha 10

Base Atk +13; CMB +33 (+37 bull rush); CMD 42 (44 vs. bull rush, 46 vs. trip)

Feats Cleave<sup>MF</sup>, Great Cleave, Great Fortitude, Greater Bull Rush, Improved Bull Rush, Iron Will<sup>MF</sup>, Power Attack<sup>MF</sup>, Skill Focus (Perception), Weapon Focus (tail)

Skills Perception +28

### ECOLOGY

Environment warm forests or plains

Organization solitary, pair, or herd (3-12)

Treasure none

### SPECIAL ABILITIES

**Crushing Trample (Ex)** Any creature failing its save (or forfeiting its save) against the trample attack of a mythic brachiosaurus is knocked prone. If the mythic brachiosaurus ends its turn in the space of one or more Large or smaller creatures that have been knocked prone by this ability, those creatures are considered grappled (or pinned if they are non-mythic creatures) and cannot stand or move unless they first escape from the grapple. The brachiosaurus is not considered grappled when using this ability, but if it wishes to continue grappling (or pinning) these creatures on its next turn it must succeed on a combat maneuver check, making one check and applying the result of that check against all opponents. If the brachiosaurus tramples the same creatures on a subsequent round, it can automatically grapple or pin them if they are

**Mountain of Flesh (Ex)** The sheer mass of a mythic brachiosaurus is so great that it shrugs off conditions that cripple smaller creatures. It has a 50% chance to ignore any effect that deals ability damage, ability drain, temporary ability penalties, disease, poison, or bleed damage. If the effect is a non-mythic effect, the brachiosaurus can expend one use of its mythic power to automatically negate the effect.

**Thrashing Tail (Ex)** A mythic brachiosaurus adds twice its Strength bonus to damage dealt with its tail attack, rather than 1-1/2 times its Strength bonus, and its tail is considered a two-handed weapon for the purpose of the Power Attack feat. On a successful hit with its tail, the brachiosaurus can attempt a combat maneuver check to bull rush the target as a swift action (or as a free action on a critical hit). If the brachiosaurus expends one use of its mythic power, after any attack roll with its tail it makes until the beginning of its next turn that hits a target's touch AC (even if it does not hit the target's AC), the brachiosaurus can attempt a combat maneuver check to bull rush the target. These bull rush maneuvers are resolved after determining whether a creature has been tripped by the brachiosaurus' tail.

# Dinosaur, Tyrannosaurus

This bipedal dinosaur's front arms seem small compared to the rest of its bulk, but its enormous head is all teeth.

## GIANT MYTHIC TYRANNOSAURUS

CR 12/MR 4

XP 19,200

Pathfinder Roleplaying Game Bestiary

N Colossal animal (mythic)

**Init** +4; **Senses** low-light vision, scent; **Perception** +37

### DEFENSE

**AC** 23, touch 2, flat-footed 23 (+21 natural, -8 size)

**hp** 221 (18d8+140)

**Fort** +17, **Ref** +11, **Will** +10

**Defensive Abilities** fortification (50%)<sup>MA</sup>; **DR** 10/epic

### OFFENSE

**Speed** 40 ft.

**Melee bite** +20 (4d8+30/19-20 plus grab)

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

**Special Attacks** fast swallow<sup>MA</sup>, **mythic power** (4/day, surge +1d8), primeval roar<sup>MA</sup>, swallow whole (2d8+15, AC 31, hp 44)

### STATISTICS

**Str** 40, **Dex** 11, **Con** 23, **Int** 2, **Wis** 15, **Cha** 10

**Base Atk** +13; **CMB** +36 (+40 grapple); **CMD** 46

**Feats** Bleeding Critical, Combat Reflexes, Critical Focus<sup>MF</sup>, Diehard, Improved Critical (bite), Improved Initiative, Improved Vital Strike, Iron Will, Vital Strike<sup>MF</sup>

**Skills** Perception +37; **Racial Modifiers** +8 Perception

**SQ** iron stomach<sup>MA</sup>, must go faster<sup>MA</sup>, powerful bite

### ECOLOGY

**Environment** warm forest and plains

**Organization** solitary, pair, or pack (3-6)

**Treasure** none

### SPECIAL ABILITIES

**Iron Stomach (Ex)** A mythic tyrannosaurus applies its full natural armor bonus to AC against attempts by swallowed creatures to cut their way out, and damage equal to 1/5 its hit points must be dealt to its stomach to allow a swallowed creature to escape.

**Must Go Faster (Ex)** A mythic tyrannosaurus is a deadly pursuer. When a creature it threatens moves out of its threatened area, as an immediate action a mythic tyrannosaurus can move up to its base speed, as long as its movement ends with it threatening the creature that retreated. This movement provokes attacks of opportunity. If the mythic tyrannosaurus expends one use of its mythic power when using this ability, it can move up to twice its speed and its movement is not impeded by difficult terrain. In addition, if its movement requires moving through the space of an opponent other than the creature it is pursuing, it can make a combat maneuver check to overrun that target as a free action that does not provoke attacks of opportunity.

