MYTHIC MASTERY

Mythic Wood and Taiga Giants

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Mythic Taiga Giant

Before you is a towering giant, noble in his savagery. This humanoid seems to be made of dark grey muscles and has a mane of bushy red hair, bound up in braids. While he has fangs jutting from his lower jaw, these are decorated with copper rings, making them look more decorative than terrifying. In one hand he grips a mighty spear of fine quality.

MYTHIC TAIGA GIANT

CR 15/MR 6

XP 51,200 CN Huge humanoid (giant)

Init +2; **Senses** low-light vision; Perception +13

DEFENSE

AC 32, touch 14, flat-footed 30 (+4 armor, +4 deflection, +2 Dex, +14 natural, -2 size) hp 205 (15d8+138) Fort +15, Ref +9, Will +10

Defensive Abilities rock catching; **Immune** enchantment and illusion spells

OFFENSE

Speed 30 ft. (40 ft. without armor)

Melee spear +22/+17/+12 (3d6+19/×3) or 2 slams +22 (1d8+13) Ranged rock +12 (2d6+19) or spear +11 (3d6+13/×3) Space 15 ft.; Reach 15 ft.

Special Attacks ancestral insight, call the aurora, manifest ancestor, mythic power (6/day, surge +1d8), rock throwing (140 ft.)

STATISTICS

Str 37, Dex 14, Con 22, Int 12, Wis 17, Cha 15 Base Atk +11; CMB +26; CMD 42 Feats Alertness, Cleave^M, Endurance, Iron Will, Lightning Reflexes, Power Attack^M, Self-Sufficient, Shot on the Run^B, Vital Strike^M Skills Climb +18, Knowledge (religion) +11, Perception +13, Stealth +6 (+12 in undergrowth), Survival +20; Racial Modifiers +6 Stealth in undergrowth Languages Common, Giant SQ spirit summoning

ECOLOGY

Environment cold mountains or forests **Organization** solitary **Treasure** standard (hide armor, spear, other treasure)

SPECIAL ABILITIES

Ancestral Insight (Su): A mythic taiga giant constantly hears the clear and resonant voices of his mighty ancestral spirits and can focus his attention on what they say in order to gain a potential insight into a single activity. As an immediate action, a mythic taiga giant can expend 1 use of mythic power in order to add his mythic rank to a single ability check, attack roll, saving throw, or skill check.

Call the Aurora (Su): A mythic taiga giant's connection to the land and all the spirits that dwell within allows him to perform a feat of magnificent magical potential, allowing him to overwhelm prevailing environmental conditions and fill the sky with dazzling northern lights. As a full-round action, a mythic taiga giant

can expend 2 uses of mythic power in order to disperse all clouds, both mundane and magical in a 1-mile radius centered on the mythic taiga giant. Additionally, all winds in the area rise or fall to 10 mph, blowing in the direction of his choice. Further, regardless of the time of day, the sky becomes filled with a brilliant aurora. This aurora greatly emboldens all taiga giants within the area of effect, including the mythic taiga giant, and they gain a +2 morale bonus to all attack and weapon damage rolls. The magnificent lights dazzle all other creatures with 7 or more Hit Dice. Creatures whose total number of Hit Dice is less than or equal to the mythic taiga giant's mythic rank (typically 6) must succeed on a DC 20 Will save or be fascinated; those who succeed on their saving throw are dazzled instead. The aurora persists for 1 hour, or until the mythic taiga giant is slain.

Manifest Ancestor (Su): Not only can a mythic taiga giant call on his ancestors for aid, but he can actually call such spirits into being, granting them form in order to aid him in combat. As a full-round action, the mythic taiga giant can expend 1 use of mythic power in order to summon an ancestral spirit. This summoned ancestor is a taiga giant with the incorporeal special quality, and all his equipment (including any thrown rocks) has the *ghost touch* special property. The summoned spirit attacks the mythic taiga giant's enemies to the best of his ability for 1 minute, or until slain, after which time the summon ancestor's essence (including any equipment) returns to the natural environment, becoming insubstantial.

