Mythic Mastery: The Vordis Scourge Volume III

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Introduction

The vordis are a group of construct-like creatures that are part machine and part undead, preserved flesh. The vordis come in many shapes and sizes, and indeed, they are in many ways more of a culture or an organization than they are a race. Their numbers grow by harvesting the flesh of living creatures, which they incorporate into ever more strange and exotic designs The ultimate goal of the vordis is nothing less than to recreate all life in their own twisted, metallic image.

Vordis Subtype

Horrible amalgamations of dead flesh and gleaming steel, the vordis are creatures of nightmare: constructs that are partially constructed from the mangled and reprocessed flesh of once-living creatures. They actively seek out living creatures, which they capture and use as raw materials to create new vordis monstrosities. Although little is known of their culture, it is believed that they seek to spread their terrifying state of reprocessed existence to all life forms, and create a "perfect" world of preserved flesh and polished chrome. Because they have undead components, the vordis are somewhere between being a construct and being an undead creature.

All vordis gain the following traits.

- Vordis Subtype: The construct gains the "vordis" subtype.
- Intelligent: Vordis are intelligent, and thus have skills and feats as appropriate for their Hit Dice. Unless otherwise indicated for a specific vordis, all vordis have Intelligence scores of 10.
- Fortification: All vordis have the fortification universal monster ability.
- Regeneration: A vordis's body is adept at repairing itself, and, unless otherwise indicated for a specific vordis, all vordis have regeneration equal to their Hit Dice, which can be overcome by good-aligned weapons and good spells.
- Undead Vitality: A vordis adds its Charisma modifier to all Fortitude saves, and to the number of hit points it gains per Hit Dice, as though it were an undead creature. Additionally, a vordis is harmed by positive energy as though it were undead, although it gains an amount of channel resistance equal to 1/2 its Hit Dice.
- Impossible to Create: The secrets of creating a vordis have so far remained in the hands of the vordis, and no other creatures have yet been able to replicate these machines in a working fashion, although some success has been had with harvesting their body parts as grafts (see Vordis Grafts, below).

Vordis Grafts

Because they are specifically designed to work with the flesh of living organisms, some of the various features of certain vordis creatures can be harvested and incorporated into grafts which grant some or all of their functionality to the creature to which they are grafted. These grafts function as magic items, and occupy the appropriate magic item slots on the user's body. However, each graft requires a successful Heal check to attach or remove. This requires one hour of work, and the DC is included in the graft's entry. Further, the graft replaces the necessary body part. As long as the graft is worn, the body part continues to function normally, but if it is ever removed, the character will suffer the normal effects of the loss of that body part until they benefit from regeneration, or a similar effect. A vordis graft's weight only applies when it is not attached to a creature, and does not count against encumbrance when attached.

This book introduces two new vordis grafts, which are outlined below:

VORDIS BRUTE BREATHING TUBE

Aura moderate transmutation; CL 7th Slot head; Price 7,500 gp; Weight 5 lbs. Construction Requirements Craft Wondrous Item; Heal DC 20; Cost 3,750 gp, plus a vordis brute's breathing tube

The wearer does not need to breathe, protecting him from the effects of inhaled poisons and diseases, the stench ability, and anything else that relies on a character breathing. Further, the wearer suffers no risk of suffocation, even when underwater and in a vacuum. Additionally, the fluids pumped through the breathing tube improve the wearer's bodily functions, granting a +2 enhancement bonus to Constitution. As a swift action, the wearer can expend a use of mythic power in order to increase this to a +4 enhancement bonus for 1 minute.

Installing a vordis brute breathing tube requires the removal of vital organs, including the lungs. If the vordis brute breathing tube is removed or ceases to function for any reason, you must immediately begin holding your breath, or suffer risk of suffocation. The tube can also be damaged, and has AC 15, hardness 5, and 10 hit points. If it is reduced to 0 hit points, it is not completely destroyed, but ceases to function until restored to full hit points. A *regeneration* spell can restore the organs that were removed in order to accommodate the vordis brute breathing tube, once the tube has been removed.