**Powerful Bite (Ex)** A tyrannosaurus applies twice its Strength modifier to bite damage.

**Primeval Roar (Ex)** A mythic tyrannosaurus can unleash a deafening roar once per round as a free action. This functions as frightful presence (60 ft., DC 25 Will negates), but the save DC is Constitution-based, and herbivorous animals and magical beasts take a -4 penalty on their saving throw. If a mythic tyrannosaurus expends one use of its mythic power, all creatures within 30 feet must succeed on a DC 25 Fortitude save or be deafened for 1d6 rounds and also momentarily drop their guard, provoking attacks of opportunity from all foes that threaten them (including the mythic tyrannosaurus).

### MYTHIC TYRANNOSAURUS

Without the giant simple template, a mythic tyrannosaurus' stats are as follows: **CR** 11/**MR** 4; **XP** 12,800; **Size** Gargantuan; **Init** +5; **AC** 25, touch 7, flat-footed 24; **hp** 185; **Fort** +15, **Ref** +12; **Melee bite** +22 (4d6+26/19-20 plus grab); **Space** 20 ft.; **Reach** 20 ft.; **Special Attacks** swallow whole (2d8+13, AC 28, hp 39); **Str** 36, **Dex** 13, **Con** 19; **CMB** +30 (+34 grapple); **CMD** 41.



# Tarrasque

*This immense reptilian beast towers over the surroundings like a dinosaur, all teeth and horns and claws and thrashing spiked tail.*

## MYTHIC TARRASQUE

CR 30/MR 10

XP 9,830,400

*Pathfinder Roleplaying Game Bestiary* (plus expanded abilities in campaign setting bestiary)

N Colossal magical beast (mythic)

**Init** +2; **Senses** low-light vision, scent, vengeful eye<sup>MA</sup>; Perception +40

**Aura** frightful presence (300 ft., DC 27)

## DEFENSE

**AC** 52, touch 4, flat-footed 50 (+2 Dex, +48 natural, -8 size)

**hp** 715 (30d10+550); regeneration 40

**Fort** +31, **Ref** +19, **Will** +12

**Defensive Abilities** immortal spawn<sup>MA</sup>, impenetrable hide<sup>MA</sup>; **DR** 20/-; **Immune** ability damage, acid, aging effects, bleed, death effects, disease, energy drain, fear, fire, mind-affecting effects, negative energy, paralysis, permanent wounds, petrification, poison, polymorph; **SR** 46

## OFFENSE

**Speed** 40 ft.

**Melee** bite +44 (8d6+22/19-20 plus grab), 2 claws +44 (3d6+22/19-20), 2 gores +44 (2d8+22), tail slap +39 (6d6+11)

**Ranged** 6 spines +24 (4d8+22/x3)

**Space** 40 ft.; **Reach** 40 ft. (80 ft. with tail slap)

**Special Attacks** aerial assault<sup>MA</sup>, fast swallow<sup>MA</sup>, fragmentation spines<sup>MA</sup>, **mythic power** (10/day, surge +1d12), pounce<sup>MA</sup>, rush, spell sunder<sup>MA</sup>, spines, swallow whole (6d6+33 plus 6d6 acid damage, AC 34, 71 hp), thunderous trample<sup>MA</sup> (8d6+33, DC 47)

## STATISTICS

**Str** 55, **Dex** 14, **Con** 38, **Int** 3, **Wis** 15, **Cha** 14

**Base Atk** +30; **CMB** +62 (+66 grapple, +66 sunder); **CMD** 74

**Feats** Bleeding Critical, Blind-Fight, Cleave<sup>MF</sup>, Combat Reflexes<sup>MF</sup>, Critical Focus<sup>MF</sup>, Great Cleave, Greater Sunder, Improved Critical (bite), Improved Critical (claws), Improved Sunder, Inescapable Grasp<sup>MA</sup>, Power Attack<sup>MA</sup>, Staggering Critical, Stunning Critical, Stunning Assault<sup>APG</sup>, Toughness

**Skills** Acrobatics +6 (+54 when jumping), Climb +26, Perception +40, Swim +26; **Racial Modifiers** +48 Acrobatics when jumping, +8 Perception

**Languages** Aklo (can't speak)

**SQ** carapace, hibernation incredible hulk<sup>MA</sup>, powerful leaper, unstoppable force

## ECOLOGY

**Environment** any

**Organization** solitary

**Treasure** none

## SPECIAL ABILITIES

**Aerial Assault (Su)** The mythic tarrasque can charge at creatures in the air, or leap across obstacles as part of a charge. When making a charge attack, it can expend one use of its mythic power to include a single Acrobatics check made to jump, adding 100 feet to the height or distance it jumps. It can add an additional 100 feet to its jump for each use of mythic power it expends. It takes no falling damage from the height gained as part of this leap. If its attack hits, it deals an amount of additional damage equal to the falling damage appropriate for the height it reached with its leap. If the mythic tarrasque successfully grapples a creature, it brings its target to the ground

at the end of its jump. The grabbed creature takes an appropriate amount of falling damage for the height it was at when the mythic tarrasque grappled it.

