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MYTHIC PLUG-INS



# MYTHIC MONSTERS NORSE

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**NOTE:** The following notations are used in the stat blocks contained in this product:

 $^{MF}$  = Mythic feat

<sup>MA</sup> = Mythic ability

<sup>MMA</sup> = Major mythic ability (counting as two abilities)

Underlined text indicates a rules element that is described in Pathfinder Roleplaying Game Mythic Adventures.

ACG = Pathfinder Roleplaying Game Advanced Class Guide
 APG = Pathfinder Roleplaying Game Advanced Player's Guide

ARG = Pathfinder Roleplaying Game Advanced Race Guide

<sup>B1</sup> = Pathfinder Roleplaying Game Bestiary

<sup>B2</sup> = Pathfinder Roleplaying Game Bestiary 2

<sup>B3</sup> = Pathfinder Roleplaying Game Bestiary 3

MAdv = Pathfinder Roleplaying Game Mythic Adventures

<sup>OA</sup> = Pathfinder Roleplaying Game Occult Adventures

<sup>UC</sup> = Pathfinder Roleplaying Game Ultimate Combat

<sup>UE</sup> = Pathfinder Roleplaying Game Ultimate Equipment

<sup>UM</sup> = Pathfinder Roleplaying Game Ultimate Magic



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

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

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

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

## SPECIAL ELECTRONIC FEATURES

We've hyperlinked this product internally from the Table of Contents and externally with links to the official Pathfinder Reference Document as well as d20PFSRD. If it is in the core rulebook, we generally didn't link to it unless the rule is an obscure one. The point is not to supersede the game books, but rather to help support you, the player, in accessing the rules, especially those from newer books or that you may not have memorized.

### About Legendary Games

Legendary Games is an all star team of authors and designers, founded by Clark Peterson of Necromancer Games, Inc. Legendary Games uses a cooperative, team-based approach to bring you, the Paizo fan, the best expansion material for your game. We are gamers and storytellers first, and we believe that passion shows in our products. So check us out, and Make Your Game Legendary!

Visit us on Facebook, follow us on Twitter, and check out our website at www.makeyourgamelegendary.com.

## WHAT YOU WILL FIND INSIDE MYTHIC MONSTERS: NORSE

Mythic Monsters: Norse brings you a dozen and one mythological monsters from the frozen shores of Scandinavia! Norse myths and legends are some of the foundational stories of the fantasy RPG tradition, going back to Tolkien and beforehand. The dwarves, elves, giants, and trolls of Norse myth and legend are at the heart of our myths and monsters, but they are just the beginning of an epic legendarium of creatures. From the scions of glorious Valhalla to the miserable pits of Hel, the blazing furnace of Muspelheim to the mountain realms of the Jotuns, the Nine Worlds are a place rife with adventure and danger always ready to menace the mortals of Midgard! From CR 5 to 30, we bring you an assortment of amazing adversaries for your heroes, starting with a swarm of linnorms, the serpentine primeval dragons that lurk in the wildest reaches of the lands where civilization is but a rumor. From the magma-mouthed crag linnorm to the bitter brumal bite of the ice linnorm, from the boreal forest fastnesses where the taiga linnorm lurks to the deep, dark waters where fjord linnorms prowl, these dragons leave dread in their wake, though perhaps none more so than the corpse-tearing **cairn linnorm** and the terrifying two-headed tarn linnorm. Fey spirits are likewise common in Nordic tales, with fossegrim waterfall spirits beguiling with their magical music and golden glamour to shadowy svartalfar inveigling mortals with their dark beauty while the hidden huldra simply seek to blend in with mortal society in hopes of finding a mate. The spirits of Asgard itself are represented as well, from the fallen **einherji** warriors to the **valkyries** that choose the slain and the wise and mysterious **norns** that judge them all. As if a dozen existing monsters were not enough, the fearsome Fenris wolf joins his brother Jormungandr the Midgard Serpent (from Mythic Monsters: Colossal) as a CR 30 menace whose hunger is endless and whose jaws span wide to devour the sun along with all life and hope. This book also contains mythic templates to bring the Nordic tropes of the Jotun thane, runecaster, and tricksome traveler to your creatures, along with additional rules for integrating mythic linnorms into your campaign!

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

## IN THE FOOTSTEPS OF GIANTS

The creatures of Norse myth and legend are truly larger than life, with giants and trolls of impossible size and strength standing toe to toe with the gods themselves and sometimes coming out on top. They are titanic warriors possessed of amazing strength, but while many are brutish and stupid others are quite clever and possessed of wisdom and secret knowledge of mystical secrets of runes, nature, and more. While ordinary ogres, trolls, and giants are imposing foes in a typical Pathfinder game, however, they don't quite live up to the legendary stature of their Nordic inspirations.

#### OTHER RESOURCES

A variety of mythic giants and trolls appear in *Mythic Monsters: Giants* from Legendary Games, most of which also appearin the *Mythic Monster Manual*, and all are ideal for insertion into a Norse-themed area of the campaign. *Mythic Monsters: Giants* and *Mythic Monsters: Colossal* each contain bonus rules for using extremely large creatures as adversaries in your campaign, including new feats and combat options for really bringing home the power and majesty of truly enormous creatures in combat.

Liberal use of the standard giant simple template from the *Pathfinder Roleplaying Game Bestiary* is a simple way to increase the size factor of your foes, but it is pretty limited in scope. On the other hand, the **jotunblood giant** template in the *Advanced Bestiary* from Green Ronin Publishing is a much more robust option for making your giants not just bigger but better in a way that enhances the thematics of their particular giantish race. Similarly, the **giantblood** template from the *Advanced Bestiary* gives you a toolkit to model the very common Norse trope of giants and giantesses having romantic liaison with other races, creating both humanoid and monstrous half-breeds.

#### MYTHIC TEMPLATES

The following mythic templates can be applied to creatures to give them more of a Norse mythological feel and model some of the iconic abilities of their legendary forebears.

#### JOTUN THANE (MR 3, CR +3)

The mighty masters of the giant races, these towering titans are devastating foes and cunning opponents, as their mighty tread causes even the servants of the gods to tremble.

**Other Templates:** A Jotun thane must already have the **jotunblood giant** template and the giant simple template<sup>B1</sup>. These templates stack for the purpose of increasing the creature's size.

**Rebuild Rules:** AC +4 insight bonus; **hp** double normal mythic bonus hit points (see sidebar about the mythic subtype under Mythic Monster Advancement in Chapter 6 of *Pathfinder Roleplaying Game Mythic Adventures*); SR gains SR equal to its new CR + 11; Ability Scores +4 Con; Special Attacks earthstepper, tramp of doom; Special Qualities <u>block</u> attacks<sup>MAdv</sup>, fortification (50%)<sup>MAdv</sup>, unshakable.

Earthstepper (Ex): A mythic Jotun thane gains the trample<sup>B1</sup> special attack, able to trample foes up to one size category smaller than itself. Its movement is not impeded by difficult terrain or by creatures two or more size categories smaller than it. A Jotun thane gains the benefits of *freedom of movement* against all non-mythic effects and against non-mythic creatures or creatures whose mythic tier does not exceed his own. This effect is not magical and cannot be dispelled or suppressed.

*Mythic Might (Su):* A mythic Jotun thane can expend mythic power when triggering any spell-like ability in order to use the mythic version of that spell, including augmented versions of that mythic spell, treating its mythic rank as its mythic tier. A mythic Jotun thane also may expend one use of its mythic power to increase the damage dealt by a supernatural effect it creates by 50%, or it may expend two uses of its mythic power to maximize all variable numeric effects of that supernatural ability. An effect it enhances in this way is considered a mythic effect, and it bypasses onehalf of any non-mythic resistance or immunity that would normally apply.

Tramp of Doom (Ex): As a standard action, a mythic Jotun thane can strike the ground with his weapon or even just stamping his foot, causing all squares it threatens to become difficult terrain. Creatures two sizes smaller than the mythic Jotun thane are knocked prone within this area (Reflex negates). The save DC is Strength-based.

In addition, creatures smaller than a Jotun thane that fall prone while adjacent to it provoke an attack of opportunity from the Jotun thane, which must be a slam attack. This slam has a critical multiplier of 18-20, and on a hit the target is pinned by the Jotun thane, taking damage each round at the beginning of its turn as if trampled. The pin ends if the Jotun thane is knocked prone or moves away from the area. The Jotun than is not considered grappled while pinning a creature in this way. It can pin only two creatures at a time in this way. If it makes another attack of opportunity with its slam while maintaining two pins, one of the pinned creatures is released.

Unshakable (Ex): A mythic Jotun thane is immune to fear and effects that would cause him to become exhausted, fatigued, staggered, stunned, or knocked prone, unless it is a mythic effect created by a mythic creature whose rank or tier is higher than his own. In addition, he can expend one use of mythic power as a free action to immediately remove a negative level or a temporary ability score penalty or to end any one of the above or the following conditions: bleed, blind, confused, dazed, dazzled, deafened, fascinated, nauseated, paralyzed, sickened, or staggered. He can use this ability at the beginning of his turn even if a condition would make him unable to take actions.

#### RUNECASTER (MR 1, CR +1)

The creatures of Norse myth and legend often have surprising magical powers, generally rooted in their secret knowledge of runes.

**Rebuild Rules: hp** mythic bonus hit points (see sidebar about the mythic subtype under Mythic Monster Advancement in Chapter 6 of *Pathfinder Roleplaying Game Mythic Adventures*); **SR** gains SR equal to its new CR + 11; **Ability Scores** +4 Int; **Special Attacks** mystic powers, runecasting; **Special Qualities** runescribe, spelldrinker.

*Mystic Powers (Sp):* A mythic runecaster gains the evil eye witch hex<sup>APG</sup>, plus a number of additional hexes equal to 1/2 her CR.

*Runecasting (Sp)*: A mythic runecaster gains the simple arcane spellcasting<sup>MA</sup> universal mythic ability, selecting her spells from the witch list rather than the sorcerer/wizard list. All of her spells require somatic and material components, as she must trace or carve the runes of her magic onto a solid object as part of the casting. Spells that create magical writing, glyphs, or symbols, are treated as one level lower for the purpose of this ability, though as their normal level when cast.

*Runescribe (Su)*: Rather than casting spells with magical energies she absorbs, a mythic runecaster can engrave them into solid objects, typically a stone or stick. These runecarved objects are identical in effect to magical potions or scrolls, as chosen by the runecaster when she creates them, and item creation functions as if she had the Brew Potion and Scribe Scroll item creation feats. A mythic runecaster gains a bonus equal to twice her tier on Use Magic Device checks made to use written magical items, and can make such checks untrained.

Spelldrinker (Su): A mythic runecaster can absorb hostile magic targeted at it, as if wielding a *rod of absorption*. She can absorb a number of spell levels per day equal to twice her mythic tier, and can use these absorbed spell levels to cast spells she knows

#### TRICKSOME TRAVELER (MR 1, CR +1)

Norse myth and legend is replete with tales of skin-changers, with gods and monsters alike walking in the form of beasts or in the guise of ordinary mortals.

**Rebuild Rules: hp** mythic bonus hit points (see sidebar about the mythic subtype under Mythic Monster Advancement in Chapter 6 of *Pathfinder Roleplaying Game Mythic Adventures*); **Ability Scores** +4 Cha; **Special Attacks** traveler's boon; **Special Qualities** a thousand faces, escapist, world walker.



A Thousand Faces (Su): A mythic tricksome traveler can assume any humanoid guise, either with an illusion as disguise self or an actual polymorph as alter self, and can maintain its appearance indefinitely. It can use this ability to impersonate a specific individual and gains a bonus on Disguise checks equal to its mythic tier.

