



# MYTHIC MONSTERS: SEA MONSTERS

BY JASON NELSON & ALISTAIR RIGG

**PATHFINDER**  
ROLEPLAYING GAME COMPATIBLE

MYTHIC PLUG-INS



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# MYTHIC MONSTERS: SEA MONSTERS

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

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

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

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



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## **SPECIAL ELECTRONIC FEATURES**

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

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# WHAT YOU WILL FIND INSIDE MYTHIC MONSTERS: SEA MONSTERS

SEA MONSTERS ARE ICONIC FOES FOR ANY FANTASY CAMPAIGN, DATING BACK TO THE EARLIEST mythologies. Deadly chthonic beasts like Apep and Tiamat were conceived by the Egyptians and Babylonians as water serpents, representing all that lay beneath the swirling, churning waters where all humanity's cleverness could not save them from the water's deadly embrace. From horselords that fear the "poison water" of the oceans to simple riverfolk justly wary of the eddies, whorls, and whirlpools of the great rivers, the water itself always has held the threat of death alongside the promise of life. But out there, in the depths, beneath the surface, just look on any antique map and seek for the words: "Here there be MONSTERS." The idea of unknown, unseen THINGS out there beneath the waves has always fascinated us. Movies are replete with amphibious gargantua from the depths of the sea alongside aquatic abductors both living and undead. We never really know from whence they come, and it is only at the very edge of our capabilities to strike back against them in the briny depths to which they retreat when their hunger for flesh or for captives is sated.

This product brings you a dozen and one terrifying marine menaces drawn from a variety of sources, from folklore and mythology like the **bunyip** and the **kraken** and even from modern fiction like the **great white whale**. Not every "sea monster" is truly monstrous; some like the **selkie** and **seaweed leshy**, could even be friendly and helpful if approached in the right way. Some are simply engines of destruction, like the **sea serpent** or **dragon turtle**, driven by their hunger and instinct, or by the ancient programming of an advanced antediluvian society like the **clockwork leviathan**. Some, however, are wholly evil in every respect, like the ghoul-breeding **inctulis**, the sinister **sea hag**, or the piratical **draugr crews** sailing in their ships of the damned. A dozen foul and fabulous dwellers in the depths were not enough, though, so we also bring you the **jorganth**, an aquatic alien amalgam supercharged with eldritch energies and keen to infest the lightless oceanic trenches of the material plane by way of the realms of faerie. It feeds on flesh and fear as one, its emotional and electrical energies discharging not only in deadly shocks but also in the form of enslaved aquatic will-o'-the-deeps!

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

- Jason Nelson



# MAKING SEA MONSTERS MORE MYTHIC

One of the great things about the mythic rules is that they are easily portable and modular. While the point of the Mythic Monsters product line is to produce vividly detailed mythic monsters with great play value at the table, the mythic rules are also something that can be implemented easily in a pinch with the use of *mythic simple templates*. A titanic giant squid with the *savage* template is an ideal foe, while a mysterious lake monster like at Loch Ness in Scotland or any of a dozen lakes across North America could be an ideal candidate for the *agile* template to facilitate easy escape.

One problem you run into with aquatic creatures, though, is that there aren't a ton of great feat choices for them. Or, more to the point, there are not many feats that feel uniquely theirs, versus just generic feats like Improved Initiative and Power Attack. Sure, those are nice, but not the most interesting thing in the world. To that end, feats like the following can be used to take aquatic creatures into new and surprising directions that can really make mythic creatures feel different. For that matter, half of these feats feel like oversights that should always have been in the rules and are provided with both mythic and non-mythic options so you can use them to equip heroes and monsters alike with them. If they can do it on land or in the sky, what's good for the flying goose is good for the savage swimming sea monster!

## AMPHIBIOUS ADAPTATION

*You can survive out of water far longer than your aquatic kin.*

**Prerequisite:** Aquatic subtype.

**Benefit:** You can survive out of water for a number of hours equal to your Constitution score before

you risk suffocation. If you already have the ability to survive out of water for a limited amount of time before suffocating or suffering other ill effects, that amount of time is doubled. If you do not possess a land speed, you gain a land speed of 5 feet. If you possess a land speed that is less than 20 feet, your speed on land increases by 5 feet

**Mythic:** You gain the amphibious special quality and your land speed increases to 10 feet (or by 10 feet, if you already have a land speed that is less than 30 feet).

## ARMS OF THE DEEP (MYTHIC)

*Your lashing strikes reach up from the water to strike from all directions.*

**Prerequisite:** Large or larger size, two or more natural weapons, swim speed.

**Benefit:** While you are in the water, you gain the benefit of flanking whenever an ally threatens an enemy that is threatened by you. In addition, if you attack the same creature with two or more natural weapons, you provide the benefits of flanking to yourself against that target for each attack after the first.

## BREACHING LEAP (MYTHIC)

*You can hurl your body out of the water up and over obstacles and creatures, and even crash down on those below.*

**Prerequisite:** Str 13, swim speed.

**Benefit:** While swimming, you are always considered to have a running start when using Acrobatics to jump, and you gain a bonus on such checks equal to your mythic rank or tier. In addition, when making using the run or withdraw action or making a charge attack, you can expend one use of mythic power to include a single Acrobatics check made to jump, adding 10 feet per rank or tier to the height or distance you jump. You take no falling damage from the height gained as part of this leap. If you charge while using this feat and your attack hits,



you may deal an amount of additional damage equal to the falling damage appropriate for the height you reached. Alternatively, you may replace your melee attack from this charge with a grapple check. If you successfully grapple a creature, you bring it down to the water with you at the end of your jump, and it takes an appropriate amount of falling damage for the height it was at when you grappled it.

## 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.

## EEL STRIKE (COMBAT)

*You can strike swiftly and retreat beyond your enemy's reach.*

**Prerequisite:** Dex 13, swim speed.

**Benefit:** While swimming, if you use the withdraw action you can take a single melee attack as a swift action before you begin your movement.

**Mythic:** When using this feat, you can take a single melee or ranged attack at any point during your withdraw action, and you are able to complete your movement even after making that attack (rather than making the attack before you move). This attack is a free action rather than a swift action.

## FAST SWIMMER

*You have exceptional speed in the water.*

**Prerequisite:** Swim speed.

**Benefit:** Your swim speed increases by 10 feet.

**Mythic:** Your swim speed increases by 20 feet. This stacks with the increase gained from the non-mythic Fast Swimmer feat. In addition, if you expend one use of your mythic power as a swift action, your swim speed is doubled when using the charge, withdraw, or run action for a number of rounds equal to your mythic rank or tier. Apply this doubling before applying the normal multiplier to your speed. This is an exception to the normal rule for stacking multipliers.



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## SHARE BREATH (MYTHIC)

*You and your allies can share another's breath above the waves or below them.*

**Prerequisite:** Aquatic or water subtype.

**Benefit:** As a full-round action, you can imbue an ally with the ability to breathe water. Your ally must remain within 5 feet times your mythic rank or tier. This ability persists until you revoke it as a full-round action or until the creature moves farther from you than the above distance. If the ability ends while that creature is still underwater, it may begin to drown. If you expend one use of your mythic power,

## SWIM-BY ATTACK

*You fluid grace allows you to effortlessly combine your actions while moving beneath the waves.*

**Prerequisite:** Swim speed.

**Benefit:** When you are using a move action to swim, you can take a standard action at any point during your movement; you are not required to complete your move action before using your standard action (or vice versa). You cannot use your standard action to perform a second move (though you can use it to perform other move actions).

**Mythic:** If you make a melee attack as your standard action while using this feat, your movement does not provoke attacks of opportunity from the creature you attack. In addition, if you spend one use of your mythic power, you can move up to twice your swim speed in addition to your standard action, rather than being limited to your swim speed.

**BUNYIP, MYTHIC****CR 4/MR 1**

XP 1,200

N Medium magical beast (aquatic, mythic)

**Init** +3; **Senses** darkvision 60 ft., keen scent, low-light vision; **Perception** +8**DEFENSE****AC** 16, touch 13, flat-footed 13 (+3 Dex, +3 natural)**hp** 42 (5d10+15)**Fort** +5, **Ref** +7, **Will** +1**DR** 5/epic**OFFENSE****Speed** 10 ft., swim 50 ft.**Melee** bite +7 (1d8+1/19–20 plus 1d6 bleed)**Special Attacks** blood frenzy, mythic power (3/day, surge +1d6), horrifying roar**STATISTICS****Str** 13, **Dex** 16, **Con** 13, **Int** 2, **Wis** 11, **Cha** 7**Base Atk** +5; **CMB** +6; **CMD** 19 (can't be tripped)**Feats** Extra Mythic Power<sup>MF</sup>, Improved Critical (bite)<sup>B</sup>, Skill Focus (Perception), Skill Focus (Stealth), Weapon Focus (bite)**Skills** Escape Artist +5, Perception +8, Stealth +10, Swim +9**SQ** amphibious**ECOLOGY****Environment** any aquatic**Organization** solitary or pair**Treasure** none**SPECIAL ABILITIES**

**Blood Frenzy (Ex)** If a mythic bunyip detects blood in the water using its keen scent, or if it takes damage in combat, on its next turn it can fly into a blood frenzy as a free action. It gains +4 Constitution, +4 Strength, and +2 to its Will saves, but takes a –2 penalty to its AC. In addition, while in a blood frenzy, a mythic bunyip can expend one use of mythic power as an immediate action to automatically confirm a critical threat. The blood frenzy lasts as long as the battle or 1 minute, whichever is shorter. It cannot end its frenzy voluntarily.

