

Mythic Marid

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Mythic Marid

This beautiful giant's skin glimmers with an iridescent rainbow of aquatic shades, from pale sea-foam green to rich dark blues. Whorls of lighter pink and white shades, like pearls or shells, make their way across its skin like crystalline tattoos.

MYTHIC MARID

CR 11/MR 4

XP 12,800 CN Large outsider (extraplanar, mythic, water) Init +9; Senses darkvison 60 ft.; Perception +17

DEFENSE

AC 29, touch 16, flat-footed 22 (+5 Dex, +2 dodge, +13 natural, -1 size)

hp 154 (12d10+88)

Fort +10, Ref +13, Will +10

DR 10/epic; Defensive Abilities mercurial

OFFENSE

Speed 20 ft., swim 60 ft.

Melee 2 slams +17 (2d6+6) or +1 trident +19/+14/+9 (2d6+10) **Space** 10 ft.; **Reach** 10 ft.

Special Attacks drowning doom, mythic power (4/day, surge +1d8), vortex (1/10 minutes, 10–50 ft. tall, 1d8+4 damage, DC 22), water mastery, water's fury

Spell-Like Abilities (CL 11th; concentration +15)

Constant—detect evil, detect good, detect magic, water walk

At will—create water, invisibility, plane shift (willing targets to elemental planes, Astral Plane, or Material Plane only), purify food and drink (liquids only), quench

5/day—control water, gaseous form, obscuring mist, water breathing

3/day—see invisibility

1/day—persistent image (DC 19)

1/year—grant 1 wish (to nongenies only)

STATISTICS

Str 23, Dex 21, Con 18, Int 14, Wis 15, Cha 18 Base Atk +12; CMB +19; CMD 35

Feats Combat Casting, Combat Reflexes^M, Dodge^M, Great Fortitude, Improved Initiative^B, Improved Natural Attack, Power Attack

Skills Craft (any one) +17, Diplomacy +19, Knowledge (planes) +17, Perception +17, Sense Motive +17, Spellcraft +17, Stealth +16, Swim +29

Languages Auran, Aquan, Common, Ignan, Terran; telepathy 100 ft.

SQ bestow favor, change shape (water elemental, humanoid or giant, *alter self*, *elemental body III*, or *giant form I*)

ECOLOGY

Environment any (Plane of Water)

Organization solitary, pair, company (1 mythic marid plus 3–6 non-mythic marids), or band (1–3 mythic marids plus 7–12 non-mythic marids)

Treasure standard (+*1* trident, other gear)

SPECIAL ABILITIES

Bestow Favor (Su): As a full-round action, a mythic marid can bestow its favor upon a non-genie creature with a kiss, caress, or similar touch. The target gains a +2 morale bonus on attack rolls, saving throws, ability checks, and skill checks. The mythic marid can revoke the favor at any time as a swift action, regardless of the distance between them. Once the favor is revoked, the creature suffers a -2 penalty on attack rolls, saving throws, ability checks, and skill checks for twice as long as it had the bonus. A mythic marid can have only one favor bestowed at any given time, and bestowing its favor on another creature automatically revokes it from the previous creature. If desired, a creature can attempt to resist the mythic marid's favor at the time it is bestowed (requiring a DC 20 Will save), in which case no bonus or penalty applies. In these cases, the mythic marid is aware that its gift was refused and may respond negatively. The saving throw DC is Charisma-based.

Drowning Doom (Su): As a standard action, a mythic marid can expend one use of mythic power to strip up to one creature per mythic tier of their ability to breathe water. Each target must be within 60 feet of the mythic marid. If the target's ability to breathe water comes from a spell, spell-like ability, or supernatural ability, that effect immediately ends (or, if it would normally be permanent, is suppressed for 24 hours). If the target's ability to breathe water comes from any other source (including creatures that breathe water naturally), that creature must succeed on a DC 20 Fortitude save or be unable to breathe water for 1 hour. Creatures affected by this ability cannot gain the ability to breathe water by any means until 1 hour has passed. The saving throw DC is Charisma-based.

Mercurial (Ex): A mythic marid's chaotic and unpredictable nature makes it particularly difficult to pin one down. Whenever a mythic marid makes a saving throw, it rolls an additional 1d4 and adds the result to its saving throw. Additionally, whenever a mythic marid fails a saving throw, it can expend one use of mythic power. If it does, it can make a new saving throw to end the effect at the beginning of its next turn.

Water Mastery (Ex): A mythic marid gains a +1 bonus on attack and damage rolls if both it and its opponent are touching water. If the opponent or the mythic marid is touching the ground, the mythic marid takes a -4 penalty on attack and damage rolls. As a swift action, a mythic marid can expend one use of mythic power in order to boost the power of its water mastery for one minute. If it does, it suffers no penalty if the opponent or mythic marid is touching the ground, and as long as it is touching water, it rolls all attack rolls, saving throws, skill checks, and ability checks twice and takes the higher result.