*Escapist (Ex):* A mythic tricksome traveler gains a bonus equal to its mythic tier on Escape Artist checks may expend one use of its mythic power to roll twice and select the better result on Escape Artist checks. It also gains the master of escape trickster path ability<sup>MAdv</sup>.

Traveler's Boon (Sp): A mythic tricksome traveler can use know direction at will, and it can use each of the following as spell-like abilities once per day: animal messenger, ant haul<sup>APG</sup>, beguiling gift<sup>APG</sup>, glibness, longstrider, speak with animals, suggestion, tireless pursuit<sup>APG</sup>, and tongues. A tricksome traveler with at least 11 HD also can use find the path once per day. A tricksome traveler uses its Hit Dice as its caster level and its Charisma to determine save DCs for these spell-like abilities.

World Walker (Ex): A mythic tricksome traveler gains a single favored terrain, as the ranger class feature, with a +2 bonus. This bonus increases by 2 for every two mythic tiers after 1st. As long as the traveler has at least one use of mythic power remaining, it also gains the benefit of terrain mastery, and it can expend one use of its mythic power to gain terrain dominance for its chosen terrain for a number of hours equal to its mythic tier. Terrain mastery and dominance function as the horizon walker<sup>APG</sup> prestige class features. A tricksome traveler can change its favored terrain by studying a new terrain type for 8 hours and expending one use of its mythic power, though its bonus is halved until it has spent at least one month in that terrain.

#### MYTHIC LINNORM SPECIAL ABILITIES

Linnorms are serpentine Norse dragons of great size and considerable power, though they lack the guile and magical talents of chromatic and metallic dragons and their ilk. Instead, they are feral and wild things, very clever in their own way but slightly primeval in their outlook on the world. The linnorms presented in the *Pathfinder Roleplaying Game Bestiary* rulebooks are full-grown, ancient things with a very high CR, but if you wanted to incorporate linnorm-like dragons at an earlier phase of the campaign you could apply the **feral dragon** template from the *Advanced Bestiary* to a typical Pathfinder dragon of a younger age, eliminating its wings and reducing its legs to a single pair of claws. This eliminates most of the dragon's magical abilities aside from its deadly breath yet still allows you to work them into the campaign as formidable fighters. These improvised linnorms might or might not have the full suite of standard abilities possessed by their their full-grown linnorm kin, but certainly all mythic linnorms should have certain abilities in common, as detailed below. In addition to these, every linnorm possesses its own unique abilities plus a breath weapon and a poisonous attack, the specific effects of which vary from species to species.

**Cold Iron Hatred (Ex)** Fully cognizant of its weakness to cold iron, a mythic linnorm despises those wielding cold iron weapons. A mythic linnorm struck by a creature with a cold iron weapon gains a +2 bonus on attack and damage rolls against that creature until the end of its next turn. This bonus increases by +2 for every five Hit Dice possessed by the mythic linnorm.

**Death Curse (Su)** When a creature slays a linnorm, it becomes targeted by that linnorm's death curse. The exact effects of a death curse vary, depending upon the type of linnorm. The save DC of a linnorm's death curse is Charisma-based. A mythic linnorm can expend one use of mythic power to affect every creature that harmed it in the previous round. It can expend an additional use of mythic power to increase the save DC by its mythic rank and modify the curse's effects as detailed in each mythic linnorm's entry.

**Freedom of Movement (Ex)** A linnorm has continuous *freedom of movement*, as per the spell of the same name. This effect cannot be dispelled.

**Frightful Presence (Ex)** Like its true dragon cousins, a mythic linnorm has a frightful presence. This aura has a radius equal to the mythic linnorm's mythic rank times 20 feet.

**True Seeing (Ex)** A linnorm has constant *true seeing*, as per the spell of the same name. This ability cannot be dispelled.

## Einherji

Holding a massive battleaxe and shield, this tall, helmed warrior is grim and fierce.

#### MYTHIC EINHERJI CR 12/MR 5

#### XP 19,200

Sound in

Pathfinder Roleplaying Game Bestiary 4 CN Medium outsider (extraplanar, mythic)

**Init** +7; **Senses** darkvision 60 ft., *deathwatch*; Perception +18 **Aura** golden<sup>MA</sup> (10 ft.)

#### DEFENSE

AC 27, touch 13, flat-footed 24 (+9 armor, +3 Dex, +5 natural) hp 173 (13d10+102)

#### Fort +12, Ref +11, Will +8

**Defensive Abilities** *freedom of movement*; **DR** 10/cold iron, epic, and lawful; **Immune** cold, disease, fear, poison; **Resist** acid 10, electricity 10, fire 10; **SR** 26

#### OFFENSE

Speed 30 ft.

**Melee** +2 *ominous greataxe* +21/+16/+11 (1d12+11/×3) **Ranged** mwk throwing axe +17 (1d6+4)

**Special Attacks** demanding challenge of single combat<sup>MA</sup>, ecstatic rage<sup>MMA</sup> (3/day), <u>mythic power</u> (5/day, surge +1d8)

Spell-Like Abilities (CL 12th; concentration +12)

Constant—deathwatch, freedom of movement

At will—heroism

3/day—divine power

1/day—heroes' feast

#### STATISTICS

Str 23, Dex 16, Con 19, Int 10, Wis 14, Cha 11 Base Atk +13; CMB +19; CMD 32

**Feats** Combat Reflexes, Improved Initiative, Improved Iron Will<sup>B</sup>, Iron Will<sup>MF</sup>, Power Attack<sup>MF</sup>, Stand Still, Step Up, Strike Back<sup>MF</sup>

Skills Intimidate +18, Knowledge (engineering, planes) +16, Perception +18, Ride +16, Survival +18

Languages Celestial, Common

SQ battle-trained, fervent magic<sup>MA</sup>, titan's bane<sup>MA</sup>

#### ECOLOGY

#### **Environment** any

**Organization** solitary, squad (1 mythic einherji and 2–5 einherji), or warband (2 mythic einherji and 5–14 einherji)

**Treasure** triple (+*3 agile breastplate*, +*2 ominous greataxe*, masterwork throwing axe)

#### SPECIAL ABILITIES

Battle-Trained (Ex) An einherji is proficient with all armor. Armor never impacts an einherji's speed, nor does an einherji take armor check penalties on Ride checks.

**Demanding Challenge of Single Combat (Ex)** As a swift action, a mythic einherji can choose a single target within sight to challenge by attempting an Intimidate check to demoralize that creature. If the check succeeds, the target is shaken and the mythic einherji gains a +4 bonus on attack rolls and damage rolls against that target. For the duration of the challenge, the mythic einherji must attack that target, and takes a -2 penalty to its AC, except against attacks made by the target. Similarly, as long as the target is within the threatened area of the mythic einherji, the target takes a -2 penalty to its AC from attacks made by anyone other than the mythic einherji. The challenge (and the shaken condition) remains in effect until the target successfully attacks the mythic einherji in melee combat, the target is dead or unconscious, or the combat ends.

Ecstatic Rage (Ex) As a free action, up to three times per day, a mythic einherji can enter an ecstatic rage for up to 1 minute, gaining a +3 bonus on melee attack rolls, melee damage rolls, thrown weapon damage rolls, and Will saving throws, but taking a -2 penalty to Armor Class. It also gains 6d12 temporary hit points. These temporary hit points are lost first when the mythic einherji takes damage, disappear when the ecstatic rage ends, and are not replenished if the mythic einherji enters an ecstatic rage again within 1 minute of its previous ecstatic rage. While in an ecstatic rage, a mythic einherji cannot use any Charisma-, Dexterity-, or Intelligence-based skill (except Acrobatics, Fly, Intimidate, and Ride) or any ability that requires patience or concentration (such as using spell-like abilities).

A mythic einherji can end its ecstatic rage as a free action, and is staggered for 1 minute after an ecstatic rage ends. A mythic einherji can't enter a new ecstatic rage while staggered. If a mythic einherji falls unconscious, its ecstatic rage immediately ends.

If a mythic einherji expends one use of mythic power as a move action while it is in an ecstatic rage, it may enter a state of joyful calm. While in this state, the mythic einherji doesn't gain any benefits from ecstatic rage other than the temporary hit points, but it doesn't take any of the penalties from ecstatic rage (including the penalty to AC and the restriction on actions it can take). The state of joyful calm can be intentionally ended at the beginning of the mythic einherji's turn as a free action; otherwise, it lasts until the ecstatic rage ends.

- **Fervent Magic (Su)** A mythic einherji's spell-like abilities have a caster level equal to its CR, and it can cast *heroism* at will rather than *rage*. In addition, as a swift action, a mythic einherji can expend one use of mythic power to use any of its spell-like abilities with a casting time of 1 round or shorter. When used in this way, the spell-like ability can target only the mythic einherji, even if it could normally affect other or multiple targets. Spell-like abilities used in this way do not provoke attacks of opportunity.
- **Golden Aura (Su)** As long as a mythic einherji is in battle (i.e., each round it makes an attack roll), it gains a 10-ft. radius glowing golden aura that inspires courage in its allies, improving their combat abilities. Allies within a mythic einherji's golden aura, including the mythic einherji itself, gain a +2 competence bonus on attack and weapon damage rolls. Additionally, a mythic einherji gains fast healing 5 + 1 per ally that is also in battle within its aura. A mythic einherji loses its golden aura outside of combat or if knocked unconscious.
- **Titan's Bane (Ex)** This functions as the trickster path ability, as described in Chapter 1 of *Pathfinder Roleplaying Game Mythic Adventures*.

## rosseģrim

This striking, blue-eyed man with luminous skin and flowing white hair holds an ethereal harp.

CR 5/MR 2

#### **MYTHIC FOSSEGRIM**

XP 1,600

Pathfinder Roleplaying Game Bestiary 4

NE Medium fey (aquatic)

Init +7; Senses low-light vision, mistsight<sup>MA</sup>; Perception +16 DEFENSE

AC 20, touch 14, flat-footed 16 (+3 Dex, +1 dodge, +6 natural) hp 74 (9d6+43)

Fort +6, Ref +9, Will +8

DR 5/cold iron and epic

#### **OFFENSE**

Speed 30 ft., swim 40 ft.; water walk

Melee 2 slams +8 (2d6+3)

Special Attacks drowning touch (DC 17), enchanting music (DC 19), mythic power (2/day, surge +1d6), raging torrent<sup>MA</sup>

Spell-Like Abilities (CL 9th; concentration +14)

Constant-water walk

3/day—hydraulic torrent<sup>APG</sup>

#### **STATISTICS**

Str 10, Dex 17, Con 17, Int 12, Wis 14, Cha 21

Base Atk +4; CMB +4; CMD 17

Feats Alertness, Dodge, Improved Initiative, Weapon Finesse<sup>MF</sup>, Weapon Focus (slam)

Skills Bluff +17, Diplomacy +9, Knowledge (geography) +6, Knowledge (nature) +10, Perception +16, Perform (sing) +10, Perform (string) +21, Sense Motive +16, Sleight of Hand +10, Stealth +15, Swim +18; Racial Modifiers +4 Perform (string), +4 Swim

Languages Common, Sylvan

SQ amphibious, transparency, treasure form, wishing well<sup>MA</sup> ECOLOGY

**Environment** cold or temperate water (waterfalls) **Organization** solitary

Treasure standard (masterwork harp or violin, other treasure)

SPECIAL ABILITIES

Drowning Touch (Su) A fossegrim can flood the lungs of a creature that is willing, is helpless, is affected by its enchanted music ability, touches it while it's in treasure form, or is touched by it (traditionally by kissing the creature on the lips). If the target cannot breathe water, it cannot hold its breath and immediately begins to drown slowly. On its turn, the target can attempt a DC 17 Fortitude save to cough up this water; if it fails, it falls unconscious at 0 hp. On the next round, a fallen target must attempt another DC 17 Fortitude save, dropping to -1 hit points and dying if it fails; on the next round it must attempt to save again or lose 1d6 hit points. On the first successful save, the water clears from the target's lungs and the target stabilizes. The save DC is Constitution-based.

