# MYTHIC ACTIONS

## FOR THE

# MONSTER MANUAL

**Mythic actions for every legendary creature in the Monster Manual!**

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# Introduction

**B**rave heroes your foes are upgrading from legendary to mythic. That means they are getting stronger, smarter and more determined! Prepare to fight foes like never before and fight in battles that they will be remembered for eons! But to be prepared you need to learn more about these fearsome creatures! Here we discuss what has changed in hopes that you triumph against these mythical adversaries.

In the following pages you will find every legendary creature in the Monster Manual converted to mythic monster according to the new optional rules that came with *Mythic Odysseys of Theros*. Every monster in this supplement has four distinct parts describing what is changing and what courses of action the DM should follow. These four parts are: Awarding XP, The Narrative, The Mythic trait and the Mythic actions.

## Awarding xp

Fighting a mythic monster comes with mythic proportions of XP. Usually a monster with mythic actions offers double the XP of its ordinary counterpart. However, there are always exceptions and this is more of a guideline than a strict rule. In the following monsters you will find a set number of XP but you can change it to pace your campaign in your rhythm.

## Mythic trait

The mythic trait is the turning point of the battle. Usually it is activated when the monster is reduced to 0 hit points. The mythic monster then proceeds to regain all of its hit points or something unique happens that keeps it alive and changes the objective of the battle. Along, with the hit points comes some special abilities that are either passive or take effect immediately. These effects are designed to give some relief to the monster or give them an offensive boost against the players.

## Narrative

The narrative part comes hand to hand with the mythic trait. The DM reads from a descriptive box what is happening as the monster push itself to its limit activating the mythic trait. These descriptions give a warning to the players of what has changed and highlight the new objective, if there is one.

## Mythic actions

Mythic actions are an extra set of actions that a mythic creature can use after it uses his mythic trait feature. These actions are used in place of legendary actions, but they do not prevent the monster of using their legendary actions. Their cost of actions varies depending on the strength of the mythic action.

Mythic actions are usually stronger and more potent that the legendary actions. Moreover, they add new options that the monsters had no access before.

# Aboleth

Fighting an Aboleth as a mythic encounter is equivalent to taking on one CR 10 creature and three CR 6 creatures in a single encounter. Award a party 12,500 XP for defeating the Aboleth if it uses its mythic trait.

## Mythic trait

Read or paraphrase the following text when the Aboleth uses its mythic trait:

> The bloodied creature flares its tentacles making it look larger than ever. A mind numbing screech echoes in your heads and three humanoids with a fish head and scales appear between you and their master. Their fanatical cheers create an ominous sound and a faint purple thread of life force connects each follower with the Aboleth, keeping it alive and deadlier than before.

**Call Worshippers (Mythic Trait; Recharges after a Short or Long Rest).** When the Aboleth is reduced to 0 hit points, it doesn't die or fall unconscious. Instead, it summons three *Kuo-Toa Archpriests* from the far edges of the Multiverse. These creatures enter a frenzy to protect their god and use only their Move and Multiattack action during their turn. The Aboleth dies when all the *Kuo-Toa Archpriests* are killed.

## Mythic actions

If the Aboleth's mythic trait is active, it can use the options below as legendary actions for 1 hour after using *Call Worshipers*:

**Coordinated Blows.** The Aboleth makes one tail attack. Additionally, one Kuo-Toa Archpriest uses its reaction to make Scepter attack.

**Teleport (Costs 2 Actions).** The Aboleth magically teleports up to 60 feet to an unoccupied space it can see.

**Psychic Burst (Costs 3 Actions).** Each creature within 30 feet of the Aboleth must make a DC 17 Intelligence saving throw, taking 21 (6d6) psychic damage on a failed save, or half as much damage on a successful one. Creatures that are charmed by the Aboleth have disadvantage on the Saving Throw.