VORDIS PROSPECTOR BALLOON

Aura faint transmutation; CL 5th Slot feet; Price 18,000 gp; Weight 10 lbs. Construction Requirements Craft Wondrous Item; Heal DC 19; Cost 9,000 gp, plus a vordis prospector's body

The wearer's legs are removed, reducing her speed to 5 feet. In their place, the vordis prospector's balloons are installed, granting a fly speed of 60 feet (clumsy). The wearer also gains the balloon body ability of a vordis prospector. If the balloons are removed, the wearer's lack of legs prevents her from standing, and causes her to always be prone until she receives new legs (typically from a *regeneration* spell).

Vordis Brute

Before you stands a hulking monstrosity of metal. It has a vaguely humanoid torso, though its skin is leathery and grey, and the two arms that are made of flesh are withered and useless. Extending from its torso are four oversized steel limbs, each of which ends in a massive metal claw that drips with black ichor. Two of these arms extend forwards, the others backwards. The torso rests upon a set of four symmetrical steel legs. Its lower face is covered by a metal box, from which extends a long black tube that buries into its torso.

VORDIS BRUTE XP 4,800

CR 8

NE Large construct (vordis)

Init +6; Senses darkvision 60 ft., low-light vision; Perception

DEFENSE

AC 21, touch 11, flat-footed 19 (+2 Dex, +10 natural, -1 size) **hp** 115 (10d10+60); regeneration 10 (good)

Fort +5, Ref +5, Will +4

Defensive Abilities channel resistance +5, fortification, sturdy build; Immune cold, construct traits; Resist acid 5, fire 5

Weaknesses breathing tube, vulnerable to electricity

OFFENSE

Speed 20 ft. Melee 4 claws +12 (1d6+3 plus injection) Space 10 ft.; Reach 5 ft.

STATISTICS

Str 16, Dex 14, Con -, Int 10, Wis 8, Cha 14 Base Atk +10; CMB +14; CMD 26 (30 vs. versus bull rush, drag, grapple, overrun, reposition; 34 vs. trip) Feats Combat Reflexes, Improved Initiative, Iron Will, Power Attack, Toughness Skills Intimidate +12, Perception +9 Languages Vordis SQ rotating body ECOLOGY

Environment any Organization solitary, troop (2-12), squadron (13-24) **Treasure** standard SPECIAL ABILITIES

Breathing Tube (Ex): A vordis brute does not need to breathe, but it does require a constant supply of a strange, viscous fluid, which circulates through its body, and is pumped through a long tube from its stomach into its mouth. This tube has AC 15, hardness 5, and 10 hit points. Destroying the tube causes the vordis brute to begin suffering the effects of suffocation. The vordis brute can effectively "hold its breath" in this way for 1d4 rounds before it must begin making Constitution checks each round (DC 10 + 1 per previous check). Failure on one of these checks causes the vordis brute to be immediately destroyed.

Injection (Ex): The fingers on a vordis brute's claws are actually needle-like syringes, which inject its victims with a black, tar-like substance that has a terrible transformative property when introduced into a living creature. It is initially treated as a poison, although it is not technically such, but rather a complex cocktail of vordis micro-organisms that rewrite the victim's genetic code and transform skin and bone to steel and cable, while infusing the body with necrotic power.

Poison: Claw—injury; save Fort DC 17; frequency 1/ minute for 6 minutes; effect 1d6 Constitution damage; cure 2 consecutive saves. A creature that has suffered at least 1 point of ability damage from this poison is sickened for as long as that ability damage remains, and something visibly writhes and crawls beneath its skin. A creature reduced to o Constitution in this way explodes in a shower of gore, leaving a vordis liquefier in its wake.

Rotating Body (Ex): A vordis brute's torso is mounted to its legs in a way that allows it to rotate 360 degrees without moving any of its legs. The way that its head is connected to its torso allows its head to move independently in this way, as well. As a result, a vordis brute cannot be flanked. However, because two of its claw arms extend backwards from its torso, rather than forwards, it cannot hit any given creature with more than two of its claw attacks as part of any given full-attack action.

Sturdy Build (Ex): A vordis brute's extra arms and legs, and their even distribution across its body, make it particularly resistant to several types of combat maneuvers. It gains a +4 bonus to CMD versus bull rush, drag, grapple, overrun, reposition, and trip attempts (this is in addition to the normal bonus to CMD versus trip attempts granted by having more than 2 legs).