Enchanting Music (Su) As a full-round action, a fossegrim can play a musical stringed instrument (usually a harp or violin) and target a single creature within 45 feet that can hear and see the fossegrim with an effect identical to the unnatural lust<sup>UM</sup> spell (CL 9th; Will DC 19). This action provokes an attack of opportunity. If the target touches or kisses the fossegrim, the fey can affect the target with its drowning touch ability. This is sonic mind-affecting compulsion effect. The save DC is Charisma-based.

Raging Torrent (Su) As a full-round action, a mythic fossegrim can expend one use of its hydraulic torrentAPG spell-like ability to create an arcing column of water, spray, and thunderous noise like a living waterfall, riding it across the battlefield. Unlike the spell, this raging torrent need not affect a straight line; instead, the fossegrim can direct it in any path it wishes, as long as each square it affects is contiguous (including diagonally) with the previous square. Medium or smaller creatures in the area of the hydraulic torrent take 2d6+3 points of damage (DC 17 Reflex half) and are deafened for 1d6 rounds (DC 17 Fortitude negates) in addition to the normal effect of a hydraulic torrent, and the fossegrim can move through their spaces without impediment, as if it had the trample special attack. Creatures in the path of the raging torrent can make attacks of opportunity against the fossegrim with a -4 penalty, though they forfeit their Reflex save when doing so. The save DC is Constitution-based.

A mythic fossegrim can use this raging torrent to launch himself into the air on a column of water to attack aerial targets or use it to bypass obstacles. He moves as if using air walk, but the effect lasts only until the end of his turn. If he has not alighted upon a solid or liquid surface at the end of his movement, he drifts gently back down as if using feather fall

Transparency (Su) When underwater, a fossegrim's body becomes transparent, effectively rendering it invisible. It can become visible or transparent at will as a free action. **Treasure Form (Su)** As a standard action when completely underwater, a fossegrim can create an illusion causing it to resemble a Medium pile of gold and silver coins, glittering jewels, and valuable art objects. If a fossegrim speaks, moves, attacks, or uses any of its special abilities or spell-like abilities while in treasure form, the illusion dissipates. A successful DC 19 Will save is required to disbelieve this illusion. If a living creature within the fossegrim's melee reach touches or physically interacts with the illusion, the fossegrim reaches out to kiss or otherwise touch that creature, automatically affecting the creature with its drowning touch ability. The fossegrim can maintain this illusion indefinitely and can revert to its normal natural form as a free action. This is a mind-affecting illusion (glamer) effect. The save DC to disbelieve is Charisma-based. Wishing Well (Sp) Once per day, a mythic fossegrim can create a magical effect in exchange for a gift or service from a humanoid. The nature of this effect is open-ended, similar to a very minor wish, but it cannot duplicate any effect that could not be achieved with a 3rd-level spell. A mythic fossegrim may grant such a minor wish more than once per day by expending one use of mythic power for each use after the first.

In addition, once per month a mythic fossegrim may expend two uses of mythic power to grant a limited wish to a creature with 7 or fewer Hit Dice. However, this wish always comes as part of a bargain, and the creature receiving the limited wish must agree to accept a lesser geas or suggestion from the fossegrim, which the fossegrim can invoke from any distance up to a year and a day after granting the limited wish. A fossegrim cannot grant another limited wish until it invokes its compulsion upon the target and it either completes the task or dies. This specialized lesser geas or suggestion does not allow spell resistance or a saving throw, and if it is dispelled or removed before the task specified by the fossegrim is completed, the benefits of the limited wish are immediately ended (or undone, if the effect of the limited *wish* has already ended). If the wish effect cannot reasonably be reversed or negated, the wish recipient instead is affected as bestow curse (no saving throw) when the lesser geas or suggestion effect is broken.

If the target is killed before the task is completed, its soul is taken by the fossegrim and is imprisoned within its waterfall. Until the fossegrim releases the target's soul, it prevents resurrection as a *rest eternal*<sup>APG</sup> spell. The fossegrim can store up to three souls in its waterfall, and if it is within 30 feet of its waterfall it can absorb the essence of one soul to gain the benefit of *death knell*, with a caster level equal to the Hit Dice of the trapped soul. This frees the trapped soul and ends the *rest eternal* effect.

## Huldra

This beautiful woman smiles coyly, but as she turns, her foxlike tail and the wood-lined hollow inside her back reveal her true fey nature.

#### MYTHIC HULDRA

#### XP 1,600

CR 5/MR 2

*Pathfinder Roleplaying Game Bestiary* 4 CN Medium fey (mythic)

**Init** +3; **Senses** darkvision 60 ft., *detect snares and pits*, low-light vision, scent; Perception +12

#### DEFENSE

AC 19, touch 14, flat-footed 15 (+3 Dex, +1 dodge, +5 natural) hp 50 (7d6+26); regeneration 3 (acid or fire)

#### Fort +4, Ref +8, Will +7

DR 5/epic; Immune charm effects, compulsion effects; Resist cold 10

OFFENSE

Speed 30 ft.

- **Melee** slam +7 (1d6+4), tail slap +7 (1d6+4 plus 1d4 Cha damage)
- **Special Attacks** lashing tail, luring song<sup>MMA</sup>, manipulate luck<sup>MA</sup>, <u>mythic power</u> (2/day, surge +1d6)
- **Spell-Like Abilities** (CL 5th; concentration +10)
  - Constant—detect snares and pits, endure elements, pass without trace 3/day—charm person (DC 16), daze monster (DC 17), wood shape 1/day—deep slumber (DC 18)

STATISTICS

Str 19, Dex 17, Con 14, Int 12, Wis 14, Cha 21

Base Atk +3; CMB +7; CMD 21

Feats Deceitful<sup>MF</sup>, Dodge, Mobility, Power Attack

Skills Bluff +19, Disguise +19, Escape Artist +13, Knowledge (nature) +11, Perception +12, Stealth +13, Use Magic Device +15 Languages Common, Giant, Sylvan

#### ECOLOGY

Environment cold forests or mountains

**Organization** solitary, pair, or family (1 mythic huldra and 2–8 huldras)

Treasure standard

#### SPECIAL ABILITIES

#### Lashing Tail (Su) A huldra's tail slap is a primary attack. In addition, each time a huldra damages a creature with her tail slap, she deals 1d4 points of Charisma damage, causing her target to grow progressively more deformed and ugly with each strike. A successful DC 15 Fortitude save negates the Charisma damage. The save DC is Constitution-based.

Manipulate Luck (Su) Three times per day, a mythic huldra can manipulate another creature's luck by spending a fullround action, during which the mythic huldra must remain in physical contact with the target creature. When the mythic huldra uses this ability, she must choose whether she is imparting good luck or bad luck. A creature granted good luck gains a +2 luck bonus on all saving throws, attack rolls, and skill checks, and may reroll one failed saving throw per day. A creature afflicted with bad luck takes a -4 penalty on all saving throws, attack rolls, and skill checks, and must reroll one successful saving throw per day and take the worse result. A successful DC 18 Will save negates the effect. Huldras cannot be the target of this ability. This effect lasts for 24 hours and is a curse effect. The save DC is Charisma-based.

**uring Song (Su)** When a mythic huldra sings, all non-huldras within a 300-foot spread must succeed on a DC 18 Will save or become enthralled (see below). The effect depends on the type of song the mythic huldra chooses, and continues for as long as the mythic huldra sings and for 1 round thereafter. A mythic creature that successfully saves cannot be affected again by any of that mythic huldra's songs for 1 hour; non-mythic creatures can be affected again but receive a. These are sonic, mind-affecting effects. The save DC is Charisma-based. Enthralled creatures behave in one of the following four ways, which the mythic huldra chooses when she begins singing.

• *Captivation*: This functions like a harpy's captivating song, except that the effect is immediately negated on any creature the mythic huldra attacks. *Fascination*: Affected creatures are fascinated.

• *Obsession*: An obsessed victim becomes defensive of the mythic huldra and does all he can to prevent harm from coming to her, going so far as attacking his allies in her defense. The victim is not controlled by the mythic huldra, but views her as a cherished ally. This is a charm effect.

• *Passion*: Affected creatures are filled with lust and desire for the mythic huldra as per *unnatural lust*.

A mythic huldra can weave her different songs together into a complex, yet beautiful melody. As a swift action, a mythic huldra that is using her luring song can expend one use of mythic power to add one additional song effect. The mythic huldra can choose which song effect affects which enthralled creature as a free action.

## Linnorm, Cairn

Pallid and horribly gaunt, this enormous but emaciated dragonlike creature has two forearms and no wings.

CR 22/MR 9

#### MYTHIC CAIRN LINNORM

XP 615,000

Pathfinder Roleplaying Game Bestiary 3

CE Gargantuan dragon (mythic)

**Init** +20<sup>MF</sup>; **Senses** darkvision 60 ft., low-light vision, scent, *true seeing*; Perception +24

**Aura** <u>frightful presence<sup>MA</sup></u> (180 ft., DC 29), stench<sup>MA</sup> (DC 29, 10 rounds)

DEFENSE

AC 44, touch 13, flat-footed 37 (+7 Dex, +31 natural, -4 size) hp 400 (20d12+270); regeneration 10 (cold iron)

#### Fort +21, Ref +21, Will +17

**Defensive Abilities** *freedom of movement*; **DR** 15/cold iron and epic; **Immune** acid, curse effects, energy drain, mind-affecting effects, negative energy, paralysis, poison, sleep; **SR** 38

#### OFFENSE

Speed 40 ft., climb 40 ft., fly 100 ft. (average)

**Melee** bite +31 (3d8+15/19–20/×3 plus poison), 2 claws +31 (2d6+15 plus paralysis), tail +26 (2d6+7 plus grab)

Space 20 ft.; Reach 20 ft.

**Special Attacks** breath weapon, broken gravesite<sup>MA</sup>, cold iron hatred<sup>MA</sup> +10, consume undead flesh<sup>MA</sup>, constrict (tail, 2d6+22), death curse<sup>MA</sup>, ghost eater<sup>MA</sup>, <u>mythic power</u> (9/day, surge +1d10), paralysis<sup>MA</sup> (2d6+2 rounds, DC 29)

STATISTICS

Str 41, Dex 24, Con 28, Int 5, Wis 20, Cha 29

Base Atk +20; CMB +39 (+43 grapple); CMD 56 (can't be tripped)

**Feats** Blind-Fight, Cleave<sup>MF</sup>, Great Cleave, Improved Critical<sup>MF</sup> (bite), Improved Initiative<sup>MF</sup>, Improved Vital Strike, Lightning Reflexes<sup>MF</sup>, Power Attack, Skill Focus (Perception), Vital Strike<sup>MF</sup>

Skills Climb +35, Fly +13, Perception +24, Stealth +26, Swim

+30; Racial Modifiers +8 Stealth

Languages Aklo, Draconic, Sylvan

#### SQ ghost walker<sup>MA</sup>

ECOLOGY

Environment cold hills

Organization solitary

Treasure triple

SPECIAL ABILITIES

**Breath Weapon (Su)** Once every 1d4 rounds as a standard action, a cairn linnorm can expel a 60-foot cone of acidic bile, dealing 18d8 points of acid damage to all creatures struck. In addition, this bile is infused with negative energy, and inflicts 1d4 negative levels on all creatures struck by it. A successful DC 29 Reflex save halves the damage and completely negates the negative levels. The save DC is Constitution-based. As an immediate action, a mythic cairn linnorm can expend one use of mythic power to cause all creatures who make the breath weapon's Reflex save to gain 1d2 negative levels. A creature taking no damage from the breath weapon also gains no negative levels.