# Solar

Fighting a Solar as a mythic encounter is equivalent to taking on two CR 21 creatures in a single encounter. Award a party 66,000 XP for defeating the Solar if it uses its mythic trait.

## Mythic trait

Read or paraphrase the following text when the Solar uses its mythic trait:

> Golden veins appear on the angelic form's body, as if pressured from within. The light they shine becomes increasingly blinding until they burst with the force of a small sun. The Solar's vessel is shed revealing a humanoid form made of pure light. Its eyes stare at you with divine fury. Prepare yourselves!

**Divine Form (Mythic Trait; Recharges after a Short or Long Rest).** When the Solar is reduced to 0 hit points, it doesn't die or fall unconscious. Instead, it bursts with radiant energy regaining 243 hit points. Additionally, every creature within 60 feet of the Solar must make a Constitution Saving Throw, taking 55 (10d10) radiant damage on a failed save, or half as much damage on a successful one.

## Mythic actions

If the Solar's mythic trait is active, it can use the options below as legendary actions for 1 hour after using *Divine Form*:

**Cleanse.** The Solar ends any condition affecting it.

**Judgement Slash (Costs 2 Actions).** Solar's Greatsword flies up to 50 feet in a straight line 5 feet wide, making an attack roll against each creature in the line.

**Cruel Light (Costs 3 Actions).** Any creature within 120 feet of the Solar that can see it must succeed on a DC 22 Constitution saving throw or gain vulnerability to radiant damage. The effect lasts until removed by the Greater Restoration spell or other similar magic.

# Beholder

Fighting a Beholder as a mythic encounter is equivalent to taking on two CR 13 creatures in a single encounter. Award a party 20,000 XP for defeating the Beholder if it uses its mythic trait.

## Mythic trait

Read or paraphrase the following text when the Beholder finally uses its mythic trait:

> As the final blow is dealt, the tyrannical creature falls to the ground drifting in and out of consciousness. Its dream exacting revenge on the foul creatures that dared stand up to it becomes reality and a horrid form stands in front of you combining mouths, teeth and eyestalks on a fleshy foundation that roughly resembles the shape of a Beholder. With a raging growl, deathly rays fill the room.

**Abomination Form (Mythic Trait; Recharges after a Short or Long Rest).** When the Beholder is reduced to 0 hit points, it doesn't die or fall unconscious. Instead, it teleports itself up to 60ft in an unoccupied space it can see where it transforms into a hideous abomination with dozens of eyestalks and numerous mouths regaining 180 hit points.

## Mythic actions

If the Beholder's mythic trait is active, it can use the options below as legendary actions for 1 hour after using *Abomination Form*:

**Eye rays.** The Beholder uses 1d3 random (reroll duplicates) eye rays.

# Death Tyrant

Fighting a Death Tyrant as a mythic encounter is equivalent to taking on two CR 14 creatures in a single encounter. Award a party 23,000 XP for defeating the Death Tyrant if it uses its mythic trait.

## Mythic trait

Read or paraphrase the following text when the Death Tyrant finally uses its mythic trait:

> Your last hit cracks the body of the undead. The crack expands and branches out covering the whole skull. The pieces fall off, vanishing into thin dust before reaching the ground, revealing a bright red spectral form of the Death Tyrant you have been fighting. Free from its corporeal shackles and with a manic laughter the Death Tyrant charges at you!

**Spectral Aspect (Mythic Trait; Recharges after a Short or Long Rest).** When the Death Tyrant is reduced to 0 hit points, it doesn't die or fall unconscious. Instead, it casts off its skeleton becoming spectral, like its eyestalks, regaining 187 hit points. Additionally, it gains Resistance to the following types of damage: acid, cold, fire, lightning, thunder, bludgeoning, piercing, and slashing from nonmagical attacks. It also becomes immune to the following conditions : charmed, exhaustion, grappled, paralyzed, petrified, prone, restrained and unconscious.