**Horrifying Roar (Su)** A mythic bunyip's roar is supernaturally loud and horrifying. When a mythic bunyip roars (a standard action the creature can perform at will), all hearing creatures within a 100-foot spread must

succeed on a DC 15 Will save to avoid being deafened and either panicked (if the creature has 4 or fewer HD) or frightened (if the creature has more than 4 HD) for 2d6 rounds. Non-mythic creatures that succeed on their saving throw are shaken for 1 round. Whether or not the save is successful, creatures in the area are immune to the roar of that mythic bunyip for 24 hours. This is a sonic, mind-affecting fear effect. The save DC is Constitution-based and includes a +2 racial bonus.

**CLOCKWORK LEVIATHAN, MYTHIC****CR 15/MR 6**

XP 51,200

N Huge construct (clockwork, mythic)

**Init** +15<sup>MF</sup>; **Senses** darkvision 60 ft., low-light vision; Perception +0**DEFENSE****AC** 35, touch 15, flat-footed 28 (+5 Dex, +2 dodge, +20 natural, -2 size)**hp** 188 (16d10+100)**Fort** +5, **Ref** +12, **Will** +5**DR** 10/adamantine and epic; **Immune** acid, fire, construct traits; **Defensive Abilities** immunity to magic (see orichalum alloy)**Weaknesses** vulnerable to electricity**OFFENSE****Speed** 30 ft., swim 60 ft.**Melee** bite +27 (2d6+13), 2 slam +27 (1d8+13 plus grab)**Space** 15 ft.; **Reach** 15 ft.**Special Attacks** breath weapon (60-ft. line, 12d8 fire damage, Reflex DC 18 for half, usable every 1d4 rounds), **mythic power** (8/day, surge 1d8), swallow whole (2d8+19 slashing damage plus 2d6 fire damage, AC 20, 18 hp)**STATISTICS****Str** 37, **Dex** 20, **Con** —, **Int** —, **Wis** 11, **Cha** 1**Base Atk** +16; **CMB** +31 (+35 grapple); **CMD** 48 (54 vs. grapple, can't be tripped)**Feats** Extra Mythic Power<sup>MF</sup>, Improved Initiative<sup>MF</sup>, Lightning Reflexes<sup>MF</sup>**Skills** Stealth +9 (+13 in water), Swim +21; **Racial Modifiers** +12 Stealth (+16 in water)**SQ** electrical dampeners<sup>MA</sup>, **fortification**<sup>MA</sup>, ionic meltdown<sup>MA</sup>, orichalum alloy<sup>MMA</sup>, perpetual motion<sup>MA</sup>, serpentine slither<sup>MA</sup>, swift reactions**ECOLOGY****Environment** any**Organization** solitary or pod (2–4)**Treasure** none**SPECIAL ABILITIES****Breath Weapon (Su)** A clockwork leviathan's breath weapon is a powerful jet of scorching steam—it functions equally well above and under water.**Electrical Dampeners (Ex)** When it is targeted with an electricity effect dealing more than 10 points of damage, a mythic clock leviathan automatically expends one use of its mythic power to suppress its vulnerability to electricity and gain electricity resistance 10 until the beginning of its next turn.**Grind (Ex)** A clockwork leviathan deals an additional 1d8+16 points of slashing damage when it makes a successful grapple check because of the myriad twisting gears and churning pistons that make up its jagged underbelly.**Ionic Meltdown (Ex)** When a mythic clockwork leviathan is brought to 0 hit points, its ionic core is breached it explodes in a mass of heat, steam, and shrapnel, dealing 8d6 points of fire damage and 8d6 points of slashing damage to all creatures in a 60-foot burst (DC 23 Reflex half). In addition, creatures failing their saves are exposed to full fury of the ionic energies being released and are blinded and stricken with a wasting disease equivalent to [bubonic plague](#) (as described in the *Pathfinder Roleplaying Game Core Rulebook*). The save DC is Strength-based.**Orichalum Alloy (Ex)** Mythic clockwork leviathans were mostly constructed by antediluvian builder races and are constructed of strange metal alloys little known in the modern world. Their metallic parts are not subject to rust or corrosion, nor are they subject to magical manipulation. A mythic clockwork leviathan is immune to acid and also gains immunity to magic like a golem, ignoring the effects of any spell or spell-like ability that allows spell resistance, except for fire and electricity effects. A clockwork leviathan is vulnerable to electricity damage. Heat energy, on the other hand, is absorbed to power their ionic thermal engines, even tapping into minute variations in the ambient environment to replenish its stores. A mythic clockwork leviathan targeted with a fire effect heals 1 point of damage for every 3 points of damage the attack would normally have dealt.**Perpetual Motion (Ex)** A mythic clockwork leviathan never needs winding and adds its mythic tier to its CMD against grapple combat maneuvers and on saving throws against effects that would cause it to become entangled or staggered.**Serpentine Slither (Ex)** A mythic clockwork leviathan can squeeze through spaces small enough to admit a Medium-sized creature without squeezing. In addition,

it can expend one use of its mythic power in order to enable it to move both before and after taking a standard action, as long as its total movement does not exceed its speed; this functions like the Flyby Attack feat but does not require the creature to be flying. Alternatively, it can expend one use of its mythic power to perform a standard action and then use the withdraw action as a move action, moving up to its speed.

**Swallow Whole (Ex)** A clockwork leviathan's interior is filled with injurious grinding gears and superheated water—in addition to taking damage, a swallowed creature must hold its breath or risk drowning as long as it remains inside a clockwork leviathan's "stomach."

**DEVILFISH, MYTHIC****CR 5/MR 2**

XP 1,600

NE Large magical beast (aquatic, mythic)

**Init** +3; **Senses** low-light vision, see in darkness; Perception +5**DEFENSE****AC** 19, touch 12, flat-footed 16 (+3 Dex, +7 natural, -1 size)**hp** 67 (5d10+40)**Fort** +8, **Ref** +7, **Will** +2**DR** 5/epic; **Resist** cold 10**OFFENSE****Speed** 10 ft., swim 40 ft.; jet (240 ft.)**Melee** tentacles +7 (3d6+4 plus grab)**Space** 10 ft.; **Reach** 15 ft.**Special Attacks** constrict (3d6+4), mythic power (2/day, surge +1d6), savage bite (+7 melee, 2d6+4/18-20 plus weakening poison), vile blood**STATISTICS****Str** 17, **Dex** 17, **Con** 18, **Int** 3, **Wis** 12, **Cha** 8**Base Atk** +5; **CMB** +9 (+13 grapple); **CMD** 22 (can't be tripped)**Feats** Cleave, Combat Reflexes, Power Attack<sup>MF</sup>**Skills** Escape Artist +5, Perception +5, Stealth +3, Swim +16**Languages** Abyssal, Aquan, Common**SQ** water dependency**ECOLOGY****Environment** any aquatic**Organization** solitary**Treasure** none**SPECIAL ABILITIES****Weakening Poison (Ex)** Savage bite—injury; *save* Fort DC 18; *frequency* 1/round for 6 rounds; *effect* 1d2 Str and staggered for 1 round; *cure* 2 consecutive saves. The save DC is Constitution-based and includes a +2 racial bonus.**Savage Bite (Ex)** A mythic devilfish can attack with its savage bite whenever it makes a successful grapple check.

This attack is in place of any other action made with a successful grapple check, although constriction damage applies as normal. The bite threatens a critical hit on a roll of 18–20, and injects the target with poison as well.

**Vile Blood (Su)** A mythic devilfish's blood is infused with

fiendish magic. Once per day, as a swift action, a mythic devilfish can emit a night-black cloud of this foul liquid, filling a 40-foot-radius cloud if underwater, or a 40-foot-radius burst on land. In water, the blood provides total concealment for everything but a devilfish or mythic devilfish (which can see through the blood with ease); on land the slippery blood coats the ground, making the area difficult terrain. The blood persists for 1 minute before fading. Anyone who enters a cloud of the blood in the water or who is within the area of a burst of blood on land must make a DC 18 Fortitude save or be nauseated for as long as they remain in the cloud and for 1d4 rounds after it leaves. Any creature that succeeds on its save but remains in the cloud must continue to save each round on the mythic devilfish's turn. The save DC is Constitution-based and includes a +2 racial bonus. A mythic devilfish can emit another cloud of unholy blood by expending one use of mythic power.

