



MYTHIC MONSTERS: GIANTS

BY JASON NELSON, TOM PHILLIPS,
AND ALISTAIR RIGG

WITH THE LEGENDARY GAMES DESIGN TEAM



MYTHIC PLUG-INS



MYTHIC MONSTERS:
GIANTS



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TABLE OF CONTENTS

WELCOME TO ULTIMATE PLUG-INS: MYTHIC MONSTERS!	1
WHAT YOU WILL FIND INSIDE MYTHIC MONSTERS: GIANTS	2
GIANTS OF MYTH AND LEGEND	3
MYTHIC GIANT FEATS	4
MYTHIC ATHACH	5
GIANT MYTHIC CLOUD GIANT.....	6
GIANT MYTHIC FROST GIANT	8
MYTHIC RUNE GIANT.....	9
MYTHIC STONE GIANT ELDER.....	10
GIANT MYTHIC STORM GIANT	12
MYTHIC MERROW, FRESHWATER.....	13
MYTHIC MERROW, SALTWATER	14
MYTHIC JOTUND TROLL.....	15
MYTHIC MOSS TROLL.....	16
MYTHIC ROCK TROLL	17
MYTHIC BRUTE WIGHT	18
ANGURBODA.....	19
IS YOUR GAME LEGENDARY?	22

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!

THIS SUPPLEMENT IS JUST ONE PART OF A LARGER RESOURCE FOR EVERY GAM-
emaster 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 cham-
pion, 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 com-
bined with innovative, exciting, and cinematic mythic abilities that clearly set these mon-
sters 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

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 [d20pfsrd.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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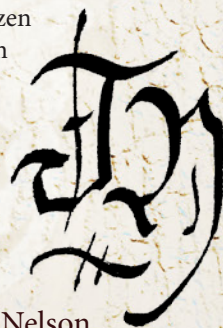
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WHAT YOU WILL FIND INSIDE MYTHIC MONSTERS: GIANTS

Giants are one of the truly classic monsters of myth and legend, perhaps because they are so simple for us to imagine; they are fundamentally just like us, only bigger and far more fierce. They may be savage or they may be wise, but they are always far more dangerous than we. Giants are well-known all over the world, from the nephilim of the Bible (to say nothing of Goliath the Philistine) to the fomorians of Ireland, the titans of Greece and the jotuns of the Norse, from the inupasugjuk of the Inuit north to Yehme Zobganu from West Africa, you can find giants in the legends of virtually every culture in the world. They have long played a role in the kinds of European myths and legends that gave rise to the first roleplaying games, and since the dawn of RPGs have evolved in their own unique way. The classic giants of hill, stone, frost, fire, cloud, and storm have been joined by an array of kin from every possible environment. Desert, jungle, sea, cave; you name it, there's a giant for it.

One giant product cannot contain the entire sweep of giantkind throughout legends and literature, but this product gives you a terrific start by rounding out the classical giants we have come to know and love. This includes the remainder of the "original six" giants from the olden days of 1st edition, incorporating classic gaming elements with legendary traits and powers from their folkloric roots. This includes **giant cloud giants** that really can build castles in the sky and **giant storm giants** that are not only lords of the living lightning but also canny shapeshifters. Ferocious **frost giants** seek to cover the world in eternal winter, and mysterious **stone giant elders** tap into the power of the living rock. We also bring you newer additions to the giant family, like the murderous three-armed **athach** and the towering tyrants of giantkind, the **rune giants**. Of course, "giants" in game term also include some (relatively speaking) smaller races, like the savage seagoing **merrow** (both freshwater and saltwater), the arboreal **moss trolls**, stony-hided **rock trolls** that fear the sun's touch, and the nine-headed horrors of the frozen north, **jotund trolls**. Even in death giants are iconic, as **brute wights** bring their sinister size to bear upon those roaming too close to giant graveyards. Finally, since a dozen giants just isn't enough, we bring you the brand new **angurboda**, an ogress as horrible as she is huge, at least when she isn't being a seductive shapechanger collecting seed from every creature imaginable to gestate into a bestial brood. This sinister sister truly deserves her title as the mother of monsters.

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



GIANTS OF MYTH AND LEGEND

The mythic rules are a great place to revisit not only the mythological and folkloric origins of our favorite RPG giants, but also a place to reconsider some of their iconic abilities to make them more effective complements for a truly terrifying giant, or to inject a certain logic into the terrifying size and savagery that befits a mythic **GIANT!** Their size and strength is their defining characteristic, especially in relative terms compared to human-sized creatures and the puny buildings and vehicles they create.

ONE SMALL STEP FOR A MAN, AN EVEN SMALLER STEP FOR A GIANT! Giants are big, but with a human-like agility to their movement. This becomes problematic in a game with (mostly) uniform sizing rules, because the flexibility of their humanoid form in navigating complex environments can't be easily reflected based on their cubic size on a combat grid scale.

Rock throwing: Having giants hurl boulders to rain destruction on your heroes is a tradition in RPGs. The problem is that, in the Pathfinder Roleplaying Game, giants aren't really very good at it, for the simple reason that ranged attacks are based on Dexterity and giants... well, aren't. Should they get lucky enough to hit, they can do some damage, but when their attack bonus is 10 or more points lower with a rock than with their club, sword, morningstar, or other melee weapon, actually landing a hit with a rock is an iffy proposition at best.

A monstrous appetite: Giants are prodigious eaters and drinkers, but it stands to reason that their sheer mass would inure them to toxins in doses that would leave a human dead six times over. Of course, real-world physics and metabolism have little in common with how we play the game, and the payoff for incorporating a system where poison dosing was size-dependent (to say nothing of species-dependent) is not likely to justify the added complexity.

The big people: One small but important change in the Pathfinder RPG from previous editions of the game is that giants are now considered a subtype of humanoids, rather than a type of their own. This makes sense on the basis of their general physiology being very much humanoid, but it opens up a huge gap in their defenses against lower-level effects like *charm person* and *hold person* that target their relatively weak Will save. This is a substantial Achilles' heel compared to other creatures of comparable CR.

The bigger they are, the harder they fall: Because giants are relatively tall and top-heavy for their size compared to other massive creatures, when a giant dies or falls unconscious it won't necessarily just collapse in a neat pile right at its feet. Instead, it is likely to topple over, possibly landing on and crushing creatures underneath. This makes combat with giants more dangerous, dramatic, and (perhaps most important of all) unpredictable, because you never quite know what will happen once you chop that giant down to size.

VARIANT GIANT RULES

While the above challenges can make it hard to make giants feel truly massive, you can incorporate any or all of the following special rules for both mythic and non-mythic giants to convey that sense of awe-inspiring bigness that will send your PCs running for cover. You can treat these as individual mythic abilities, but these abilities are also reasonable extensions of what even a non-mythic giant can do with their existing abilities and could be something you include as options for mythic giants at no cost in terms of added CR or allocation of mythic abilities.

Hurl Boulder (Ex): Rather than targeting a specific moving creature with its rock throwing ability, a mythic giant can instead target a square with a ranged attack against AC 5. This reduces the range increment of the giant's rock throwing ability by half, but any creature(s) in the target square(s) take the listed damage, and if the rock is their size or larger they are also knocked prone. Creatures in the area can halve damage and avoid being knocked prone with a successful Reflex save against a DC equal to 10 plus the giant's Strength modifier.

GIANT SIZE	ROCK SIZE	DAMAGE	AREA OF EFFECT
Large	Small	2d6	One 5-foot square
Huge	Medium	3d6	One 5-foot square
Gargantuan	Large	4d6	10-foot by 10-foot square
Colossal	Huge	6d6	15-foot by 15-foot square

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 giant 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 giant begins its turn with a creature of the listed rock size grappled, it can hurl that creature in place of hurling a rock, with a maximum range equal to one-half the giant's range increment for its rock throwing special attack. The target of the throw takes the listed damage while the hurled creature takes double the listed damage (Reflex half, with a DC of 10 plus the giant's Strength modifier) and falls prone after being thrown. This ability modifies the rock throwing special ability.

Inhuman Resilience (Ex): A giant gains a +4 bonus on saving throws against effects that specifically target humanoids, such as *hold person*. This bonus does not apply to effects that specifically affect giants. Due to their bulk and metabolism, giants also gain a +4 bonus on saving throws against poison, and each additional dose of poison only increases the DC by 1 rather than 2.

Toppling Titan (Ex): When a mythic giant is killed or falls unconscious, it falls down in a random direction, potentially

crushing or pinning creatures under its bulk. The giant's body fills the area indicated in the table below, with the area beginning at the center of the giant's space, determining the direction of the fall by rolling 1d8 to show the compass direction in which the body falls. The giant takes no damage from this fall, but creatures in the area take the listed damage (DC 15 Reflex half). A giant's body is considered difficult terrain for creatures one size smaller and larger creatures; creatures two or more sizes smaller treat the giant's body can move through its space only with a successful DC 15 Climb check.