When the mythic tarrasque lands after an aerial assault, it can expend one additional use of its mythic power to crush any Huge or smaller creatures that fit under its space (including a creature it grappled while leaping, but not one it has swallowed whole), dealing 8d6+33 points of damage. Creatures in the area must succeed on a DC 47 Reflex save or be pinned, automatically taking 8d6+33 points of damage during the next round if the tarrasque does not move off them. The mythic tarrasque can maintain the pin as a move action but must succeed on a combat maneuver check as normal. Pinned foes take crushing damage each round if they don't escape. It does not gain the grappled condition while maintaining this pin.

**Carapace (Su)** The tarrasque's scales deflect cones, lines, rays, and *magic missile* spells, rendering the tarrasque immune to such effects. There is a 30% chance a deflected effect reflects back in full force at the caster; otherwise it is simply negated.

**Fragmentation Spines (Su)** When the mythic tarrasque attacks with its spines, a spine that hits a target's touch AC explodes in a 10-foot-radius burst of chitinous shards dealing 2d8 points of piercing damage (DC 39 Reflex half). Creatures failing their save are impaled by the jagged spine-shards, taking 1d4 points of bleed damage and are also entangled until all barbed spine fragments are removed. Removing the fragments requires a successful DC 20 Strength check (one check required for each failed save), and each check deals the creature 1d6 points of damage whether or not the check succeeds. This fragmentation burst is in addition to the damage dealt to a target by a spine that hits its normal AC. The save DC is Constitution-based.

**Hibernation (Ex)** The mythic tarrasque often hibernates for years, decades, or even centuries and does not need to eat or breathe during these periods of dormancy, though it breathes normally and eats ravenously and almost constantly when awakened. If the mythic tarrasque forced into an environment where it cannot breathe and would suffocate, it goes into hibernation until conditions are right for it to reawaken. While in hibernation, the mythic tarrasque's damage reduction improves to 50/ and it gains immunity to any spell or spell-like ability that allows spell resistance as well as all divination effects.

**Immortal Spawn (Su)** The mythic tarrasque is immune to natural or magical aging, death effects, fear, and negative energy.

**Impenetrable Hide (Ex)** The mythic tarrasque's damage reduction is DR 20/-, and weapons or effects that would normally overcome its damage reduction no longer do so, including mythic effects such as a mythic champion's fleet charge or a mythic trickster's surprise strike. Its damage reduction applies even against spells, supernatural abilities, and other magical effects that deal bludgeoning, piercing, and slashing damage. When a critical hit is confirmed against the mythic tarrasque, it can expend one use of its mythic power as an immediate action to make a sunder combat maneuver against its attacker's weapon. If the weapon gains the broken condition, the critical hit is negated and the attack deals normal damage. If the weapon is destroyed, the attack deals no damage.

**Incredible Hulk (Ex)** The mythic tarrasque is much larger than most Colossal creatures. It gains a +4 size bonus to Strength and Constitution, though it takes a -2 penalty Dexterity. Its natural armor bonus to AC increases by 3 and it gains a +2 size bonus on combat maneuver checks and to its CMD. Its space and reach are 40 feet (80 feet with its tail slap), and its natural weapons deal damage as if it were one size larger.

**Mounting Fury (Ex)** When the mythic tarrasque takes damage in combat, on its next turn it can fly into a rage as a free action. It gains a +4 morale bonus to its Strength and Constitution and takes a -2 penalty to AC. While raging, the mythic tarrasque is immune to fatigue, and it can end any of the following conditions affecting it by expending one use of mythic power: exhausted, nauseated, sickened, staggered, stunned. This does not require an action. If a critical hit is confirmed against a raging mythic tarrasque (even if it negates the critical hit with its impenetrable hide), its bonuses to Strength and Constitution increase by 4 and its regeneration increases by 10 as long as it is raging. It also can negate one of the above conditions without spending a use of mythic power when a critical hit is confirmed against it, even if the effect is inflicted by the critical hit. The tarrasque's rage lasts as long as the battle or for 1 minute, whichever is shorter, but it can extend this duration by 1 minute by expending one use of its mythic power.

**Powerful Leaper (Ex)** The tarrasque uses its Strength to modify Acrobatics checks made to jump, and has a +24 racial bonus on Acrobatics checks made to jump.

**Regeneration (Ex)** No form of attack can suppress the tarrasque's regeneration—it regenerates even if disintegrated or slain by a death effect. If the tarrasque fails a save against an effect that would kill it instantly, it rises from death 3 rounds later with 1 hit point if no further damage is inflicted upon its remains. It can be banished or otherwise transported as a means to save a region, but the method to truly kill it has yet to be discovered.

**Rush (Ex)** Once per minute, for 1 round, the tarrasque's speed increases to 150 feet, and its Acrobatics bonus on checks made to jump increases to +98.

**Spell Sunder (Su)** The mythic tarrasque can use a sunder combat maneuver to tear apart magical enchantments by succeeding at a combat maneuver check against a CMD of 15 plus the effect's caster level. If the spell is affecting a creature other than the tarrasque, it must succeed at a normal sunder combat maneuver against the target creature's CMD + 5, ignoring any miss chance caused by a spell or spell-like ability. If the sunder maneuver succeeds, the tarrasque suppresses the effect for 1 round, or 2 rounds if it exceeded the CMD by 5 to 9. If the tarrasque exceeds the CMD by 10 or more, the effect is dispelled. The mythic tarrasque can use this ability 10/day. It can attempt to sunder a spell affecting it as an immediate action if it expends two daily uses of this ability.