Broken Gravesite (Ex) Once per day as a move action, a mythic cairn linnorm can render ground in a 120-foot radius difficult terrain.

As a swift action, the linnorm can spend one use of mythic power to bull rush, reposition, or trip (using its CMB) a number of creatures equal to its mythic rank in the difficult terrain. It can only choose one combat maneuver to apply to all creatures, but it may choose different directions for bull rush or different locations for reposition.

**Consume Undead Flesh (Su)** A mythic cairn linnorm deals an additional 1d6 points of damage with its natural attacks against undead creatures. Once per day as a standard action, a mythic linnorm can expend one use of mythic power to gain benefits from killing undead creatures for 1 hour afterwards. When it deals the killing blow to an undead creature with a natural attack, it gains 3d6 temporary hit points and a +2 enhancement bonus to Constitution. These effects last for 1 round per HD of the undead creature. When the linnorm loses the temporary hit points gained from this ability, it also loses the bonus to Constitution. The linnorm can gain up to a maximum of 100 temporary hit points and +10 bonus to Constitution using this ability.

**Death Curse (Su)** *Curse of Decay: save* Will DC 29; *effect* the creature takes 1 point of Constitution damage per day, and ages at an accelerated rate of 1 year per day, eventually incurring all of the penalties of old age but none of the benefits.

When a mythic cairn linnorm expends one use of mythic power with its curse of decay, a creature instead takes 1d2 points of Constitution drain per day and ages at a rate of 1 year per hour. Additionally, any nonmythic spell or effect that restores the victim's Constitution must succeed at a caster level check equal to the curse's save DC to work. When it expends two uses of mythic power, nonmythic spells or effects cannot restore the victim's Constitution, and mythic spells or effects must succeed at a caster level check equal to the curse's save DC. A creature that dies due to this curse disintegrates into dust, requiring *resurrection* or a more powerful spell to revive the dead creature.

**Frightful Presence (Su)** A creature that fails its initial save against a mythic cairn linnorm's frightful presence must attempt another Will save. Failure causes the creature to become frightened instead.

**Ghost Eater (Su)** A mythic cairn linnorm deals full damage to incorporeal creatures with its natural attacks.

**Ghost Walker (Su)** A mythic cairn linnorm can expend one use of mythic power to become incorporeal for a number of rounds equal to its mythic rank. While it is incorporeal, it deals full damage to corporeal creatures with its natural attacks.

**Poison (Su)** Bite—injury; *save* Fort DC 29; *frequency* 1/round for 10 rounds; *effect* 4d6 acid damage and 1d6 Con drain; cure 2 consecutive saves. The save DC is Constitution-based.

## Linnorm, Crag

This immense, wingless dragon rears up on a serpentine body. Its triple tail and powerful talons swipe at the air.

CR 17/MR 7

#### MYTHIC CRAG LINNORM

XP 102,400

Pathfinder Roleplaying Game Bestiary

CE Gargantuan dragon (mythic)

**Init** +15<sup>MF</sup>; **Senses** darkvision 120 ft., low-light vision, scent, *true seeing*; Perception +22

Aura frightful presence<sup>MA</sup> (140 ft., DC 23)

#### DEFENSE -

AC 36, touch 10, flat-footed 32 (+4 Dex, +26 natural, -4 size) hp 287 (15d12+190); regeneration 10 (cold iron)

#### Fort +17, Ref +15, Will +13

**Defensive Abilities** *freedom of movement*; **DR** 15/cold iron and epic; **Immune** curse effects, fire, mind-affecting effects, paralysis, poison, sleep; **SR** 32

OFFENSE

Speed 40 ft., fly 100 ft. (average), swim 60 ft.

Melee bite +24 (2d8+13/19-20/×3 plus poison), 2 claws +24 (1d8+13), tail +19 (2d6+6 plus grab)

Space 20 ft.; Reach 20 ft.

**Special Attacks** breath weapon<sup>MA</sup>, cold iron hatred<sup>MA</sup> +8, constrict<sup>MA</sup> (tail, 2d6+19), combustion<sup>MA</sup>, death curse<sup>MA</sup>, <u>mythic power</u> (7/day, surge +1d10), slag metal<sup>MA</sup>, triple tail<sup>MA</sup> STATISTICS

<u>31711311C3</u>

Str 36, Dex 18, Con 27, Int 5, Wis 18, Cha 23

Base Atk +15; CMB +32 (+34 bull rush, +36 grapple); CMD 46 (48 vs. bull rush, can't be tripped)

**Feats** Blind-Fight, Cleave<sup>MF</sup>, Combat Reflexes, Improved Bull Rush, Improved Critical<sup>MF</sup> (bite), Improved Initiative<sup>MF</sup>, Lightning Reflexes, Power Attack<sup>MF</sup>

**Skills** Fly +16, Perception +22, Swim +39 **Languages** Aklo, Draconic, Sylvan

#### ECOLOGY

Environment cold hills Organization solitary

Treasure triple

SPECIAL ABILITIES

**Breath Weapon (Su)** Once every 1d4 rounds as a standard action, a crag linnorm can expel a 120-foot line of magma, dealing 15d8 points of fire damage to all creatures struck (DC 25 Reflex half). This line of magma remains red-hot for 1 round after the linnorm creates it. Creatures that took damage on the first round take half damage the second round (DC 25 Reflex negates), as does any creature that walks across the line of magma. Creatures moving or beginning their turn within 10 feet of the line of magma take 2d6 points of fire damage, or 1d6 points of fire damage if within 20 feet.

If the magma was expelled while the linnorm was airborne, it instead rains downward during the second round as a sheet of fire no more than 60 feet high that deals 6d6 points of fire damage (DC 25 Reflex negates) to any creature that passes through it. On the third round, the line of magma cools to brittle stone (hardness 1, 10 hp per 5-foot cube) that crumbles to powder within 1 hour; magma that's turned to a sheet of fire is consumed entirely during the second round, leaving behind only a stain of smoke in the air that swiftly disperses. The save DC is Constitution-based.

If the linnorm expends one use of its mythic power when using its breath weapon, the line of magma is accompanied by a mythic *wall of fire*<sup>MAdv</sup> sharing the same space for a number of rounds equal to its Hit Dice. This mythic *wall of fire* radiates heat damage in all directions.

**Combustion (Su)** A creature taking fire damage from a mythic crag linnorm's breath weapon or poison immediately catches fire and all objects carried and worn by the creature take 2d6 points of fire damage. The creature also takes 2d6 points of fire damage at the beginning of its turn for 4 rounds as per the burn special ability (Reflex DC 25). The save DC is Constitution-based.

**Constrict (Ex)** A mythic crag linnorm adds 2d6 points of fire damage to its constrict special attack. By expending one use of mythic power as an immediate action, it increases the fire damage to 4d6 and applies its combustion ability.

**Death Curse (Su)** *Curse of Fire: save* Will DC 23; *effect* creature gains vulnerability to fire.

When a mythic crag linnorm expends one use of mythic power with its curse of fire, a creature failing the Will save loses nonmythic resistances and immunities to fire. It cannot benefit from nonmythic spells or effects granting protection from fire while suffering from this curse. When the linnorm expends two uses of mythic power, the victim loses mythic resistances and immunities to fire and cannot benefit from mythic spells or effects granting protection from fire.

**Poison (Su)** Bite—injury; *save* Fort DC 25; *frequency* 1/round for 10 rounds; *effect* 2d6 fire damage and 1d4 Con drain; *cure* 2 consecutive saves. The save DC is Constitution-based.

**Slag Metal (Su)** In place of a mythic crag linnorm's breath weapon, it can expend one use of mythic power to target a single metal object no more than 5 cubic feet in volume. If the object fails a DC 33 Reflex save, it is destroyed. The save DC is Constitution-based and includes the linnorm's mythic rank.

Triple Tail (Ex) A mythic crag linnorm does not gain the grappled condition when grappling with its tail, and can continue making tail attacks, including grab, while it maintains a grapple with its tails. It can hold a Large or smaller creature with a single tail but must use two tails to maintain a grapple on a Huge creature and all three to maintain its grapple on a Gargantuan creature.

## Linnorm, Fjord

This massive, eel-like dragon has two webbed talons. Its tail ends in large and powerful-looking flukes.

CR 20/MR 8

#### MYTHIC FJORD LINNORM

#### XP 307,200

Pathfinder Roleplaying Game Bestiary 3

CE Gargantuan dragon (aquatic, mythic)

**Init** +18<sup>MF</sup>; **Senses** darkvision 60 ft., low-light vision, scent, *true seeing*; Perception +24

Aura frightful presence<sup>MA</sup> (160 ft., DC 27)

#### DEFENSE

AC 38, touch 12, flat-footed 32 (+6 Dex, +26 natural, -4 size) hp 344 (16d12+240); regeneration 10 (cold iron)

#### Fort +20, Ref +18, Will +15

**Defensive** Abilities *freedom of movement*; **DR** 15/cold iron and epic; **Immune** cold, curse effects, mind-affecting effects, paralysis, poison, sleep; **SR** 35

#### OFFENSE

Speed 30 ft., fly 100 ft. (average), swim 60 ft.

**Melee** bite +27 (2d8+15/1-20/×3 plus poison), 2 claws +27

(2d6+15), tail +22 (2d6+7 plus grab)

#### Space 20 ft.; Reach 20 ft.

**Special Attacks** breath weapon<sup>MA</sup>, capsize<sup>MA</sup>, cold iron hatred<sup>MA</sup> +8, constrict (tail, 2d6+22), death curse<sup>MA</sup>, fluke spray<sup>MA</sup>, <u>mythic</u> <u>power</u> (8/day, surge +1d10), ship hunter<sup>MA</sup>, tidal wave<sup>MA</sup>

Spell-Like Abilities<sup>MA</sup> (CL 16th; concentration +25)

At will—hydraulic torrent

3/day—*control water*, quickened *hydraulic torrent* 1/day—*control weather* 

#### STATISTICS

Str 40, Dex 23, Con 30, Int 5, Wis 21, Cha 28

Base Atk +16; CMB +35 (+39 grapple, +41 bull rush); CMD 51 (57 vs. bull rush, can't be tripped)

**Feats** Blind-Fight, Combat Reflexes, Improved Bull Rush<sup>MF</sup>, Improved Critical<sup>MF</sup> (bite), Improved Initiative<sup>MF</sup>, Lightning Reflexes, Power Attack, Quicken Spell-Like Ability (*hydraulic torrent*), Vital Strike

Skills Fly +19, Perception +24, Swim +42

Languages Aklo, Draconic, Sylvan

SQ amphibious

ECOLOGY

**Environment** cold mountainous coastlines **Organization** solitary **Treasure** triple

#### SPECIAL ABILITIES

**Breath Weapon (Su)** Once every 1d4 rounds as a standard action, a fjord linnorm can expel a 120-foot line of icy fluid, dealing 16d8 points of cold damage to all creatures struck (Reflex DC 28 for half damage). The freezing liquid quickly hardens to sheets of ice, causing any creature that takes damage to move at only half its normal speed for 1d4 rounds.

A DC 28 Strength check made as a full-round action allows a character to break free of the ice before this duration expires. The save DC and Strength check DC are Constitution-based.

If the linnorm expends one use of its mythic power when using its breath weapon, the line of icy fluid is accompanied by a mythic *wall of ice*<sup>MAdv</sup> sharing the same space for a number of rounds equal to its Hit Dice.

**Death Curse (Su)** *Curse of Drowning: save* Will DC 27; *effect* creature can never gain the benefit of water breathing, and if it possesses this ability, loses it as long as it suffers the curse. In addition, the creature can hold its breath only half as long as normal, and whenever the cursed creature holds its breath, it functions as if sickened.