Ecology

Vordis brutes are the vordis's main shock troops and infantry, and are almost always the first ones called in when the vordis begin to invade a location in earnest. A casual observer would assume, from their appearance, that they are created by fusing the upper body of a humanoid corpse with metal arms and legs. In fact, this is not the case. Rather, while the upper torso appears to be a single body, it is actually created from a mold, into which a liquid made up of the congealed flesh of dozens of corpses is poured, and then allowed to cool. The result is then fused to the metal components in order to create the final creature.

A vordis brute's body is almost entirely devoid of organs. It possesses an intricate network of veins, which not only service the flesh portions of its body, but actually connect to tubes and pipes in the metal components, as well. This artificial circulatory system does not pump blood, but rather a thick, black, tar-like substance, which contains, among other things, billions of microscopic undead organisms. These undead organisms function largely like a virus, when they are exposed to living tissue (they have no particular effect on undead flesh, or even dead flesh, for that matter), invading living creatures' cells and transforming them into a vordis liquefier. While this can prove highly effective in protracted combat, it also means that vordis brutes are often prevented by their superiors from engaging targets who have particularly useful-looking limbs or body parts, or are otherwise desired intact, because there is too high a risk of ruining worthwhile specimens. As a result, vordis brutes are typically used only as expendable foot soldiers in major battles.

Mythic Vordis Brute

Four metallic legs whirr and clang as a creature shambles towards you. Spread equidistantly in an X-shaped pattern, they resemble a spider's legs, but much bigger. Atop them rests the leathery torso of a humanoid corpse, with a pair of shriveled pseudo-arms clutched to its chest. Four much larger, mechanical arms are grafted to its body, however, and also extend in all directions, each ending with an oversized metal claw which drips with black ichor.

MYTHIC VORDIS BRUTE

CR 10/MR 4

NE Large construct (vordis)

Init +10; **Senses** darkvision 60 ft., low-light vision; Perception +9

DEFENSE

XP 9,600

AC 25, touch 11, flat-footed 23 (+2 Dex, +14 natural, -1 size) hp 155 (10d10+100); regeneration 10 (good)

Fort +5, Ref +5, Will +4

DR 5/epic; **Defensive Abilities** channel resistance +5, fortification, sturdy build; **Immune** cold, construct traits; **Resist** acid 5, fire 5

Weaknesses breathing tube, vulnerable to electricity

OFFENSE

Speed 20 ft. Melee 4 claws +14 (1d6+5 plus injection) Space 10 ft.; Reach 5 ft. Special Attacks mythic power (4/day, surge +1d8), spin attack

STATISTICS

Str 20, Dex 14, Con —, Int 10, Wis 8, Cha 14 Base Atk +10; CMB +16; CMD 28 (32 vs. versus bull rush, drag, grapple, overrun, reposition; 36 vs. trip) Feats Combat Reflexes, Improved Initiative^M, Iron Will, Power Attack^M, Toughness Skills Intimidate +12, Perception +9 Languages Vordis SQ rotating body ECOLOGY

Environment any **Organization** solitary **Treasure** standard

SPECIAL ABILITIES

Breathing Tube (Ex): A mythic vordis brute does not need to breathe, but it does require a constant supply of a strange, viscous fluid, which circulates through its body, and is pumped through a long tube from its stomach into its mouth. This tube has AC 15, hardness 5, and 10 hit points. Destroying the tube causes the mythic vordis brute to begin suffering the effects of suffocation. The mythic vordis brute can effectively "hold its breath" in this way for 1d4 rounds before it must begin making Constitution checks each round (DC 10 + 1 per previous check). Failure on one of these checks causes the mythic vordis brute to lose one daily use of mythic power. If the mythic vordis brute has no remaining uses of mythic power, it is immediately destroyed.

Injection (Ex): The fingers on a mythic vordis brute's claws are actually needle-like syringes, which inject its victims with a black, tar-like substance that has a terrible transformative property when introduced into a living creature. It is initially treated as a poison, although it is not technically such, but rather a complex cocktail of vordis micro-organisms that re-write the victim's genetic code and transform skin and bone to steel and cable, while infusing the body with necrotic power.

Poison: Bite—injury; save Fort DC 17; frequency 1/ minute for 6 minutes; effect 1d6 Constitution damage; cure 2 consecutive saves. A creature that has suffered at least 1 point of ability damage from this poison is sickened for as long as that ability damage remains, and something visibly writhes and crawls beneath its skin. A creature reduced to o Constitution in this way explodes in a shower of gore, leaving a vordis liquefier in its wake.

