Mythic Desert and Ocean Giants

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ROLEPLAYING GAME COMPATIBLE

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Mythic Desert Giant

A giant rises gracefully from the desert sands, as if springing from the very world itself, only to stand atop the dunes apparently weightless, disturbing not a grain. Her deep tan skin has seen many years, but is no worse for the wear. In each hand she holds a finely wrought scimitar, which, with the twitching of her hands, dance in the air about her. Her grim face warns of danger as the sands begin to rise about her feet.

MYTHIC DESERT GIANT

CR 14/MR 4

XP 38,400 LN Large humanoid (giant) **Init** +3; **Senses** low-light vision; Perception +9

DEFENSE

AC 28, touch 13, flat-footed 24 (+2 armor, +3 Dex, +1 dodge, +13 natural, -1 size) hp 155 (13d8+97) Fort +9, Ref +11, Will +5 Defensive Abilities rock catching; Immune fire

OFFENSE

Speed 50 ft.

Melee masterwork scimitars +18/+18/+13/+13 (1d8+10/15-20) or 2 slams +18 (1d8+10) Ranged rock +11 (1d8+10) Space 10 ft.; Reach 10 ft. Special Attacks elemental beam, mythic power (4/day, surge +1d8), rock throwing (100 ft.), sand glide, sand storm, scimitar dance, scimitar training

STATISTICS

Str 30, Dex 17, Con 21, Int 13, Wis 12, Cha 10 Base Atk +9; CMB +20; CMD 34 (38 vs. disarm and sunder) Feats Combat Reflexes^M, Dodge^M, Improved Critical (scimitar), Improved Two-Weapon Fighting, Mobility, Two-Weapon Fighting, Weapon Focus (scimitar) Skills Acrobatics +16 (+24 when jumping), Intimidate +11, Perception +9, Survival +17 Languages Common, Giant SQ sandwalking

ECOLOGY

Environment warm desert Organization solitary Treasure standard (2 masterwork scimitars, leather armor, other treasure)

SPECIAL ABILITIES

Elemental Glare (Su): A mythic desert giant can use the desert's power to unleash a mighty beam of either heat energy (in hot deserts) or cold energy (in cold deserts). As a standard action, the mythic desert giant can expend one use of mythic power in order to generate an elemental beam, which requires a ranged touch attack to hit. The form the beam takes depends on what kind of desert the mythic desert giant is in when he uses the ability. In a hot desert, the elemental beam deals 15d6 points of fire damage to the target, and the target must succeed on a Fortitude save (DC 16) or become exhausted. While in a cold desert, the beam deals 15d6 points of cold damage to the target, and the target must succeed on a Fortitude save or become slowed for 1 minute. **Sand Glide (Ex):** A mythic desert giant has the ability to move through sand as easily as a fish swims through water. By expending one use of mythic power as a free action, the mythic desert giant can choose to move through sand in a fashion similar to an earth elemental using earth glide; however, he can only move through sand, dirt, gravel, dust and similar material using this ability. While sand gliding, the mythic desert giant does not need to breathe, and can see through the sand to a depth of 40 feet as though he had x-ray vision. Once activated, this ability lasts until the mythic desert giant chooses to surface, at which point his whole body is expelled from the sand and he emerges in an adjacent square.

Sandstorm (Su): A mythic desert giant can cause terrible sandstorms which rage about him to punish his enemies. By expending 1 use of mythic power as a full-round action, the mythic desert giant can cause the area in a 1,000foot radius around him to erupt in a violent sandstorm which obscures all vision beyond 5 feet and grants concealment to adjacent creatures (20% miss chance). Additionally, the sandstorm deals 1d4 points of damage per mythic rank the mythic desert giant possesses to all creatures within the sandstorm each round. A successful Reflex save (DC 16) halves this damage. The sandstorm persists for 1 minute, but ends immediately if the mythic desert giant is slain.

Sandwalking (Ex): A mythic desert giant travels at full speed across sand, rocky ground, or dust, and leaves no trail behind unless it chooses to.