GIANT'S SIZE	DAMAGE	AREA
Large	2d6	5 ft. x 10 ft.
Huge	3d6	10 ft. x 20 ft.
Gargantuan	4d6	15 ft. x 30 ft.
Colossal	5d6	20 ft. x 40 ft.

Creatures failing their Reflex save are also buried under the giant's massive bulk. Characters take 1d6 points of nonlethal damage per minute while buried. If such a character falls unconscious, he takes 1d6 points of lethal damage per minute until freed or dead until freed or dead check. Characters who aren't buried can rescue allies by hacking apart the giant's corpse. Each 5-foot section of the giant's body is treated as an object with hardness 0 and hit points equal to one-half the giant's full normal hit points when alive. If the giant has damage reduction, that applies against attacks made upon its body even if it is dead. A buried character can attempt to free himself with a DC 20 Strength check for a Large giant, with the DC increasing by 5 per size category above Large.

Titanic Trudge (Ex): You ignore the effects of difficult terrain on your speed, though any skill check modifiers for that terrain apply normally. You can move across a pit, wall, or similar barrier whose width, depth, or height is half your size or less without impediment or harm, and you reduce the damage you take by an amount equal to your mythic rank from any solid object or effect that creates a solid object that deals damage when moving through it or over it, such as caltrops, *spike growth*, or a *wall of thorns*.

MYTHIC GIANT FEATS

In addition to the above rules options, giants can make use of the following feats.

AWESOME THROW (COMBAT, MYTHIC)

Your hurled boulders knock your enemies off their feet.

Prerequisite: Awesome Blow, rock throwing special attack.

Benefit: When you hit with your rock throwing ability, in addition to dealing damage you can perform an awesome blow combat maneuver against the target with a -4 penalty. The penalty is increased by 2 for each full range increment between you and

the target. If you have the Hurling Hurler feat and use the Power Attack feat in conjunction with rock throwing, the attack roll penalty from Power Attack does not apply to your awesome blow combat maneuver check when using this feat.

If you expend one use of your mythic power, you can substitute the above awesome blow combat maneuver check in place of an attack roll. If the combat maneuver check succeeds, the target takes damage as normal for your rock throwing attack in addition to being affected by the awesome blow.

HULKING HURLER (COMBAT, MYTHIC)

You can rip off chunks of anything and throw them with ease.

Prerequisite: Large size or larger, Power Attack, rock throwing special attack.

Benefit: You can use the Power Attack feat in conjunction with your rock throwing special attack, which you may hurl with one hand or two hands. In addition, as a full-round action, you can lift and throw an object up to two sizes smaller than you, using your rock throwing attack. If no suitably sized object is within reach, you can make a Strength check with a bonus equal to your mythic tier to smash or break a piece off of a large structure, such as a building or tree (DC 25 Strength check) and use it as a thrown rock. Using this feat does not provoke attacks of opportunity. If you already have a rock in hand, if you use a standard action to hurl it you can hurl the rock at a target within one range increment and resolve the attack as a ranged touch attack.

QUICK AWESOME BLOW (COMBAT, MYTHIC)

You can send foes flying with careless ease.

Prerequisite: Awesome Blow, base attack bonus +11.

Benefit: On your turn, you can perform a single awesome blow combat maneuver in place of one of your melee attacks. You must chose the melee attack with the highest base attack bonus to make the awesome blow.

Normal: An awesome blow combat maneuver is a standard action.

ROLLING ROCK (COMBAT, MYTHIC)

You can roll rocks at your enemies with deadly effect.

Prerequisite: Awesome Blow, Awesome Throw, rock throwing special attack.

Benefit: You can roll a boulder along the ground, dealing damage as your rock throwing special attack to all creatures in a 5-foot-wide line whose length is equal to one-half the range increment of your rock throwing attack. Creatures in the boulder's path can attempt a Reflex save for half damage, with a DC equal to 10 plus your Strength modifier. You can attempt an awesome blow combat maneuver against any creature that fails its Reflex save.

Because your rolling rock loses some momentum with each creature it strikes, any creatures in the line other than the target nearest to you gain a +1 bonus on their saving throw and to their CMD for each creature between themselves and you.

MYTHIC ATHACH**CR 15/MR 6**

XP 51,200

Pathfinder Roleplaying Game Bestiary 2

CE Huge humanoid (giant, mythic)

Init +1/-19, dual initiative^{MA}; **Senses** darkvision 60 ft., low-light vision; Perception +12**DEFENSE****AC** 32, touch 9, flat-footed 31 (+2 armor, +1 Dex, +21 natural, -2 size)**hp** 223 (14d8+160)**Fort** +17, **Ref** +5, **Will** +7**Defensive Abilities** claw block^{MA}; **DR** 10/epic; **Resist** cold 10**OFFENSE****Speed** 50 ft.**Melee** 2 slams +21 (1d8+13), bite +21 (2d6+13 plus poison) or heavy mace +21/+16 (3d6+19), bite +19 (2d6+6 plus poison)**Ranged** rock +10/+5 (2d6+19)**Space** 15 ft.; **Reach** 15 ft.**Special Attacks** bifurcate^{MA} (DC 30), exentering strike^{MA} (DC 30), *feral savagery* (full attack)^{MA}, *mythic power* (6/day, surge +1d8), rock throwing (140 ft.), swift claw^{MA}**STATISTICS****Str** 36, **Dex** 13, **Con** 27, **Int** 7, **Wis** 12, **Cha** 6**Base Atk** +10; **CMB** +25; **CMD** 36**Feats** Cleave^{MF}, Improved Iron Will, Iron Will, Lunge, Multiattack, Power Attack^{MF}, Vital Strike^{MF}**Skills** Acrobatics +1 (+9 jump), Climb +22, Perception +12, Stealth -7**Languages** Giant**ECOLOGY****Environment** cold or temperate hills.**Organization** solitary, gang (1 mythic athach and 2–4 athaches), or tribe (1 mythic athach and 7–12 athaches)**Treasure** double (leather armor, heavy shield, heavy mace, other treasure)**SPECIAL ABILITIES**

Bifurcate (Ex) If a mythic athach pins a Large or smaller non-mythic opponent, it can make a free swift claw attack against the pinned opponent (even if the mythic athach has already made a swift claw attack that round). If the swift claw attack hits, the mythic athach can expend two uses of mythic power to brutally rip its opponent in half and instantly kill it (DC 30 Fortitude negates). The save DC is Strength-based.

Claw Block (Ex) Once per round as a free action, when a mythic athach is hit by a melee or ranged attack, it can attempt a melee attack using its swift claw attack bonus (+21) to block the attack with a quick swipe of its powerful central claw. If this result exceeds the result from the attack against it, the mythic athach is unaffected by the attack (as if the attack had missed), and the athach can expend one use of its mythic power as a free action to attempt a disarm combat maneuver against the weapon it just blocked. When using this ability, the athach is treated as if it had the Improved Disarm feat.

Exentering Strike (Ex) If a mythic athach achieves a successful critical hit with its swift claw attack, it can expend one use of mythic power as a free action to automatically stun its target for one round. The mythic athach's target must also succeed on a DC 30 Fortitude save or take 3d6 points of bleed damage and become exhausted as the mythic athach's powerful central claw scoops out the creature's innards with a gory flourish. The save DC is Strength-based.

Poison (Ex) Bite or Swift Claw—injury; *save* Fort DC 25; *frequency* 1/round for 6 rounds; *effect* 1d4 Str; *cure* 3 consecutive saves. The save is Constitution-based.

Swift Claw (Ex) A mythic athach can attack with its claw as a swift action, even when the creature's movement would normally restrict it to one attack. This attack is made at a +21 bonus and deals 1d10+13 points of damage plus poison, regardless of what other attacks are made on the mythic athach's turn.

GIANT MYTHIC CLOUD GIANT

CR 14/MR 5

XP 38,400

Pathfinder Roleplaying Game Bestiary

NG or NE Gargantuan humanoid (giant, mythic)

Init +0; **Senses** low-light vision, scent, *mistsight*^{MA}, smell the blood of a little one^{MA}; **Perception** +17

DEFENSE

AC 31, touch 6, flat-footed 31 (+5 armor, +20 natural, -4 size)

hp 240 (16d8+168)

Fort +13, **Ref** +5, **Will** +15

DR 10/epic

OFFENSE

Speed 50 ft.