As a swift action, by expending a single use of mythic power, a mythic vordis brute can quicken the effects of its poison within the body of a nearby creature. The target must be within 30 feet of the mythic vordis brute, must currently be suffering from the mythic vordis brute's poison, and the mythic vordis brute must be able to see it. The target is affected by the poison as though one minute had passed, effectively advancing the poison's frequency by 1 minute.

Rotating Body (Ex): A mythic vordis brute's torso is mounted to its legs in a way that allows it to rotate 360 degrees without moving any of its legs. The way that its head is connected to its torso allows its head to move independently in this way, as well. As a result, a mythic vordis brute cannot be flanked. However, because two of its claw arms extend backwards from its torso, rather than forwards, it cannot hit any given creature with more than two of its claw attacks as part of any given full-attack action.

Spin Attack (Ex): As a full-round action, by expending 2 uses of mythic power, a mythic vordis brute can spin its body rapidly, allowing it to make numerous attacks with its claws. The mythic vordis brute can make up to four claw attacks against each creature within reach. Each of these attacks are made with a -2 penalty, and the mythic vordis brute cannot use its Power Attack feat in conjunction with this ability, as the swings are too wild and uncontrollable.

Sturdy Build (Ex): A mythic vordis brute's extra arms and legs, and their even distribution across its body, make it particularly resistant to several types of combat maneuvers. It gains a +4 bonus to CMD versus bull rush, drag, grapple, overrun, reposition, and trip attempts (this is in addition to the normal bonus to CMD versus trip attempts granted by having more than 2 legs).

Ecology

Mythic vordis brutes are made entirely by accident, and never by design, for the vordis do not consider their foot soldiers to be worth investing with mythic power. They occur when some portion of a mythic creature is missed by the normal screening process, and used in the creation of a vordis brute. The vordis do not treat them any differently from any other vordis brute, and so they are often found mixed into groups of non-mythic vordis brutes, able to be distinguished only by their increased abilities.

Vordis Prospector

The creature before you vaguely resembles a human torso, which hangs suspended upside-down from four massive balloons of blackish-green flesh. Its "head" features nothing but a single, massive eye, on what would normally be the top of the skull, which is red with a black iris. From its two short arms extend 10-foot-long steel cords, which end in wicked, grasping metal claws. All of this is dwarfed by the four massive sacs of flesh, which extend upward from the end of the creature's torso, and constitute three-fourths of its body.

VORDIS PROSPECTOR

CR 3

XP 800 NE Medium construct (vordis) Init +3; Senses darkvision 60 ft., lifesense, low-light vision; Perception +16

DEFENSE

AC 13, touch 13, flat-footed 10 (+3 Dex) hp 42 (4d10+20); regeneration 4 (good) Fort +1, Ref +4, Will +2 Defensive Abilities channel resistance +2, fortification; Immune construct traits

OFFENSE

Speed 5 ft., fly 60 ft. (poor) Melee 2 claws +6 (1d4+2) Space 5 ft.; Reach 10 ft. Special Attacks death throes

STATISTICS

Str 14, Dex 16, Con —, Int 10, Wis 8, Cha 10 Base Atk +4; CMB +6; CMD 19 Feats Iron Will, Skill Focus (Perception) Skills Fly +3, Perception +16; Racial Modifiers +10 Perception Languages Vordis, telepathy 200 ft. SQ balloon body

ECOLOGY

Environment any **Organization** solitary, squad (2-4), swarm (5-12) **Treasure** standard

SPECIAL ABILITIES

Balloon Body (Ex): A vordis prospector's body is primarily comprised of four large balloon-like chambers of flesh, filled with volatile gases that allow it to fly. For each of these balloon-sacs that the vordis prospector currently possesses, the critical threat range of any attacks made with piercing or slashing weapons against that vordis prospector is increased by 1 (so if all four sacs were intact, the critical threat range of a dagger would increase from 19-20 to 15-20). As long as a vordis prospector has at least one of its balloonsacs intact, it loses its fortification ability.