**Water Dependency (Ex)** A mythic devilfish can survive out of the water for 1 hour, after which it becomes fatigued. After 2 hours, the mythic devilfish becomes exhausted and begins to suffocate (as described in the *Pathfinder Roleplaying Game Core Rulebook*).

**DRAGON TURTLE, MYTHIC****CR 11/MR 4**

XP 12,800

N dragon (aquatic, mythic)

Init +4; Senses darkvision 60 ft., low-light vision, scent; Perception +16

**DEFENSE**

AC 27, touch 8, flat-footed 27 (+19 natural, -2 size)

hp 166 (12d12+88)

Fort +12, Ref +8, Will +9

DR 10/epic; Immune fire, paralysis and sleep, dragon traits

**OFFENSE**

Speed 20 ft., swim 30 ft.

Melee bite +20 (3d6+10), 2 claws +20 (2d6+10)

Space 15 ft.; Reach 10 ft.

**Special Attacks** boiling breath<sup>MA</sup>, breaching rush<sup>MA</sup>, breath weapon (50-ft. cone, 16d6 fire, Reflex DC 20 for half, usable every 1d4 rounds), capsize, lingering breath (2d8 fire, 4 rounds)<sup>MA</sup>, mythic power (4/day, surge 1d8), seething sauna<sup>MA</sup>

**STATISTICS**

Str 31, Dex 10, Con 19, Int 12, Wis 13, Cha 12

Base Atk +12; CMB +24 (+28 bull rush); CMD 34 (38 vs. bull rush and trip)

Feats Awesome Blow, Blind-Fight, Cleave, Improved Bull Rush<sup>MF</sup>, Improved Initiative, Power Attack<sup>MF</sup>

Skills Diplomacy +16, Intimidate +16, Perception +16, Sense Motive +16, Stealth +7 (+15 in water), Survival +16, Swim +33; Racial Modifiers +8 Stealth in water

Languages Aquan, Common, Draconic

iridescent shell<sup>MMA</sup>**ECOLOGY**

Environment temperate aquatic

Organization solitary

Treasure double

**SPECIAL ABILITIES**

**Boiling Breath (Su)** A mythic dragon turtle's steaming breath deals 16d6 points of fire damage, and its seething dampness affects natural and magical fires and creatures with the fire subtype as a *quench* spell (caster level 12th). Despite dealing fire damage, a mythic dragon turtle's breath does not harm wood, cloth, rope, and similar flammable materials. A mythic dragon turtle's steaming

breath hangs in the air for 4 rounds, obscuring vision as a *fog cloud*. If a mythic dragon turtle expends one use of its mythic power as a free action when it breathes, its breath functions as *solid fog* rather than a *fog cloud*.

**Breaching Rush (Ex)** A swimming mythic dragon turtle can crash its body into multiple foes as a full-round action, allowing it to simultaneously bull rush all creatures in a 15-foot-wide path. In addition, Medium or smaller creatures in its path must succeed on a DC 20 Reflex save or take 3d6+15 points of bludgeoning damage. Unattended objects in the mythic dragon turtle's path take damage normally, and wooden objects (including ships) take double damage. The mythic dragon turtle can continue moving up to 30 feet or until it fails to successfully bull rush a creature in its path. A mythic dragon turtle can use its Power Attack feat in conjunction with this ability, taking a -4 penalty on its combat maneuver checks but gaining a +12 bonus to damage against Medium or smaller creatures failing their saves. If a mythic dragon turtle expends one use of its mythic power while making a breaching rush, it can affect creatures up to Large size, and creatures it successfully bull rushes are staggered for 1 round (and knocked prone if the bull rush forces them out of the water).

**Capsize (Ex)** A dragon turtle can attempt to capsize a boat or ship by ramming it as a charge attack and making a CMB check. The DC of this check is 25, or the result of the boat captain's Profession (sailor) check, whichever is higher. For each size category larger than the dragon turtle's size, it takes a cumulative -10 penalty on this CMB check.

**Iridescent Shell (Ex)** A mythic dragon turtle's shell and scales are coated with an iridescent sheen that diffracts targeted magical effects and dissipates their effects. A mythic dragon turtle applies its natural armor bonus to its AC against rays and other spells, spell-like abilities, and supernatural effects that require a ranged touch attack. In addition, when a mythic dragon turtle is targeted with a spell or spell-like ability, even one that does not require an attack roll, it can expend one use of its mythic power to deflect that effect harmlessly or two uses of its mythic power to reflect that effect back upon its creator. This has no effect on area effects or effects delivered by a melee touch attack. If the effect creates multiple missiles or rays, all missiles or rays targeting the mythic dragon turtle are deflected when this power is used. This ability can deflect mythic spells or spell-like abilities of up to 4th level or non-mythic spells or spell-like abilities of up to 6th level.

**DRAUGR CREW, MYTHIC**

CR 12/MR 5

XP 19,200

CE Medium undead (mythic, troop, water)

Init +4; Senses darkvision 60 ft.; Perception +18

**DEFENSE**

AC 25, touch 14, flat-footed 21 (+4 armor, +4 Dex, +7 natural)

hp 150 (13d8+92)

Fort +7, Ref +8, Will +12

DR 10 epic and 5/bludgeoning or slashing; Immune troop traits, undead traits; Resist fire 10

**OFFENSE**

Speed 30 ft., swim 30 ft.

Melee troop +14 (3d6+5 plus energy drain or nausea) XX Its melee damage is unusually low.

Ranged 4 +1 *pistol* +14 (1d6+1/x4) or 4 +1 *thundering musket* +14 (1d12+1/x4)Special Attacks energy drain (1 level, DC 21), mythic power (7/day, surge 1d8), nausea (DC 19), phantom broadside<sup>MA</sup>, press gang<sup>MA</sup>

Spell-Like Abilities (CL 13th; concentration +16)

3/day—*obscuring mist***STATISTICS**

Str 21, Dex 18, Con —, Int 12, Wis 14, Cha 17

Base Atk +9; CMB +14; CMD 28 (can't be bull rushed or tripped)

Feats Ability Focus (energy drain), Exotic Weapon Proficiency (cannon), Extra Mythic Power<sup>MF</sup>, Iron Will<sup>MF</sup>, Master Siege Engineer, Siege Engineer, Siege Gunner, Toughness<sup>MF</sup>

Skills Climb +15, Knowledge (engineering) +11, Knowledge (geography) +10, Perception +18, Profession (sailor) +15, Stealth +19, Swim +17

Languages Common

SQ part of the ship, part of the crew<sup>MA</sup>, pirate's jig<sup>MA</sup>, ship of the damned<sup>MMA</sup>**ECOLOGY**

Environment any aquatic

Organization solitary troop or flotilla (2–4 troops)

Treasure double

**SPECIAL ABILITIES**

**Energy Drain (Su)** In place of causing nausea, a mythic draugr can drain the life energy from creatures damaged by its troop attack, inflicting one negative level each time they deal damage (DC 21 Fortitude negates). A mythic draugr crew heals 5 points of damage each time it inflicts a negative level; if the crew is already at full hit points, this healing effect is wasted. The save DC is Charisma-based.

**Nausea (Su)** A creature damaged by a mythic draugr crew is nauseated for 1 round (DC 19 Fortitude negates). The save DC is Charisma-based.

**Part of the Ship, Part of the Crew (Su)** Any humanoid slain by a mythic draugr crew's energy drain rises as a draugr (or draugr captain, if it has at least 5 Hit Dice) 1d4 rounds later. This draugr is assimilated into the crew, healing damage equal to twice the creature's Hit Dice. Any creature slain by the crew while on board its ship, even if not slain by energy drain, also rises in this fashion if it fails a DC 19 Will save.

**Phantom Broadside (Su)** As a full-round action, a mythic draugr crew can draw forth a collection of ectoplasmic firearms and make four attacks as if wielding +1 *pistols*. If the crew expends one use of its mythic power, this broadside functions instead as four attacks with +1 *thundering muskets*. If your campaign does not use gunpowder weapons, substitute heavy crossbow attacks in place of firearms. In lieu of dealing damage, the crew can spend one use of its mythic power to create a cloud of ghostly fog and smoke with its phantom broadside, functioning as *mythic obscuring mist*; the crew may expend two uses of its mythic power to augment this effect or three uses of mythic power to augment it as a 6th-tier mythic caster. Regardless of how it uses this ability, the phantom firearms dissolve into ectoplasm at the end of the mythic draugr crew's turn.

**Pirate's Jig (Ex)** A mythic draugr crew can move and balance without difficulty on board a ship without the need to make Acrobatics checks to maintain their balance and without being denied their Dexterity bonus when balancing on narrow surfaces or when climbing. In addition, while on board a ship, a mythic draugr crew can attempt a dirty trick, reposition, or trip combat maneuver once per round as a swift action. Alternatively, it can use a full-round action to attempt a dirty trick, reposition, or



trip combat maneuver against every creature sharing its space. These combat maneuvers do not provoke attacks of opportunity.