## Mythic actions

If the Death Tyrant's mythic trait is active, it can use the options below as legendary actions for 1 hour after using *Spectral Aspect*:

**Teleport.** The Death Tyrant magically teleports up to 60 feet to an unoccupied space it can see.

**Undead Sovereignty (Costs 2 Actions).** Up to three undead within 60 feet of the Death Tyrant use their reaction to make a meele attack roll.

**Negative Energy Blast (Costs 3 Actions).** Every creature inside the Negative Energy Cone must succeed on a DC 17 Constitution saving throw, taking 42 (12d6) necrotic damage on a failed save, or half as much damage on a successful one.

# Demilich

Fighting a Demilich as a mythic encounter is equivalent to taking on two CR 18 creatures in a single encounter. Award a party 40,000 XP for defeating the Demilich if it uses its mythic trait.

## Mythic trait

Read or paraphrase the following text when the Demilich finally uses its mythic trait:

> The skull's last cry echoes through the ancient halls as it turns to dust. While the faces of your companions are showered in relief, yours is filled with terror. You hear the shrieking voice of the Demilich saying "I ll use your ears... to hear them scream", while it grasps at your soul.

**Vile Possession (Mythic Trait; Recharges after a Short or Long Rest).** When the Demilich is reduced to 0 hit points, it doesn't die or fall unconscious. Instead, it lets loose a horrid screech and every living creature within 120 feet must succeed on a DC 23 Wisdom saving throw. If no creature fails the saving throw the Demilich regains 80 hit points. If at least one creature fails then the Demilich posseses the creature with the most hit points that failed the Saving Throw. The Demilich now controls the body but doesn't deprive the target of awareness. The demilich can't be targeted by any Attack, spell, or other effect, and it retains its Alignment, Intelligence, Wisdom, Charisma, and immunities. It otherwise uses the possessed target's Statistics.

The possession lasts until the body drops to 0 Hit Points, the Demilich ends it as a Bonus Action, or the Demilich is forced out by an effect like the Dispel Evil and Good spell. When the possession ends, the demilich reappears in an unoccupied space within 5 ft. of the body regaining 80 hit points.



## Mythic actions

If the Demilich's mythic trait is active, it can use the options below as legendary actions as long as it possesses a humanoid:

**Move.** The possessed creature moves up to its speed.

**Attack.** The possessed creature makes a weapon attack

**Spell (Costs X actions).** The possessed creature casts an X level spell (Cantrips counts as 1st level spells) for the purposes of determining the action cost of this Mythic action).

# Dracolich

Fighting a Dracolich as a mythic encounter is equivalent to taking on two CR 17 creatures in a single encounter. Award a party 36,000 XP for defeating the Dracolich if it uses its mythic trait.

## Mythic trait

Read or paraphrase the following text when the Dracolich uses its mythic trait:

> The Dracolich falls to the ground writhing, having its weakened sternum break off. The undead regains some composure and realizing the severity of its situation it lets loose a loud roar and prepares to fight to the bitter end. Be it its own, or yours.

**Gem heart (Mythic Trait; Recharges after a Short or Long Rest).** When the Dracolich is reduced to 0 hit points, it doesn't die or fall unconscious. Instead, the chest bones break revealing a bright gem that keeps the Dracolich from passing on. The gem has an AC of 20 and 200 hit points. It is immune to psychic. poison, bludgeoning, piercing, and slashing damage from nonmagical attacks, and it is immune to all conditions. If it is forced to make a saving throw, treat its ability scores as 10 (+0). The Dracolich dies when the gem is destroyed.

## Mythic actions

If the Dracolich's mythic trait is active, it can use the options below as legendary actions for 1 hour after using *Gem heart*:

**Bite Attack.** The Dracolich makes a bite attack

**Move.** The Dracolich moves up to its speed without provoking opportunity attacks.

**Bone Creations (Costs 2 Actions).** The Dracolich causes 1d6 skeletons to appear in unoccupied spaces within 10 feet of it.