When a mythic fjord linnorm expends one use of mythic power with its curse of drowning, a cursed creature is affected as if by the spell *suffocation* (Fortitude save DC equals the curse's save DC) when it must hold its breath to avoid drowning. This effect can only apply to the same creature once per hour.

**Fluke Spray (Ex)** If a mythic fjord linnorm is in at least 10-footdeep water, it can to forgo its tail attack as part of an attack action or full-attack action and throw a powerful spray of water in a 30-foot cone. The water deals 4d6 bludgeoning damage to all creatures in the area (Reflex DC 28 for half damage). If the linnorm expends one use of mythic power, the water deals 8d6 bludgeoning damage and makes a bull rush check (using the linnorm's CMB) against creatures failing their Reflex saves. The save DC is Constitution-based.

**Poison (Su)** Bite—injury; *save* Fort DC 28; *frequency* 1/round for 10 rounds; *effect* 3d6 cold damage and 1d6 Con drain; *cure* 2 consecutive saves. The save DC is Constitution-based.

Ship Hunter (Ex) Three times per day, a mythic fjord linnorm can choose a seagoing vessel to hunt. The linnorm gains the benefits of the ranger's favored enemy class ability (class level equals Hit Dice) against this vessel, typically giving it a +6 bonus on applicable skill checks, attack rolls, and damage rolls against that ship or any creature aboard it.

**Spell-Like Abilities (Sp)** A mythic fjord linnorm gains the use of the listed spell-like abilities. dditionally, it can expend uses of mythic power to use and augment *hydraulic torrent* as a mythic spell-like ability.

**Tidal Wave (Ex)** A mythic fjord linnorm can create a massive wave once per day as a standard action. This affects an area of coastline 120 feet in length and targets all creatures within 40 feet of the shore. Treat the targets as if struck by an avalanche, in the bury zone (Reflex DC 33 for half damage). Those failing their saves take full damage and are drawn 60 feet off shore and deposited 20 feet under the surface on the round after the wave hits. The save DC is Strength-based.

By expending one use of mythic power as a swift action while creating the tidal wave, the linnorm increases the length of affected coastline to 240 feet, and targets all creatures within 60 feet of shore. The save DC increases by half the linnorm's mythic rank.



## Linnorm, Ice

A snake-like, dragon-headed monster of tremendous size rises up, drifts of snow and ice tumbling from its coiling flanks.

CR 21/MR 8

#### MYTHIC ICE LINNORM

XP 409,600

Pathfinder Roleplaying Game Bestiary

CE Colossal dragon (mythic)

**Init** +18<sup>MF</sup>; **Senses** darkvision 120 ft., low-light vision, scent, *true seeing*; Perception +26

Aura frightful presence<sup>MA</sup> (160 ft., DC 25)

#### DEFENSE

AC 40, touch 8, flat-footed 34 (+6 Dex, +32 natural, -8 size) hp 395 (18d12+278); regeneration 10 (cold iron)

#### Fort +22, Ref +19, Will +16

**Defensive Abilities** <u>dragon blood</u><sup>MA</sup> (2d8 cold), eruption of shards<sup>MA</sup>, *freedom of movement*, icy shell<sup>MA</sup>; **DR** 15/cold iron and epic; **Immune** cold, curse effects, mind-affecting effects, paralysis, poison, sleep; **SR** 36

#### OFFENSE

**Speed** 40 ft., burrow 40 ft., climb 40 ft., fly 100 ft. (average), swim 40 ft.; ice glide<sup>MA</sup>

**Melee** bite +26 (3d8+16/19-20/×3 plus poison<sup>MA</sup>), 2 claws +26 (2d6+16), tail +21 (3d6+8 plus grab)

Space 30 ft.; Reach 30 ft.

**Special Attacks** breath weapon, cold iron hatred<sup>MA</sup> +8, constrict (tail, 3d6+24), death curse<sup>MA</sup>, <u>mythic power</u> (8/day, surge +1d10)

STATISTICS

#### Str 42, Dex 22, Con 33, Int 5, Wis 20, Cha 23

Base Atk +18; CMB +42 (+44 bull rush, +46 grapple); CMD 58 (60 vs. bull rush, can't be tripped)

**Feats** Blind-Fight, Combat Reflexes, Improved Bull Rush, Improved Critical<sup>MF</sup> (bite), Improved Initiative<sup>MF</sup>, Improved Vital Strike, Lightning Reflexes, Power Attack<sup>MF</sup>, Vital Strike<sup>MF</sup>

Skills Climb +45, Fly +19, Perception +26, Swim +24

Languages Aklo, Draconic, Sylvan

#### ECOLOGY

Environment cold hills and mountains Organization solitary Treasure triple

#### SPECIAL ABILITIES

**Breath Weapon (Su)** Once every 1d4 rounds as a standard action, an ice linnorm can expel a 60-foot cone of freezing, viscous ooze, dealing 18d8 points of cold damage to all creatures struck (Reflex DC 30 halves). The freezing ooze clings to those struck, and 1 round later the ooze hardens into thick sheets of ice. Creatures that were damaged are frozen motionless unless they can break free with a DC 25 Strength, Escape Artist, or combat maneuver check. Each round a creature remains frozen it takes 1d6 points of cold damage. Another creature can free a frozen target by tearing away the ice (this takes 1d4 rounds) or dealing at least 20 points of fire

damage to the frozen target. Left unattended, the ice crumbles away in 2d4 rounds on its own. Creatures with the fire subtype cannot be frozen in place by this breath weapon. Flying creatures that don't have supernatural flight fall if frozen, and swimming creatures that are frozen rise toward the surface of the water at a speed of 60 feet per round. The save DC is Constitution-based.

**Death Curse (Su)** *Curse of Frost: save* Will DC 25; *effect* creature gains vulnerability to cold.

When a mythic ice linnorm expends one use of mythic power with its curse of frost, a creature failing the Will save loses nonmythic resistances and immunities to cold. It cannot benefit from nonmythic spells or effects granting protection from cold while suffering from this curse. When the linnorm expends two uses of mythic power, the victim loses mythic resistances and immunities to cold and cannot benefit from mythic spells or effects granting protection from cold.

- **Eruption of Shards (Ex)** As a standard action, a mythic ice linnorm benefiting from its icy shell can cause the shell to burst explosively. This deals damage to all creatures in a 30-foot-radius equal to the number of hit points its icy shell has remaining (Reflex DC 30 halves). The damage is half slashing and half cold. The save DC is Strength-based.
- **Ice Glide (Ex)** A mythic ice linnorm gains a 40 ft. burrow speed, and when it burrows, it can pass through ice and snow as easily as a fish swims through water. Its burrowing leaves behind no tunnel or hole, nor does it create any ripple or other sign of its presence.
- Icy Shell (Ex) A mythic ice linnorm can encase itself in ice as a move action that requires one use of mythic power. The linnorm gains hardness 10, which applies before its DR. While protected in this manner, its fly speed decreases to 60 ft., and its maneuverability becomes clumsy. If the linnorm takes a total of 160 points of fire damage, the icy shell melts and it loses this ability's effects.
- **Poison (Su)** Bite—injury; *save* Fort DC 30; *frequency* 1/round for 10 rounds; *effect* 4d6 cold damage, 1d6 Con drain, and victim is staggered for 1 round; *cure* 3 consecutive saves. The save DC is Constitution-based. As a swift action, a mythic ice linnorm can spend one use of mythic power to cause a nonmythic creature taking cold damage from its poison to become stunned for 1d4 rounds, or for a mythic creature to become staggered for 1d4 rounds.
- Shatter Metal (Su) In place of a mythic ice linnorm's breath weapon, it can target a single metal object no more than 5 cubic feet in volume. If the object fails a DC 30 Reflex save, it is destroyed. The save DC is Constitution-based.

By expending one use of mythic power, the linnorm adds its mythic rank to the Reflex save DC and, on a failed save, the metal explodes, dealing 4d6 points of damage to all creatures in a 10-foot radius (no save).

## Linnorm, Taiga

With menacing black horns jutting from its head, this two-legged dragon is covered in dark green scales and vicious black barbs.

CR 23/MR 9

#### MYTHIC TAIGA LINNORM

XP 820,000

Pathfinder Roleplaying Game Bestiary 3

CE Colossal dragon (mythic)

Init +21<sup>MF</sup>; Senses darkvision 60 ft., low-light vision, scent, true seeing; Perception +30

Aura frightful presence<sup>MA</sup> (180 ft., DC 30)

#### DEFENSE

AC 44, touch 10, flat-footed 36 (+8 Dex, +34 natural, -8 size) hp 436 (21d12+300); regeneration 15 (cold iron)

#### Fort +22, Ref +22, Will +18

Defensive Abilities dragon blood<sup>MA</sup> (2d8 electricity), freedom of movement, spines<sup>MA</sup>; DR 15/cold iron and epic; Immune curse effects, electricity, mind-affecting effects, paralysis, poison, sleep; SR 39

#### OFFENSE

Speed 40 ft., fly 100 ft. (average), swim 60 ft.; tree stride<sup>MA</sup> Melee bite +30 (3d8+25/19-20/×3 plus poison), 2 claws +30 (2d6+17), tail +25 (3d6+8 plus grab)

Space 30 ft.; Reach 30 ft.

Special Attacks breath weapon, cold iron hatred<sup>MA</sup> +10, constrict (tail, 3d6+25 plus voltaic tail<sup>MA</sup>), death curse<sup>MA</sup>, mythic power (9/day, surge +1d10)

#### STATISTICS

Str 45, Dex 27, Con 30, Int 6, Wis 23, Cha 30

Base Atk +21; CMB +46 (+48 bull rush, +50 grapple); CMD 64 (66 vs. bull rush, can't be tripped)

Feats Awesome Blow, Blind-Fight, Cleave<sup>MF</sup>, Combat Reflexes<sup>MF</sup>, Great Cleave, Improved Bull Rush, Improved Critical<sup>MF</sup> (bite), Improved Initiative<sup>MF</sup>, Lightning Reflexes, Power Attack<sup>MF</sup>,

Vital Strike

Skills Fly +24, Perception +30, Stealth +16 (+24 in forests), Swim +49; Racial Modifiers +8 Stealth in forests

Languages Aklo, Draconic, Sylvan

**SQ** forest awakener<sup>MA</sup>, <u>powerful blows</u><sup>MA</sup> (bite)

ECOLOGY

**Environment** cold forests

**Organization** solitary

Treasure triple

SPECIAL ABILITIES

Breath Weapon (Su) Once every 1d4 rounds as a standard action, a taiga linnorm can expel a 60-foot cone of electrified vapor, dealing 21d8 points of electricity damage to all creatures struck (Reflex DC 31 for half). The vapor itself persists for 1d4 rounds, filling its cone-shaped area with electrified mist that deals 4d6 points of electricity damage (no save) to any creature that ends its turn in the mist. The mist does not hinder vision. The save DC is Constitution-based.

Death Curse (Su) Curse of Electrocution: save Will DC 30; effect the creature gains vulnerability to electricity.

When a mythic taiga linnorm expends one use of mythic power with its curse of electrocution, a creature failing the Will save loses nonmythic resistances and immunities to electricity. It cannot benefit from nonmythic spells or effects granting protection from electricity while suffering from this curse. When the linnorm expends two uses of mythic power, the victim loses mythic resistances and immunities to electricity and cannot benefit from mythic spells or effects granting protection from electricity.

Favored Woodland (Ex) A mythic taiga linnorm chooses a contiguous-no more than one square mile-coniferous forest as its home. While within its favored area, it gains a +2 morale bonus on attack and damage rolls, saves, and skill checks. The linnorm can choose a different area to call home, but it requires 24 hours of attunement before it can gain this ability's benefits in the new area.