Melee +1 *heavy flail* +25/+20/+15 (8d6+25/17-20/x3)

Ranged rock +8 (3d6+24)

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

Special Attacks clobbering critical^{MA}, *mythic power* (5/day, surge 1d8)

Spell-Like Abilities (CL 16th; concentration +17)

Constant—*feather fall*

At will—*levitate* (self plus 2,000 lbs.), *obscuring mist* 1/day—*fog cloud*

STATISTICS

Str 43, **Dex** 11, **Con** 27, **Int** 12, **Wis** 16, **Cha** 12

Base Atk +12; **CMB** +32 (+34 bull rush); **CMD** 42 (44 vs. bull rush)

Feats Awesome Blow^{MF}, Cleave^{MF}, Great Cleave, Improved Bull Rush, Improved Critical^{MF} (heavy flail), Intimidating Prowess, Iron Will, Power Attack

Skills Climb +19, Craft (any one) +10, Handle Animal +15,

Intimidate +32, Perception +17, Perform (string) +8

SQ *cloudscape*^{MA}, *cloudshaper*^{MA}, *cloudwalker*^{MA}

Languages Common, Giant

ECOLOGY

Environment temperate mountains and cloudscapes

Organization solitary, gang (2-5), family (2-5 plus 35% noncombatants plus 1 sorcerer or cleric of 4th-7th level and 2-5 griffons), or tribe (6-20 plus 1 sorcerer or cleric oracle of 7th-12th level and 2-5 griffons)

Treasure standard (+1 *chain shirt*, +1 *heavy flail*, other treasure)

SPECIAL ABILITIES

Clobbering Critical (Ex) A mythic cloud giant can wield Colossal weapons without penalty, typically favoring heavy flails. When a mythic cloud giant confirms a critical hit with a Colossal weapon, it can make an awesome blow combat maneuver against the target as a free action. This ability modifies and replaces the giant's oversized weapons ability.

Cloudscape (Su) A mythic cloud giant can expend one or more uses of its mythic power to shift and shape clouds and mist, causing them to coalesce into solid terrain. This functions as if using *mythic move earth* but instead affects

clouds and mist. This cloud terrain persists for 24 hours for every point of mythic power the giant expends when it is created, and the giant can extend its duration at any time by expending one use of its mythic power every 24 hours.

From below, a cloudscape is indistinguishable from ordinary clouds, but from above it appears and functions as solid earth and stone and can be used as a foundation for structures, growing crops, or any other purpose that could be achieved with ordinary soil. Multiple mythic cloud giants can cooperate to create and join multiple cloudscapes together and/or to expend their mythic power to maintain a cloudscape created by another giant. The cloudscape is unaffected by *dispel magic*, *mage's disjunction*, *antimagic field* or similar effects, unless they are capable of including the entire area of the cloudscape in their area of effect. A cloudscape moves with the wind but is not damaged by wind effects. Stationary effects such as *wall of force* created on a cloudscape remain stationary relative to the cloudscape but move with it as it floats through the sky. If a cloudscape's duration expires for lack of mythic power being invested in it, the cloudscape and all structures and terrain on it dissipate into clouds and mist over the course of 1 minute. Creatures on the cloudscape when it unravels fall unless they have some means of flight or other escape.

Cloudshaper (Su) When a mythic cloud giant uses its *fog cloud* or *obscuring mist* spell-like abilities, it can expend one or more uses of its mythic power to use the mythic versions of those spells instead, including augmented versions as if the giant had 6 mythic tiers. Alternatively, the giant can expend one use of its mythic power to create *solid fog* instead of a *fog cloud* or *obscuring mist*. Its own movement is not impeded by any *solid fog* it creates.

Cloudwalker (Su) A mythic cloud giant can breathe normally in the thin air of high elevations and is borne up by wisps of cloud whenever it falls, as a constant *feather fall* effect that affects only the giant. In addition, a mythic cloud giant can walk on top of any area of natural or magical cloud, mist, fog, or gas as if it was solid ground. While a mythic cloud giant is standing on an area of mist of any kind, that mist cannot be blown away by natural winds of less than windstorm strength, and magical wind effects affect it only if the caster of the wind effect succeeds at a DC 27 caster level check; this DC is increased by 5 if the caster is not a mythic creature. The giant can expend one use of its mythic power to confer this ability on up to five other creatures of any size.

Smell the Blood of a Little One (Ex) Mythic cloud giants have an acute sense of smell for creatures of Medium or smaller size, allowing them to locate such creatures within

60 feet as if they had blindsense, as long as they have line of effect. If the giant can actually see the creature, it gains a +2 circumstance bonus on attack rolls.

The following mythic feat originally appeared in *Mythic Minis 1: Monster Feats* and is reprinted here for ease of reference.

AWESOME BLOW (MYTHIC)

This creature's powerful blows can launch opponents into the air and render them senseless.

Prerequisites: Str 29, Awesome Blow, Power Attack, Improved Bull Rush, size Large or larger.

Benefit: If the creature's Awesome Blow combat maneuver succeeds against a corporeal opponent of its size or smaller, its opponent takes damage (typically slam damage) plus twice the creature's Strength modifier, is knocked flying 20 feet in a direction of the attacking creature's choice, and falls prone. Additionally, the opponent must succeed on a Fortitude save (DC 10 + 1/2 attacking creature's HD + attacking creature's Strength modifier) or they are rendered stunned for 1 round. If an obstacle prevents the completion of the opponent's move, the opponent and the obstacle each take 2d6 points of damage, the opponent is knocked prone in a space adjacent to the obstacle, and must succeed on a Fortitude save (same DC as above) or be stunned for 1 round. Finally, the attacking creature can expend one use of mythic power as a swift action to extend the duration of the stunned effect an additional round.

GIANT MYTHIC FROST GIANT

CR 12/MR 4

XP 19,200

Pathfinder Roleplaying Game Bestiary

CE Huge humanoid (cold, giant, mythic)

Init -2; **Senses** low-light vision, snow vision^{MA}; Perception +10

Aura numbing sleet^{MA} (10 ft., DC 24)

DEFENSE

AC 27, touch 6, flat-footed 27 (+5 armor, -2 Dex, +16 natural, -2 size)

hp 193 (14d8+130)

Fort +16, **Ref** +2, **Will** +6

Defensive Abilities rock catching; **DR** 10/epic; **Immune** cold

Weaknesses vulnerability to fire

OFFENSE

Speed 40 ft.

Melee +1 *greataxe* +22/+17 (3d8+20 plus 4d6 cold) or 2 *slams* +21 (2d6+13 plus 4d6 cold)

Ranged rock +7 (2d6+19 plus 4d6 cold)

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

Special Attacks ground breaker^{MA}, mythic power (4/day, surge +1d8), rime weapons^{MA}, rock throwing (120 ft.)

STATISTICS

Str 37, **Dex** 7, **Con** 24, **Int** 10, **Wis** 14, **Cha** 11

Base Atk +10; **CMB** +25 (+27 overrun and sunder); **CMD** 33 (35 vs. overrun and sunder)

Feats Cleave^{MF}, Great Cleave, Improved Overrun, Improved Sunder, Martial Weapon Proficiency (greataxe), Power Attack^{MF}, Skill Focus (Stealth)

Skills Climb +17, Craft (any one) +7, Intimidate +7, Perception +10, Stealth +2 (+6 in snow); **Racial Modifiers** +4 Stealth in snow

Languages Common, Giant

SQ icewalker^{MA}

ECOLOGY

Environment cold mountains

Organization solitary, gang (1 mythic frost giant and 3–5 frost giants), band (6–12 frost giants plus 35% noncombatants and 1 mythic frost giant adept or cleric of 1st–2nd level), raiding party (6–12 frost giants plus 35% noncombatants, 1 mythic frost giant adept or sorcerer of 3rd–5th level, 1–4 winter wolves, and 2–3 ogres), or tribe (21–30 frost giants plus 1 mythic frost giant adept, cleric, or sorcerer of 6th–7th level; 1 mythic frost giant barbarian or ranger jarl of 7th–9th level; and 15–36 winter wolves, 13–22 ogres, and 1–2 young white dragons)

Treasure standard (+1 *shadow chain shirt*, +1 *greataxe*, other treasure)

SPECIAL ABILITIES

Ground Breaker (Ex) As a standard action, a mythic frost giant can expend one use of mythic power and attack the ground around him. Choose one intersection within reach; creatures touching the ground within a 20-foot burst centered on that intersection take double the damage normally dealt by that weapon (Reflex DC 30 for half). Creatures that fail their saves are knocked prone. If the mythic frost giant manages to deal more damage than the floor's hardness, all of the squares adjacent to the intersection become difficult terrain. The save DC is Strength-based.

Icewalker (Ex) A mythic frost giant can move across icy surfaces without penalty and does not need to make Acrobatics checks to run or charge on ice.

Numbing Sleet (Su) Any creature not immune to cold that starts its turn in the giant's aura is staggered for 1 round (Fortitude DC 24 negates). The sleet extinguishes torches and small fires, provides the giant with 50% concealment against ranged attacks, and causes the ground in the area to be icy. A creature can walk within or through the giant's aura at half normal speed with a DC 10 Acrobatics check. Failure means it can't move in that round, while failure by 5 or more means it falls prone (see the Acrobatics skill for details). The save DC is Constitution-based.