**Tail Slam (Costs 3 Actions).** The Dracolich slams its boned tail to the ground. Each creature in the ground within 30 feet of the dragon must succeed on a DC 22 Strength saving throw or take 28 (6d6 + 7) bludgeoning damage and be knocked prone. The area affected by Tail Slam becomes difficult terrain.

# Adult Dragon

Fighting an Adult Dragon as a mythic encounter is equivalent to taking on two challenge rating X creatures in a single encounter (X = The CR of the type of Adult Dragon used). Award a party double XP for defeating the Adult Dragon if it uses its mythic trait.

## Mythic trait

Read or paraphrase the following text when the Adult Dragon finally uses its mythic trait:

> The great beast cornered and wounded reveals its last trap. With a flap of its giant wings you feel every defense against its primal power fade. Filled with confidence and determination it opens its mouth and prepares to unleash hell upon you all.

**Dragon's Wrath (Mythic Trait; Recharges after a Short or Long Rest).** When the Adult Dragon is reduced to 0 hit points, it doesn't die or fall unconscious. Instead, it uses its rage as fuel to continue fighting, regaining hit points equal to its maximum hit points. Additionally, every creature within a mile of the Dragon loses the resistance (if any) against the damage type of the dragon's breath weapon. This effect has a duration of 1 hour.

## Mythic actions

If the Adult Dragon's mythic trait is active, it can use the options below as legendary actions for 1 hour after using *Dragon's Wrath*:

  **Bite.** The Adult Dragon makes a bite attack
  **Move.** The Adult Dragon moves up to its speed without provoking opportunity attacks.
  **Draconic Endurance (Costs 2 Actions).** The Adult Chromatic Dragon recharges its Breath Weapon.

# Ancient Dragon

Fighting an Ancient Dragon as a mythic encounter is equivalent to taking on two challenge rating X creatures in one encounter (X = The CR of the type of Ancient Dragon used). Award a party double XP for defeating the Ancient Dragon if it uses its mythic trait.

## Mythic trait

Read or paraphrase the following text when the Ancient Dragon finally uses its mythic trait:

> As this unrivaled creature is ready to collapse, a strong bright light shines upon it and you hear a thunderous voice in your head "Rise my child and show them the real power of Dragons". The ancient being stands once again and with the power bestowed by its god, gets ready to eradicate you from this world.

**Descendant of the Gods (Mythic Trait; Recharges after a Short or Long Rest).** When the Ancient Dragon is reduced to 0 hit points, it doesn't die or fall unconscious. Instead, it is filled with divine energy coming from the dragon gods (Bahamut for metallic dragons and Tiamat for chromatic), regaining hit points equal to its maximum hit points. Additionally, every creature within a mile of the Dragon looses the resistance (if it has any) to the damage type of its breath weapon. After that any creature that hasn't immunity to that damage type gains vulnerability.

## Mythic actions

If the Ancient Dragon's mythic trait is active, it can use the options below as legendary actions for 1 hour after using *Descendant of the Gods*:

**Show of Force.** The Ancient Dragon makes a bite and a tail attack.

**Teleport (Costs 2 Actions).** The Ancient Dragon magically teleports up to 120 feet to an unoccupied space it can see.

**Draconic Determination (Costs 3 Actions).** The Ancient Dragon recharges its Breath Weapon and uses it.

## Mythic trait

Read or paraphrase the following text when the Empyrean finally uses its mythic trait:

> The divine creature kneels, defeated, before you. Clouds gather in the sky and flakes of salt fill the sky when you sense an awe-inspiring presence. From the upper planes, you hear a rumbling voice that makes the ground quake saying to you "I shan't allow my child to taste mortality. Despair! ye sinners, I am here."