Water's Fury (Su): As a standard action, a mythic marid can release a jet of water in a 6o-foot line that deals 1d6 points of damage and blinds the target struck for 1d6 rounds. A DC 20 Reflex save reduces the damage by half and negates the blinding effect. The save DC is Constitution-based. If the mythic marid expends one use of mythic power when it uses this ability, the jet of water instead deals 6d6 points of damage to each creature in the line, and can make a special bull rush or trip combat maneuver attempt against each creature in the line as a free action, as the force of the water knocks opponents over or backwards.

Vortex (Su): A mythic marid can transform into a vortex of swirling, churning water once every 10 minutes. This ability functions identically to the whirlwind ability, save that it can only be used while the mythic marid is underwater; a mythic marid cannot leave a body of water while in vortex form.

Ecology

Marids most commonly achieve mythic status through their interactions with summoners upon the Material Plane: each time that they are summoned and made to use their powers to grant wishes, the genies come a little closer to attaining mythic status. Some believe that this is because, through their interactions with these mortals, stories and legends about the marid begin to grow and spread, and that these metaphysically empower it with mythic might. Others, however, note that genies of all kinds seem to have a special relationship with mortals, with many having access to incredibly powerful wish-granting magic, which they can use only at a mortal's behest. These sages theorize that the very act of serving mortals is in some way an integral part of what sets genies apart from other outsiders, and so it is the act of service itself that empowers the marids, and other genies, ultimately allowing them to unlock mythic power for themselves.

Mythic marids are even more capricious and whimsical than their lesser counterparts, and spend nearly all of their lives in pursuit of whatever their latest fancy is, ignoring all commitments and responsibilities. Almost more a force of nature than an individual, mythic marids are generally widely travelled, and many explore and wander the depths of the Elemental Plane of Water seeking excitement and novelty. Others look farther afield to find their excitement, travelling through mystic portals to the waters of strange and exotic planes to cavort in, and many seem inexplicably drawn to the occupy them in a single metropolis, though their flighty and whimsical nature is no less intense when they remain within a relatively small area.

Those who can entertain a mythic marid will earn their friendship and perhaps some great favors or boons, but such privileges are quickly revoked once it becomes bored, which always happens, sooner or later. A mythic marid that does not get her way is truly a terror to behold, and will bend all the forces of wind and wave to subvert those who oppose her. Those who are able to withstand a mythic marid's displeasure for long, however, will be happy to note that they eventually tire of this, as well, and old feuds are often quickly forgotten.

Rarely, a marid will attain mythic status not through service to mortal summoners, but rather through mastery of what is known as the dance of the seven currents, a legendary aquatic sword dance revered for both the grace and beauty of its movements, and its devastatingly lethal technique. Few marids can master both the beauty and the savagery of the dance, but it is said that those who do so and use it to slay at least 99 efreeti, the hated enemies of the marids, are blessed with mythic power.



Summoning Rituals

While most genies can be summoned with a simple *planar binding* spell, mythic genies are exceptional and require an alternative means of summoning. That said, in some ways summoning a mythic genie is far easier than casting *planar binding*, in that it doesn't require any special skills or talent in magic, merely a desire to summon the creature and the ability to acquire certain objects and perform a special ritual. The ritual of summoning a mythic genie is always complex, obscure, and unique to the type of genie being summoned; for instance, the ritual for summoning a mythic marid won't allow a prospective summoner to summon a mythic shaitan.

In addition to being divorced from actual spellcasting, summoning a mythic genie in this fashion is incredibly dangerous and may offer the summoner little in the way of protection against the creature she summoned. Of course, certain measures can be taken to help ensure the safety of the summoner, such as a *magic circle against evil* spell, or even thick walls or iron bars between the summoner and the summoned creature.

Performing a ritual of this type requires great skill to do correctly, and the results can be disastrous for those who are unprepared. In order to perform a ritual, it must first be researched; this requires a successful Knowledge check. The exact type of skill check and the DC associated with that check are described in the ritual. Attempting to learn a ritual in this fashion can be attempted once, and if the check is a failure, the check cannot be attempted again until the character gains an additional rank in the appropriate Knowledge skill.

Once the ritual is learned, the would-be summoner must perform certain steps and acquire certain items in order to perform the ritual, culminating in one or more skill checks in order to determine if the creature is summoned. If it is, then the summoner must make one or more additional skill checks, as outlined in the ritual's description, in order to safely bind the summoned creature and prevent it from escaping or attacking her. Success or failure on this check can have additional consequences, outlined in the ritual's description. Finally, if the summoner successfully binds the summoned creature, she can attempt one or more additional skill checks in order to gain command over the summoned creature. The exact nature of this control varies from one ritual to another.