Rime Weapons (Su) All melee and ranged attacks made by the mythic frost giant deal an additional 4d6 points of cold damage.

Snow Vision (Ex) A mythic frost giant can see perfectly well in cold weather conditions, and does not suffer any penalties to Perception checks caused by falling snow or sleet.

MYTHIC FROST GIANT

Without the giant simple template, a mythic frost giant's stats are as follows: **CR** 11/MR 4; **XP** 12,800; **Size** Large; **Init** -1; **Aura** DC 22; **AC** 26, touch 8, flat-footed 26; **hp** 165; **Fort** +14, **Ref** +3; **Melee** +1 *greataxe* +21/+16 (3d6+17 plus 4d6 cold) or 2 *slams* +20 (1d8+11 plus 4d6 cold); **Ranged** rock +9 (1d8+16 plus 4d6 cold); **Space** 10 ft.; **Reach** 10 ft.; **Special Attacks** ground breaker (DC 28); **Str** 33, **Dex** 9, **Con** 20; **CMB** +22 (+24 overrun and sunder); **CMD** 31 (33 vs. overrun and sunder); **Skills** Climb +15, Stealth +7 (+11 in snow).

MYTHIC RUNE GIANT**CR 22/MR 9****XP 614,400***Pathfinder Roleplaying Game Bestiary 2*

LE Gargantuan humanoid (giant, mythic)

Init +0/-20, **dual initiative**^{MA}; **Senses** low-light vision, *true seeing*; Perception +29**Aura** maddening runes^{MA} (30 ft., DC 25)**DEFENSE****AC** 42, touch 6, flat-footed 42 (+12 armor, +24 natural, -4 size)
hp 362 (20d8+272)**Fort** +16, **Ref** +6, **Will** +20**Defensive Abilities** *fortification*^{MA} (50%), *second save*^{MA}, sword parry^{MA}; **DR** 10/epic; **Immune** cold, electricity, fire; **SR** 37**OFFENSE****Speed** 35 ft. (50 ft. without armor); *air walk***Melee** +3 *adamantine longsword* +31/+26/+21 (4d6+37/17-20/x3) or 2 slams +28 (2d6+17)**Ranged** mwk spear +12/+7/+2 (4d6+17/x3)**Space** 20 ft.; **Reach** 20 ft.**Special Attacks** command giants^{MA}, mythic power (9/day, surge +1d10), runes^{MA} (DC 25), spark shower^{MA} (DC 30)**Spell-Like Abilities** (CL 20th; concentration +25)Constant—*air walk*, *true seeing*At will—*charm person* (DC 16), *suggestion* (DC 18)3/day—*mass charm monster* (DC 23), *dominate person* (DC 20)1/day—*demand* (DC 23)**STATISTICS****Str** 45, **Dex** 11, **Con** 30, **Int** 14, **Wis** 23, **Cha** 20**Base Atk** +15; **CMB** +36; **CMD** 46**Feats** Awesome Blow, Critical Focus^{MF}, Improved Bull Rush, Improved Critical (longsword)^{MF}, Improved Vital Strike, Iron Will^{MF}, Power Attack^{MF}, Quick Draw, Staggering Critical, Vital Strike^{MF}**Skills** Acrobatics +15 (+23 to jump without armor), Craft (any one) +25, Knowledge (history) +12, Knowledge (nobility) +12, Perception +29**Languages** Common, Giant, Terran**ECOLOGY****Environment** cold mountains**Organization** solitary, or company (13-30 rune giants, and 2-4 rune giant fighters or rogues of 2nd-4th level, 1 rune giant oracle or sorcerer of 5th-8th level, 1 mythic rune giant ranger or monk commander of 5th-6th level, 10-20 yetis, 1-4 cloud giants, 8-12 frost giants, 10-16 stone giants, 4-8 lamia matriarchs, and 1-2 adult blue dragons)**Treasure** double (+3 *adamantine longsword*, +3 *full plate armor*, 3 masterwork spears, other treasure)**SPECIAL ABILITIES****Command Giant (Su)** A mythic rune giant gains a +6 racial bonus on the save DC of charm or compulsion effects used against giants. Additionally, a mythic rune giant can expend one use of mythic power as a free action to force a giant to make two saves to resist one of its charm or compulsion effects and use the lower roll.**Maddening Runes (Su)** The runes covering a mythic rune giant's body seem to flicker, shift, and undulate in a subtle, yet maddening, geometry-defying display. All creatures that begin their turn within 30 feet of a mythic rune giant that can see the giant must succeed on a DC 25 Will save each round or take one point of Wisdom damage and become sickened for as long as they remain within 30 feet of the mythic rune giant, plus one round. This is a mind-affecting effect and the save DC is Charisma-based. A mythic rune giant can grant a creature within 60 feet immunity to this effect (or terminate the immunity) as a swift action.**Runes (Su)** As a free action, whenever a mythic rune giant uses its spark shower or spell-like abilities, it can cause the runes on its body to flash with light. All creatures within 10 feet of the mythic rune giant must succeed on a DC 25 Fortitude save or be permanently blinded. Creatures that succeed on the save are only dazzled for one round. The saving throw is Charisma-based.**Spark Shower (Su)** As a standard action, a mythic rune giant can cause a shower of sparks to erupt out of one of the runes on its body. These sparks function as a breath weapon (30-ft. cone; 12d6 fire and 12d6 electricity damage; Reflex DC 30 half; usable once every 1d4 rounds). The save DC is Constitution-based.**Sword Parry (Ex)** Once per round as a free action, when a mythic rune giant is hit by a melee or ranged attack and it has a longsword in hand, the mythic rune giant can attempt a melee attack with the longsword using its full base attack bonus. If the mythic rune giant's attack roll exceeds the attack roll made against it, the mythic rune giant is unaffected by the attack (as if the attack had missed), and the giant can expend one use of mythic power as a free action to attempt a sunder combat maneuver against the weapon it just blocked. When using this ability, the giant is treated as if it had the Improved Sunder feat.**GIANT MYTHIC RUNE GIANT****CR 23/MR 9**With the giant simple template, a mythic rune giant's stats are as follows: **CR** 23/MR 9; **XP** 819,200; **Size** Colossal; **Init** -17-21; **AC** 40, touch 1, flat-footed 40; **hp** 402 (20d8+312); **Fort** +18, **Ref** +5; **SR** 38; **Melee** +3 *adamantine longsword* +29/+24/+19 (4d8+41/17-20/x3) or 2 slams +26 (2d8+19); **Ranged** mwk spear +7/+2/-3 (4d8+19/x3); **Space** 30 ft., **Reach** 30 ft.; **Str** 49, **Dex** 9, **Con** 34; **CMB** +42; **CMD** 51; **Skills** Acrobatics +14 (+22 jump).

MYTHIC STONE GIANT ELDER

CR 11/MR 4

XP 12,800

Pathfinder Roleplaying Game Bestiary

N Large humanoid (giant, mythic)

Init +2; **Senses** darkvision 60 ft., low-light vision; Perception +12

DEFENSE

AC 26, touch 11, flat-footed 24 (+2 Dex, +15 natural, -1 size)

hp 134 (12d8+80)

Fort +12, **Ref** +6, **Will** +7

Defensive Abilities *fortification* (50%)^{MA}, improved rock catching, rock root^{MA}; **DR** 10/epic

OFFENSE

Speed 40 ft.

Melee greatclub +18/+13 (2d8+15) or 2 slams +18 (1d8+10)

Ranged rock +11/+6 (1d8+15)

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

Special Attacks *mythic power* (4/day, surge +1d8), rock throwing (180 ft.), unstoppable shot^{MA}

Spell-Like Abilities (CL 10th)

1/day—*stone shape, stone tell, transmute mud to rock or transmute rock to mud* (DC 17)

STATISTICS

Str 31, **Dex** 15, **Con** 19, **Int** 10, **Wis** 12, **Cha** 15

Base Atk +9; **CMB** +20; **CMD** 32

Feats Iron Will^{MF}, Martial Weapon Proficiency (greatclub), Point-Blank Shot, Power Attack^{MF}, Precise Shot, Quick Draw

Skills Climb +14, Intimidate +14, Perception +12, Stealth +4 (+12 in rocky terrain); **Racial Modifiers** +8 Stealth in rocky terrain

Languages Common, Giant

SQ earth bond^{MA}, stone titan^{MA}

ECOLOGY

Environment temperate mountains

Organization solitary, gang (1 mythic stone giant and 2–5 stone giants), band (2 mythic stone giants and 2–6 stone giants), hunting party (9–12 plus 1 mythic elder stone giant), or tribe (13–30 stone giants plus 35% noncombatants, 1–3 mythic elder stone giants, and 4–6 dire bears)

Treasure standard (greatclub, other treasure)

SPECIAL ABILITIES

Earth Bond (Ex) A mythic stone giant gains a +2 bonus on attack rolls, weapon damage rolls, and saves while touching the ground (including a stone or earthen floor in a building). As a standard action, a mythic stone giant touching the ground can expend one use of mythic power to rejuvenate itself, gaining the benefits of *cure critical wounds* and *restoration*.