**God's Presence (Mythic Trait; Recharges after a Short or Long Rest).** When the Empyrean is reduced to 0 hit points, it doesn't die or fall unconscious. Instead, it gets possessed by the god it serves regaining 314 hit points and teleports up to 60 feet to an unoccupied space it can see.

## Mythic actions

If the Empyrean's mythic trait is active, it can use the options below as legendary actions for 1 hour after using *Gem heart*:

**Take Flight.** The Empyrean flies up to its flying speed.

**Spell Burn (Costs 2 actions).** The Empyrean targets one creature it can see within 30 ft. of it. The target must succeed on a DC 20 Intelligence saving throw or lose spell slots of its choice that have a combined spell level equal to that roll or higher.

**Divine Judgement (Costs 3 actions).** A beam of bright white light shines down in a 30-foot radius, 120-foot-high Cylinder centered on a point within range. A creature in that area must make a DC 25 Constitution saving throw or take 45 (10d8) damage of one of the following types (Empyrean's choice): acid, cold, fire, force, lightning, radiant, or thunder.

# Kraken

Fighting a Kraken as a mythic encounter is equivalent to taking on two challenge rating 23 creatures in a single encounter. Award a party 100,000 XP for defeating the Kraken if it uses its mythic trait.

## Mythic trait

Read or paraphrase the following text when the Kraken finally uses its mythic trait:

> The enormous monstrosity writhes and growls as violent waves crash around it and the skies grow dark. The waters gather around the Kraken healing its wounds and raising it to the skies, as if on a pedestal, making it one with the storm.

**Ruler of the Sea (Mythic Trait; Recharges after a Short or Long Rest).** When the Kraken is reduced to 0 hit points, it doesn't die or fall unconscious. Instead, the sea itself comes to its aid allowing the Kraken to regain 472 hit points, immediately ending all ongoing conditions. Additionally, the Kraken can manipulate the water to allow it to fly gaining flying speed equal to its swimming speed.

# Empyrean

Fighting an Empyrean as a mythic encounter is equivalent to taking on two CR 23 creatures in a single encounter. Award a party 100,000 XP for defeating the Empyrean if it uses its mythic trait.

## Mythic actions

If the Kraken's mythic trait is active, it can use the options below as legendary actions for 1 hour after using *Ruler of the Sea*:

**Assistance from the deep.** The Kraken causes a Hunter Shark to arrive in an unoccupied space within 60 feet of it.

**Grab a Bite! (Costs 2 Actions).** The Kraken makes an attack with its tentacle. If it hits with its tentacles the Kraken can make a bite attack against that target.

**Destructive Squeeze (Costs 3 Actions).** Each creature restrained by Kraken's Tentacle must make a DC 21 Strength saving throw or take 32 (4d10 + 10) bludgeoning damage and have disadvantage on attack rolls and ability checks until the end of its next turn.

# Lich

Fighting a Lich as a mythic encounter is equivalent to taking on two CR 21 creatures in a single encounter. Award a party 66,000 XP for defeating the Lich if it uses its mythic trait.

## Mythic trait

Read or paraphrase the following text when the Lich finally uses its mythic trait:

> Most of the lich's body starts crumbling and turning to ash. Its head and some parts stay intact creating an unholy formation of bones and withered flesh. With hatred, he states "Feel honored mortal! I bear this disgusting and humiliating form only to make you suffer!".

**Cling to Undeath (Mythic Trait; Recharges after a Short or Long Rest).** When the Lich is reduced to 0 hit points, it doesn't die or fall unconscious. Instead, it stays in an intermediate state between a Lich and a Demilich regaining 80 hit points. Additionally, it gains Damage Resistance to bludgeoning, piercing, and slashing from magic weapons.

## Mythic actions

If the Lich's mythic trait is active, it can use the options below as legendary actions for 1 hour after using *Cling to Undeath*:

**Flight.** The Lich flies up to its flying speed.

**Energy Drain (Costs 2 Actions).** The Lich targets up to three creatures that it can see within 10 feet of it. Each target must succeed on a DC 19 Constitution saving throw or take 21 (6d6) necrotic damage and the Lich regains hit points equal to the total damage dealt to all targets.