Whenever a creature scores a critical hit against a vordis prospector with a piercing or slashing weapon, one of its balloon-sacs explodes, destroying that balloon-sac. For each balloon-sac that is destroyed in this way, the vordis prospector's fly speed is reduced by 15 feet, and it suffers a cumulative -4 penalty on Fly checks. Further, whenever one of the vordis prospector's balloon-sacs is ruptured, it releases a cloud of gas, which ignites immediately upon contact with the air, creating a fiery inferno in a 20-foot radius. Each creature in this area (including the vordis prospector) suffers 1d6 points of fire damage. A successful Reflex save (DC 12) halves the damage. The saving throw DC is Charisma-based. Any ruptured sacs re-form after 24 hours.

Death Throes (Ex): When a vordis prospector dies, the gases in its balloon-sacs become unstable, causing them to explode 1d4 rounds later. This takes the form of a 20-footradius burst that deals 1d6 points of fire damage for each of the vordis prospector's balloon-sacs that is not currently destroyed to everything in the area. A successful Reflex save (DC 12) halves this damage. The saving throw DC is Charisma-based.

Lifesense (Su): A vordis prospector can sense the life-force of living creatures within 60 feet, as though it possessed the blindsight ability. Further, while flying, its main eye on the underside of its body allows it to sense living creatures in this way up to 300 feet away, although they must be beneath it in order to be seen in this fashion.

Ecology

Vordis prospectors are the scouts and spies of the vordis forces, and serve a variety of reconnaissance roles in vordis society. Their primary role is to seek out and identify prime sources of fuel and resources that can be used and exploited by the vordis—with the primary resource that they search for being the flesh of living creatures. Vordis prospectors are released en masse into the air, and float through the skies hundreds of feet up, using their massive life-sensing eyes to survey territories that may be of interest to the vordis. In addition to seeking out sources of flesh which can be harvested and converted into more vordis, they also provide detailed information about the topography and geography of the regions that they explore, and also identify any obvious sources of metal and other valuable resources.

In situations where a resistance is able to be massed against invading vordis forces, prospectors are also called upon to serve as eyes in the sky and observe the movements of enemy forces. In some extreme cases, vordis prospectors have actually been used as chemical weapons, and have been sent in swarms to attack settlements: while the prospectors are cut down with ease, their death throes weaken their opponents enough that more powerful vordis can quickly finish the job. In territories that are already under vordis control, vordis prospectors can be found floating about in great numbers, serving as sentries awaiting their next mission.

Mythic Vordis Prospector

A leathery, corpse-like torso hangs upside-down from four bulging sacs of black-green leathery skin, which glow with a pulsing, eerie light deep within. The corpse's head is dominated by a single massive eye, red with a black iris, which stares at you unblinkingly from what should be the top of its skull. Its arms have been amputated at the elbow, and long, whip-like cords ending in dagger-like claws extend from the stumps.

MYTHIC VORDIS PROSPECTOR

CR 4/MR 2

XP 1,200

NE Medium construct (vordis)

Init +3; **Senses** darkvision 60 ft., lifesense, low-light vision; Perception +16

DEFENSE

AC 15, touch 13, flat-footed 12 (+3 Dex, +2 natural) hp 62 (4d10+40); regeneration 4 (good) Fort +1, Ref +4, Will +2 Defensive Abilities channel resistance +2, fortification; Immune construct traits

OFFENSE

Speed 5 ft., fly 60 ft. (poor)
Melee 2 claws +7 (1d4+3)
Space 5 ft.; Reach 10 ft.
Special Attacks death throes, electro claws, mythic power
(2/day, surge +1d6)

STATISTICS

Str 16, Dex 16, Con —, Int 10, Wis 8, Cha 10 Base Atk +4; CMB +7; CMD 20 Feats Iron Will, Skill Focus (Perception)^M Skills Fly +3, Perception +16; Racial Modifiers +10 Perception Languages Vordis, telepathy 500 ft. SQ balloon body, regrowth

ECOLOGY

Environment any **Organization** solitary, squad (2-4), swarm (5-12) **Treasure** standard

SPECIAL ABILITIES

Balloon Body (Ex): A mythic vordis prospector's body is primarily comprised of four large balloon-like chambers of flesh filled with volatile gases that allow it to fly. For each of these balloon-sacs that the mythic vordis prospector currently possesses, the critical threat range of any attacks made with piercing or slashing weapons against that mythic vordis prospector is increased by 1 (so if all four sacs were intact, the critical threat range of a dagger would increase from 19-20 to 15-20). As long as a mythic vordis prospector has at least one of its balloon-sacs intact, it loses its fortification ability.