Many mythic genies have more than one ritual which can be used to summon them. The rituals provided below are just two examples of rituals to summon mythic marids.

Reading a Ritual

These rituals are all formatted the same way, as described below.

Ritual Name: This is the name of the ritual. The same ritual is often called by different names, and these names can change when being used in the game.

Research: This lists the appropriate skill or skills required to learn the ritual, and the DCs that must be achieved in order to do so.

Material Components: All material components required to perform the ritual are listed here.

Description: A brief, flavorful description of how to perform the ritual.

Time: The amount of time required to perform the ritual.

Summoning: This lists the required skill check and the DC to successfully summon the creature. It also lists the type of creature that is summoned by the ritual, as well as any consequences of failing to summon the creature.

Binding: This lists the required skill check and DC to gain some measure of control over the summoned creature, and prevent it from escaping or attacking the summoner immediately. This section will contain any special information about how the summoned creature acts if the binding fails, and what the summoner can do if it succeeds.

Command: This lists the required skill check and DC for the summoner to gain greater control over the summoned creature. The exact nature of this control, as well as how long it lasts, is described here.

Rituals for Summoning a Mythic Marid

Cerulean Current Step

Research: The summoner must succeed on a Knowledge (planes) check (DC 25) to learn this ritual. Doing so generally requires at least one week of research.

Material Components: Fine clothing made of blue silk worth at least 100 gp, fine jewelry including several bells, finger cymbals, and similar objects worth at least 500 gp, a pool of pure fresh water at least 10 feet in diameter and at least 10 feet in depth.

Description: The summoner must wear the clothing and jewelry and submerge herself in the pool, so that she is completely underwater. She must then perform an intricate and stylized dance, entirely underwater. Unless the summoner has a means of breathing water, she must hold her breath for the duration of the ritual. Because performing the dance is a full-round action each round, each round of performing the dance reduces the number of rounds the summoner can hold her breath by an additional 1. The silk clothing is ruined by the ritual, but the jewelry and pool can be reused.

Time: This ritual requires 2 minutes to perform.

Summoning: The summoner must succeed on both a Perform (dance) check (DC 15) and a Swim check (DC 20). Failure on either check causes the ritual to have no effect. Failure on the Swim check may also leave the summoner at risk of drowning in the pool, using the normal rules for swimming. Mythic marids summoned by this ritual appear within the pool of water in which the summoner performed the ritual, and are unable to use their *wish* spell-like ability for as long as they remain summoned. Once summoned, the mythic marid remains until it chooses to return to its home plane.

Binding: This ritual offers no protection against the summoned mythic marid, but nearly all mythic marids summoned in this way will allow the summoner to make a DC 18 Diplomacy check to convince them not to take any hostile actions against the summoner, in order to negotiate. Even with a successful Diplomacy check, the summoner's allies are not included in this protection, and if the summoner or her allies take any hostile actions against the mythic marid, or offend it in any way, it may attack anyway. Success on this Diplomacy check allows the summoner to converse with the mythic marid for 1d4 x 10 minutes, during which she can bargain for its services, and ask it questions (which it may or may not choose to answer).

Command: A mythic marid summoned in this way cannot be directly controlled through this ritual, but its services can generally be purchased. A task taking up to 10 minutes requires a payment of 600 gp, a task taking up to 10 hours requires a payment of 6,000 gp, and a task requiring up to 10 days requires a payment of 24,000 gp. A successful DC 25 Diplomacy check reduces these costs by 10%, plus an additional 10% for every 5 points by which the result exceeds the DC. At the GM's discretion, the price might also increase or decrease by as much as 50% depending on the nature of the task, and whether or not it sounds enjoyable to the mythic marid. Some mythic marids may prefer payment in favors or service rendered, as well. Mythic marids typically seal any agreements made when summoned by this ritual by bestowing their favor upon the summoner.

Chorus of the Highest Tide

Research: The summoner must succeed on a Knowledge (planes) check (DC 35) to learn this ritual. Doing so generally requires at least one month of research.

Material Components: A conch shell engraved with tiny detailed images of over 1,000 different sea creatures (worth at least 3,000 gp), seven brass braziers each burning nine coals, 10 ounces of ink from an aquatic creature, a stylus crafted entirely from coral.

Description: First, the summoner must use the coral stylus to apply the ink to her skin in special ritualistic patterns, which cover the majority of her body. This portion of the ritual can be performed anywhere, and can be done in advance of the rest of the ritual, but the markings fade after 24 hours, at which point they must be reapplied before the ritual can be performed. The remainder of the ritual must be performed on the shore of an ocean or sea. The braziers must be set in a chevron pointing away from the shore, and lit. The summoner must then fill the conch shell with water from the ocean, take a mouthful of the water without swallowing it, and then spit the water out on the braziers until they are extinguished, beginning with those nearest to the shore and working inland. Once the final brazier is extinguished, the summoner must submerge her head beneath the water and blow into the conch shell until she begins to drown.