Improved Rock Catching (Ex) A stone giant gains a +4 racial bonus on its Reflex save when attempting to catch a thrown rock with rock catching. This ability otherwise works like the rock catching ability.

Rock Root (Su) A mythic stone giant adds its rank to its CMD, or twice its rank if it is touching the ground (including a stone or earthen floor in a building), whenever an enemy attempts a bull rush, drag, reposition, or trip combat maneuver check against it. If the check is successful, a mythic stone giant can expend one use of mythic power as an immediate action to cause it to fail instead.

Stone Titan (Su) A mythic stone giant can cause itself to grow in size, becoming a terrifying sight to behold. As a move action, a mythic stone giant can expend one use of mythic power to increase its size to one size category larger. This grants a +4 size bonus to Strength and Constitution, imposes a -2 penalty to Dexterity, grants a +2 natural armor bonus, increases its natural reach by 5 feet, and increases its weapon damage based on the new size of its weapons. This size increase lasts a number of rounds equal to the mythic stone giant's rank, and doesn't stack with any other spell or ability that alters its size.

Unstoppable Shot (Ex) A mythic stone giant can hurl a rock with a single powerful throw that shoots through all creatures in a line. As a standard action, the mythic stone giant makes a single ranged attack roll and resolves the attack against all targets in a straight line up to the maximum range of its rock throwing (180 ft. normally), stopping at any barrier the attack couldn't penetrate. Damage is rolled once and applied to each creature hit by the attack. Before making the attack roll, the mythic stone giant can expend one use of mythic power to bend the path of the attack up to two times as it strikes targets or objects. Each deflection can alter the line of the attack up to 90 degrees, allowing it to shoot around corners or cover.



GIANT MYTHIC STORM GIANT

CR 17/MR 6

XP 102,400

Pathfinder Roleplaying Game Bestiary

CG Gargantuan humanoid (giant, mythic)

Init +5; **Senses** low-light vision; Perception +27

DEFENSE

AC 35, touch 7, flat-footed 34 (+7 armor, +1 Dex, +21 natural, -4 size)

hp 304 (19d8+219)

Fort +15, **Ref** +7, **Will** +18

Defensive Abilities rock catching, thunderhead^{MA}; **DR** 10/epic;

Immune electricity, sonic

OFFENSE

Speed 50 ft., swim 40 ft.

Melee +1 adamantine greatsword +29/+24/+19 (6d6+28/17-20)

Ranged +1 composite longbow +12/+7/+2 (4d6+19/x3)

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

Special Attacks mythic power (6/day, surge 1d8), ride the lightning^{MA}, storm striker^{MA}, stormvoice^{MA}, thunderbolt^{MA}

Spell-Like Abilities (CL 15th; concentration +17)

Constant—*freedom of movement*

2/day—*control weather, levitate*

1/day—*call lightning* (DC 15), *chain lightning* (DC 18), *ride the lightning* (DC 21)

STATISTICS

Str 47, **Dex** 12, **Con** 29, **Int** 16, **Wis** 20, **Cha** 15

Base Atk +14; **CMB** +36 (+40 sunder); **CMD** 49 (51 vs. sunder)

Feats Breaching Leap^{MF}, Cleave^{MF}, Combat Reflexes, Greater Sunder, Improved Critical (greatsword), Improved Initiative, Improved Sunder, Improved Vital Strike(M), Iron Will, Power Attack, Vital Strike^{MF}

Skills Acrobatics +18 (+26 when jumping), Climb +20, Craft (any one) +13, Handle Animal +15, Intimidate +20, Perception +27, Perform (sing) +12, Sense Motive +15, Swim +28

Languages Auran, Common, Draconic, Giant

SQ armor training^{MA}, change shape^{MA} (eagle, giant eagle, roc, or thunderbird; *beast shape IV*), militant, water breathing

ECOLOGY

Environment any warm

Organization solitary or family (2-5 plus 1 sorcerer or cleric of 7th-10th level, 1-2 rocs, 2-6 griffons, and 2-8 sharks)

Treasure standard (+1 *breastplate*, +1 *adamantine greatsword*, +1 *composite longbow* (+14 Str) with 20 arrows, other treasure)

SPECIAL ABILITIES

Armor Training (Ex) A mythic storm giant takes no penalty to movement is not reduced in medium armor, and its Armor Check penalty is reduced by 1 and maximum Dexterity bonus is increased by 1.

Militant (Ex) Storm giants are proficient with all simple and all martial weapons.

Ride the Lightning (Sp) A mythic storm giant can use *ride the lightning* once per day as a spell-like ability. The giant can use this ability more than once per day by expending one use of its mythic power for each use after the first.

Storm Striker (Su) As a move action, a mythic storm giant can grant the shock or thundering property to any weapon it uses for one minute. If the giant uses this ability again before its effect expires, it may choose to increase the remaining duration to 1 minute or to switch the weapon's power from shock to thundering (or vice versa). If the giant expends one use of its mythic power, it gains both of these properties, and if it expends two uses of its mythic power the weapon gains the shocking burst and thundering properties for one minute.

Stormvoice (Ex) A mythic storm giant's booming voice can be heard clearly up to five miles away, and the giant can use *shout* (DC 16) at will as a standard action. This functions as the spell but is not magical in nature. If the giant expends one use of its mythic power, it can use this ability as a swift action or can duplicate the effect of a *mythic shout*; if it expends two uses of its mythic power, it can use a *mythic shout* as a swift action.

Thunderbolt (Su) A mythic storm giant can expend mythic power to when it uses a spell-like ability related to lightning or weather in order to duplicate the mythic version (or augmented mythic version) of that spell. In addition, whenever a mythic storm giant creates an effect that deals electricity damage, it can choose to have that effect deal half its damage as sonic damage rather than electricity damage. When it does so, any creature that fails its saving throw against that effect is deafened for 1 minute in addition to any other effects. A creature that is already deafened that fails its save is staggered for 1 round, and a creature that is already staggered is stunned for 1 round on a failed save.

Thunderhead (Ex) Mythic storm giants are inured to the roar of the storm and are immune to sonic damage and to sound-based effects that would cause them to become deafened or stunned.

Water Breathing (Ex) Storm giants can breathe water as well as air.

This feat originally appeared in *Mythic Monsters: Sea Monsters* and is reprinted here for ease of reference.

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.

MYTHIC MERROW, FRESHWATER CR 4/MR 1

XP 1,200

Pathfinder Roleplaying Game Bestiary 2

NE Large humanoid (aquatic, giant, mythic)

Init +4; **Senses** low-light vision; Perception +5

DEFENSE

AC 18, touch 13, flat-footed 14 (+4 Dex, +5 natural, -1 size)

hp 38 (4d8+20)

Fort +7, **Ref** +5, **Will** +3

OFFENSE

Speed 40 ft., swim 40 ft.

Melee 2 claws +6 (1d6+4 plus grab)

Ranged harpoon +6 (2d6+4/x3)

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

Special Attacks hooked harpoon^{MA}, mythic power (1/day, surge 1d6); rend^{MA} (2 claws, 1d6+6)

STATISTICS

Str 19, **Dex** 18, **Con** 17, **Int** 6, **Wis** 10, **Cha** 7

Base Atk +3; **CMB** +8 (+12 grapple); **CMD** 22

Feats Iron Will^{MF}, Power Attack

Skills Perception +5, Stealth +2 (+6 in water), Swim +12; **Racial Modifiers** +4 Stealth in water

Languages Giant

SQ amphibious

ECOLOGY

Environment temperate lakes or rivers

Organization solitary, pair, gang (3–4), or family (5–16)

Treasure standard (2 harpoons, other treasure)

SPECIAL ABILITIES

Hooked Harpoon (Ex) A mythic merrow is proficient with the harpoon, and it can make a grapple check against a Medium or smaller creature on any hit with its harpoon, rather than only on a critical hit. Whenever a merrow has a creature grappled with its harpoon, it can attempt a drag combat maneuver against that creature as a swift action. A mythic merrow can expend one use of its mythic power on any grapple or drag combat maneuver check to roll twice and select the better result.

MYTHIC MERROW, SALTWATER

CR 7/MR 3

XP 3,200

Pathfinder Roleplaying Game Bestiary 2

NE Huge humanoid (aquatic, giant, mythic)

Init +3; **Senses** low-light vision; **Perception** +7

DEFENSE

AC 22, touch 11, flat-footed 19 (+3 Dex, +11 natural, -2 size)

hp 97 (7d8+66)

Fort +11, **Ref** +5, **Will** +4

DR 5/epic

OFFENSE

Speed 40 ft., swim 40 ft.