Forest Awakener (Sp) A mythic taiga linnorm can convert its frozen forest into a veritable army. As a standard action that costs one use of mythic power, it can change a coniferous tree into a treant, as per the spell liveoak. Additionally, once per day, the linnorm can expend one use of mythic power as a standard action to use greater siege of trees as a spell-like ability. While the treant lives, it can spend the standard action required by the spell to target opponents.

Poison (Su) Bite-injury; save Fort DC 31; frequency 1/round for 10 rounds; effect 4d6 electricity damage and 1d8 Dex drain; cure 3 consecutive saves. The save DC is Constitution-based.

Spines (Ex) Any creature that makes a melee attack against a taiga linnorm takes 1d6 points of piercing damage per attack from the linnorm's spines. A melee weapon with reach provides protection from these spines.

A creature striking a mythic taiga linnorm must succeed at a DC 31 Reflex save to avoid having a spine break off in its flesh. Each spine inflicts a -1 penalty on attack rolls, ability checks, and saves. The save DC is Constitution-based.

A mythic taiga linnorm can use a standard action to extend its spines for 1 minute. Melee weapons must have a reach greater than 10 feet to afford protection from linnorm's spines. The linnorm can spend one use of mythic power to make its spines razor sharp. They deal 2d6 points of piercing damage and inflict 1d4 points of bleed.

Tree Stride (Su) A mythic taiga linnorm constantly benefits from tree stride, as per the spell, but it may only move between coniferous trees.

oltaic Tail (Ex) When a mythic taiga linnorm constricts a creature with its tail, the creature takes 2d6 points of electricity damage and becomes stunned for 1d4 rounds. A DC 31 Fortitude save halves the damage and negates the stunned condition. The save DC is Constitution-based.

## Linnorm, Tarn

This nightmarishly huge, snake-like dragon possesses two equally fearsome heads. Its twin jaws see the with acid and poison.

#### MYTHIC TARN LINNORM

CR 25/MR 10

Pathfinder Roleplaying Game Bestiary

CE Colossal dragon (aquatic, mythic)

**Init** +23<sup>MF</sup>/+3, <u>dual initiative</u><sup>MA</sup>; **Senses** all-around vision, darkvision 120 ft., low-light vision, scent, *true seeing*; Perception +40

Aura frightful presence<sup>MA</sup> (200 ft., DC 29)

#### DEFENSE

XP 1,640,000

AC 47, touch 11, flat-footed 38 (+9 Dex, +36 natural, -8 size) hp 407 (22d12+364); regeneration 15 (cold iron)

Fort +25, Ref +24, Will +20

Defensive Abilities dragon blood<sup>MA</sup> (2d8 acid), freedom of movement; DR 20/cold iron and epic; Immune acid, curse effects, flanking, mind-affecting effects, paralysis, poison, sleep; SR 41

#### OFFENSE

Speed 40 ft., fly 100 ft. (average), swim 80 ft.

**Melee** 2 bites +32 (3d8+18/19–20/×3 plus poison), 2 claws +32 (2d6+18), tail +27 (3d6+9 plus grab)

Space 30 ft.; Reach 30 ft.

**Special Attacks** breath weapon<sup>MA</sup>, cold iron hatred<sup>MA</sup> +10, constrict (tail, 3d6+27), death curse<sup>MA</sup>, frenzied bites<sup>MA</sup>,

<u>mythic power</u> (10/day, surge +1d12), rend<sup>MA</sup> (2 bites, 3d8+27), watery leap<sup>MA</sup>

#### STATISTICS

Str 46, Dex 28, Con 34, Int 7, Wis 25, Cha 29

**Base Atk** +22; **CMB** +48 (+50 bull rush, +52 grapple, +55 overrun); **CMD** 67 (69 vs. bull rush, 74 vs. overrun, can't be tripped)

**Feats** Awesome Blow, Blind-Fight, Combat Reflexes<sup>MF</sup>, Improved Bull Rush, Improved Critical<sup>MF</sup> (bite), Improved Initiative<sup>MF</sup>, Improved Overrun<sup>MF</sup>, Improved Vital Strike, Lightning Reflexes, Power Attack, Vital Strike<sup>MF</sup>

Skills Fly +26, Perception +40, Stealth +18, Swim +51; Racial Modifiers +8 Perception

Languages Aklo, Draconic, Sylvan

SQ amphibious, bogmaker<sup>MA</sup>, fluidity<sup>MA</sup>

#### ECOLOGY

Environment cold lakes and swamps

Organization solitary

Treasure triple

#### SPECIAL ABILITIES

All-Around Vision (Ex) A tarn linnorm's two heads grant it a +8 racial bonus on Perception checks. It cannot be flanked.

**Bogmaker (Su)** Once per day, as a full-round action, a mythic tarn linnorm can call forth underground water to fill an area. It designates a 60-foot radius as deep bog, and an additional 140-foot radius as shallow bog. The bog lasts for 8 hours. By spending one use of mythic power as an immediate action,

the linnorm can designate a different 60-foot radius within the total 200-foot radius as deep bog.

Breath Weapon (Su) Once every 1d4 rounds as a standard action, a tarn linnorm can expel a 120-foot line or a 60foot cone of acid, dealing 22d8 points of acid damage to all creatures struck (Reflex DC 33 halves). This acid creates toxic fumes when it consumes organic material—on the round after a creature takes acid damage from this attack, it must make a DC 33 Fortitude save or take 2d6 points of Strength damage from the poisonous fumes (this secondary effect is a poison effect). As a full-round action, the linnorm may breathe acid with one head and bite with the other (but not use its other weapons). Alternatively, as a full-round action, it can breathe acid from both heads to create two adjacent 60-footlong cones or two separate 120-foot-long lines. In this case it cannot use its breath weapon again for 2d4 rounds. The save DC is Constitution-based.

A mythic tarn linnorm can reduce the number of rounds it must wait between uses of its breath weapon by an amount equal to the result of its surge die (minimum 0 rounds). It can expend one use of mythic power as a swift action to be able to bite and breathe acid from each head as a full-round action.

**Death Curse (Su)** *Curse of Death: save* Will DC 30; *effect* creature can no longer be affected by healing spells and does not heal damage naturally from rest.

When a mythic tarn linnorm expends one use of mythic power with its curse of death, an affected creature takes maximum damage from negative energy with no save allowed, and the save DCs to avoid and remove negative levels increases by the linnorm's mythic tier. Nonmythic magic used to restore the victim from the dead must succeed at a caster level check with a DC equal to the curse's save DC. If the linnorm expends two uses of mythic power, nonmythic magic cannot restore the victim, and mythic magic must succeed at caster level check to be effective.

**Fluidity (Su)** By expending one use of mythic power as a swift action, a mythic tarn linnorm can attain the fluid properties of its lake home. Its reach increases by 10 feet, and it adds DR 20/ slashing to its existing DR. These effects last for a number of rounds equal to its mythic rank.

**Frenzied Bites** (Ex) When a mythic tarn linnorm knocks a creature unconscious or kills it, the linnorm can make an additional bite attack, adding 1–1/2 times its Strength modifier to its damage roll. If the linnorm uses its rend attack to knock a creature unconsciousness or kill it, the linnorm can instead make two additional bite attacks.

**Poison (Su)** Bite—injury; *save* Fort DC 33; *frequency* 1/round for 10 rounds; *effect* 6d6 acid damage and 1d8 Con drain; *cure* 3 consecutive saves. The save DC is Constitution-based.

Watery Leap (Ex) A mythic tarn linnorm can make a charge attack at quadruple its swim speed from beneath a body of water's surface. When it does so, it gains the pounce special attack.

## Norŋ

This towering, stern woman wears her long blonde hair in braids. She carries a reel of golden thread and a pair of shears.

#### MYTHIC NORN

#### XP 614,400

CR 22/MR 9

Pathfinder Roleplaying Game Bestiary 3

LN Large fey (mythic)

**Init** +27/+7<sup>MF</sup>, <u>dual initiative</u><sup>MA</sup>; **Senses** all-around vision, blindsight 120 ft., low-light vision, *greater arcane sight, true seeing*; Perception +30

#### DEFENSE -

- AC 46, touch 22, flat-footed 45 (+10 armor, +1 Dex, +12 insight, +14 natural, -1 size)
- hp 324 (20d6+254); regeneration 10 (cold iron and epic)
- Fort +18, Ref +18, Will +21; +8 vs. mind-affecting spells and effects; +4 vs. death spells and effects
- **Defensive Abilities** *death ward*, fated, *foresight*, fortification (50%), *mind blank*, never surprised or flat-footed,
- unstoppable<sup>MA</sup>; **DR** 15/cold iron and epic; **Immune** cold, energy drain, negative energy; **Resist** acid 30, electricity 30, fire 30; **SR** 38

#### OFFENSE

Speed 40 ft. (30 ft. with armor)

**Melee** shears<sup>MA</sup> +23/+23/+18 (1d8+14/15-20 plus energy drain), touch +13 (energy drain)

Space 10 ft.; Reach 10 ft.

**Special Attacks** energy drain<sup>MA</sup> (2 levels, DC 32), <u>mythic power</u> (9/day, surge +1d10), mythic spell-like abilities<sup>MA</sup>, pluck thread<sup>MA</sup>, shift fate<sup>MA</sup>, snip thread<sup>MA</sup>

Divine Source Spell-Like Abilities (CL 22nd; concentration +34)
1/day—align weapon (law only) or augury, borrow fortune or magic circle against chaos, break enchantment or dispel chaos (DC 27), dictum (DC 29) or spell turning, freedom of movement or order's wrath (DC 26), quickened hold monster (DC 28) or mislead, miracle or summon monster IX (law spell only), moment of prescience or shield of law (DC 30), protection from chaos or true strike.

#### Norn Spell-Like Abilities (CL 22nd;

concentration +34)

Constant—death ward, foresight, greater arcane sight, mind blank, tongues, true seeing At will—bestow curse (DC 25), divination, greater dispel magic, geas/quest, vision, wind walk (self only)

1/day—maze, moment of prescience, quickened phantasmal killer (DC 26), power word kill, time stop, weird (DC 31)

#### STATISTICS

**Str** 29, **Dex** 14, **Con** 30, **Int** 21, **Wis** 24, **Cha** 35 **Base Atk** +10; **CMB** +20; **CMD** 42

**Feats** Combat Expertise, Combat Reflexes<sup>MF</sup>, Diehard<sup>B</sup>, Great Fortitude<sup>MF</sup>, Improved Great Fortitude, Improved Initiative<sup>MF</sup>, Improved Iron Will, Improved Lightning Reflexes, Iron Will, Lightning Reflexes<sup>MF</sup>, Quicken Spell-Like Ability (*hold monster*, *phantasmal killer*)

Skills Bluff +25, Craft (cloth) +18, Heal +11, Intimidate +32, Knowledge (all) +18, Perception +30, Perform (oratory) +20, Sense Motive +30, Use Magic Device +25

Languages Common, Giant, Sylvan; tongues

SQ change shape (humanoid; *alter self* or *giant form II*), <u>divine</u> <u>source<sup>MA</sup> (fate, law), immortal<sup>MA</sup></u>

#### ECOLOGY

Environment cold mountains Organization solitary, pair, or trio Treasure double (+3

moderate fortification linnorm hide banded mail, shears, golden thread worth 500 gp, other treasure)

#### SPECIAL ABILITIES

- **Energy Drain (Su)** A creature struck by a mythic norn's shears or touch attack must immediately succeed on a DC 32 Fortitude save or the bestowed negative levels are permanent. A creature that saves gains temporary negative levels as normal and must still make a Fortitude save after 24 hours to avoid the temporary negative levels becoming permanent. A mythic norn can make an opposed caster level check each time it successfully strikes a creature with its shears or touch attack to ignore any effect that protects a struck creature from energy drain. If the creature is protected by multiple effects, the mythic norn must succeed on every caster level check to affect the creature with its energy drain.
- **Fated (Su)** A norn adds her Charisma modifier as an insight bonus to AC and on initiative checks.
- Mythic Spell-Like Abilities (Su) Three times per day, a mythic norn may cast the mythic spell version of any of its corresponding spell-like abilities. A mythic norn must expend the same amount of mythic power that would normally be required to cast a mythic spell, treating its mythic rank as its mythic tier for the purpose of qualifying to use augmented versions of mythic spells.
- luck Thread (Su) As a standard action up to three times per day but no more often than once every 1d4 rounds, a mythic norn may produce a golden thread linked to a creature's fate and then attempt to manipulate it to her desire. The target creature must be within 120 feet and in the mythic norn's line of sight. The target must immediately succeed on a DC 32 Will save or be affected as per mythic dominate monster. This is a necromantic compulsion effect but it is not mind-affecting and it does not establish telepathic contact; commands are given to the dominated creature through manipulation of its golden thread which can be performed at any range once control is established, provided the mythic norn and the subject are on the same plane. The mythic norn need not see the subject to control it. However, by concentrating on the creature's golden thread (a standard action), the mythic norn can understand what a dominated creature is experiencing, in a similar fashion to the spell. The save DC is Charisma-based.
- **Shears (Su)** A norn's shears function as a +5 keen speed mithral scimitar, but only for a norn. A mythic norn who expends one use of mythic power can add the vorpal weapon special ability to her shears for 1 minute. The vorpal ability functions only for mythic norns.