**Press Gang (Sp)** A draugr crew casts a siren song upon the minds of other sailors, compelling them through a combination glamour and terror to follow their commands. This functions as *mass charm person* (DC 18). If the mythic draugr crew is on board their ship or in the water when they use this ability, they can dominate (as *dominate person*) one or more creatures that fail their saves instead of charming them by spending one use of their mythic power per target.

**Ship of the Damned (Su)** Once per day, in a ritual requiring one minute, a mythic draugr crew can summon a ghostly ship from beneath the waves. The crew can arm the ship with *siege weapons* by expending one use of mythic power per light bombard, cannon, or firedrake, or two uses of mythic power per fiend's mouth cannon, heavy bombard, or firewyrn. These siege weapons have unlimited ammunition but must be loaded and fired following the normal rules for siege weapons, treating the mythic draugr crew as a crew of 16 individual gunners for the purpose of loading, aiming, and firing. If your campaign does not use gunpowder weapons, you may substitute ballistas and catapults of similar size. The ship of the damned appears ragged and barely seaworthy, but it is as handy and stout as a standard sailing ship.

If the mythic draugr crew expends one use of its mythic power, they can cause the ship to spring to life, functioning as a *Colossal animated object* for 13 rounds with the following special abilities: additional attack, constrict, faster (x3, for a swim speed of 60 feet), grab, and trample. If the mythic draugr crew expends two uses of its mythic power, the ship also gains either the *agile or invincible mythic simple template*, as described in Chapter 6 of *Pathfinder Roleplaying Game Mythic Adventures*. Although the ship is treated as a creature while animated, Large or smaller creatures can share its space; however, creatures other than the mythic draugr crew treat the ship's spaces as if they were affected by an *entangle* spell (DC 14).

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

XP 800

LE Tiny aberration (aquatic, mythic)

**Init** +6; **Senses** darkvision 60 ft.; Perception +8**DEFENSE****AC** 18, touch 14, flat-footed 16 (+2 Dex, +4 natural, +2 size)**hp** 26 (4d8+8)**Fort** +1, **Ref** +3, **Will** +5**OFFENSE****Speed** 5 ft., climb 5 ft., swim 60 ft.**Melee** 2 tentacles +2 (1d4+2 plus grab)**Space** 2-1/2 ft.; **Reach** 0 ft.**Special Attacks** ghoulmaster, mythic power (3/day, surge +1d6), paralyzing tendrils**STATISTICS****Str** 15, **Dex** 15, **Con** 11, **Int** 12, **Wis** 13, **Cha** 8**Base Atk** +3; **CMB** +3 (+7 grapple); **CMD** 15 (can't be tripped)**Feats** Extra Mythic Power<sup>MF</sup>, Improved Initiative, Step Up**Skills** Bluff +3, Climb +10, Disguise +3, Perception +8, Stealth +17, Swim +17**Languages** Aklo, Aquan; telepathy 30 ft.**SQ** amphibious**ECOLOGY****Environment** any oceans**Organization** solitary, pair, or colony (2 mythic incutilises, 1–10 non-mythic incutilises, plus enslaved puppets)**Treasure** standard**SPECIAL ABILITIES**

**Paralyzing Tendrils (Su)** Whenever a mythic incutilis successfully maintains a grapple, it can use its lesser tendrils to temporarily paralyze its victim instead of any other action possible following a successful grapple check. The victim must succeed at a DC 12 Fortitude save or be paralyzed for 1 round. Provided that it is touching the victim, a mythic incutilis can expend one use of its mythic power as a swift action to extend the duration of this paralysis for 1 additional round. The save DC is Constitution-based.

**Ghoulmaster (Su)** As a full-round action, a mythic incutilis can drive its lesser tendrils into any helpless Small or

Medium creature occupying the same square and pump the victim full of poison and chemicals. The victim is killed instantly, and becomes a lacedon-like creature under the incutilis's control. This lacedon isn't treated as being undead, does not inflict ghoul fever, and is immune to spells and effects that affect only undead (including damage from positive energy). Elves are not immune to the lacedon's paralysis attack. The mythic incutilis is attached to this lacedon—typically by the head—occupying the same square and moving along with it. The mythic incutilis can make attacks with its tentacles independently of the lacedon's bite and claw attacks. It can also retract its tendrils as a move action, but doing so causes the lacedon to collapse and revert to a normal corpse. The mythic incutilis must retract its tendrils before it can move away from a lacedon it's attached to. Any attack that deals damage to the lacedon also deals 1 point of damage to the mythic incutilis, regardless of how much damage is dealt to the lacedon. Area-affecting spells affect both the mythic incutilis and lacedon. A character can attempt to attack just the mythic incutilis, but takes a –4 penalty on the attack roll. Killing the mythic incutilis destroys the lacedon.

**KRAKEN, MYTHIC**

CR 22/MR 9

XP 614,400

NE Gargantuan magical beast (aquatic, mythic)

**Init** +13/-7<sup>MF</sup>, **dual initiative**<sup>MA</sup>; **Senses** darkvision 60 ft., low-light vision, eyes of the deep<sup>MA</sup>; **Perception** +28**DEFENSE****AC** 41, touch 6, flat-footed 41 (+35 natural, -4 size)**hp** 420 (20d10+310)**Fort** +23, **Ref** +12, **Will** +11; **second save**<sup>MA</sup>**DR** 10/epic; **Immune** cold, mind-affecting effects, poison**OFFENSE****Speed** 10 ft., swim 40 ft., jet 280 ft.**Melee** 2 arms +28 (2d6+12/19-20 plus grab), 8 tentacles +26 (1d8+6/19-20 plus grab), bite +28 (2d8+12)**Space** 20 ft.; **Reach** 20 ft. (40 ft. with tentacles, 60 ft. with arms)**Special Attacks** constrict (1d8+18), ink cloud, lord of the lightless depths<sup>MA</sup>, master of the waves<sup>MA</sup>, **mythic power** (9/day, surge 1d10), rend<sup>MA</sup> (2 tentacles, 1d8+18), rend ship, sea of blood<sup>MA</sup>, swallow whole<sup>MA</sup> (6d6 slashing damage plus 6d6 acid damage, AC 27, 42 hp)**Spell-Like Abilities** (CL 15th; concentration +20)1/day—*control weather*, *control water*, *control winds*, *dominate monster* (DC 24; animal only), *resist energy*, *seamantle*, *tsunami* (DC 24), *whirlwind* (DC 23)**STATISTICS****Str** 34, **Dex** 10, **Con** 33, **Int** 21, **Wis** 20, **Cha** 21**Base Atk** +20; **CMB** +36 (+40 grapple, +38 trip); **CMD** 48 (can't be tripped)**Feats** Bleeding Critical<sup>MF</sup>, Blind-Fight, Combat Expertise, Critical Focus<sup>MF</sup>, Improved Critical (arms), Improved Critical (tentacles), Improved Initiative<sup>MF</sup>, Improved Trip, Inescapable Grasp<sup>MF</sup> (see below), Multiattack, Power Attack<sup>MF</sup>**Skills** Intimidate +25, Knowledge (geography) +25, Knowledge (nature) +25, Perception +28, Stealth +11, Swim +43, Use Magic Device +25**Languages** Aquan, Common**SQ** clouds of darkness<sup>MA</sup>, tenacious grapple**ECOLOGY****Environment** any ocean**Organization** solitary**Treasure** triple**SPECIAL ABILITIES**

**Clouds of Darkness (Ex)** If a kraken releases its ink cloud near the surface of the water, the ink cloud creates a murky fog equal to a fog cloud up to a height of 20 feet above the surface of the water containing the ink cloud. If the mythic kraken expends one use of its mythic power, its ink cloud extends 40 feet above the water's surface and is as impenetrable to sight as deeper darkness. A mythic kraken can see through its own ink cloud.

**Eyes of the Deep (Ex)** A mythic kraken gains blindsight to a range of 120 feet while underwater; this blindsight does not extend out of the water.

**Ink Cloud (Ex)** A kraken can emit a cloud of black, venomous ink in an 80-foot spread once per minute as a free action while underwater. This cloud provides total concealment, which the kraken can use to escape a fight that is going badly. Creatures within the cloud are considered to be in darkness. In addition, the ink is toxic, functioning as contact poison against all creatures caught within it. The ink cloud persists for 1 minute before dispersing. The save DC against the poison effect is Constitution-based.

Kraken Ink: Ink cloud—contact; **save** Fort DC 31; **frequency** 1/round for 10 rounds; **effect** 1 Str damage plus nausea; **cure** 2 consecutive saves.

**Jet (Ex)** A kraken can jet backward as a full-round action, at a speed of 280 feet. It must move in a straight line, but does not provoke attacks of opportunity while jetting.