**Spines (Ex)** A tarrasque can loose a volley of six spear-like spines from its body as a standard action with a toss of its head or a lash of its tail. Make an attack roll for each spine—all targets must be within 30 feet of each other. The spines have a range increment of 120 ft.

**Thunderous Trample (Ex)** The mythic tarrasque gains the trample special attack. If it expends one use of its mythic power when using the charge action, including when using its aerial assault, it can trample all creatures in the path of its charge. When it does so, any creature failing (or forgoing) its Reflex save against the tarrasque's trample is knocked prone.

**Unstoppable Force (Ex)** The mythic tarrasque's movement is never impeded by difficult terrain and it can always use the charge action, even if its movement is impeded or its path is blocked by another creature (though not if it is grappled). It receives a +20 racial bonus on combat maneuver checks to overrun and Strength checks to break or destroy objects, and can make one such check as a free action as part of a charge. In addition, its natural weapons ignore all forms of damage reduction and hardness.

**Vengeful Eye (Ex)** When a creature attacks the mythic tarrasque or uses a teleportation effect within 1 mile, the mythic tarrasque instantly becomes aware of that creature's location and for 1 hour it is always aware of the direction and distance to that creature and can see its attacker as if it had unlimited-range blindsight. The mythic tarrasque's vengeful eye ignores illusions and concealment and is not fooled by polymorph effects or other disguises. As long as the mythic tarrasque has line of sight to a creature that has attacked it, any teleportation effect used by that creature fails unless it succeeds on a caster level check (using its Hit Dice as its caster level for supernatural abilities) against the tarrasque's spell resistance.



# Tortoise

Plants and even trees grow atop the shell of this massive tortoise, which gazes about with placid eyes filled with ancient wisdom.

## MYTHIC IMMENSE TORTOISE

CR 10/MR 4

XP 9,600

Pathfinder Roleplaying Game Bestiary 4

N Colossal magical beast (augmented animal, mythic)

Init -2; Senses low-light vision; Perception +14

### DEFENSE

AC 29, touch 0, flat-footed 29 (-2 Dex, +29 natural, -8 size)

hp 172 (13d8+113)

Fort +17, Ref +6, Will +4

**Defensive Abilities** *fortification*<sup>MA</sup> (50%), *impemtrable shell*<sup>MA</sup>; **DR** 10/— **Immune** aging, death effects, disease

### OFFENSE

Speed 20 ft.

Melee bite +16 (4d6+22/19-20)

Space 30 ft.; Reach 30 ft.

**Special Attacks** *mythic power* (4/day, surge +1d6), trample (2d8 + 22, DC 30)

### STATISTICS

Str 40, Dex 7, Con 24, Int 14, Wis 11, Cha 11

Base Atk +9; CMB +32; CMD 40 (44 vs. trip)

Feats Alertness, Critical Focus, Great Fortitude, Improved Critical (bite), Improved Great Fortitude, Power Attack

Skills Knowledge (history) +18, Knowledge (nature) +18, Perception +20 (+16 for sound-based checks), Sense Motive +20; Racial Modifiers -4 Perception for sound-based checks

**Languages** Common

SQ ancient one<sup>MA</sup>, awakened<sup>MA</sup>, buoyant, camouflage<sup>MA</sup>, shell, slow and steady (see giant tortoise)

### ECOLOGY

Environment warm islands

Organization solitary

Treasure none

### SPECIAL ABILITIES

**Ancient One (Su/Sp)** Mythic immense tortoises are immortal, immune to aging, death effects, and disease. They treat all Knowledge skills and Sense Motive as class skills, and when making a check against one of these skills the tortoise can expend one use of its mythic power to treat the result as a natural 20. The tortoise can also expend one use of mythic power to use *comprehend languages* or *tongues* or two uses of mythic power to use *divination*, *commune with nature*, or *legend lore* as spell-like abilities (caster level 13th).

**Awakened (Ex)** A mythic immense tortoise is a sentient creature, as if affected by the *awaken* spell.

**Buoyant (Ex)** A tortoise that fails a Swim check by 5 or more does not sink.

**Camouflage (Ex)** Since a mythic immense tortoise resembles a rocky or plant-covered hillock when at rest, a DC 20 Perception check is required to notice it before it attacks for the first time. Anyone with ranks in Survival or Knowledge (nature) can use either of those skills instead of Perception to notice the tortoise.

**Impenetrable Shell (Ex)** A mythic immense tortoise gains DR 10/— rather than DR 10/epic, and if it withdraws its head and extremities into its shell its damage reduction is increased to DR 20/—. Weapons or effects that would normally overcome its damage reduction no longer do so, including mythic effects such as a mythic champion's fleet charge or a mythic trickster's surprise strike. Its damage reduction applies even against spells, supernatural abilities, and other magical effects that deal bludgeoning, piercing, and slashing damage. The tortoise also gains immunity to bleed effects, though this immunity can be bypassed on a critical hit with an epic weapon, mythic spell, or the natural weapon of a mythic creature whose mythic rank is equal to or greater than the tortoise's.

