MYTHIC MASTERY Mythic Frost and Stone Giants 0

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ROLEPLAYING GAME COMPATIBLE

Credits

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Mythic Frost Giant

The creature before you resembles a man, but nearly twice as tall, with skin as blue as ice, and hair the color of snow. Frozen icicles hang in his beard, and his bare arms and legs reveal strong, unyielding muscles. He hefts his axe with both hands and unleashes a primal bellow, sending a gale of icy wind and snow crashing towards you.

MYTHIC FROST GIANT

CR 12/MR 5

XP 19,200 CE Large humanoid (cold, giant) Init -1; Senses low-light vision; Perception +10

DEFENSE

AC 26, touch 8, flat-footed 26 (+4 armor, -1 Dex, +14 natural, -1 size)

hp 173 (14d8+110)

Fort +14, Ref +3, Will +6

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

OFFENSE

Speed 40 ft.

Melee +1 greataxe +21/+16 (3d6+17/19-20/x4) or 2 slams +20 (1d8+11)

Ranged rock +9 (1d8+16 plus 2d6 cold)

Space 10 ft.; Reach 10 ft.

Special Attacks avalanche, frost breath, ice boulder, mythic power (5/day, surge +1d8), rock throwing (120 ft.); savage brutality

STATISTICS

Str 33, Dex 9, Con 21, Int 10, Wis 14, Cha 11 Base Atk +10; CMB +22; CMD 31 Feats Cleave^M, Great Cleave, Improved Overrun^M, Improved Sunder, Martial Weapon Proficiency (greataxe), Power Attack^M, Skill Focus (Stealth) Skills Climb +15, Craft (any one) +7, Intimidate +7, Perception +10, Stealth +2 (+6 in snow); Racial Modifiers +4 Stealth in snow Languages Common, Giant SQ ambush master, fire tolerant

ECOLOGY

Environment cold mountains

Organization solitary, gang (1, plus 3-5 non-mythic frost giants), raiding party (1, plus 6-12 non-mythic frost giants, plus 35% noncombatants, 1 adept or sorcerer of 3rd-5th level, 1-4 winter wolves, and 2-3 ogres), or tribe (1, plus 21-30 non-mythic frost giants, plus 1 adept, cleric, or sorcerer of 6th-7th level, 15–36 winter wolves, 13-22 ogres, and 1-2 young white dragons).

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

SPECIAL ABILITIES

Ambush Master (Ex): If a mythic frost giant participates in a surprise round, he automatically treats his initiative roll as a natural 20 for that encounter, and the mythic frost giant can take a full round's worth of actions during a surprise round. Further, if a mythic frost giant successfully damages a creature during a surprise round, he can expend a single use of mythic power. If he does, he grants a +4 morale bonus to attack and damage rolls to all allies that can see and hear him (including himself). This bonus lasts for 5 rounds. Avalanche (Ex): As a full-round action, by expending one use of mythic power, a mythic frost giant can create an avalanche and direct it at his foes. In order to use this ability, the mythic frost giant must be in an area with sufficient snow and ice to create an avalanche.

The avalanche that is created is 200 feet wide, from one edge of the slide zone to the opposite edge. The bury zone, in the center of the avalanche's width, is 100 feet wide. The avalanche moves directly away from the mythic frost giant in any direction he chooses (except uphill directions). If moving downhill, it moves at a rate of 500 feet per round, and travels a total of 2,500 feet. If moving across flat terrain, it moves at a rate of 100 feet per round, and travels a total of 500 feet.

If the bury zone of the avalanche passes through a character's square, that creature takes 8d6 points of damage (Reflex DC 28 for half). He is subsequently buried, regardless of whether or not he succeeds his saving throw. Buried creatures take 1d6 points of nonlethal damage per minute. If a buried creature falls unconscious, he must make a DC 15 Constitution check or take 1d6 points of lethal damage each minute thereafter until freed or dead.