**Lord of the Lightless Depths (Su)** While in the water, a mythic kraken may expend one use of its mythic power to surround itself in a shroud of water as dark, chilly, and pressurized as the water a thousand fathoms below the surface. These chill Stygian waters fill the mythic kraken's space and all adjacent squares. They are always dark, granting the mythic kraken concealment unless attackers have darkvision. In addition, any creature beginning its turn in or adjacent to a mythic kraken's space takes 6d6 points of pressure damage and 1d6 points of cold damage and becomes fatigued from the cold; a DC 31 Fortitude save halves damage and negates fatigue.

**Master of the Waves (Sp)** A mythic kraken gains *control water*, *seamantle*, *tsunami*, and *whirlwind* as spell-like

abilities and can use each once per day. In addition, it may spend one or more uses of its mythic power to duplicate the effects of the mythic versions (including augmented versions) of these spells, using its mythic rank as its mythic tier.

**Rend Ship (Ex)** As a full-round action, a kraken can attempt to use four of its tentacles to grapple a ship of its size or smaller. It makes a CMB check opposed by the ship's captain's Profession (sailor) check, but the kraken gets a cumulative +4 bonus on the check for each size category smaller than Gargantuan the ship is. If the kraken grapples the ship, it holds the ship motionless; it can attack targets anywhere on or within the ship with its tentacles, but can only attack foes on deck with its free arms and can't attack foes at all with its beak. Each round it maintains its hold on the ship, it automatically inflicts bite damage on the ship's hull.

**Sea of Blood (Su)** A mythic kraken can expend one use of its mythic power when it releases its ink cloud, causing the ink to turn into turgid, clinging blood. Creatures other than the mythic kraken within the sea of blood take 1d6 points of bleed damage per round and become sickened and nauseated for as long as they remain in the sea of blood and for 1 minute thereafter; a DC 31 Fortitude save makes the damage nonlethal and negates the nauseated condition.

**Tenacious Grapple (Ex)** A kraken does not gain the grappled condition if it grapples a foe with its arms or tentacles.

**Toss Overboard (Ex)** When a mythic kraken successfully grapples a creature with one of its arms or tentacles, it can forgo constricting the target and instead fling the target 1d6 x 5 feet in any direction it chooses. The creature takes 1d6 points of damage per 10 feet traveled or else falling damage from the height it was when it was grappled, whichever is greater.

The Inescapable Grasp feat was originally published in *Mythic Minis 11: Feats of Grappling* from Legendary Games and is reprinted here for your convenience.

## 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.

**MYTHIC LESHY, SEAWEED****CR 4/MR 1**

XP 1,200

N Small plant (aquatic, leshy, mythic, shapechanger)

Init +1; Senses low-light vision; Perception +7

**DEFENSE**

AC 16, touch 12, flat-footed 15 (+1 armor, +1 Dex, +3 natural, +1 size)

hp 38 (4d8+20)

Fort +6, Ref +2, Will +3

Immune electricity, sonic, plant traits

**OFFENSE**

Speed 20 ft., swim 20 ft.

Melee slam +4 (1d6)

Ranged jet +5 (1 plus blind)

Special Attacks sargasso strangler<sup>MA</sup>, sneak attack +1d6, mythic power (1/day, surge 1d6)

Spell-Like Abilities (CL 8th; concentration +9)

Constant—*pass without trace*1/day—*entangle* (in water only, DC 12), *plant shape I* (aquatic assassin vine)**STATISTICS**

Str 10, Dex 13, Con 14, Int 9, Wis 15, Cha 12

Base Atk +3; CMB +2; CMD 13

Feats Ability Focus (water jet), Toughness<sup>MF</sup>

Skills Perception +7, Stealth +9 (+13 in water), Survival +3 (+7 in water), Swim +8; Racial Modifiers +4 Stealth in water, +4 Survival in water

Languages Druidic, Sylvan, plantspeech (seaweed)

SQ air cyst, amphibious, change shape (Small seaweed; *tree shape*), seaweed strider<sup>MA</sup>, verdant burst**ECOLOGY**

Environment any ocean or coastline

Organization solitary or patch (2–16)

Treasure standard

**SPECIAL ABILITIES**

**Air Cyst (Su)** Seaweed leshys constantly grow small bulbs filled with air. As a move action, they can detach a bulb and give it to another creature. If consumed as a standard action, this air cyst grants *water breathing* (as the spell) for 10 minutes. Seaweed leshys can have a

maximum of four usable air cysts at any one time, and air cysts regrow at a rate of one per 24 hours.

**Change Shape (Su)** Mythic seaweed leshys can transform into seaweed, sea grass, kelp, and similar Small plants, with results similar to the *tree shape* spell. In this form, the leshy appears as a particularly healthy specimen of that particular plant. A leshy can assume plant form or revert to its true form as a swift action.

**Plantspeech (Ex)** Mythic seaweed leshys can speak with seaweed and similar aquatic plants as if subject to a continual *speak with plants* spell.

**Sargasso Strangler (Sp)** Once per day, a mythic seaweed leshy can expend one use of its mythic power to assume the form of an aquatic assassin vine, as if using *plant shape I*. In this form it retains its swim speed and its special abilities and special qualities.

**Seaweed Strider (Ex)** A mythic seaweed leshy can see without obstruction and move through areas of kelp, seaweed, sea grass, and similar aquatic vegetation without indrance or damage, even if that vegetation is magically animated. This ability does not protect it from the attacks of plant creatures.

**Verdant Burst (Ex)** When slain, a mythic seaweed leshy explodes in a burst of fertile energies. All plant creatures within 30 feet heal 1d8+2 points of damage and fungi quickly infest the area. If in aquatic or swamp terrain, the area is treated as difficult terrain for 24 hours and then subsides to a normal level of aquatic plant growth.

**Water Jet (Ex)** A seaweed leshy can expel a high-pressure jet of water from its mouth to a range of 30 feet. It must make a ranged touch attack to strike a target; if it hits, the blast deals 1 point of bludgeoning damage (this damage is not modified by Strength). In addition, the target is blinded for 1 round (DC 15 Fortitude negates). The save DC is Dexterity-based.

**GROWING A MYTHIC SEAWEED LESHY**

A mythic fungus leshy can be grown in seawater, knitted together from strands of kelp and sea grass treated with algae and bone ash every day. A mythic seaweed leshy quickly constructs its armor from

driftwood, shells, and stones without need for a skill check, taking one day of labor. Only a mythic creature can create a mythic seaweed leshy, expending one use of mythic power per day spent on the ritual.

CL 10th; Price 6,750 gp

## RITUAL

**Requirements** 1st mythic tier, Knowledge (nature) 5 ranks, *plant growth*, *summon nature's ally III*, *water breathing*; Skill Knowledge (nature) DC 16; Cost 3,375 gp

## SEA HAG, MYTHIC

CR 5/MR 2

XP 1,600

CE Medium monstrous humanoid (aquatic, mythic)

Init +3; Senses darkvision 60 ft.; Perception +11

Aura horrific appearance (60 ft., DC 14)

## DEFENSE

AC 18, touch 13, flat-footed 15 (+3 Dex, +5 natural)

hp 58 (4d10+36)

Fort +5, Ref +7, Will +5

SR 16

## OFFENSE

Speed 30 ft., swim 40 ft.

Melee 2 claws +8 (1d6+4) or harpoon +9 (1d8+7/x3)

Ranged harpoon +8 (1d8+5/x3)

Special Attacks evil eye, hexed harpoon<sup>MA</sup>, mythic power (4/day, surge 1d6), salt wife<sup>MA</sup>

Spell-Like Abilities (CL 4th; concentration +7)

1/day—*aqueous orb* (DC 16), *control water*, *old salt's curse* (DC 18), *water breathing*

## STATISTICS

Str 19, Dex 16, Con 18, Int 12, Wis 13, Cha 17

Base Atk +4; CMB +8; CMD 21

Feats Extra Mythic Power<sup>MF</sup>, Skill Focus (Perception), Skill Focus (Bluff)

Skills Bluff +10, Knowledge (any one) +5, Perception +11, Stealth +10, Swim +19

Languages Common, Giant

SQ amphibious, water witch<sup>MA</sup>

## ECOLOGY

Environment any aquatic

Organization solitary, family (1 hag and 1d3 freshwater merrow), or coven (3 hags of any kind)

Treasure standard

## SPECIAL ABILITIES

**Hexed Harpoon (Su)** A mythic sea hag carries a two-tined harpoon of dripping bone, coral, and rusted metal, with a trailing rope of braided kelp. She can wield this weapon proficiently, and in her hands it functions as a *+1 returning harpoon*. In addition, any creature she strikes with the hexed harpoon is stricken with doubt and ill luck, causing the target to take a -2 penalty to one

of the following (hag's choice): AC, ability checks, attack rolls, saving throws, or skill checks. This is a mind-affecting curse effect that lasts for 4 rounds; a DC 15 Will save reduces the duration to 1 round. The weapon has no magical properties and gains the fragile weapon quality in the hands of others. A creature carrying a hexed harpoon for more than 1 round must save or be afflicted with a -2 penalty to all of the categories listed above for as long as the hexed harpoon is carried and for 24 hours thereafter. A mythic sea hag can expend one use of her mythic power to resolve attacks with her hexed harpoon as melee touch or ranged touch attacks until the end of her next turn. If her hexed harpoon is lost or destroyed, she can make another in a ritual requiring 8 hours.