**Shell (Ex)** As a move action, a tortoise can pull its extremities and head into its shell. It can't move or attack as long as it remains in this state, but its armor bonus from natural armor increases by 4 as long as it does. It may end this state as a move action.

**Slow and Steady (Ex)** A tortoise's speed is never modified by armor or encumbrance.

# Zombie

This towering warrior's dead eyes and torn flesh are partially hidden by its blackened ancient armor and wicked axe, unmistakable testaments to its hubris in life to challenge the gods.

## MYTHIC ZOMBIE TITAN

CR 13/MR 5

XP 25,600

Pathfinder Roleplaying Game Bestiary

NE Colossal undead (extraplanar, mythic)

Init +1; Senses darkvision 60 ft., lifesense<sup>MA</sup>; Perception +0

### DEFENSE

AC 28, touch 3, flat-footed 27 (+9 armor, +1 Dex, +16 natural, -8 size)

hp 287 (33d8+139)

Fort +13, Ref +12, Will +18

DR 10/epic; Immune undead traits

### OFFENSE

Speed 70 ft. (50 ft. with armor)

Melee mwk battleaxe +37/+32/+27/+22 (6d6+20/x3) or 2 slams +36 (4d6+20)

Ranged rock +18 (4d6+20)

Space 30 ft.; Reach 30 ft.

Special Attacks accursed axe<sup>MA</sup>, godslayer<sup>MA</sup>, mythic power (7/day, surge +1d8), quick strikes, rock throwing (100 ft.), trample (4d6+30, DC 46)

### STATISTICS

Str 51, Dex 12, Con —, Int —, Wis 10, Cha 14

Base Atk +24; CMB +52; CMD 63

Feats Extra Mythic Power<sup>ME</sup>, Smashing Stomp<sup>MF</sup>, Toughness<sup>B, MF</sup>

SQ destroyer, zombie plague<sup>MA</sup>

Other Gear full plate, mwk battleaxe

### ECOLOGY

Environment any (Abyss)

Organization solitary or entourage (1-2 plus 3d6 zombies)

Treasure none (full plate, masterwork battleaxe)

### SPECIAL ABILITIES

**Accursed Axe (Su)** A mythic titan zombie's axe inflicts persistent wounds that necrose and rot (DC 26 Fortitude negates), causing 1 point of bleed damage to mythic creatures (1d6 points to nonmythic creatures) for each failed save. Halting this bleed damage requires a DC 26 Heal check, and any attempt to magically heal a creature while it is bleeding fails unless the caster succeeds on a DC 26 caster level check; a successful check cures damage normally and halts the bleed damage. Using a mythic healing effect grants a bonus on this check equal to the spell level of the effect (if it is a spell or spell-like ability) or the mythic rank or tier of the creature creating the effect, whichever is lower.

When a mythic titan zombie confirms a critical hit with its axe, it can expend one use of mythic power as a swift action to affect the target as *bestow curse* (DC 15) if the target survives the blow, or as *rest eternal*<sup>APG</sup> if the target is killed by it. If its axe is damaged or destroyed, it can expend one use of its mythic power as a standard action to repair it as *make whole*. These spell effects have a caster level of 20th.

**Destroyer (Ex)** A mythic zombie titan that makes a full attack against an object or structure deals double damage.

**Godslayer (Su)** When a mythic titan zombie damages a creature capable of casting divine spells, that creature must make a DC 28 Will save or be unable to cast any divine spells for 1d4 rounds and be shaken. If the save is successful, the creature struck is merely shaken for 1 round. A mythic titan zombie's attacks are treated as epic and evil for the purposes of overcoming damage reduction. The save DC is Charisma-based.

**Lifesense (Su)** A mythic zombie titan notices and locates living creatures within 60 feet, as if it had blindsight.

**Quick Strikes (Ex)** Whenever a mythic titan zombie takes a full-attack action, it can make one additional slam attack at its highest base attack bonus.

**Zombie Plague (Sp)** Whenever a non-mythic creature with fewer than 10 Hit Dice dies within 30 feet of a mythic zombie titan, that creature rises again 1 round later as a fast zombie (DC 15 Fortitude negates). These zombies are uncontrolled but do not attack the zombie titan. If a mythic titan zombie expends one use of mythic power as an immediate action when a creature dies within 30 feet, the save DC increases to 20 and it can affect mythic creatures and creatures with 10 or more Hit Dice. Mythic creatures add their mythic rank or tier as a bonus on this saving throw.

The Smashing Stomp feat is reprinted here for ease of reference.

### SMASHING STOMP (COMBAT, MYTHIC)

Your powerful limbs and great mass grind foes underfoot.

**Prerequisite:** Large or larger size, 2 or more slam attacks or trample special attack.

**Benefit:** If you strike a creature smaller than you with two or more attacks, it is knocked prone unless it succeeds at a Fortitude save (DC 10 + 1/2 your Hit Dice + your Strength modifier). In addition, whenever a creature threatened by you falls prone, you can attempt a combat maneuver check against that target as an immediate action. If successful, the target is pinned under you as long as you do not move away, though you must make a combat maneuver check as a swift action each round to maintain the pin. If the pinned creature does not escape the pin, it takes bludgeoning damage equal to your slam damage each round at the end of its turn. Your combat maneuver checks made while using this feat do not provoke attacks of opportunity.