- Shift Fate (Su) As an immediate action, a norn can force any one target within 120 feet to reroll a d20 roll and take a -4 penalty to the reroll—this ability must be used immediately after the d20 is rolled, and the target must abide by the result of this second roll. As a free action once per round, a mythic norn can expend one use of mythic power to reroll a d20 roll she just made, even when it is not her turn, and after the results are revealed. She must take the result of the second roll, even if it is lower.
- Snip Thread (Su) As a standard action up to three times per day but no more often than once every 1d4 rounds, a mythic norn may produce a golden thread linked to a creature's fate and then attempt to snip it short with her shears. The target creature must be within 120 feet and in the mythic norn's line of sight. The target must immediately succeed on a DC 32 Fortitude save or die. A target that suceeds on the saving throw takes 20d6 points of damage less 2d6 per mythic rank or tier. If the target dies, the norn has cut through the thread—in this case, the target may only be restored to life via *mythic miracle, mythic wish*, or divine intervention. This is a death effect. The save DC is Charisma-based.

## **Svartalfar**

This hairless, black-skinned elflike creature has an expressionless face and wields an eerie ebon sword.

#### MYTHIC SVARTALFAR

#### CR 10/MR 4

XP 9,600

Pathfinder Roleplaying Game Bestiary 4

LE Medium fey (extraplanar, mythic)

**Init** +7; **Senses** darkvision 120 ft., low-light vision; **Perception** +18 DEFENSE

DEFENSE

AC 26, touch 17, flat-footed 19 (+7 Dex, +9 natural)

### hp 108 (13d6+63)

Fort +6, Ref +15, Will +12

**Defensive Abilities** shadow dodge<sup>MA</sup>; **DR** 10/cold iron and epic; **Resist** cold 10, electricity 10; **SR** 23

Weaknesses light blindness

OFFENSE

Speed 40 ft.

**Melee** +1 agile elven curveblade +14/+9 (1d10+8/18-20)

**Special Attacks** death attack<sup>MA</sup> (DC 20), enhance weapon<sup>MMA</sup>, <u>mythic power</u> (4/day, surge +1d8), quickened spell strike<sup>MA</sup>, sneak attack +3d6

- Spell-Like Abilities (CL 13th; concentration +18)
- At will—chill touch (DC 16), corrosive touch

3/day-frigid touch, shadow step, quickened vanish

1/day—force punch (DC 18), greater invisibility, ray of exhaustion (DC 18)

#### STATISTICS

#### Str 12, Dex 25, Con 17, Int 18, Wis 14, Cha 21 Base Atk +6; CMB +13; CMD 24

**Feats** Agile Maneuvers, Combat Casting, Iron Will, Quicken Spell-Like Ability (*vanish*), Skill Focus (Stealth), Stealthy, Vital Strike<sup>MF</sup>, Weapon Finesse

Skills Acrobatics +23 (+27 when jumping), Bluff +21, Escape Artist +27, Intimidate +18, Knowledge (nature) +20, Knowledge (planes) +17, Perception +18, Sense Motive +18, Sleight of Hand +23, Stealth +33; Racial Modifiers +4 Acrobatics when jumping

Languages Aklo, Common, Elven, Sylvan

#### ECOLOGY

#### Environment any (Shadow Plane)

**Organization** solitary, pair, elder cabal (1 mythic svartalfar and 2–12 svartalfars), or great clan (1-4 mythic svartalfars and 10–30 svartalfars)

**Treasure** NPC gear (+1 *agile elven curveblade*, other treasure)

#### SPECIAL ABILITIES

Death Attack (Ex) This ability functions as the assassin's death attack ability, with the mythic svartalfar's assassin level treated as being equal to half its Hit Dice. A mythic svartalfar who successfully kills a creature of at least 10 Hit Dice with its death attack ability regains one use of mythic power. Enhance Weapon (Su) Three times per day as a swift action, a mythic svartalfar can imbue one of its weapons with the bane, heartseeker, keen, or menacing weapon special ability. When using the bane weapon special ability, it must select one creature type (and subtype, if choosing humanoid or outsider) and the amount of bonus damage dealt by the weapon against creatures of the selected type is 4d6, rather than the 2d6 normally granted. By expending two uses of this ability, a mythic svartalfar can imbue one of its weapons with the stalking or wounding weapon special ability. By expending all three uses of this ability, a mythic svartalfar can imbue one of its weapons with the speed or spell stealing weapon special ability. These enhancements last for 1 hour. This ability only functions while the svartalfar wields the weapon. As a free action, a mythic svartalfar can expend one use of mythic power to gain an additional use of this ability.

Quickened Spell Strike (Su) Five times per day as a free action after hitting with a melee weapon, a svartalfar can cast and deliver one of the following of its spell-like abilities through the weapon: *chill touch, corrosive touch, force punch, frigid touch*, or *ray of exhaustion*. If the attack is a critical hit and the spell-like ability deals damage, it deals double damage. If a mythic svartalfar expends one use of mythic power when using this ability, it may instead cast and deliver *shadow step* through its weapon, even though the spell does not usually permit another creature as a target. A Medium or smaller creature struck by the weapon must succeed on a DC 19 Will save or be transported along with the svartalfar.

Shadow Dodge (Su) Once per day as an immediate action, when hit by a melee or ranged attack, a mythic svartalfar can replace itself with an illusory duplicate and *shadow step* to any open square within 60 feet of its current position. The mythic svartalfar takes no damage from this attack, which instead destroys its illusory duplicate (similar to *mirror image*). Using this ability requires the mythic svartalfar to be in an area of dim light or darkness, and to have line of effect to the *shadow step* target square. A mythic svartalfar can use this ability additional times per day by expending one use of mythic power for each additional use.



## Valkvrie

Surrounded by lightning, this impressive female warrior wears a gleaming golden breastplate and carries a shining spear.

#### MYTHIC VALKYRIE

#### XP 51,200

Pathfinder Roleplaying Game Bestiary 3

CN Medium outsider (extraplanar)

Init +3; Senses darkvision 60 ft., deathwatch; Perception +24 DEFENSE

AC 34, touch 20, flat-footed 31 (+8 armor, +7 deflection, +3 Dex, +6 natural)

hp 228 (16d10+140)

Fort +10, Ref +13, Will +15

Defensive Abilities iron promise<sup>MA</sup>; DR 10/cold iron, epic, and lawful; Immune cold, death effects, electricity, energy drain, poison; Resist acid 10, fire 10; SR 29

#### OFFENSE

Speed 30 ft., fly 100 ft. (perfect)

Melee +2 returning spear +25/+20/+15/+10 (1d8+11/x3)

Ranged +2 returning spear +22 (1d8+8/x3)

Special Attacks memory of battle<sup>MA</sup>, mythic power (6/day, surge +1d8) , mythic spell-like abilities<sup>MA</sup>, skald song<sup>MA</sup>, song of far wings<sup>M</sup>

Spell-Like Abilities (CL 12th; concentration +19)

Constant—deathwatch, tongues

At will-aid, death ward, gentle repose, plane shift (self and mount only)

3/day-call lightning storm (DC 22), divine power, geas/quest 1/day—breath of life, heal, summon (level 8, 1 sleipnir 100%)

#### STATISTICS

Str 22, Dex 17, Con 20, Int 13, Wis 20, Cha 25

Base Atk +16; CMB +22; CMD 41

Feats Mounted Combat<sup>MF</sup>, Power Attack<sup>MF</sup>, Ride-By Attack, Skill Focus (Ride), Spirited Charge<sup>MF</sup>, Trample, Vital Strike, Weapon Focus (spear)

Skills Fly +27, Handle Animal +25, Heal +24, Knowledge

(planes) +20, Perception +24, Ride +28, Sense Motive +24 Languages Celestial, Common; tongues

SQ battle trained, choose the slain, guarded life<sup>MA</sup>, holy zeal, immortal ferocity<sup>MA</sup>

ECOLOGY

#### Environment any

Organization solitary or ride (1 mythic valkyrie and 2-8 valkyries)

**Treasure** triple (+2 breastplate, +2 returning spear, other treasure)

#### SPECIAL ABILITIES

CR 15/MR 6

Battle Trained (Ex) A valkyrie is proficient with all armor. Armor never impacts a valkyrie's speed, nor does a valkyrie take armor check penalties on Ride checks.

Choose the Slain (Su) A valkyrie can draw the soul from a newly dead body and store it in her spear for transport to the Outer Planes. This functions as soul bind, but the dead creature must be willing to have its soul taken. If the creature is unwilling, this ability has no effect.

Guarded Life (Ex) A mythic valkyrie and any steed she rides is immune to death effects and energy drain. Whenever an ally within 30 feet would be affected by a non-mythic death effect or energy drain, a mythic valkyrie can expend one use of her mythic power as an immediate action to negate that effect. Against a mythic death effect or energy drain, this ability instead allows the ally to roll twice and select the better result on its saving throw, and it reduces damage dealt or negative levels inflicted by 50%.

Holy Zeal (Su) A valkyrie adds her Charisma modifier as a deflection bonus to her Armor Class.

Immortal Ferocity (Ex/Sp) A mythic valkyrie is staggered but remains conscious at negative hit points. She automatically stabilizes at negative hit points and does not die until she reaches -40 hit points. In addition, unless she was killed by a coup de grace or critical hit from a mythic creature or creature wielding an artifact or epic weapon, she returns to life 24 hours later. She is treated as if she had not rested and does not regain daily uses of abilities that were already expended. If at any future time she encounters the creature that killed her, she can expend one use of her mythic power to use vengeful outrage<sup>UM</sup> on herself as a spell-like ability, targeting her hatred against her killer.