**Evil Eye (Su)** Three times per day, a sea hag can cast her dire gaze upon any single creature within 30 feet. The target must succeed on a DC 15 Will save or be staggered as strange nebulous distress and a gnawing sense of impending doom plagues the victim. If a sea hag uses her evil eye on someone already afflicted by this curse, the victim must make a DC 14 Fortitude save or be overwhelmed with fright and collapse into a comatose state for 3 days. Each day that passes, the comatose victim must make a DC 15 Fortitude save or perish (see the salt wife ability). The evil eye is a mind-affecting fear effect. The save DCs are Charisma-based.

Evil Eye Curse: *Gaze*—failed save; *save* Will DC 14; *frequency* 1/day; *effect* staggered (or fall comatose if already under the effects of the evil eye).

**Horrific Appearance (Su)** The sight of a sea hag is so revolting that anyone within 60 feet (other than another hag) who sets eyes upon one must succeed on a DC 15 Fortitude save or instantly be weakened, taking 1d6 points of Strength damage. Creatures that are affected by this power or that successfully save against it cannot be affected again by the same hag's horrific appearance for 24 hours. This is a mind-affecting effect. The save DC is Charisma-based.

**Salt Wife (Su)** A mythic sea hag gains the charm, disguise, and misfortune hexes of a 4th-level witch. She often uses these abilities in conjunction with her persuasive bluffing to lure her lovers into compromising positions before revealing her true self. If she renders a victim comatose with her evil eye, that creature gains the amphibious special quality. She then drags the victim below the waves, and each day that passes the creature must

succeed at a DC 14 Fortitude save or be transformed into a freshwater merrow (this is true even if the transformation occurs in salt water; use the freshwater merrow statistics regardless) rather than perishing. This merrow regards the mythic sea hag as its beloved mistress. She gains a +10 bonus on Bluff checks when interacting with her merrow servants, and they in turn become immune to her horrific appearance. This transformation cannot be dispelled but can be reversed with *remove curse*, requiring a DC 19 caster level check. The DC of this check increases by 1 each day, becoming permanent after seven days have passed.

**Water Witch (Sp)** A mythic sea hag gains aqueous orb, control water, old salt's curse, and water breathing as spell-like abilities and may use each once per day. If a mythic sea hag is killed, she can expend one use of her mythic power as an immediate action to cast old salt's curse upon her killer, even if she had already used that ability that day. If she has no mythic power remaining or if she was already unable to take actions prior to being slain, she cannot use this ability.

**SEA SERPENT, MYTHIC****CR 15/MR 6**

XP 51,200

N Gargantuan magical beast (aquatic, mythic)

**Init** +12<sup>M</sup>/—8, **dual initiative**<sup>MA</sup>; **Senses** darkvision 120 ft., low-light vision; **Perception** +8**Aura** frightful presence (60 ft., DC 17)**DEFENSE****AC** 31, touch 8, flat-footed 29 (+2 Dex, +23 natural, -4 size)**hp** 247 (15d10+165)**Fort** +16, **Ref** +13, **Will** +7**Defensive Abilities** elusive; **DR** 10/epic; **Immune** cold; **Resist** fire 30; **SR** 26**OFFENSE****Speed** 20 ft., swim 60 ft.**Melee** bite +26 (4d8+15/19-20 plus grab and poison), tail slap +21 (3d6+7 plus grab)**Space** 20 ft.; **Reach** 20 ft.**Special Attacks** capsize, constrict (3d6+22), fast swallow, fling, **mythic power** (6/day, surge +1d8), **powerful blows** (bite), swallow whole (4d8+22 bludgeoning damage, AC 21, hp 24), vortex (DC 32)**STATISTICS****Str** 40, **Dex** 14, **Con** 25, **Int** 2, **Wis** 11, **Cha** 11**Base Atk** +15; **CMB** +34 (+38 grapple); **CMD** 46 (can't be tripped)**Feats** Improved Bull Rush, Improved Critical (bite), Improved Initiative<sup>MF</sup>, Iron Will<sup>MF</sup>, Lightning Reflexes, Power Attack<sup>MF</sup>, Skill Focus (Stealth), Stealthy**Skills** Perception +8, Stealth +13, Swim +23**ECOLOGY****Environment** any ocean**Organization** solitary**Treasure** none**SPECIAL ABILITIES****Capsize (Ex)** A mythic sea serpent can attempt to capsize a boat or ship of its size or smaller by ramming it as a charge attack and making a combat maneuver check.

The DC of this check is 25 or the result of the boat captain's Profession (sailor) check, whichever is higher.

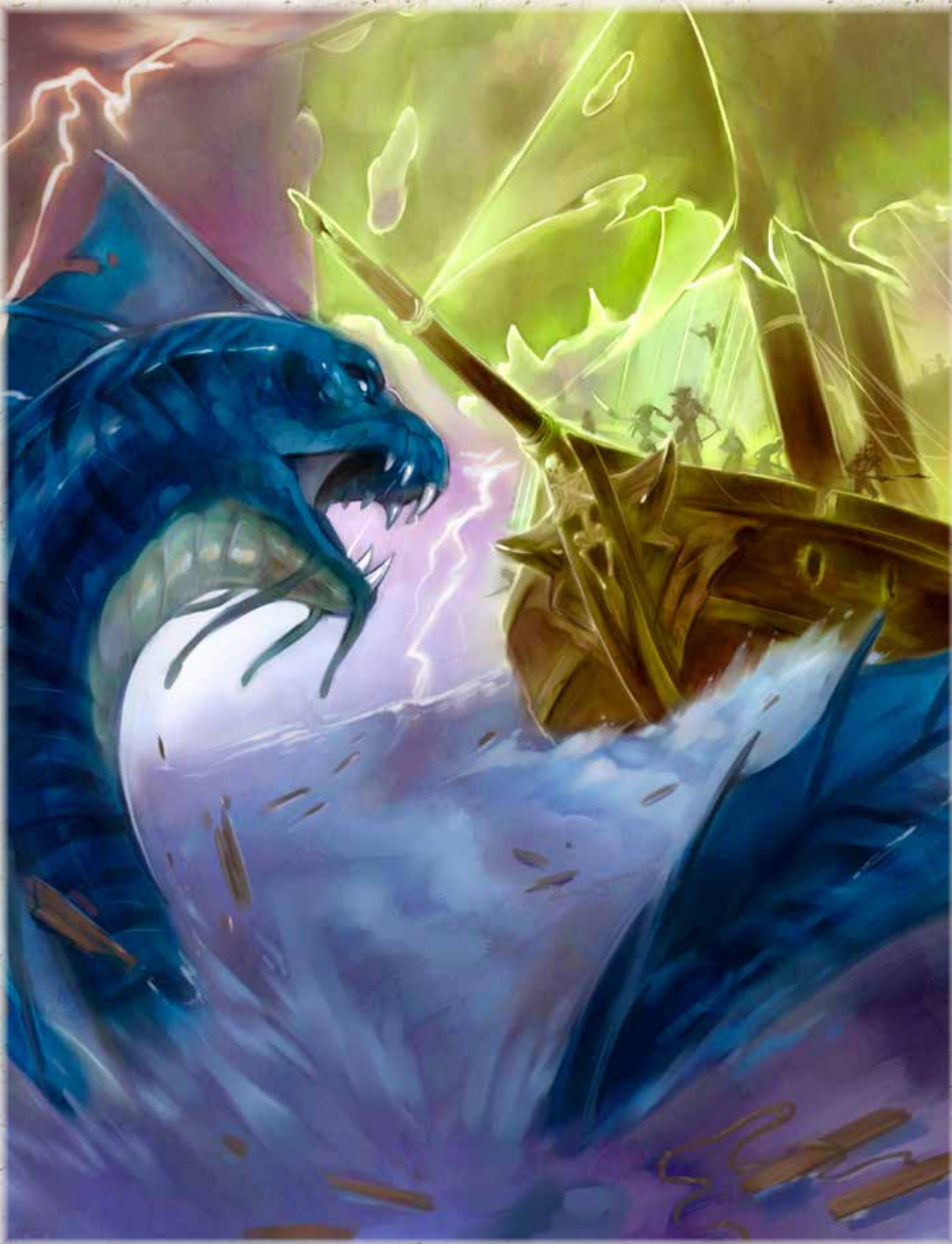
**Elusive (Su)** Sea serpents have long been the stuff of maritime legends, but despite countless attempts to hunt them, they are rarely encountered unless they wish

it. As a full-round action while in water, a mythic sea serpent can move up to its run speed (300 ft.) without leaving any trace of its passing (identical in effect to a pass without trace). The elusive sea serpent gains a +40 circumstance bonus to its Stealth check. In addition, except when in combat, a mythic sea serpent is considered to be under the effects of a nondetection spell. Both of these spell effects are at caster level 20th and cannot be dispelled.