## Linnorm, Midgard Serpent

This titanic sea serpent is impossibly long, with endless coils covered in fins and spines. Its enormous head seems almost to blot out the sun as it rises above to strike.

### MIDGARD SERPENT

CR 30/MR 10

XP 9,830,400

N Colossal dragon (aquatic, kaiju, mythic)

**Init** +3/-17, **dual initiative**<sup>MA</sup>; **Senses** blindsight 60 ft., darkvision 600 ft., keen scent, low-light vision, **mistsight**<sup>MA</sup>, scent, **true seeing**; Perception +50

**Aura** frightful presence (300 ft., DC 35, 10 rounds)

### DEFENSE

**AC** 47, touch 6, flat-footed 43 (+3 Dex, +1 dodge, +41 natural, -8 size)

**hp** 884 (32d12+676); fast healing 30

**Fort** +36, **Ref** +23, **Will** +25

**Defensive Abilities** eater of magic<sup>MA</sup>, ferocity, *freedom of movement*; **DR** 20/epic; **Immune** ability damage, ability drain, acid, cold, death effects, disease, energy drain, fear, paralysis, poison, and sleep, kaiju traits; **Resist** electricity 30, fire 30, negative energy 30, sonic 30; **SR** 46

### OFFENSE

**Speed** swim 100 ft.

**Melee** bite +40 (8d6+16/19-20 plus grab and poison), tail slap +35 (6d6+24/19-20 plus constricting coils)

**Space** 60 ft.; **Reach** 60 ft. (120 ft. with tail slap)

**Special Attacks** breath weapon (60-ft. cone, 10d8 acid damage and 10d8 cold damage plus poison, Reflex DC 44 for half, usable every 1d4 rounds), **capsize**, constrict (tail, 8d6+28), constricting coils, crushing coils, death curse, fast swallow, feast of minnows<sup>MA</sup>, god-eater<sup>MA</sup>, hurl foe, **lingering breath**<sup>MA</sup> (4d6 acid and 4d6 cold, 10 rounds), shipwrecker, stormy seas<sup>MA</sup>, swallow whole (8d6+16 plus 3d6 acid damage, 3d6 cold damage, and poison, AC 30, 88 hp), tail sweep, twilight of doom<sup>MA</sup>, **virulent venom**<sup>MA</sup>

**Spell-Like Abilities** (CL 30th; concentration +34)

Constant—*freedom of movement*, *true seeing*

1/hour—*control water*, *solid fog*

1/day—*earthquake*, *tsunami*

### STATISTICS

**Str** 43, **Dex** 16, **Con** 46, **Int** 3, **Wis** 24, **Cha** 29

**Base Atk** +32; **CMB** +58 (+62 grapple); **CMD** 71 (can't be tripped)

**Feats** Blinding Critical, Cleave<sup>MF</sup>, Combat Reflexes<sup>MF</sup>, Critical Focus, Dodge, Great Cleave, Greater Vital Strike, Improved Critical (bite), Improved Critical (tail slap), Improved Vital Strike, Inescapable Grasp<sup>MF</sup>, Lightning Reflexes, Mobility, Power Attack<sup>MF</sup>, Sickening Critical, Swim-By Attack, Vital Strike<sup>MF</sup>

**Skills** Perception +50, Stealth +21, Swim +28; **Racial Modifiers** +8 Perception

**Languages** Aquan, Giant (can't speak)

**SQ** elusive, massive, noxious breath<sup>MA</sup>, **poisonous blood**<sup>MA</sup>, recovery

### ECOLOGY

**Environment** cold aquatic

**Organization** solitary

**Treasure** triple

### SPECIAL ABILITIES

**Crushing Coils (Ex)** The Midgard Serpent can entwine and crush as many Huge or smaller creatures as can fit within its space. Creatures can take attacks of opportunity against the Midgard Serpent as it moves into their in the affected area are pinned (DC 44 Reflex negates), taking 8d6+24 points of bludgeoning damage during the next round unless the Midgard Serpent moves off them. If the

Midgard Serpent chooses to maintain the pin, it must succeed at a combat maneuver check as normal. Pinned foes take damage from the crush each round if they don't escape.

**Constricting Coils (Ex)** The Midgard Serpent can duplicate the effects of the Snatch feat when attacking with its tail slap. If it grapples a creature with this ability, it does not gain the grappled condition and does not need to succeed at a grapple combat maneuver check to move while maintaining its grapple.

If the Midgard Serpent makes a tail sweep attack, it can attempt a grapple combat maneuver as a free action against any one creature that failed its saving throw against the tail sweep. If the check succeeds, the target is grappled as above and takes automatic damage equal to the Midgard Serpent's tail slap damage each round that it remains grappled. The Midgard Serpent can grapple any number of creatures simultaneously.