If the slide zone of the avalanche passes through a character's square, he must succeed on a Reflex save (DC 28) or suffer 3d6 points of damage and be buried, in the same fashion as those buried in the bury zone. Creatures that succeed on their save suffer no damage, and are not buried.

The saving throw DCs are reduced by 10 if the avalanche is travelling along flat terrain, instead of downhill. The saving throw DC is Strength-based. An avalanche created in this way can be detected through the same methods as a naturally-occurring avalanche. For more information on normal avalanches, see the *Pathfinder Roleplaying Game Core Rulebook*.

Fire Tolerant (Ex): While mythic frost giants do not fear the cold, they are not overly bothered by heat, and lose the non-mythic frost giant's vulnerability to fire.

Frost Breath (Ex): As a standard action, a mythic frost giant can expend a use of mythic power in order to unleash an arctic blast from his mouth. This is treated as a breath weapon which has an area of a 120-foot cone. Creatures in the area suffer 7dio points of cold damage (Reflex DC 22 for half). Creatures that fail their saves are also encased in ice, rendering them helpless and unable to breathe. The ice has hardness o and 25 hit points, and any trapped creatures are freed if it is destroyed. Alternatively, a trapped creature can attempt to free itself once per round by making a Strength check as a full-round action (DC 20). The frost giant must wait 1d4 rounds after using this ability before it can be used again. The saving throw DC is Constitutionbased.

Ice Boulder (Su): A mythic frost giant's touch can cover the boulders he throws with a rime of icy crystals, causing the rock to inflict an additional 2d6 points of cold damage. Additionally, whenever the mythic frost giant uses his rock throwing ability, he can expend one use of mythic power in order to have the rock—and the icy crystals covering it—shatter upon impact. This deals 2d6 points of piercing damage and 2d6 points of cold damage to each creature within 20 feet of the rock's target (including the rock's target). A successful Reflex save (DC 28) halves this damage. The saving throw DC is Strength-based.

Savage Brutality (Ex): A mythic frost giant increases the critical threat range and critical multiplier of any weapon he wields by 1. Additionally, whenever a mythic frost giant confirms a critical hit, he gains a +4 morale bonus to attack and damage rolls until the end of his next turn.

Ecology

In addition to simply being more powerful, mythic frost giants are generally far more primal and savage than the rest of their kin, and seem to have a much stronger connection with the elemental forces of ice and snow. According to some frost giant legends, the mythic frost giants that walk the world today are actually the same mythic frost giants that have walked it since the birth of their race, and that they are immortal embodiments of the frozen northlands, and the power of ice and snow. These myths go on to say that it was the offspring of these mythic frost giants, who did not share their parents' immortality, who would later go on to become the frost giant people. The truth of these legends is difficult to prove one way or another, especially because mythic frost giants very rarely stay with any given frost giant tribe for very long, making it all but impossible to prove the age of any given mythic frost giant.

When a lone mythic frost giant encounters a frost giant tribe, he is almost always welcomed with open arms, and immediately granted an honorary position as the tribe's jarl. While some frost giant jarls balk at this, most are content to allow it, for they know that the situation will be a temporary one, and far more likely than not, when he regains his throne from the mythic frost giant, his tribe will be far richer and more powerful than they were when the mythic frost giant took over. A few refuse to hand over their leadership even to a mythic frost giant, however, and in these cases, matters are usually settled in a battle between the frost giant jarl and the mythic frost giant. A frost giant jarl who loses this battle is almost always killed, but mythic frost giants who lose are almost always spared their lives, for the frost giants believe that there are only so many mythic frost giants in the world, and each one that is slain will mean one less to aid their people in the future. A frost giant jarl who ignores this and is somehow able to kill a mythic frost giant will almost certainly see his entire tribe turn their backs upon him, and will either be cast out or killed.