Melee 2 claws +10 (2d6+7 plus grab)

Ranged harpoon +6 (3d6+7/x3)

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

Special Attacks hooked harpoon^{MA}, hullcracker^{MA}, **mythic power** (3/day, surge 1d6), **rend**^{MA} (2 claws, 2d6+10), **toss overboard**^{MA}

STATISTICS

Str 25, **Dex** 16, **Con** 23, **Int** 6, **Wis** 10, **Cha** 7

Base Atk +5; **CMB** +14 (+18 grapple); **CMD** 27

Feats Improved Natural Attack (claw), Iron Will^{MF}, Power Attack^{MF}, Vital Strike

Skills Perception +7, Stealth -2 (+2 in water), Swim +15; **Racial Modifiers** +4 Stealth in water

Languages Giant

SQ amphibious

ECOLOGY

Environment temperate lakes or rivers

Organization solitary, pair, gang (3-4), or family (5-16)

Treasure standard (2 harpoons, other treasure)

SPECIAL ABILITIES

Hooked Harpoon (Ex) A mythic merrow is proficient with the harpoon, and it can make a grapple check against a Medium or smaller creature on any hit with its harpoon, rather than only on a critical hit. Whenever a merrow has a creature grappled with its harpoon, it can attempt a drag combat maneuver against that creature as a swift action. A mythic merrow can expend one use of its mythic power on any grapple or drag combat maneuver check to roll twice and select the better result.

Hullcracker (Ex) A mythic saltwater merrow ignores the hardness of wooden objects, and if it hits the same wooden object with both claws it can rend that object. Its rend deals double damage against wooden objects, and if using its Power Attack feat its bonus damage applies to its rend damage (and is then doubled) as well as to the damage dealt by its claw attacks.

Toss Overboard (Ex) When a mythic saltwater merrow successfully grapples a creature smaller than itself with one of its claw attacks, as a swift action it can 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. If it hits the target with both claws, it may rend the target and then use this ability..

MYTHIC JOTUND TROLL**CR 18/MR 7**

XP 153,600

Pathfinder Roleplaying Game Bestiary 3

CE Huge humanoid (giant, mythic)

Init +10; **Senses** all-around vision, low-light vision, scent; Perception +26**DEFENSE****AC** 37, touch 7, flat-footed 37 (–1 Dex, +30 natural, –2 size)**hp** 272 (16d8+200); regeneration 10 (fire, see primal vigor)**Fort** +16, **Ref** +6, **Will** +13 (+17 vs. mind-affecting effects)**Defensive Abilities** block attacks, ferocity^{MA}, fortification (50%), multiple minds, primal vigor^{MA}; **DR** 10/epic; **Immune** acid^{MA}, cold^{MA}, confusion, and insanity effects**OFFENSE****Speed** 30 ft.**Melee** club +23/+18/+13 (2d6+13/19–20/x3), bite +18 (2d6+6 plus bleed^{MA} 5 and grab), claw +18 (1d8+6 plus grab)**Ranged** rock +10 (2d8+19)**Space** 15 ft.; **Reach** 15 ft.**Special Attacks** all-seeing attacks, cacophonous roar, fast swallow, feral savagery (full attack), mythic power (7/day, surge +1d10), rock throwing (120 ft.), swallow whole (4d6+19 bludgeoning, AC 25, 27 hp)**STATISTICS****Str** 37, **Dex** 8, **Con** 29, **Int** 10, **Wis** 17, **Cha** 6**Base Atk** +12; **CMB** +27 (+31 grapple); **CMD** 36**Feats** Awesome Blow, Great Fortitude, Improved Bull Rush, Improved Critical (club)^{MF}, Improved Initiative^{MF}, Lightning Reflexes, Power Attack^{MF}, Vital Strike^{MF}**Skills** Climb +32, Perception +26; **Racial Modifiers** +4 Perception**Languages** Giant**ECOLOGY****Environment** cold hills or mountains**Organization** solitary or war party (1 mythic jotund troll plus 2–5 hill giants or 3–12 ogres)**Treasure** standard (club, other treasure)**SPECIAL ABILITIES****All-Seeing Attacks (Ex)** A jotund troll can make nine additional attacks of opportunity in a round, one for each head, although no more than a single attack for any given opportunity.**Cacophonous Roar (Su)** Once every 1d4 rounds as a standard action, a jotund troll can emit a cacophonous roar from its nine heads. All creatures within a 60-foot spread of the troll must make a DC 27 Will save or become confused for 1d4 rounds. This is a mind-affecting effect. The save DC is Constitution-based.**Multiple Minds (Ex)** A jotund troll has nine different minds that are in constant communication with each other. The resulting jumble of tangled thoughts grants the troll a +4 racial bonus on all Will saving throws against mind-affecting effects. In addition, whenever a jotund troll must make a Will save, it can roll the saving throw twice and take the better of the two results as its actual saving throw.**Primal Vigor (Su)** If a mythic jotund troll takes damage during a round, its regeneration increases by 5 at the start of its next turn, to a maximum of 25. If the troll is at full hit points at the start of its turn, its regeneration decreases by 5, to a minimum of 5. Damaging the troll with fire only partially suppresses its regeneration. On its turn following this damage, the troll regenerates only half the normal number of hit points (for example, a troll with regeneration 15 would heal 7 hit points) and can die normally on that round.

MYTHIC MOSS TROLL

CR 4/MR 1

XP 1,200

Pathfinder Roleplaying Game Bestiary 3

CE Large humanoid (giant, mythic, shapeshifter)

Init +4 (+8 when climbing trees); **Senses** darkvision 60 ft., low-light vision, scent; **Perception** +5

DEFENSE

AC 16, touch 13, flat-footed 12 (+4 Dex, +3 natural, -1 size)

hp 38 (4d8+20); regeneration 5 (fire, see primal vigor)

Fort +7, **Ref** +5, **Will** +4

Defensive Abilities ferocity^{MA}, primal vigor^{MA}

Weaknesses fear of fire, vulnerable to fire

OFFENSE

Speed 30 ft., climb 10 ft.

Melee bite +5 (1d4+3), 2 claws +5 (1d4+3)

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

Special Attacks *mythic power* (1/day, surge +1d6)

STATISTICS

Str 16, **Dex** 19, **Con** 16, **Int** 9, **Wis** 12, **Cha** 7

Base Atk +3; **CMB** +8; **CMD** 22

Feats Intimidating Prowess, Iron Will^{MF}

Skills Acrobatics +7, Climb +11, Intimidate +5, Perception +5, Stealth +5 (+9 in vegetation); **Racial Modifiers** +2 Acrobatics, +4 Stealth (+8 in vegetation)

Languages Giant

SQ change shape (mossy tree; *tree shape*), tree climber

ECOLOGY

Environment cold or temperate forests

Organization solitary, gang (1 mythic moss troll and 2–3 moss trolls), or troop (1 mythic moss troll and 4–8 moss-trolls)

Treasure standard

SPECIAL ABILITIES

Fear of Fire (Ex) A moss troll is shaken as long as it is within 30 feet of a visible fire or an open flame of at least torch size. When confronted with fire or when damaged by a fire effect, a mythic moss troll can expend one use of its *mythic power* as an immediate action to suppress its vulnerability to fire and its fear of fire for 1 minute. Fire damage still halts its regeneration.

Primal Vigor (Su) If a mythic moss troll takes damage during a round, its regeneration increases by 5 at the start of its next turn, to a maximum of 25. If the troll is at full hit points at the start of its turn, its regeneration decreases by 5, to a minimum of 5. Damaging the troll with acid or fire *only* partially suppresses its regeneration. On its turn following this damage, the troll regenerates only half the normal number of hit points (for example, a troll with re-

generation 15 would heal 7 hit points) and can die normally on that round.

Tree Climber (Ex) When climbing trees and other foliage, a moss troll's climb speed increases to 30 feet. If a moss troll falls while climbing in trees, it ignores the first 30 feet it falls for the purposes of calculating total damage from the fall. While climbing in trees, a moss troll gains a +4 racial bonus on initiative checks.