**Death Curse (Su)** When a creature slays the Midgard Serpent, all creatures that have harmed the Midgard Serpent within the previous minute are affected by the curse of doom.

*Curse of Doom:* save Will DC 35; *effect* creature is affected as *prediction of failure*<sup>UM</sup> and can no longer be affected by healing spells nor heal damage naturally from rest. The save DC is Charisma-based.

**Eater of Magic (Su)** When the Midgard Serpent fails a saving throw against a spell, supernatural ability, or spell-like ability, it can reroll the saving throw against the effect (this is not an action). If it succeeds at the second saving throw, it is not affected by the spell, supernatural ability, or spell-like ability and gains a number of temporary hit points equal to the effect's caster level (in the case of spell or spell-like abilities) or the CR of the effect's creator (in the case of supernatural abilities). These temporary hit points last for 1 minute. The Midgard Serpent can use this ability once per day, and may gain additional uses per day by spending one use of its mythic power each time it activates this ability.

**Feast of Minnows (Ex)** Unlike most kaiju, the Midgard Serpent can make attacks of opportunity against Medium or larger creatures, and its natural weapons are considered area attacks for the purpose of attacking swarms. When the Midgard Serpent uses its bite attack, it can expend one use of its mythic power to attack all Medium or smaller creatures in a 10-foot cube rather than a single creature. If it uses a mythic surge to increase its attack roll, the bonus applies to all targets of this area-effect bite attack. Creatures struck by this area bite are not exposed to the Midgard Serpent's poison, but it can attempt a combat maneuver check with a -10 penalty to grapple and immediately swallow all creatures it hits with this bite attack, making a single check and applying it against the CMD of all targets. Swallowed creatures are exposed to its poison.

**God-Eater (Ex)** The Midgard Serpent despises all deities and their mortal and immortal servants. It can detect outsiders, extraplanar creatures, and divine spellcasters (as well as any creature called or summoned by outsiders, extraplanar creatures, or divine spellcasters) by scent at 10 times the normal range, and can always pinpoint their location when they are within 50 feet. Against such creatures, the save DCs of its abilities are increased by 2, its critical threat range is doubled, and its critical multiplier increased by 1. Its poison ignores the poison immunity of such creatures.

**Noxious Breath (Su)** Creatures damaged by the Midgard Serpent's breath weapon (including its lingering breath) are also exposed to its poison, though the diffusion of its poison in its breath reduces the save DC by 10 (or by 20 for creatures that do not need to breathe). Creatures swallowed by the Midgard Serpent are also exposed to its poison each round they remain within its gullet.



**Poison (Ex)** Bite—injury; *save* Fort DC 44; *frequency* 1/round for 10 rounds; *effect* 3d6 acid damage and 3d6 cold damage and 2d4 Con drain; *cure* 3 consecutive saves.

**Shipwrecker (Ex)** The Midgard Serpent deals double damage to inanimate objects with its attacks.

**Stormy Seas (Sp/Su)** The Midgard Serpent is surrounded by foul weather at all times. Wind speeds within 1 mile are increased by two steps, and the DC of Profession (sailor) and Swim checks are increased by 10. Once every 1d6 rounds, a 5-foot-wide vertical bolt of lightning strikes a random creature within 1 mile of the Midgard Serpent, dealing 10d8 points of electricity damage (DC 20 Reflex half). Once per hour, the Midgard Serpent can use *control water* and *solid fog* as a spell-like abilities, and once per day can use *earthquake* and *tsunami*. It can expend its mythic power to use the mythic or augmented mythic versions of these spell-like abilities.

**Tail Sweep (Ex)** The Midgard Serpent can sweep with its tail as a standard action, affecting 60-foot-radius half-circle extending from an intersection on the edge of its space. Large or smaller creatures and objects in the area take 6d6+24 points of damage (DC 44 Reflex half). The *save* DC is Constitution-based.

**Twilight of Doom (Su)** Within 300 feet of the Midgard Serpent, lighting conditions are reduced by one step and magic is suppressed. Spellcasters take a -10 penalty on concentration checks and a -5 penalty on caster level checks. A spellcaster failing either check is affected as *crushing despair* (DC 30) for 1 minute. A spellcaster already affected by *crushing despair* is instead affected as *bestow curse* (Will DC 30); determine the specific effect of this *bestow curse* randomly. A creature rolling a natural 1 on any d20 roll when attacking or attacked by the Midgard Serpent is also affected by this curse. This is a curse effect. The *save* DC is Charisma-based.

The Midgard Serpent is the greatest of linnorms, the unbounded spawn of a treacherous godling and his monstrous bride. Cast into the sea by the when it and its monstrous siblings were discovered, this beast is fated to one day devour the mightiest of the gods. Also called Jormungandr, the Midgard Serpent is over 500 feet long and weighs over 20,000 tons.

## ÉCOLOGY

The Midgard Serpent is a solitary beast, tolerating no rivals in the deep waters where it swims. It preys upon ordinary aquatic animals like whales and squid, but also happily devours dragon turtles, krakens, and lesser linnorms, and can depopulate entire cities of aquatic races like sahuagin and merfolk. When it roams close to the surface, storms follow in its wake, and ships are shattered with ease beneath its coils as their crews are devoured. On rare occasions it ventures near to shore, usually when pursuing a ship fleeing before it, and may devastate coastal communities with its onslaught as the storm-tossed sea rises up around it, but it soon retreats to the deep oceans it favors.