**Howl (Costs 3 Actions).** The Lich emits a bloodcurdling howl. Each creature within 30 feet of the Lich that can hear the howl must succeed on a DC 15 Constitution saving throw or drop to 0 hit points. On a successful save, the creature is frightened until the end of its next turn.

# Mummy Lord

Fighting a Mummy Lord as a mythic encounter is equivalent to taking on two challenge rating 15 creatures in one encounter. Award a party 26,000 XP for defeating the Mummy Lord if it uses its mythic trait.

## Mythic trait

Read or paraphrase the following text when the Mummy Lord finally uses its mythic trait:

> The ancient undead is brought to its limits. Letting out a belching scream it snaps back, with its hands clawing at its face. The room fills with small canopic jars, which the mummy lord can no longer keep hidden. One of them contains the heart that keeps the tyrannical lord alive but he is not going to let you destroy it that easily. Your fight is far from over.

**False Canopic Jars (Mythic Trait; Recharges after a Short or Long Rest).** When the Mummy Lord is reduced to 0 hit points, it doesn't die or fall unconscious. Instead, it loses control of its magical powers and ten sealed Canopic Jars burst from a pocket dimension they were hidden before. All of the Jars are destroyed upon taking damage. One of the Jars contains the Heart of the Mummy Lord. The heart has AC 5, 25 hit points and immunity to all damage except fire. The Mummy Lord dies when the heart is destroyed. The other Jars release a Shadow when destroyed.

## Mythic actions

If the Mummy Lord's mythic trait is active, it can use the options below as legendary actions for 1 hour after using *False Canopic Jars*:

**Ten Jar Trick.** If there are less than ten Canopic Jars the Mummy replenish their numbers and shuffles them. If the heart is exposed it is enclosed in one of the new canopic jars.

**Entangling Bandages (Costs 2 Actions)** Up to three creatures within 30 feet of the Mummy Lord must succeed on a DC 17 Dexterity saving throw or get enveloped by sticky bandages taking 22 (4d10) necrotic damage and be restrained until the end of their next turn.

**Withering Curse (Costs 3 Actions).** The Mummy Lord spreads withering dust. Any creature within 60 feet of the Mummy Lord must succeed on a DC 17 Constitution saving throw or gain 1 level of exhaustion.

# Androsphinx

Fighting an Androsphinx as a mythic encounter is equivalent to taking on two CR 17 creatures in a single encounter. Award a party 36,000 XP for defeating the Androsphinx if it uses its mythic trait.

## Mythic trait

Read or paraphrase the following text when the Androsphinx finally uses its mythic trait:

**Last Stand (Mythic Trait; Recharges after a Short or Long Rest).** When the Androsphinx is reduced to 0 hit points, it doesn't die or fall unconscious. Instead, it survives on 1 hit point creating an indestructible sphere of black granite with a radius of 30 feet and itself at its center. No creature can leave the sphere by any means, including the Androsphinx. The Androsphinx gains immunity to all damage and tries to kill every creature inside the Sphere. If the Androsphinx is not able to kill every creature in the sphere within 5 rounds or traps no creature in the sphere, dies.

## Mythic actions

If the Androsphinx's mythic trait is active, it can use the options below as legendary actions for 1 hour after using *Last Stand*:

**Pounce.** The Androsphinx moves 10 ft. in a straight line towards a creature and hits it with a claw Attack. That target must succeed on a DC 17 Strength saving throw or be knocked prone. If the target falls prone, the Gynosphinx can make a second claw Attack against it as part of this mythic action.