**Fling (Ex)** A mythic sea serpent can drop a creature it has grabbed as a free action or use a standard action to fling it aside. A flung creature travels 1d6 x 10 feet, and takes 1d6 points of damage per 10 feet traveled. By expending one use of mythic power, a mythic sea serpent can fling a grappled creature as a swift action.**Poison (Ex)** Bite—injury; save Fort DC 24; **frequency** 1/round for 6 rounds; **initial effect** nauseated for 1d6 rounds; **secondary effect** 1d4 Str; **cure** 2 consecutive saves. The save DC is Constitution-based.**Vortex (Su)** A mythic sea serpent can generate a whirlpool as a full-round action at will. This ability functions identically to the whirlwind special attack (see the Universal Monster Rules in *Pathfinder Roleplaying Game Bestiary*), but the whirlpool can only form underwater and cannot leave the water. The vortex itself is 20 feet across and 120 feet deep, and deals 3d6+15 points of damage per round. Creatures in the area must succeed at a DC 32 Reflex save to avoid being caught by the mythic sea serpent's vortex. The save DC is Strength-based.

A ship that is equal in length or shorter than the vortex's width that passes through a vortex takes 3d6+15 points of damage and is caught up by the current. If the boat's captain makes a DC 25 Profession (sailor) check (or if the boat is longer than the vortex's width), the boat takes only half damage and is not caught up by the vortex.





**SELKIE, MYTHIC****CR 6/MR 2**

XP 2,400

CN Medium monstrous humanoid (aquatic, mythic, shapechanger)

Init +7; Senses darkvision 60 ft., scent; Perception +9

**DEFENSE**

AC 20, touch 13, flat-footed 17 (+3 Dex, +7 natural)

hp 65 (6d10+32)

Fort +4, Ref +8, Will +5

DR 5/epic; Resist cold 10

**OFFENSE**

Speed 20 ft., swim 50 ft.

Melee bite +10 (1d8+6/19-20/x2 plus grab), 2 claws +10 (1d6+4)

Special Attacks grab (Large), mythic power (2/day, surge +1d6), powerful blows (bite), shake, smother

Spell-Like Abilities (CL 6th; concentration +11)

3/day—*charm person* (DC 16), *vocal alteration* (DC 16)1/day—*reckless infatuation* (DC 18), *suggestion* (DC 18)**STATISTICS**

Str 18, Dex 17, Con 14, Int 13, Wis 10, Cha 21

Base Atk +6; CMB +10; CMD 23 (can't be tripped)

Feats Combat Reflexes, Deceitful<sup>MF</sup>, Improved Critical (bite)<sup>B</sup>, Improved Initiative

Skills Bluff +15, Disguise +13, Perception +9, Sense Motive +4, Stealth +10, Swim +21

Languages Aquan, Common

SQ change shape (any Small or Medium humanoid; *alter self*), echo of reason, hold breath**ECOLOGY**

Environment cold oceans

Organization solitary, pair, or pack (1 mythic selkie plus 2–13 non-mythic selkies)

Treasure standard

**SPECIAL ABILITIES**

**Echo of Reason (Su)** A selkie can instinctively alter the intonation of its voice to make anything it says sound more pleasing to those who understand it. When using the Bluff skill, a mythic selkie treats its lies as one step more believable for the purposes of bonuses or penalties on the check.

**Shake (Ex)** On a successful critical hit with its bite attack, a mythic selkie automatically violently shakes a Large or smaller target. The target must succeed at a DC 15 Fortitude save or it is dazed for 1 round. Even on a successful save, the target still takes a –2 penalty on all attack rolls and skill checks for the next 2 rounds. The save DC is Constitution-based.

**WHALE, MYTHIC GREAT WHITE** CR 17/MR 7

XP 102,400

N Colossal magical beast (mythic)

**Init** -2; **Senses** blindsight 120 ft., darkvision 60 ft., low-light vision; **Perception** +13**DEFENSE****AC** 35, touch 0, flat-footed 35 (-2 Dex, +35 natural, -8 size)**hp** 353 (18d10+254)**Fort** +24, **Ref** +9, **Will** +8; second save**DR** 10/epic; **SR** 28**OFFENSE****Speed** swim 40 ft.**Melee** bite +30 (6d6+30/19-20/x3 plus grab), tail slap +25 (3d6+30)**Space** 30 ft.; **Reach** 30 ft.**Special Attacks** capsize, fast swallow, smashing breach, swallow whole (3d6+20 damage, AC 27, 35 hp)**STATISTICS****Str** 50, **Dex** 6, **Con** 33, **Int** 10, **Wis** 11, **Cha** 8**Base Atk** +18; **CMB** +46 (+48 bull rush); **CMD** 54 (can't be tripped)**Feats** Critical Focus<sup>MF</sup>, Diehard, Endurance, Great Fortitude, Improved Bull Rush, Improved Critical (bite)<sup>MF</sup>, Iron Will<sup>MF</sup>, Power Attack<sup>MF</sup>, Staggering Critical**Skills** Perception +13, Stealth +0, Swim +39**Languages** Aquan**SQ** hold breath**ECOLOGY****Environment** any oceans**Organization** solitary, pair, or pod (2 mythic great white whales, and 1-14 non-mythic great white whales)**Treasure** none**SPECIAL ABILITIES****Awakened (Su)** A mythic great white whale is an intelligent creature that guides and protects other whales. It has 10 Intelligence, 8 Charisma, and its type is magical beast.**Smashing Breach (Ex)** As a full-round action, a great white whale can make a special charge attack against creatures on the surface of the water. At the end of its charge, the whale breaches, then slams down onto the target with incredible force. Any Huge or smaller creatures in the

whale's space must make a DC 30 Reflex save or take 4d8+45 points of bludgeoning damage and be forced into the nearest square that is adjacent to the whale. This breach automatically attempts to capsize any boats caught wholly or partially in this area. The save DC is Constitution-based.

*This hulking serpentine eel is a mass of feelers, tentacles, segmented coils, and slashing scythe-like claws along its underbelly. Its maw is a mass of bristling fangs, and everywhere its dark, slimy scales and chitinous plates spark and hum with crackling current.*

## JORGANTH

CR 8/MR 3

XP 4,800

CE Large aberration (aquatic, mythic)

**Init** +6; **Senses** darkvision 60 ft., keen scent, tremorsense 60 ft.; **Perception** +14

**Aura** frightful presence (60 ft., DC 15)

## DEFENSE

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

**hp** 100 (9d8+60)

**Fort** +7, **Ref** +5, **Will** +8

**DR** 5/epic; **Immune** electricity, pressure damage from deep water; **Resist** cold 10

## OFFENSE

**Speed** 10 ft., swim 60 ft.

**Melee** bite +11 (2d6+6/x3 plus 1d6 electricity), 2 tentacle +11 (1d6+6 plus 1d6 electricity and grab), tail slap +6 (1d8+3 plus 1d6 electricity)

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

**Special Attacks** electric field<sup>MA</sup>, electric shock, hyper beam<sup>MA</sup>, mythic power (3/day, surge 1d6), rake (2 claws +6 (1d6+3 plus 1d6 electricity)), reflexive lash<sup>MA</sup>, will-o'-the-deep

**Spell-Like Abilities** (CL 9th; concentration +10)

At will—*dancing lights*

## STATISTICS

**Str** 22, **Dex** 15, **Con** 19, **Int** 11, **Wis** 14, **Cha** 13

**Base Atk** +6; **CMB** +13 (+17 grapple); **CMD** 26 (can't be tripped)

**Feats** Blind-Fight<sup>MF</sup>, Dodge, Improved Initiative, Power Attack<sup>MF</sup>, Wind Stance

**Skills** Acrobatics +10, Knowledge (dungeoneering) +5, Perception +14, Stealth +10, Survival +10, Swim +20

**Languages** Aklo, Aquan

**SQ** deep diver, feed on fear, wispling spawner<sup>MA</sup>

## ECOLOGY

**Environment** any oceans (or rarely in coastal saltmarshes)

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

**Treasure** standard

## SPECIAL ABILITIES

**Deep Diver (Ex)** Jorganth's take no pressure damage from immersion in deep water.

**Electric Field (Su)** A mythic jorganth may activate or deactivate a pervasive electric field at will as a standard action. The electric field charges all metal items within a 30-foot radius with electricity for one round. Each turn the objects deal electricity damage to their wearers or bearers as follows: Creatures wearing heavy armor or wielding a heavy shield or two-handed weapon take 3d6 points of electricity damage. Creatures wearing medium armor or wielding a light shield or one-handed weapon take 2d6 points of electricity damage. Creatures wearing light armor or wielding a buckler or light weapon take 1d6 points of electricity damage. A creature that falls into more than one category takes damage based on the highest category that applies. A creature carrying or in contact with an equivalent mass of metal to the above categories takes an equivalent amount of damage. In addition to damage, the lingering static charge accumulated by creatures and objects allows the mythic jorganth to perceive all affected objects and creatures as if it had blindsight for 1 minute, even if they move after taking damage from the electricity field. While the electricity field is active, the mythic jorganth's location is revealed by a crackling aura of static electricity, though it still has total concealment against creatures that are not able to see invisible creatures.