Mythic Rock Throwing (Su): A mythic taiga giant is a gifted rock thrower and can throw rocks more accurately than other characters. A mythic taiga giant adds his mythic tier as a bonus to attack and damage rolls with all thrown rocks. Additionally, while in a taiga (cold forest), a mythic taiga giant can expend 1 use of mythic power in order to cause any thrown rock to hit its target unerringly (he still rolls the attack as normal to see if the roll is a critical threat). Finally, while in such an environment, the mythic taiga giant can always find rocks to throw, and may rip up a rock from the ground to throw at his foes as a free action made as part of a throwing the rock.

Mythic Spirit Summoning (Su): Once per day, a mythic taiga giant may perform a 10-minute ritual to tap into the power and insight of his ancestral spirits. These spirits provide a deflection bonus to AC equal to its mythic tier (typically +6), immunity to enchantment and illusion spells, and two of the following spell effects: *bless, endure elements, protection from evil, protection from good,* or *see invisibility.* Additionally, as a standard action, a mythic taiga giant can expend 1 use of mythic power in order to cast any spell from the druid spell list with a target of you as a spell-like ability (caster level 10th). The effects of a mythic spirit summoning persist for 24 hours. The effects of this ability are included in the stat block presented.



Mythic taiga giants are grim and wise masters of their frigid woodland homes. Concerned more with the spiritual world than the physical one, they spend much of their time communing with natural spirits and ancestors long dead as they journey towards ever-greater enlightenment. Mythic taiga giants tend to be solitary individuals, wandering their vast wooded homes in secret, far from the scattered tribes of taiga giants and other humanoids that call the great polar forests their home. In their quests for enlightenment, the mythic taiga giant not only learns how to more effectively channel his ancestors' spirits, but also how to control the weather and light conditions in the world around him.

Though not truly a part of taiga giant society, mythic taiga giants play an important role in taiga giant culture, representing legendary figures, quasi-deities, and the highest aspiration of their people. To other denizens of the taiga, mythic taiga giants are awe-inspiring spirits of nature who represent not only the strength of the natural world, but also its dangers. Because of their isolationist tendencies, few people actually ever see a mythic taiga giant. A common superstition surrounding the mythic taiga giants is that they are responsible for the visual effects of the aura borealis. While this belief is in error, it is not entirely without merit, as the mythic taiga giants' most famous power allows them to summon forth these sacred lights, regardless of weather conditions.



Mythic Wood Giant

Before you is a large humanoid with dark greenbrown skin. His body is slim but tightly muscled, and his sturdy hands grip a massive bow. His hair appears to be a tangled mass of vines, and his kind eyes are the color of chestnuts. Despite his great size, his voice is soft and pleasant.

 CR_7 / MR_3

MYTHIC WOOD GIANT

XP 3,200

CG Large humanoid (giant) Init +5; Senses low-light vision; Perception +11

DEFENSE

AC 23, touch 14, flat-footed 18 (+2 armor, +5 Dex, +7 natural, -1 size)

hp 91 (9d8+51) Fort +9, **Ref** +8, Will +7

Defensive Abilities rock catching

OFFENSE

Speed 40 ft.

Melee longsword +11/+6 (2d6+6/19–20) or 2 slams +11 (1d6+6) **Ranged** mwk composite longbow +11/+11/+6 (2d6+6/×3) **Space** 10 ft.; **Reach** 10 ft

Special Attacks mythic power (3/day, surge +1d6), tree teleportation, verdant archer, wrath of the wilderness **Spell-Like Abilities** (CL 7th; concentration +8)

Constant—pass without trace, speak with animals **3/day**—charm animal (DC 12), quench, tree shape **1/day**—enlarge person (self only), spike growth

STATISTICS

Str 22, Dex 21, Con 17, Int 14, Wis 15, Cha 12 Base Atk +6; CMB +13; CMD 28

Feats Deadly Aim^M, Iron Will^M, Point-Blank Shot, Precise Shot, Rapid Shot

Skills Acrobatics +11 (+15 jump), Climb +15, Knowledge (nature) +8, Perception +11, Profession (farmer) +8, Stealth +7 (+11 in forests), Survival +8; **Racial Modifiers** +4 Stealth in forests