Scimitar Dance (Su): A mythic desert giant has the ability to temporarily enchant his scimitars with the power of flight, allowing them to move and attack on their own. By expending one use of mythic power as a standard action, the mythic desert giant can cause his scimitars to fly from his hands and attack a single creature within 100 feet. The scimitars each attack once per round using the mythic desert giant's attack bonus and damage bonus, with an additional bonus to attack and damage rolls equal to the mythic desert giant's mythic rank (usually +4). As a move action, the mythic desert giant can direct the scimitars to attack a new target within 100 feet. This effect lasts for 1 minute, or until the mythic desert giant chooses to end it. Either way, they magically return to the mythic desert giant's hands, or fall to the ground in his square if his hands are occupied.

Scimitar Training (Ex): All mythic desert giants are proficient with scimitars, and can wield them as if they were light weapons. A mythic desert giant adds his full Strength bonus to attacks made with a scimitar wielded in his off hand, and gains a +4 bonus to CMD versus disarm and sunder attempts when fighting with a scimitar in each hand.

Ecology

Mythic desert giants undergo isolation and exile for many years in order to gain their mythic strength, giving up their freedom and their mortality in order to take up stewardship of the desert. This special ritual requires that the desert giant spend 10 years alone in the desert, naked and without tools. Each day, the desert giant must make a small sacrifice of his blood to the sands. After 10 years of keeping faith in isolation, mythic desert giants who survive will find a pair of scimitars which are unlike any forged by mortal hands and which dance weightlessly upon the air. The mythic desert giant calls to the scimitars, and upon hearing his voice, they approach and encircle him, moving ever closer and threatening to slash his body to ribbons. Before he is slain, the mythic desert giant must swear an oath to defend the desert for all time, and to ensure that no force comes unbidden to take up residence there. If the mythic desert giant so swears, the scimitars fly to his hands and he becomes their master so long as he keeps his vow. In exchange, a mythic desert giant is granted a greatly increased life span and needs neither food nor drink to sustain him while he dwells in the desert he has sworn to protect.

Many mythic desert giants choose to remain in isolation, living apart from other creatures and watching over them to ensure that no harm comes to the lands in their charge. When a mythic giant does come into contact with lesser desert giants, the latter are expected to defer to the former in all things, lest the desert forever curse them with thirst and famine. Many other desert dwellers also choose to defer to the mythic desert giants' judgment, though this is more out of fear of their wrath than any cultural or political motivation.

Mythic desert giants are solemn and grave individuals, devoid of humor and completely obsessed with their charge. They often manipulate events for the health of the desert and its continued survival, completely without regard for the lives of those they manipulate. Caring solely for the desert they protect, mythic desert giants make implacable foes but stalwart allies, easily predictable and happy to lend aid to those who serve their cause.



Mythic Ocean Giant

This mighty humanoid has deep blue skin and green eyes. He is completely bald, but has a long white beard which seems to be made of foamy bubbles, falling in a graceful cascade down to his knees. He wears a loose tunic of flowing white cloth and is adorned by coral and pearls. In one hand he hefts a mighty golden trident, while in the other he holds a large and brightly polished conch shell.

MYTHIC OCEAN GIANT

CR 17/MR 7

XP 102,400 CN Huge humanoid (aquatic, giant)

Init +4; Senses low-light vision; Perception +24

DEFENSE

AC 35, touch 8, flat-footed 35 (+27 natural, -2 size) hp 274 (19d8+189)

Fort +18, Ref +8, Will +10

Defensive Abilities aquatic form; **Resist** cold 30, electricity 30

OFFENSE

Speed 50 ft., swim 40 ft.

Melee masterwork trident +32/+27/+22 (3d6+27) or 2 slams +30 (2d6+18)

Ranged rock +13 (2d8+27)

Space 15 ft.; Reach 15 ft.