A mythic jorganth can spend one use of its mythic power to energize its electric field, either doubling its damage (to 6d6, 4d6, or 2d6) or doubling its radius to 60 feet, or by spending 3 uses of its mythic power it can triple both damage and radius. The damage dealt by its field when so energized ignores all non-mythic forms of resistance or immunity to electricity. The effects of this energized field last only one round, and during this round a mythic jorganth becomes clearly visible to all forms of vision even if previously hidden or invisible.

**Electric Shock (Ex)** A jorganth produces a constant electri-

cal charge from its body. Any creature it strikes with its natural weapons takes 1d6 points of electrical damage, as does any creature that strikes it with a natural weapon, unarmed strike, or melee touch attack. In addition, when a jorganth confirms a critical hit with one of its natural weapons, it delivers an intense shock that stuns the target for 1d4 rounds (DC 18 Fortitude negates). The save DC is Constitution-based.

**Feed on Fear (Su)** Any time a jorganth is within 15 feet of a dying creature or creature subject to a fear effect, it gains fast healing 5.

**Hyper Beam (Su)** As a standard action, a mythic jorganth can concentrate its electrical energies in a focused ray with a range of 120 feet, dealing 9d6 points of electricity damage with a successful ranged touch attack. This beam is highly destructive to inanimate objects, ignoring one-half of an item's hardness and dealing full damage instead of half damage. On a critical hit with this beam, the target is stunned for 1d4 rounds (DC 18 Fortitude negates). After using this ability, its electric shock ability is suppressed until the end of its next turn. If the mythic jorganth expends one use of its mythic power, this beam deals 9d10 points of damage and ignores the electricity resistance or immunity of non-mythic creatures.

**Reflexive Lash (Ex)** As an immediate action when struck by a melee attack made by a creature it threatens, a mythic jorganth can make a tentacle or tail slap attack against the creature that attacked it. This attack occurs simultaneously with the attack that triggered it.

**Will-o'-the-Deep (Sp)** Once per hour as a full-round action, a jorganth can coalesce and vomit forth its electrical energies in the form of a will-o'-the-deep, a variant will-o'-wisp with the water subtype rather than the air subtype and a swim speed of 50 feet in place of a fly speed. Its statistics are otherwise identical. The will-o'-the-deep is considered a summoned creature and is under the jorganth's telepathic command. A will-o'-the-deep remains present for 1 minute or until destroyed. After using this ability, the jorganth's electric shock ability is suppressed for 1 minute.

**Wispling Spawner (Sp)** A mythic jorganth can use *dancing lights* as a spell-like ability at will. In addition, if it spends one use of its mythic power when summoning a will-o'-the-deep, its electric shock ability is not sup-

pressed. It may also spend one use of its mythic power to grant the will-o'-the-deep the agile or savage simple mythic template, as described in Chapter 6 of *Pathfinder Roleplaying Game Mythic Adventures*.


Jorganths are otherworldly eel-serpents, invaders from beyond into the deepest and darkest reaches of the oceans on the homeworld of the player characters. At first glance they appear basically reptilian, though they combine wormlike and piscine features with insectile appendages and sensory organs. They are fierce predators and cunning hunters, able to track down their prey wherever they hide. An adult jorganth is nearly 20 feet long and weighs 1 ton.

## HABITAT AND SOCIETY

The jorganth is an otherworldly abomination of uncertain origins. They are found in numbers in the darker corners of the faerie oceans, and some contend these beasts were first spawned in the chaotic seas of the fey realms, darkling prowlers from the benighted depths where the joyous revels of aquatic faeries are never seen. There they feed upon the weaker inhabitants of the boundless reefs and pelagic abysses, as common camouflage and the glimmers of the fey and their fey-touched pets are of no use against its hyperacute senses.

However, many believe their origins do not lie in the fey realms, but rather that they were first birthed in the material plane but on some far distant planet, and that they arrived in their realms by a chance transpatial thinness or rupture. This rupture happened so deep in the lightless depths of the faerie seas that it went unnoticed for many long years, time enough for the jorganths to proliferate in the deep waters, such that once the rulers of the fey realms realized their danger they were never able to locate and eradicate the nests of these alien predators.

At one point, the rulers of the fey sought to lure the enemy out of their own waters by enticing them into



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richer hunting grounds in the material world through planar vortices. Some of the jorganths took the bait but not all, and thus their threat not eradicated from the faerie oceans but instead now spread into the deep trenches of the mortal seafloor, there to once more seed their nests with their terrifying progeny.

## ECOLOGY

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Jorganth are famed and feared by fey and mortals alike, particularly aquatic races but also those living in coastlands that lie near deep ocean trenches and basins where jorganths congregate in numbers. Their hunger and savagery are unearthly in the extreme, but it is not only for flesh and blood that they hunger. Jorganths are also psychic parasites, scavenging the naked terror of the creatures it hunts with an avid glee and tormenting it with hit-and-run attacks, disappearing in the gloom and lurking just out of sight, only to rush in again bringing agony and panic in its wake. Their alien psychophysiology appears to require the consumption of this psychic fodder as well as physical provender in order for them to grow, and jorganths are certainly not above preying on their own kind. In fact, jorganths learn well the meaning of fear trying to survive their larval stages, as most are devoured by their kin before reaching adulthood. This cannibalistic terrorism is perhaps why the species has never risen beyond the level of lurking terror in the depths to become a true threat to the civilized races above.

## SALTMARSH JORGANTH

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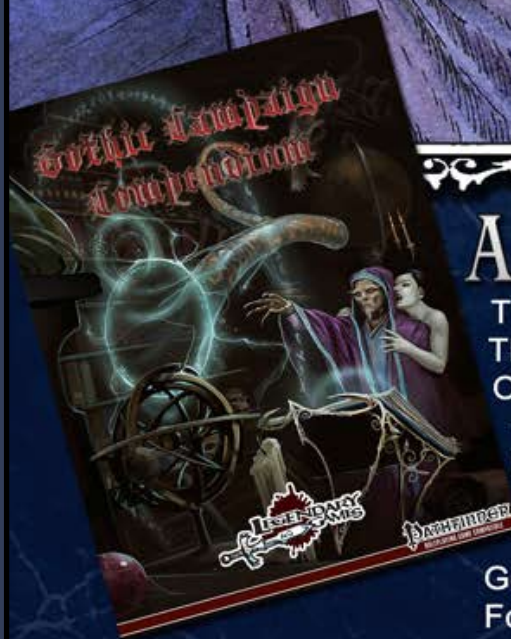
It is rare but not unheard of for jorganth to abandon the deep waters and crawl up onto the continental shelf and coastal reef waters, and thence even into tidewaters, bays, saltwater sloughs, and similar coastal wetlands. These jorganth are much like their deep-dwelling kin, but they are able to give birth to standard flying will-o'-wisp rather than will-o'-the-deeps.



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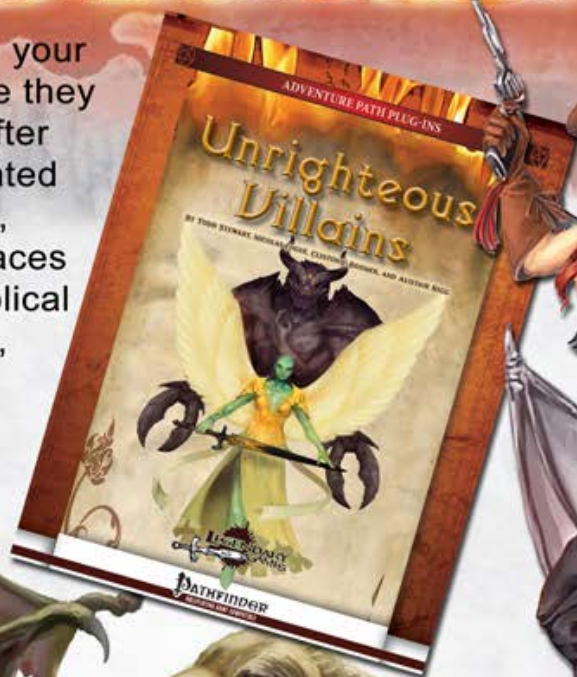




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