Time: Performing this ritual requires a total of six hours to perform. Five hours of this time is spent on applying the ink markings to the summoner's body, and one hour is spent on the remainder of the ritual. The final hour of the ritual must occur during high tide.

Summoning: The summoner must succeed on a Craft (calligraphy) check (DC 15), followed by a Knowledge (planes) check (DC 25) and either a Diplomacy or Perform (wind instruments) check (DC 20). The Craft check is made when the ink is applied, and should be made in secret by the GM. The summoner can attempt to check the result of the ink application with a DC 20 Spellcraft check, which allows her to determine whether or not the Craft (calligraphy) check was a success or not. Failure on the Knowledge (planes) check causes the ritual to have no effect. If the Knowledge (planes) check succeeds but the Diplomacy or Perform (wind instruments) check fails, there is a 20% chance that another aquatic outsider answers the summons (creatures summoned in this way cannot be bound or commanded by this ritual), but otherwise the ritual has no effect. If all of the checks are successful, 1d4+1 mythic marids and 3d6

non-mythic marids answer the summons, and remain until they choose to return to their home plane. If the ritual is successful, the marids always grant the summoner the ability to breathe water and prevent her from drowning as a result of the ritual. Additionally, the ritual causes an unusually high tide, making the waters on the shore rise by twice as much as they normally would at high tide for up to 5 miles in each direction. The tide remains high for a number of days equal to the summoner's Charisma score, or until the marids return to their home plane, whichever occurs first.

Binding: The summoner must succeed on a Knowledge (planes) check (DC 35) to prevent the summoned marids (both mythic and non-mythic) from harming him, as well as a number of creatures of his choice up to the highest of his Intelligence, Wisdom, or Charisma modifiers. Failure on this check means that the marids are 60% likely to attack him, and 40% likely to parley and negotiate with him, demanding that he provide them with tribute or favors in order to be spared (he can also attempt to bargain for others to be spared, as well). Any hostile actions taken by the summoner or designated creatures against the marids ends the binding effect.

Command: If the marids are successfully bound from harming her, the summoner can attempt her choice of either a Diplomacy check (DC 20) or an Intimidate check (DC 30). Success on the Diplomacy check convinces the marids to engage in a day of pleasurable pursuits, consuming food and alcohol, dancing and cavorting, and generally doing anything that strikes them as fun. They may perform a few pranks or other mischievous behavior (including not paying for some goods or services), but will largely refrain from harming others unless provoked or attacked. Success on the Intimidate check convinces the marids to fly into a murderous rage and attack all non-marids (besides the summoner and any creatures she designated as part of the binding ritual) for one day. In either case, for every 5 points by which the result exceeds the DC, the marids engage in the desired behavior for an additional day. If the marids were not successfully bound, there is a 30% chance that they engage in pleasurable pursuits and a 70% chance that they engage in a murderous rampage, but in either case it lasts for 1d4 days. If the summoner successfully binds the marids and convinces them to engage in pleasurable pursuits for at least 3 days, and ensures that they remain content and entertained during the entire time, at the end of the 3 days, one of the marids freely grants him its annual use of its wish spell-like ability (at least one marid summoned by this ritual always has this spell-like ability available).

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Queens of the Ocean

There can be no doubt that the marids are a powerful and fearsome race. The most individually powerful of genie kind, they are undisputed masters of the Elemental Plane of Water, forcing all beneath the waves to bow to their capricious whims. Their underwater kingdoms are said to be beautiful beyond comparison, rivaled only by the grace and beauty of the marids themselves. Free spirits one and all, they chafe at the thought of being enslaved by mortal wizards, though no matter how many times they avenge such injustices, the mortals never seem to learn. It is rumored among these mages that there are some marids who rival (or even exceed) the greatest marid nobles in power, and these are the mythic marids.

This book presents game statistics for a mythic marid, which has several unique abilities never seen elsewhere. A mythic marid can bestow her favor on another creature, only to take it away later and force them to suffer from withdrawal. her mercurial nature makes her incredibly difficult to ensnare. Perhaps a mythic marid's most notorious power is her ability to strip the ability to breathe water from others, dooming them to a watery grave. Finally, in addition to the mythic marid itself, the book contains rules for performing special rituals that can be enacted by characters of any class in order to summon a mythic marid, as well as two such rituals: the cerulean current step, and the chorus of the highest tide.

The Mythic Mastery series of products builds and expands on the rules for mythic characters introduced in Pathfinder Roleplaying Game: 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.



Necromancers of the Northwest