When a mythic frost giant takes over leadership of a frost giant tribe, he almost always begins to lead them on an aggressive campaign of raiding and pillaging. While these activities are hardly unusual for any frost giant tribe, mythic frost giants push their followers to ever greater and more daring targets, using their great strength and numerous unusual powers to help achieve victory. It is not uncommon for a frost giant tribe, under the leadership of a mythic frost giant, to double its territory, or suddenly (and violently) end a generations-long feud with another tribe (or some other denizens of the territory, such as a powerful frost dragon, or a well-fortified human settlement), in only a few short years. The time spent under the leadership of a mythic frost giant is



tough and fraught with dangerous battle, but the rewards are great enough that few, if any, express any discontent.

After about a decade or so, at the most, and sometimes dramatically sooner, the mythic frost giant will declare that he is leaving the tribe, and that they should continue to follow the path upon which he has set them. The tribe then generally holds a final great feast in the mythic frost giant's honor, and then he departs into a raging blizzard, never to be heard from again, at least by any members of that tribe. Why mythic frost giants continually follow this cycle, and where they go when they leave a frost giant tribe, are mysteries that puzzle many human scholars, but are of little concern to the frost giants themselves, who believe that mythic frost giants are always watching over them, and simply step in to aid the tribe when they are needed.

Although it is rare, mythic frost giants can sometimes be encountered on their own, away from their non-mythic kin. Typically, when this occurs, they are found living in frozen caves and other isolated, desolate locales, from which they almost never stir. Some few seem to be acting as guardians, protecting ancient frost giant burial mounds and other sacred places from those who might stumble upon them, but most seem simply to be waiting patiently, prepared to hibernate in seclusion for years, or even decades, before venturing out again, lending some credence to the myths of the frost giants.

Mythic Stone Giant

This ponderous creature resembles a larger-thanlife man, seemingly chiseled out of stone, as though he were an enormous statue of a great hero. His body ripples with muscles, and his arms and legs are bare, though his chest is covered by tightly-fitting leather armor.

MYTHIC STONE GIANT

XP 9,600

CR 10/MR 4

N Large humanoid (giant)

Init +3; **Senses** darkvision 60 ft., low-light vision; Perception +12

DEFENSE

AC 30, touch 12, flat-footed 27 (+3 armor, +3 Dex, +15 natural, -1 size)

hp 146 (12d8+92)

Fort +13, Ref +7, Will +7

Defensive Abilities improved rock catching, toughened skin; **DR** 10/epic

OFFENSE

Speed 40 ft.

Melee greatclub +16/+11 (2d8+12) or 2 slams +16 (1d8+8) Ranged rock +12/+7 (2d8+12) Space 10 ft.; Reach 10 ft.

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Spell-Like Abilities (CL 12th, concentration +12) At Will—soften earth and stone, stone tell 3/day—move earth, stone shape, wall of stone

1/day—repel metal or stone

Special Attacks boulder tosser, mythic power (4/day; surge +1d8), rock throwing (180 ft.), shake the earth

STATISTICS

Str 27, Dex 17, Con 21, Int 10, Wis 12, Cha 10 Base Atk +9; CMB +18; CMD 31 Feats Iron Will, Martial Weapon Proficiency (greatclub), Point-Blank Shot, Power Attack^M, Precise Shot^M, Quick Draw Skills Climb +11, Intimidate +12, Perception +12, Stealth +5 (+13 in rocky terrain); Racial Modifiers +8 Stealth in rocky terrain

Languages Common, Giant SQ crag camouflage

ECOLOGY

Environment temperate mountains

Organization solitary, gang (1, plus 2-5 non-mythic stone giants), hunting party (1, plus 9-12 non-mythic stone giants), or tribe (2, plus 13-30 non-mythic stone giants, plus 35% noncombatants, plus 1-3 elders, plus 4-6 dire bears). **Treasure** standard (greatclub, studded leather armor, other treasure)

SPECIAL ABILITIES

Boulder Tosser (Ex): Mythic stone giants are able to throw much larger rocks than their kin. A mythic stone giant can catch and throw rocks of up to Gargantuan size (these rocks deal 2d8 points of damage). When catching rocks of larger than Large size, the saving throw DC for the mythic stone giant's Reflex save does not increase beyond the DC for Large rocks (25).