Languages Common, Giant, Sylvan; speak with animals

ECOLOGY

Environment temperate forests Organization solitary Treasure standard (leather armor, longsword, masterwork composite longbow (+6 Str) with 20 arrows, other treasure)

SPECIAL ABILITIES

Tree Teleportation (Sp): In their role as guardians of the wood, mythic wood giants have learned secret techniques for traveling great distances through the mystical connections between trees. As a standard action, a mythic wood giant can touch a single tree in order to vanish from her current location and reappear touching any other tree within a 3-mile radius. When she uses this ability, the mythic wood giant instantly becomes aware of all trees within a 3-mile radius and can use her senses to choose which tree to emerge from, as well as which side of the tree to appear on.

Verdant Archer (Ex): A mythic wood giant is a master archer and is especially skilled at using her mighty bow in wooded areas. A mythic wood giant adds her mythic tier as a bonus on all ranged attacks made in wooded areas. Additionally, the mythic wood giant ignores all cover and

concealment less than total concealment gained from bushes, trees, vines, and other non-creature plants. Finally, the mythic wood giant can expend 1 use of mythic power in order to automatically confirm a critical hit with her masterwork composite longbow while within a wooded area.

Woodland Wrath (Sp): A mythic wood giant can shape the woods to her will, and while normally this ability is used for peaceful purposes, such as creating living temples and other structures of natural beauty, she can also use this ability offensively. A mythic wood giant can perform a special 1-hour ritual which allows her to shape the natural wooded areas around her any way she pleases. The mythic wood giant can affect up to 3,000 cubic feet of vegetation with this ability, but it otherwise functions like the spell *stone shape*.

Alternatively, the mythic wood giant can expend 1 use of mythic power as a standard action in order to summon the woodlands to her aid or to rapidly transform the terrain for her benefit. This ability replicates the effects of either the *entangle* spell, *plant growth*, or *wall of thorns* spell

Ecology

Wood giants all call the wooded wilds their home and devote their lives to the protections of the world's wild forests, but mythic wood giants go a step further, taking on the mantle of forest guardian. These powerful beings are avatars of the woods they serve. They take on physical traits of their chosen domain, with some becoming dark and gnarled, while others adopt a rich brown skin tone and grow to enormous size, and still others might adopt a green hue to their skin or grow small but distinct thorns or barbs to cover their flesh. They speak in quiet whispers, like the wind through the leaves, and their mighty forms pass silent through the woods, disturbing no leaf and snapping no twig.

Mythic wood giants serve the cause of nature, doling out ruthless punishments for those who would harm their woodland home and providing safety for those who are respect the forests. Few creatures are aware of mythic wood giants or the important part they play in preserving woodland ecosystems. Non-mythic wood giants are virtually the only contact that mythic wood giants ever have with other peoples, and they only rarely speak even to their own kind, in some cases when the wood giants can act as agents to aid them in their cause, and other times warning them of danger or seeking to correct them from a destructive path.

Mythic wood giants are master archers, far exceeding the skills of their distant kin. Each mythic wood giant carries a large heavy bow of pure oak. These bows are unique to each giant, being crafted from a single piece of living oak, freely given by the woods in which the mythic wood giant makes its home. Skill with a bow is prized above all other skills by mythic wood giants, and archery contests are a common way to demonstrate prowess and worthiness among mythic wood giants.



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Larger Than Life Foes!

This book presents game statistics for the mythic wood giant and mythic taiga giant, both of which have unique abilities never seen elsewhere, and are suitable for use as foes in both mythic and non-mythic games. Mythic taiga giants (CR 15) can conjure up the ghosts of his ancestors to fight on his behalf, and harness the mystical power of the aurora. Meanwhile, mythic wood giants (CR 7), are expert archers whose shots are never blocked by trees and foliage, who can travel instantly between trees, and who can bend the very plants of the forest to their will. 0.

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The Mythic Mastery series of products builds and expands on the rules for mythic characters introduced in Dathfinder 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.