**First Roar.** The Androsphinx uses its First Roar ability without expending any charges.

**Second Roar (Costs 2 Actions).** The Androsphinx uses its Second Roar ability without expending any charges.

**Third Roar (Costs 3 Actions).** The Androsphinx uses its Third Roar ability without expending any charges.

# Gynosphinx

Fighting a Gynosphinx as a mythic encounter is equivalent to taking on two CR 11 creatures in a single encounter. Award a party 14,400 XP for defeating the Gynosphinx if it uses its mythic trait.

## Mythic trait

Read or paraphrase the following text when the Gynosphinx finally uses its mythic trait:

**Deadly Riddles (Mythic Trait; Recharges after a Short or Long Rest).** When the Gynosphinx is reduced to 0 hit points, it doesn't die or fall unconscious. Instead, it freezes time and asks three riddles. For each riddle the Gynosphinx's enemies have 1 minute and only one chance to answer correctly.

The Gynosphinx regains 50 hit points and gains +1 AC for every riddle answered wrong. During this time all creatures are incapacitated. The battle continues as it was when time stopped.

## Mythic actions

If the Gynosphinx's mythic trait is active, it can use the options below as legendary actions for 1 hour after using *Deadly Riddles*:

**Pounce.** The Gynosphinx moves 10 ft. in a straight line towards a creature and hits it with a claw Attack. That target must succeed on a DC 16 Strength saving throw or be knocked prone. If the target falls prone, the Gynosphinx can make a second claw Attack against it as part of this mythic action.

**Slowing Gaze (Costs 2 Actions).** The Gynosphinx targets one creature it can see within 30 feet of it. The target must make a DC 16 Wisdom saving throw. On a failed save, a target can't take reactions, its speed is halved, and it can't make more than one attack on its turn. In addition, the target can take either an action or a bonus action on its turn, not both. These Effects last for 1 minute. A target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

**Knowledge Overflow (Costs 3 Actions).** The Gynosphinx rolls 3d6 and regains spell slots of her choice that have a combined spell level equal to that roll or lower.

# Tarrasque

Fighting the Tarrasque as a mythic encounter is equivalent to taking on two CR 30 creatures in a single encounter. Award a party 310,000 XP for defeating the Tarrasque if it uses its mythic trait.

## Mythic trait

Read or paraphrase the following text when the Tarrasque finally uses its mythic trait:

> The colossal monster's carapace breaks, revealing ten fleshy hearts with different colors between all the muscle and bones. Each heart emits strong abjuration magic. Feeling danger for the first time in eons, the legendary beast gathers energy in its mouth ready to obliterate everything in its path.

**Hearts of the Beast (Mythic Trait; Recharges after a Short or Long Rest).** When the Tarrasque is reduced to 0 hit points, it doesn't die or fall unconscious. Instead, the damage crumbles its carapace, revealing ten hearts with different colors. Each heart takes damage from only one type of damage that is different from the damage type of the other hearts. For example the red heart has immunity to all damage except fire damage, the green heart has immunity to all damage except poison damage e.t.c. The damage types that affect the hearts are acid, cold, fire, force, lightning, necrotic, poison, psychic, radiant and thunder. A heart has an AC of 21 and 100 hit points. It is immune to all conditions. If it is forced to make a saving throw, treat its ability scores as 10 (+0). The Tarrasque dies when all the hearts are destroyed.

## Mythic actions

If the Tarrasque's mythic trait is active, it can use the options below as legendary actions for 1 hour after using *Hearts of the Beast*:

**Thrash.** The Tarrasque makes a claw attack and a tail attack.

**Mighty Stomp (Costs 2 Actions).** The Tarrasque strikes the ground with its foot, triggering a great earth tremor. All other creatures on the ground within 30 feet of the Tarrasque must succeed on a DC 25 Strength saving throw or take 28 (4d8 +10) bludgeoning damage and be knocked prone.