Special Attacks command ocean beasts, conch focus, create vortex, mythic conch focus, mythic power (7/day, surge +1d10), mythic summoning, ocean ally, rock throwing (110 ft.) **Spell-Like Abilities** (CL 14th; concentration +18)

Constant—freedom of movement

3/day—aqueous orb (DC 17), control winds (DC 19), shout (DC 18), summon nature's ally VII (swimming creatures only), water breathing 1/day—vortex (DC 20)

STATISTICS

Str 46, Dex 11, Con 25, Int 12, Wis 15, Cha 18

Base Atk +14; **CMB** +34 (+36 bull rush); **CMD** 44 (46 vs. bull rush)

Feats Augment Summoning^B (with conch), Combat Reflexes, Critical Focus^M, Improved Bull Rush, Improved Initiative, Iron Will, Lightning Reflexes, Martial Weapon Proficiency (trident), Power Attack^M, Vital Strike^M, Weapon Focus (trident)^M

Skills Intimidate +17, Knowledge (nature) +11, Perception +24, Perform (wind) +13, Survival +14, Swim +27 Languages Aquan, Common, Giant SQ amphibious, water walking

ECOLOGY

Environment any oceans Organization solitary Treasure standard (masterwork trident, other treasure)

SPECIAL ABILITIES

Aquatic Form (Su): A mythic ocean giant can temporarily shift its body to become pure ocean water, allowing it to avoid damage from most attack forms. As an immediate action, the mythic ocean giant can expend one use of mythic power in order to gain DR 20/- and immunity to critical hits for 1 round.

Command Ocean Beasts (Su): A mythic ocean giant can command the creatures of the ocean. As a standard action, a mythic ocean giant can cast dominate animal as a spell-like ability on all animals with the aquatic subtype within 100 feet of him (caster level 20, DC 18 Will save negates). Additionally, as a full-round action, the mythic ocean giant can expend one use of mythic power to attempt to command any aquatic creature. Each round the mythic ocean giant spends a standard action to concentrate on commanding the target, the mythic ocean giant and the target make opposed Charisma checks. If the mythic ocean giant wins the check, he may control the target's actions for 1 round. If the mythic ocean giant loses the check, the target may act normally. While controlling a creature in this way, the mythic ocean giant cannot cause the target to take obviously suicidal actions. If the mythic ocean giant ceases to concentrate on this ability, the effect ends immediately.

Conch Focus (Su): When holding its conch, an ocean giant can cast *great shout* (DC 22) instead of *shout*, and gains Augment Summoning as a bonus feat. If the conch is destroyed (hardness 5, 20 hp), the giant can spend 1 week to craft a replacement.

Create Vortex (Su): A mythic ocean giant can create deadly vortexes of great size while in ocean environments. As a standard action, the mythic ocean giant can expend 2 uses of mythic power in order to create a massive whirlpool 60 feet in diameter at the mouth and up to 200 feet long. Any creature in the area suffers 10d6 points of bludgeoning damage each round he remains within the whirlpool. If the whirlpool touches the surface of the water, it automatically capsizes ships of Gargantuan size or smaller. Colossal or larger ships suffer 10d6 points of damage each round they remain within the area. Additionally, the area created by this vortex is difficult to move through and requires either a DC 30 Swim check or a DC 25 Profession (sailor) check in order to allow the creature or ship to move up to its speed while within the area. A creature that fails this check cannot move out of the disturbed water but may otherwise act normally. Creatures affected by freedom of movement ignore this effect.

Mythic Conch Focus (Su): A mythic ocean giant can blow into his conch in order to create much more potent magical effects. As a standard action, a mythic ocean giant can expend one use of mythic power while holding his conch in order to cast either *control water* or *control weather* as a spell-like ability (caster level 20). Additionally, whenever the mythic ocean giant uses a spell-like ability while holding his conch, he can apply the effects of either the Extend Spell or Widen Spell metamagic feats. Finally, a mythic ocean giant can expend a use of mythic power in order to immediately re-forge his conch if it is destroyed.

Mythic Summoning (Sp): Whenever a mythic ocean giant uses his *summon nature's ally VII* spell-like ability while holding his conch, he may expend one use of mythic power in order to summon twice as many swimming creatures as he normally would. In addition, whenever he uses this ability, any creatures he summons gain a +2 morale bonus to attack and damage rolls.