The Midgard Serpent's appetite is endless, as it gorges itself for weeks at a time before descending into the deepest depths of the ocean to drift in the inky depths for years or decades at a time before rising once more to feast.

## HABITAT AND SOCIETY

The Midgard Serpent is a unique creature, though kin to other great monsters like Fenris Wolf sired by the same forbidden liaisons that gave birth to it. Cast into the sea by the gods long ago, the Midgard Serpent still holds great enmity toward them and their servants, and seeks out divine servants to devour with especial relish. If he chances upon shrines to the gods, he always takes the time to demolish, despoil, and pollute them, vomiting forth his vile and corrupted poisons into the ruins left behind. Jormungandr is not particular in his hatred of the gods, and is equally happy to destroy spaces both sacred and profane. He is a devourer of both magic as well as flesh, consuming the latent magical energies of the world and drawing in the life-giving essence of the universe with every breath. His presence disrupts natural weather and brings with it disastrous storms and a dimming of the light of the world. He is a creature of pure hate, looking always towards that far-off day when the world draws down to its bitter, frozen ending and he and the other great beasts of the world rise up and devour the gods who once cast them down.



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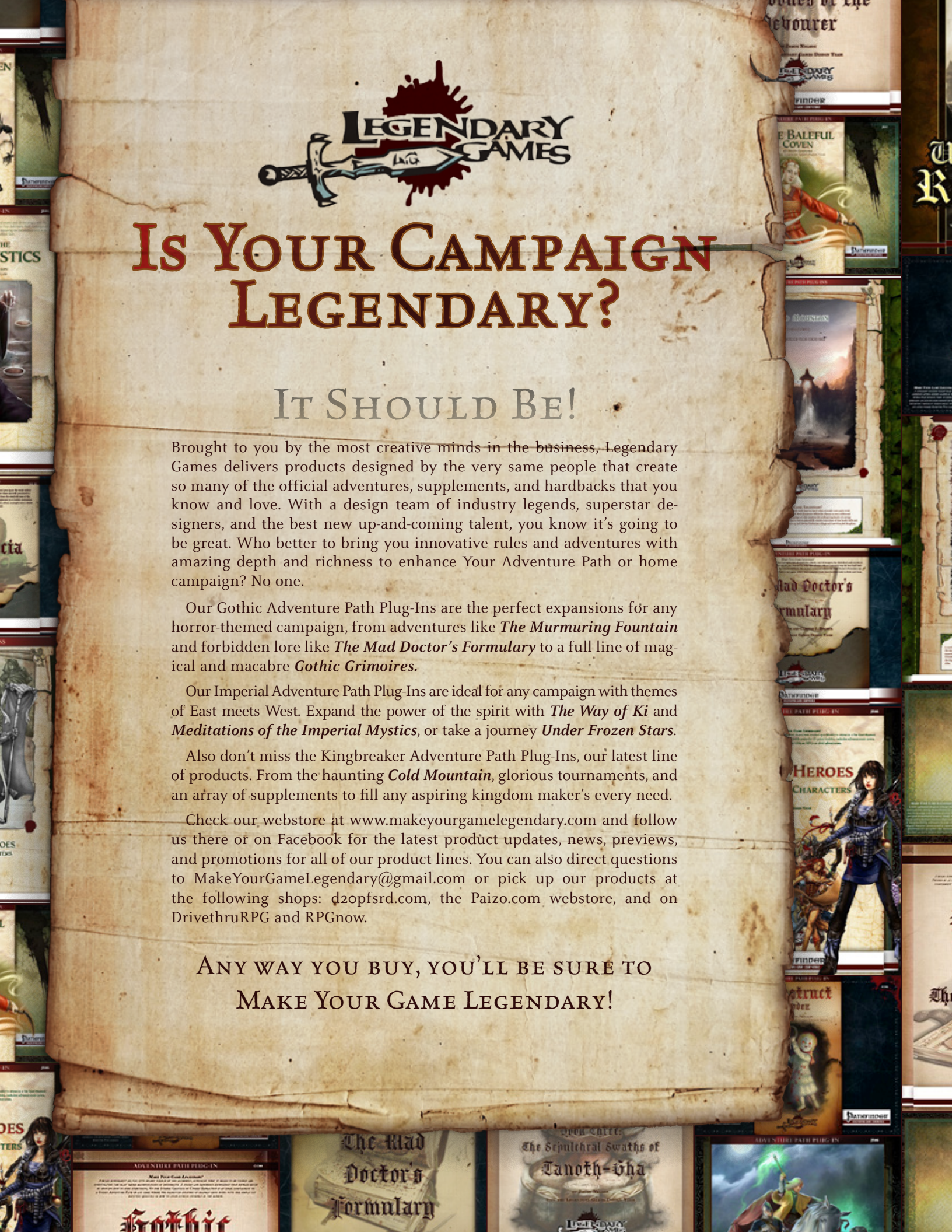
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