MYTHIC ROCK TROLL**CR 7/MR 3**

XP 3,200

Pathfinder Roleplaying Game Bestiary 2

CE Large humanoid (earth, giant, mythic)

Init +1; **Senses** darkvision 60 ft., low-light vision, scent;

Perception +6

DEFENSE**AC** 22, touch 10, flat-footed 21 (+1 Dex, +12 natural, -1 size)**hp** 119 (7d8+88); regeneration 5 (acid or sonic, see primal vigor)**Fort** +13, **Ref** +3, **Will** +3**Defensive Abilities** *fortification*^{MA} (50%), *primal vigor*^{MA}; **DR** 5/epic**Weaknesses** sunlight petrification^{MA}**OFFENSE****Speed** 30 ft.**Melee** bite +11 (1d8+7), 2 claw +12 (1d6+7)**Space** 10 ft.; **Reach** 10 ft.**Special Attacks** *mythic power* (3/day, surge +1d6), rend (2 claws, 1d6+9 plus bleed^{MA} 5)**STATISTICS****Str** 25, **Dex** 12, **Con** 26, **Int** 5, **Wis** 9, **Cha** 6**Base Atk** +5; **CMB** +13; **CMD** 24**Feats** Intimidating Prowess, Iron Will^{MF}, Power Attack^{MF}, Weapon Focus (claw)**Skills** Climb +11, Intimidate +10, Perception +6**Languages** Giant**ECOLOGY****Environment** any underground**Organization** solitary or gang (1 mythic rock troll and 2–5 rock trolls)**Treasure** standard**SPECIAL ABILITIES**

Sunlight Petrification (Ex) A mythic rock troll that is exposed to natural sunlight is staggered and must make a DC 20 Fortitude save each round to resist permanently turning to stone. A *stone to flesh* spell (or similar effect) restores a petrified mythic rock troll, but if it remains exposed to sunlight, it must immediately start making new Fortitude saves to avoid petrification. Spells like *sunray* or *sunburst* that create powerful natural sunlight cannot petrify a mythic rock troll, but the troll is staggered for 1d4 rounds after being exposed to such an effect. A mythic rock troll can expend one use of mythic power as a free action to ignore sunlight petrification for 1 minute.

Primal Vigor (Su) If a mythic rock troll takes damage during a round, its regeneration increases by 5 at the start of its next turn, to a maximum of 25. If the troll is at full hit points at the start of its turn, its regeneration decreases by 5, to a minimum of 5. Damaging the troll with acid or fire only partially suppresses its regeneration. On its turn following this damage, the troll regenerates only half the normal number of hit points (for example, a troll with regeneration 15 would heal 7 hit points) and can die normally on that round.

MYTHIC BRUTE WIGHT

CR 6/MR 2

XP 2,400

Pathfinder Roleplaying Game Bestiary (variant wight)

NE Large undead (mythic)

Init +2; **Senses** darkvision 60 ft.; Perception +10

DEFENSE

AC 22, touch 11, flat-footed 20 (+2 Dex, +11 natural, -1 size)

hp 80 (4d8+62)

Fort +5, **Ref** +3, **Will** +7

DR 5/slashing; **Immune** undead traits

Weaknesses resurrection vulnerability

OFFENSE

Speed 30 ft.

Melee 2 slams +8 (1d6+6 plus energy drain)

Ranged rock +5 (1d8+6 plus energy drain)

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

Special Attacks energy drain (1 level, DC 16), mythic power (4/day, surge +1d6), terrifying bulk^{MA}, tombstone toss^{MA}

STATISTICS

Str 22, **Dex** 14, **Con** —, **Int** 15, **Wis** 17, **Cha** 19

Base Atk +3; **CMB** +10; **CMD** 22

Feats Blind-Fight, Extra Mythic Power^{MF}, Intimidating Prowess

Skills Climb +12, Disguise +10, Intimidate +17, Knowledge (religion) +7, Perception +10, Stealth +13, Survival +7; **Racial Modifiers** +8 Stealth

Languages Common

SQ corpse colossus^{MA}

ECOLOGY

Environment any

Organization solitary, pair, gang (3–6), or pack (7–12)

Treasure standard

SPECIAL ABILITIES

Corpse Colossus (Ex) A mythic brute wight's massive bulk grants it DR 5/slashing and bonus hit points based on its size, as if it were a construct.

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

Terrifying Bulk (Ex) A mythic brute wight moves with uncanny stealth for a creature of its size, and its ability to seemingly appear from nowhere is terrifying to opponents. When a mythic brute wight attacks an opponent that is unaware of it, it can make an Intimidate check to demoralize that target as a swift action. If the Intimidate check succeeds and the attack hits, the target is frightened for the first round it is demoralized and then shaken

thereafter. If the mythic brute wight confirms a critical hit when attacking a target that is unaware of it, it can expend one use of its mythic power to use *phantasmal killer* (DC 18, caster level 4th) against the target as a spell-like ability; this does not provoke attacks of opportunity.

Tombstone Toss (Su) As a full-round action, a mythic brute wight can pick up and throw a rock or similar heavy object as if it had the rock throwing special attack (range increment 40 ft.), favoring gravestones and similar markers of the dead. A creature struck by such a rock is affected by the wight's energy drain special attack. If the mythic brute wight expends one use of its mythic power, it can resolve this attack as a ranged touch attack.

The lovely lass standing before you roars as she ripples and deforms into the massive musculature of a towering harridan, breasts and belly distended, with lank, straggly hair framing a monstrous face with huge fangs jutting from her mouth.

ANGURBODA

CR 13/MR 5

XP 25,600

NE Huge humanoid (giant, mythic, shapechanger)

Init +11^{MF}; Senses low-light vision, scent; Perception +20

DEFENSE

AC 29, touch 10, flat-footed 27 (+2 Dex, +19 natural, -2 size)

hp 201 (14d8+138)

Fort +13, Ref +6, Will +15

DR 10/cold iron and epic; Immune poison; Resist cold 10

OFFENSE

Speed 30 ft.

Melee 2 slams +17 (1d8+9), bite +17 (2d6+9 plus 1d4 bleed)

Space 15 ft.; Reach 15 ft.

Special Attacks beast mother^{MA}, evil eye^{MA}, go for the throat^{MA}, mother of monsters, **mythic power** (5/day, surge +1d8)

Spell-Like Abilities (CL 14th; concentration +20 [+24 casting defensively or while grappled])

Constant—*misdirection*

At will—*beguiling gift* (DC 19), *unnatural lust* (DC 20)

3/day—*dominate person* (DC 23), *fear* (DC 1920), *good hope*, *rage*, *suggestion* (DC 21)

1/day—*break enchantment*, *mass charm monster* (humanoids, monstrous humanoids, and magical beasts only) (DC 265), *geas/quest* (DC 243)

STATISTICS

Str 29, Dex 14, Con 25, Int 18, Wis 18, Cha 23

Base Atk +10; CMB +21; CMD 33

Feats Brew Potion^B, Combat Casting, Great Fortitude, Improved Initiative^{MF}, Intimidating Prowess, Iron Will, Power Attack^{MF}, Spell Focus (enchantment)^{MF}

Skills Bluff +20, Craft (alchemy) +12, Diplomacy +10, Disguise +20, Handle Animal +10, Intimidate +30, Knowledge (history) +5, Knowledge (local) +5, Knowledge (nature) +5, Perception +20, Spellcraft +10, Use Magic Device +17

Languages Aklo, Common, Giant

SQ change shape (Small, Medium, Large, or Huge humanoid or magical beast; *alter self*, *beast shape IV*, or *giant form II*), coven, cruel cauldron, polylingual, savage spawn^{MA}, speak with monsters^{MA}, swift gestation^{MA}

ECOLOGY

Environment any cold

Organization solitary, brood (1 angurboda and 2-4 magical beasts, monstrous humanoids, or giants), coven (1 angurboda, 2

hags (any kind), and 2-4 magical beasts, monstrous humanoids, or giants)

Treasure standard

SPECIAL ABILITIES

Beast Mother (Ex) An angurboda is fiercely protective of her monstrous children for 24 hours after their birth. If a creature attacks one of her monstrous offspring, the angurboda gains the **feral savagery** (full attack) and **second save** universal mythic abilities when full attacking that creature or saving against effects created by that creature for 1 hour. If a creature strikes the killing blow against one of her offspring, she gains the benefit of *good hope* against that target for 1 minute. If she already is using *good hope*, the bonuses it grants are doubled for 1 minute against that creature.


Coven (Ex) An angurboda can join a coven as if she were a hag.

Cruel Cauldron (Su) An angurboda gains the **cauldron**, **cook people**, and **poison steep** hexes as a witch whose level is equal to her Hit Dice.

Evil Eye (Su) An angurboda has the power of the **evil eye** as a witch whose level is equal to her Hit Dice. If the angurboda expends one use of her mythic power, her evil eye functions as a gaze attack for 1 minute, affecting all creatures within 30 feet that meet her gaze.

Go For the Throat (Ex) When an angurboda hits a creature with both slam attacks, she gains a +4 bonus on the attack roll, a critical threat range of 18-20, and a critical multiplier of x3 when using her bite attack against that creature until the end of her turn. If the angurboda confirms a critical hit with her bite, the bleed damage she deals is tripled and the target's vocal apparatus is damaged, leaving it unable to speak as long as the bleed damage persists. Creatures with unusual anatomy or lacking a windpipe or similar breathing apparatus (such as plants and many types of aberrations, outsiders, and vermin, at the GM's discretion) ignore this effect.