Iron Promise (Ex) Mythic valkyries were blessed by the gods to wade into battle untouched, and metal cannot pierce their flesh. Their damage reduction cannot be overcome by metal weapons, regardless of abilities that normally bypass damage reduction, and they never take bleed damage from attacks with a metal weapon. In addition, mythic valkyries gain fortification (75%) against critical hits or precision-based damage from piercing or slashing attacks with metal weapon. This protection also applies against creatures made of metal. Memory of Battle (Sp) Three times per day, a mythic valkyrie can create a persistent image (Will DC 22) of a battlefield, replete with illusory soldiers, tattered banners and hoarse battle cries, with fallen soldiers crawling back to their feet to continue the fight. The soldiers can be of any race or type the valkyrie wishes, and as a move action she can move the illusory battlefield up to 30 feet. Creatures that do not disbelieve the illusion treat the area of the battlefield as difficult terrain and are considered flanked against all melee attacks as long as they are in the area.

The battle is not completely illusory, however, as it contains a *spiritual ally*<sup>APG</sup> that attacks enemies within or adjacent to the battlefield each round as the mythic valkyrie directs. She can create multiple *spiritual allies* within the memory of battle by expending one use of mythic power for each *spiritual ally* after the first. If the *persistent image* is dispelled, all *spiritual allies* within it are also dispelled.

Mythic Spell-like Abilities (Su) Three times per day, a mythic valkyrie may cast the mythic spell version of any of its corresponding spell-like abilities. It must expend the same amount of mythic power that would normally be required to cast a mythic spell, treating its mythic rank as its mythic tier for the purpose of qualifying to use augmented versions of mythic spells.

Skald Song (Su) A mythic valkyrie gains the raging song ability of a 16th-level skald<sup>ACG</sup>. She can begin a raging song as a swift or move action and can use this ability for 40 rounds per day. Song of Far Wings (Sp) Once per day a mythic valkyrie can use *eagle aerie*<sup>UM</sup> as a spell-like ability, though she may choose whether to summon giant eagles, hippogriffs, or pegasi. Creatures she summons with this ability share the mythic valkyrie's defensive abilities, damage reduction, immunities, resistances, and spell resistance. A mythic valkyrie can use this ability more than once per day by expending one use of mythic power for each use after the first, and she may also expend mythic power to use the mythic or augmented version of eagle aerie (Mythic Spell Compendium 81). Alternatively, she may expend one use of mythic power when using this ability to summon a single sleipnirB3 or two uses of mythic power to summon a single mythic sleipnir (Mythic Monster Manual 248).

## Fenris Wolf

This immense wolf's black fur is tipped with silver, though his hide is scarred beneath. His lambent eyes bespeak a terrible cunning and his slavering jaws an equally terrible hunger.

#### CR 30/MR 10

**FENRIS WOLF** XP 9,830,400

NE Large magical beast (mythic)

**Init** +30<sup>MF</sup>/+10, <u>dual initiative<sup>MA</sup></u>; **Senses** blindsight 60 ft.,

darkvision 120 ft., keen scent, low-light vision; Perception +51

DEFENSE

AC 45, touch 25, flat-footed 29 (+16 Dex, +20 natural, -1 size) hp 880 (40d10+660); fast healing 30

Fort +36, Ref +38, Will +21

**Defensive Abilities** improved evasion, slippery mind, uncanny dodge; **DR** 20/epic; **Immune** cold, fire; **Resist** acid 30, electricity 30, sonic 30; **SR** 46

#### OFFENSE

Speed 60 ft.; sprint<sup>MA</sup>

**Melee** bite +53 (6d6+28/15–20/×3 plus grab or trip) **Space** 10 ft.; **Reach** 10 ft.

**Special Attacks** blood rage<sup>MA</sup>, fast swallow, <u>feral savagery</u><sup>MA</sup> (full attack action or successful swallow whole), horrible howl<sup>MA</sup>, <u>mythic power</u> (10/day, surge +1d12), powerful jaws<sup>MA</sup>, river

maker<sup>MA</sup>, swallow whole (Large, 10d6 acid damage, AC 20, 88 hp), unpredictable<sup>MA</sup>

#### STATISTICS

Str 38, Dex 43, Con 38, Int 15, Wis 27, Cha 30

 Base Atk +40; CMB +55 (+59 grapple); CMD 81 (85 vs. trip)
 Feats Acrobatic Steps, Combat Expertise, Combat Reflexes, Crippling Critical, Critical Focus<sup>MF</sup>, Deadly Finish<sup>UC</sup>, Dodge, Following Step<sup>APG</sup>, Greater Feint, Greater Vital Strike, Improved Critical (bite), Improved Feint, Improved Initiative<sup>MF</sup>, Improved Vital Strike, Inescapable Grasp (*Mythic Monster Manual* 289)<sup>MF</sup>, Mobility, Nimble Moves, Spring Attack<sup>MF</sup>, Step Up, Step Up and Strike<sup>APG</sup>, Vital Strike<sup>MF</sup>

Skills Acrobatics +16 (+36 when jumping) Bluff +40, Escape Artist +62, Perception +51, Sense Motive +48, Stealth +35; Racial Modifiers +8 Acrobatics when jumping, +16 Escape Artist

Languages Common

SQ break bonds<sup>MA</sup>, prodigious growth<sup>MA</sup>, wolf sire<sup>MA</sup>

#### ECOLOGY

Environment cold forests Organization solitary

Treasure triple

### SPECIAL ABILITIES

**Blood Rage (Ex)** Fenris has the blood rage special attack, and while Fenris is in a blood rage, he bypasses all damage reduction when he attacks. He can expend one use of his mythic power as a swift action to end his blood rage.

**Break Bonds (Ex)** Fenris can break nonmythic bonds as a move action, and he benefits from *freedom of movement*, as per the spell, against nonmythic spells and effects.

By expending one use of mythic power, Fenris can add his mythic rank to break and Escape Artist checks to destroy or escape mythic bonds and to his saves versus mythic spells or effects that restrict his movement.

**Dismemberment (Ex)** When Fenris attacks a foe that is denied its Dexterity bonus against him, he can expend one use of mythic power as a standard action to attempt a combat maneuver check. If successful, one of the target's hands is bitten off, dealing bite damage (though the target cannot be tripped or swallowed) and 2d6 bleed damage. Fenris may choose to swallow or drop the hand and any item worn or held in it. If Fenris spends an additional use of mythic power, the lost hand cannot be recovered by nonmythic means.

Horrible Howl (Su) Three times per day, Fenris can unleash a howl as a standard action. All nonmythic creatures become panicked for 2d4 rounds (no save), and mythic creatures must succeed at a DC 38 Will save to avoid becoming panicked for 1d4 rounds. Creatures that make their saves are shaken for 1d4 rounds instead. Regardless of whether a creature saved or not, he cannot be affected by Fenris's howl again for 24 hours.

If Fenris expends one use of mythic power, he can again affect mythic creatures that previously failed their saves and all nonmythic creatures with his howl.

**Powerful Jaws (Ex)** Fenris's applies twice his Strength modifier to bite damage, and his bite attack has a critical threat range of 18-20 and a critical multiplier of x3.

**Prodigious Growth (Su)** Once per day, Fenris can increase his size for 8 hours, benefitting from *animal growth*, as per the spell. He becomes Huge and can swallow whole Huge or smaller creatures. He can expend one use of mythic power to increase his size to Gargantuan for 1 minute, adjusting his statistics as if he had the giant simple template and enabling him to swallow Gargantual creatures.

**River Maker (Ex)** As a full-round action, Fenris can spill enough saliva to to create a non-magical flood equivalent to a *hydraulic torrent*<sup>APG</sup> (caster level 20th) 10 feet wide, 10 feet high, and 120 feet long, using his Strength modifier to determine the CMB and Strength check. Creatures successfully bull rushed by this flood take 8d6 points of bludgeoning damage (DC 44 Reflex half). This river of slavering foam does not nourish plants, and any living creature drinking or breathing the water is affected each round as if it had ingested belladonna poison. The save DC is Strength-based.

If Fenris uses this ability in consecutive rounds, the size of the river increases by 10 feet in width and 120 feet in length each round. He can also bend the course of the river so that it does not affect a straight line, exchanging 10 feet of its length for each 45-degree angle that the river turns.

If Fenris expends one use of his mythic power during any round he creates a river, it continues to flow for 1 minute (though it does not further expand). If he expends two uses of mythic power, the river continues to flow for 1 hour and it continues to grow in length (though not width or height) by 60 feet per round, flowing in the same direction it was last sent. Slippery Mind (Ex) Fenris benefits from slippery mind, as per the rogue talent of the same name.

- **Sprint (Ex)** Fenris can move up to 10 times his speed when charging or jumping. As a free action, Fenris can expend one use of mythic power to make a 90-degree turn during a sprinting charge.
- **Unpredictable** (Ex) Non-mythic foes are always flat-footed against Fenris regardless of any abilities that prevent them from being flat-footed.
- **Wolf Sire (Su)** As the archetypal wolf lord, wolves, worgs, werewolves, dogs, and canine creatures will not attack him. If magically controlled or compelled to attack, they automatically become *confused*, attacking the creature that controls or compels them when the roll would normally indicate "attack nearest creature."

In addition, Fenris sired two sons, Sköll and Hati, that are both advanced mythic winter wolves (as described in Chapter 6 of *Pathfinder Roleplaying Game Mythic Adventures*). Fenris can summon either or both wolves as a standard action. Sköll can expend two uses of mythic power to extinguish the sun for 1 day, immediately dealing 10d6 points of cold damage to all creatures (DC 19 Fortitude save for half) and creating a *deeper darkness* effect in a 1-mile radius. Fenris and his sons can see through the darkness created by this ability. Hati can expend two uses of mythic power to cause a lunar eclipse that lasts for 24 hours. At night, this reduces the light level by two steps, but does not create a magical darkness effect. Additionally, everything in a 1-mile radius is affected as if by mythic *earthquake*, and all nonmythic lycanthropes revert to their humanoid forms.

Fenris is the wolfen scion of a trickster godling and his monstrous bride. Though the gods cast out Fenris's siblings when they discovered them, they took the wolf home with them. Realizing Fenris posed a threat, they eventually bound the creature after a couple of futile attempts. This required a terrible sacrifice from one god, and now Fenris waits to burst his current bonds and trigger the end of the era, during which time he is fated to slay the father of the gods. Fenris currently stands 8 feet tall and weighs 500 pounds, but he will grow to 4 times his size when he fulfills his destiny.

#### ECOLOGY

Fenris recognizes his role as an unstoppable force of nature, and he represents nature's constant struggle against those who seek to tame it. The gods who kept Fenris at their sides believed they could tame or leash him, and he showed them the folly of their convictions. Fenris is not a loner like his sibling, the Midgard Serpent, but his sense of superiority restricts creatures he considers worthy of companionship. He sought and eventually found a mate with whom he produced two offspring.

Fenris devours everything in his path and prefers highly intelligent prey to animals. The gods arrested his growth to keep him from becoming too large to devour them, but he knows that he will grow tremendously, his jaws long enough to simultaneously touch the earth and the sky, when the time is right to end the world.

#### HABITAT AND SOCIETY

Fenris Wolf is a unique creature but brother to incredible monsters such as the Midgard Serpent, born of the same terrible liaison. The gods made the questionable decision to keep Fenris among them, and their attempt to bind the wolf backfired as he severed the arm of one of the gods. Fenris is proud of his power and exceedingly vain, but quite intelligent. As the scion of a trickster godling, he is aware of someone attempting to trick him, and he enjoys turning this situation to his advantage. When he is the victim of an attack, he unleashes a frightening howl and enters into an unrelenting rage.

Fenris sired two sons, Sköll and Hati, which share his pride and tremendous appetite. Sköll chases the sun with the intent to consume it, while Hati targets the moon. Once Fenris's children achieve their goals, they will kick off a devastating chain of events, freeing Fenris in the process. This end of days concludes with the death of the current generation of gods whose descendants then destroy the wicked creatures and take their parents' places.







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## EVEN THE VIKINGS FEAR THEM!

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