Whenever a creature scores a critical hit against a mythic vordis prospector with a piercing or slashing weapon, one of its balloon-sacs explodes, destroying that balloon-sac. For each balloon-sac that is destroyed in this way, the mythic vordis prospector's fly speed is reduced by 15 feet, and it suffers a cumulative -4 penalty on Fly checks. Further, whenever one of the mythic vordis prospector's balloon-sacs is ruptured, it releases a cloud of gas, which ignites immediately upon contact with the air, creating a fiery inferno in a 20-foot radius. Each creature in this area (including the mythic vordis prospector) suffers 1d6 points of fire damage. A successful Reflex save (DC 12) halves the damage. The saving throw DC is Charisma-based. Any ruptured sacs re-form after 24 hours.

Death Throes (Ex): When a mythic vordis prospector dies, the gases in its balloon-sacs become unstable, causing them to explode 1d4 rounds later. This takes the form of a 20-foot-radius burst that deals 1d6 points of fire damage for each of the mythic vordis prospector's balloon-sacs that is not currently destroyed to everything in the area. A successful Reflex save (DC 12) halves this damage. The saving throw DC is Charisma-based.

For each use of mythic power the mythic vordis prospector had when it died, the amount of damage inflicted by this ability increases by 1d6, and the saving throw DC increases by 2.

Electro Claws (Ex): As a swift action, by expending one use of mythic power, a mythic vordis prospector can cause crackling electricity to surge through its claws, allowing it to inflict 1d6 points of electricity damage with each successful claw attack. This effect lasts for 1d4 rounds.

Lifesense (Su): A mythic vordis prospector can sense the life-force of living creatures within 60 feet, as though it possessed the blindsight ability. Further, while flying, its main eye on the underside of its body allows it to sense living creatures in this way up to 300 feet away, although they must be beneath it in order to be seen in this fashion.

Regrowth (Su): As a move action, a mythic vordis prospector can expend one use of mythic power in order to dramatically increase the rate at which it restores a ruptured balloon-sac. Each of its balloon-sacs that is currently ruptured reforms immediately (removing any penalties it is currently suffering as a result of losing one or more balloonsacs). Balloon-sacs regrown in this way can be ruptured as normal (and the normal penalties of doing so, including poison gas, still apply).

Ecology

Mythic vordis prospectors are rare, for the nonmythic versions tend to do their jobs well enough that there is little point in expending the necessary resources to imbue them with mythic power. They are typically reserved for serving as surveillance over particularly high-priority areas within vordis territory, such as key plants and processing centers, where they keep a constant vigil against intruders. They have also occasionally served as escorts (and, again, reconnaissance) for particularly valuable shipments travelling through dangerous territory. Examples might include important parts and components needed to create powerful vordis being sent to the front lines of a great battle, or escorting a prisoner of particular interest (or, in some cases, even a corpse, if it was of exceptional value, such as that of a rare and powerful beast that could be augmented with vordis technology to create a unique and terrible monstrosity).

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A Terrifying Merger of Cold Steel and Undead Flesh!

The vordis are a group of construct-like creatures that are part machine and part undead, preserved flesh. The vordis come in many shapes and sizes, and indeed, they are in many ways more of a culture or an organization than they are a race. Their numbers grow by harvesting the flesh of living creatures, which they incorporate into ever more strange and exotic designs The ultimate goal of the vordis is nothing less than to recreate all life in their own twisted, metallic image.

This book presents both mythic and non-mythic versions of two members of this terrifying race. The vordis brute (CRs 8 and 10) is the shock trooper of the vordis forces. A fearsome combatant with overwhelming power and a horrifying poison that transforms its victims into vordis, their only weakness is the breathing tube that sustains them. The vordis prospector (CRs 3 and 4) serves as airborne reconnaissance for the vordis. These monstrosities have humanoid torsos which hang upside down from large fleshy balloon-like sacs, which explode when punctured. Beyond these four monster stat-blocks, the book also contains a graft from each of these two types of vordis monstrosities, allowing players who harvest these parts to attach them to themselves in order to use the vordis's greatest weapons against them.

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 mythic monsters, can be used in games of every sort.