Additionally, when a mythic stone giant successfully hits a creature of Large size or smaller with a rock, he may spend one use of mythic power to attempt to pin the target

beneath the rock. If he does, the target must succeed on a Reflex save (DC 24) or become trapped under the rock. Trapped creatures are treated as pinned, and suffer 2d8 points of bludgeoning damage at the end of each of their turns that they remain trapped beneath the rock, as they are slowly crushed to death. Trapped creatures can attempt to escape with a Strength check (DC 20, with a -2 penalty for each size category smaller than Gargantuan that they are) or an Escape Artist check (DC 25). Alternatively, other characters can attempt to roll the boulder off of the trapped character with a Strength check (this uses the same DC as the Strength check above, but any number of creatures adjacent to the rock can use the aid another action to assist), or can damage the boulder enough that the trapped character is able to escape (this requires dealing 120 points of damage to the boulder, which has AC 1 and hardness 8).

Crag Camouflage (Ex): Whenever a mythic stone giant uses Stealth to hide in a rocky environment, he may spend 1 use of mythic power in order to gain a +20 bonus on the check. At the GM's discretion, this can also be used for any other Stealth or Disguise check made to appear to be made of rock, such as if the mythic stone giant attempts to disguise itself as a statue.

Shake the Earth (Ex): As a full-round action that provokes attacks of opportunity, a mythic stone giant can expend one use of mythic power to slam his fist, foot, or club into the ground and produce a devastating, earth-shattering effect. This functions as the spell *earthquake*, except that it is an extraordinary ability, and therefore can't be countered, and functions in an *antimagic zone*. For the purposes of determining the spell's effects, the mythic stone giant has a caster level of 20. Additionally, the DCs of all saving throws offered by the spell are increased by an amount equal to the mythic stone giant's Strength modifier (typically +8).

Toughened Skin (Ex): A mythic stone giant's skin is incredibly tough and durable, and it is actually even harder to damage than true rocks. The mythic stone giant's damage reduction applies to energy damage, in addition to the types of damage that damage reduction normally applies to (this includes, but is not limited to, acid, cold, electricity, fire, force, and sonic damage). Further, all energy damage that the mythic stone giant would suffer is halved before his damage reduction is applied. Energy damage inflicted by mythic spells, and by the spell-like and supernatural abilities of mythic creatures, bypasses the mythic stone giant's damage reduction, but the damage is still halved.

Ecology

Mythic stone giants are even more reclusive than their non-mythic kin. They are all incredibly ancient—a thousand years old, at least—and many believe that any stone giant who lives long enough will eventually become a mythic stone giant. Mythic stone giants serve as protectors of their people, and appear in times of great need to protect their lesser kin from outside threats. It is rumored amongst the stone giants that each mythic stone giant, upon becoming mythic, takes upon itself a particular responsibility, such as guarding a particular relic or location, or spreading a philosophy or ideal. It is unknown what happens if a mythic stone giant fails this task, but it is surely nothing good. 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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Fearsome Raiders and Stalwart Sentinels!

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In many ways, frost giants and stone giants have little in common. The former are known for their love of warfare and raiding, and live primitive nomadic lives in the frozen wastes, while the latter are a reclusive and relatively peaceful race. in general, who do what they can to live quiet agrarian lives, despite their intimidating size and appearance. Though they are very different from each other, they are perhaps the two giant races that are most relatable to humanoids, and the ones that provide the most interesting and varied uses in your games.

This book presents game statistics for the mythic frost giant and mythic stone giant, both of which have unique abilities never seen elsewhere. Mythic frost giants (CR 12) can create powerful avalanches, to bury their foes, and can breathe great gales of wintry chill that leave their victims frozen solid, among other powerful abilities. Meanwhile, the mythic stone giant (CR 10) can create powerful earthquakes with the swing of a club or the stomp of a foot, and their tough, rocklike skin is incredibly difficult to pierce or otherwise harm. Beyond that, their mastery of rock throwing is unrivalled, and they have a variety of other powerful abilities to call upon as necessary.

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.

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