**Energy Beam (Costs 3 Actions).** The Tarrasque blasts energy in a 120-foot line that is 20 ft. wide. Each creature in that line must make a DC 20 Dexterity saving throw, taking 66 (12d10) force damage on a failed save, or half as much damage on a successful one. The target dies if the Energy Beam reduces it to 0 hit points.

# Unicorn

Fighting a Unicorn as a mythic encounter is equivalent to taking on two CR 5 creatures in a single encounter. Award a party 3,600 XP for defeating the Unicorn if it uses its mythic trait.

## Mythic trait

Read or paraphrase the following text when the Unicorn finally uses its mythic trait:

> The horn of the majestic horse unravels and a structure made of light is revealed beneath of it. The horn pulses with surges of energy which fill the Unicorn and the creatures fighting beside it with courage and determination.

**Light of Hope (Mythic Trait; Recharges after a Short or Long Rest).** When the Unicorn is reduced to 0 hit points, it doesn't die or fall unconscious. Instead, the external layer of its horn cracks and flakes off unleashing its full power allowing the Unicorn to regain 67 hit points. Additionally, the Unicorn's Horn attack deals 13 (2d8 + 4) radiant damage and all the Healing Touch charges are replenished.

## Mythic actions

If the Unicorn's mythic trait is active, it can use the options below as legendary actions for 1 hour after using *Light of Hope*:

**Swift Strikes.** The Unicorn makes two attacks with its hooves.

**Extended Heal (Costs 2 Actions).** The Unicorn and every friendly creature within 10 feet regain 11 (2d8 + 2) hit points.

**Ray of Light (Costs 3 Actions).** The Unicorn unleashes a radiant ray in a 30-foot line that is 5 feet wide. Each creature in that line must make a DC 15 Constitution saving throw, taking 18 (4d8) radiant damage on a failed save, or half as much damage on a successful one.

# Vampire

Fighting a Vampire as a mythic encounter is the equivalent of taking on two challenge rating 13 creatures in a single encounter. Award a party 20,000 XP for defeating the Vampire if it uses its mythic trait.

## Mythic trait

Read or paraphrase the following text when the Vampire finally uses its mythic trait:

> Thick fog gathers quickly all around you and the Vampire musters all its strength to step back into it. Before you can give chase, you feel dizzy and the mist clears to reveal the location has changed. You are now at the Vampire's resting place where necrotic energy lingers, breathing new life into your enemy. A quick glance and a smile lets you know that more trickery is on its way.

**Night Lord's Gambit (Mythic Trait; Recharges after a Short or Long Rest).** When the Vampire is reduced to 0 hit points, it doesn't die or fall unconscious. Instead, a portal opens which transfers the Vampire and the adventurers to its resting place, allowing the Vampire to feed off the unholy energy of this place, regaining 144 hit points. The Vampire immediately takes the *Children of the Night* action without expending any charges.

## Mythic actions

If the Vampire's mythic trait is active, it can use the options below as legendary actions for 1 hour after using *Night Lord's Gambit*:

**Fury Swipes.** The Vampire makes two Unarmed Strikes.

**Blood Drain (Costs 2 Actions).** One creature within 10 feet of the Vampire must make a DC 17 Constitution saving throw (undead and constructs automatically succeed). On a failed save, the target takes 14 (4d6) necrotic damage, its hit point maximum is reduced by an amount equal to the necrotic damage taken, and the Vampire regains hit points equal to that amount.

**Vile Darkness (Costs 3 Actions).** The Vampire eliminates every source of natural light within 120 feet of it and fills that area with magical darkness, until the end of its next turn. Magical sources of light created within that area are automatically dispelled if they are created by a spell level 4 or below. The Vampire can see through the darkness normally.

# LET THE EPIC BATTLE BEGIN!

When legendary is not enough you have to become mythic! Are you up to the task?

This supplement contains mythic traits and actions for every creature in the Monster Manual that has legendary actions.

But the question lingers : Will your journey become an epic tale of victory or a disastrous tragedy?