If the angurboda confirms a critical with her bite when using this ability, she can expend one use of mythic power to try to crush the target's breathing apparatus; this functions as the **suffocation** spell (DC 24 Fortitude partial) but is a non-magical effect. Creatures that do not breathe or with unusual anatomy, as noted above, are immune to this effect. The save DC is Constitution-based.



Mother of Monsters (Su) Once per day an angurboda can gestate and give birth to one or two magical beasts, monstrous humanoids, dire animals, or humanoids with the giant subtype. This process takes 10 minutes and functions similarly to a *planar ally* spell, allowing her to call a single creature with up to 12 Hit Dice or two identical creatures whose combined Hit Dice do not exceed 12. Alternatively, the angurboda can birth up to 4 Medium-sized humanoids of the same type with the ogrekin template. These creatures are automatically helpful and willing to perform one task taking up to 1 hour on the angurboda's behalf, but after this time they become indifferent to her, though she may retain their services through persuasion or magical control.

The creatures an angurboda gestates and births with this ability must be Large or smaller, and are created with the young simple template. She may choose to birth creatures fully grown, without the young template; however, such creatures are blighted within and gain one permanent negative level every 24 hours (no saving throw), perishing when their negative levels equal their Hit Dice as their body is consumed by necrotic tumors induced by their too-rapid growth.

Polylingual (Su) Whenever an angurboda uses a polymorph effect to assume a creature's form, she gains the ability to read, write, speak, and understand the racial language of that creature type, if it has one (treat Common as the racial language for humans)

Savage Spawn (Ex) When an angurboda uses her mother of monsters ability, she can expend one use of mythic power to apply the [savage mythic simple template](#) to the creatures she spawns, or to birth fully-grown monsters (without the young simple template) that do not necrose and perish as described under her mother of monsters ability. If she expends two uses of mythic power, she can birth fully-grown monsters with the savage simple mythic template.

Speak with Monsters (Su) An angurboda can communicate with all magical beasts and monstrous humanoids as if they shared a common language, though communication is limited based on the creature's Intelligence.

Swift Gestation (Ex) An angurboda can gestate and birth creatures with her Mother of Monsters ability as a full-round action by expending one use of mythic power. In addition, she can birth more than one brood of beasts per day by expending one use of mythic power for each use of mother of monsters after the first (or two uses of mythic

power to birth the monsters as a full-round action). When an angurboda uses this ability, any creature of the same type as she births and any humanoids within 30 feet are nauseated for 1 round and sickened for 1d4 rounds thereafter. A successful DC 23 Fortitude save reduces the effect to sickened for 1 round. The save is Charisma-based.

Angurbodas are horrible ogresses that are known in some cultures as the "mothers of monsters." They are fecund in the extreme, able to mate with virtually any species, though their offspring are uniformly hideous and savage, often of unusual size and bulk and possessing a variety of deformities. An angurboda is a shapechanger and often spends its time in forms other than its own, but in its natural shape an angurboda is 16 feet tall and weighs 7,000 pounds, with sallow skin mottled like spattered mud.

HABITAT AND SOCIETY

Angurbodas are versatile and adaptable creatures, able to survive in virtually any environment by virtue of their shapeshifting powers. Some believe they originated in the Fey Realms as horrid counterparts to the hag races, while some believe they were outcast and accursed by the gods and hurled from the outer planes to imprisonment in the realms of the fey, from whence they wandered into the mortal realms and found those hunting grounds much more to their liking. It is also possible they have always lived in the mortal world and simply used their magical powers to impersonate the fey or deflect blame for their predations onto them, diverting attention from their own fell deeds.

Whatever their true origins, angurbodas are perfectly capable of surviving in warmer latitudes but are happiest in chillier climes. Some angurbodas are nomadic, traveling from place to place and taking what they wish, often leaving a bestial brood behind to ravage the land, sea, and sky in their wake. Others may establish a hidden lair in the most desolate and forlorn of locales, venturing forth at need to satisfy their hunger or their lust before returning to their secret abode.

Angurbodas are solitary in terms of their own kind, but they often live among other creatures unnoticed, blending in effortlessly with their surroundings and inveigling their way into the hearts and minds of the unwary to mate with them. Fecund in the extreme, angurbodas are entirely indiscriminate in their collection of male seed. Their reproductive tracts can store unused material for years at a time, though the cells of the unborn are typically warped and corrupted by their time in the angurboda's womb or even melded with the stuff of life drawn from any number of the angurboda's other bestial ruts. The angurboda can bring forth such befouled fruit from her womb with terrifying speed, growing monsters in her belly and disgorging them like an amniotic avalanche into the world, already fierce and ready to fight.

Angurbodas have no true society of their own, avoiding others of their kind if they are known to have established their claim to a particular region. They often gather hags into their service, however, either birthing them themselves or making alliances with them, and will typically use hags as their messengers or go-betweens, prospecting for potential mates and bringing the choicest of the lot to their ogriish mother.

When living among other cultures, angurbodas often use their magical talents to pass themselves off as wise women, sages, or cult leaders, using their magical and alchemical knowledge to beguile the unwary with their concoctions and confabulations. A rare angurboda may strive for a place of prominence in society, though it is far more common for them to assume a role with access to power but a much lower profile, enabling them to obtain the things they want without exposing themselves to scrutiny that might betray their monstrous intentions. Besides, their urge to procreate cannot long be suppressed, and few angurbodas will stoop to eating their own children to prevent their predations from leading back to their monstrous mother and revealing her

deceptions. Thus, even for angurbodas that spend much of their time in shapechanged disguise, they must often remove themselves into the wild and shadowed places to bring forth ever more monsters into the world.

ECOLOGY

Angurbodas are omnivorous, content to scavenge carrion and decayed plant matter at need, though they crave the taste of blood and flesh in their natural form and have prodigious appetites, able to devour unthinkable amounts of food at a time. When shapechanged, they are canny enough to fit their dietary habits to the culture and society around them, but more than one angurboda has given away her ruse in an appalling display of gorging and odious table manners when she has spent too long a time away from her natural form. Angurbodas are long-lived, able to survive over 300 years.





Index
Most Your Game Enhancement!
ADVENTURE PATH PLUG-IN
PATHFINDER

Legend of the Burning
Most Your Game Enhancement!
ADVENTURE PATH PLUG-IN
PATHFINDER

Gothic Grimoires
Book One:
The Necrotic Verses
By Jason Nelson & Claire Peterson
WITH THE LEGENDARY GAMES DESIGN TEAM
ADVENTURE PATH PLUG-IN
PATHFINDER

Legend of the Burning
ADVENTURE PATH PLUG-IN
PATHFINDER

Legend of the Burning
ADVENTURE PATH PLUG-IN
UNDER FROZEN STARS
By Jason Nelson
ADVENTURE PATH PLUG-IN
PATHFINDER

Gothic Grimoires
Book Two:
the Inverse Calculus of Green Refraction
By Jason Nelson
WITH THE LEGENDARY GAMES DESIGN TEAM
ADVENTURE PATH PLUG-IN
PATHFINDER

Legend of the Burning
ADVENTURE PATH PLUG-IN
The Murmuring Fountain
By Jason Nelson & Claire Peterson
ADVENTURE PATH PLUG-IN
PATHFINDER

Legend of the Burning
ADVENTURE PATH PLUG-IN
MEDITATIONS OF THE IMPERIAL MYSTICS
By Curtis J. Brown & Jason Nelson
WITH THE LEGENDARY GAMES DESIGN TEAM
ADVENTURE PATH PLUG-IN
PATHFINDER

Legend of the Burning
ADVENTURE PATH PLUG-IN
Treasury of the Macabre
By Jason Nelson
WITH THE LEGENDARY GAMES DESIGN TEAM
ADVENTURE PATH PLUG-IN
PATHFINDER

Legend of the Burning
ADVENTURE PATH PLUG-IN
MEDITATIONS OF THE IMPERIAL MYSTICS
By Curtis J. Brown & Jason Nelson
WITH THE LEGENDARY GAMES DESIGN TEAM
ADVENTURE PATH PLUG-IN
PATHFINDER

Legend of the Burning
ADVENTURE PATH PLUG-IN
UNDER FROZEN STARS
By Jason Nelson
ADVENTURE PATH PLUG-IN
PATHFINDER

Legend of the Burning
ADVENTURE PATH PLUG-IN
THE BALEFUL COVEN
By Matt Gohmert
WITH THE LEGENDARY GAMES DESIGN TEAM
ADVENTURE PATH PLUG-IN
PATHFINDER

Legend of the Burning
ADVENTURE PATH PLUG-IN
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