Ocean Ally (Sp): A mythic ocean giant can create a powerful elemental creature from the very water to serve him. As a full-round action, while standing on the ocean's surface,

a mythic ocean giant can expend 2 uses of mythic power in order to create a massive elemental servant. This elemental servant has the same statistics as an ocean giant, but gains the elemental subtype and the associated defensive benefits from elemental traits.

Water Walking (Sp): A mythic ocean giant can stride across the waves as well as dwell under them. This ability functions similarly to the spell *water walk*, except that the mythic ocean giant can choose to suppress or resume the effect as a swift action. Additionally, by expending one use of mythic power, the mythic ocean giant can grant the ability to walk upon the water as though with the *water walk* spell (caster level 20) to a number of creatures equal to his mythic tier (typically 7).

Ecology

Mythic ocean giants are visually indistinguishable from their kin, though they have far greater power, being both physically stronger and more magically gifted than lesser ocean giants. The chief feature of the mythic ocean giant is its skill in playing the conch, and he can produce wondrous melodies with such instruments. Rumor has it that an ocean giant transforms into a mythic ocean giant upon learning to play such music on his conch. Other tales suggest that mythic ocean giants gain their power by learning the secrets of deep ocean gods, who dwell in regions where lesser ocean giants fear to tread. Whatever the case, the process which creates a mythic ocean giant leaves the individual forever changed.

In addition to obtaining greater strength and the knowledge of wondrous melodies, the mythic ocean giant bears a radically different temperament from its nonmythic kin. Mythic ocean giants are not drawn to alignment extremes of good or evil, and they tend to be extremely chaotic and fickle individuals. They are prone to mood changes and bouts of outstanding temper, which last only moments, to be replaced by mirth. A mythic ocean giant's mood is said to be predictable according to the ocean current; however, scholars have difficulty proving such claims, as mythic ocean giants are creatures of exceptional might and they are not keen to be studied.

The great size and exceptional magical powers of mythic ocean giants often cause them to be deified by coastal communities. Worshipers of mythic ocean giants find them to be just as unpredictable as anyone else, though most mythic ocean giants are pleased to be worshiped and enjoy the role of deity, often commanding the construction of elaborate temples or asking for extreme and outrageous sacrifices. In exchange for these acts of worship, mythic ocean giants can be counted upon to occasionally defend coastal communities from seaborne dangers. Though mythic ocean giants are prone to let some threats which would devastate a coastal community that venerates it wreak its havoc unchecked, many so enjoy the chance to play god as to ensure that no lasting harm comes to those who worship them. Permission to copy, modify and distribute the files collectively known as the System Reference Document ("SRD") is granted solely through the use of the Open Gaming License, Version 1.0a.

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Masters of Dune and Wavel

It is said that the desert and the ocean have much in commonwith the rolling dunes of sand often being compared to the rolling waves of the sea. Both are inhospitable places where food and water are scarce. Both are often home to valuable trade routes, and connect important mercantile cities. Both feature vast expanses of empty wasteland, dotted with hidden treasures, and both are the homes of unusual and exotic giant races.

This book presents game statistics for the mythic desert giant and mythic ocean giant, both of which have unique abilities never seen elsewhere. Mythic desert giants (CR 14) can glide across the dunes as easily as if they were ice, can conjure sandstorms from thin air, and an bring their semitars to life. flying through the air to fight on their own. Their counterparts, the mythic ocean giants (CR 17), can command the creatures of the seas, create great vortices, and even transform themselves into pure ocean water.

The Mythic Mastery series of products builds and expands on the rules for mythic characters introduced in Mythic Adventures. Each Mythic Mastery provides new content and rules for mythic games. with a focus on a single theme or area of play. While some of the content provided in Mythic Mastery products requires the use of mythic characters and a mythic adventure, others, such as those focused on exploring mythic monsters, can be used in games of every sort.

