

## Fantasy Grounds - Mythic Monsters Monstrous Humanoids (PFRPG) Reset Key



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## About This Content

### Mythic Monsters: Monstrous Humanoids

The 16th volume in our Mythic Monsters series, *Mythic Monsters: Monstrous Humanoids* brings you a dozen and one half-human monsters. Some few are indifferent to the ordinary humanoids that cross their path, simply being another intelligent species on a world full of magic and strangeness, but for others their nearly human shape belies their cunning, cruelty, and predatory inhumanity..The creatures herein include mythological classics from all over the world like the horse-bodied centaur of Greece, the abominable snowmen of the Himalayas, the yeti, the blood-hungry sea hunters of the Solomon Islands, the adaro, the sinister and spiny pukwudgie of New England, and the brutal buggane of the Isle of Man. You will also find a host of horrid hags and classical fantasy archetypes from doppelgangers and mongrelmen to pulp staples like derhii winged apes and serpentfolk. As if this deadly dozen were not enough, we also bring you the xotenga, a flying fiend from the wild wastes that feeds on hunger and is sated only by suffering, a creature that lives and breathes famine and desolation in a rain of deadly feathered shafts plucked from its own desiccated wings.

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On top of these monstrous mutants, *Mythic Monsters: Monstrous Humanoids* also provides you a new tool for creating your own awful amalgams, the tauric template for non-mythic creatures and an enhanced mythic tauric template as well, just perfect for the mad scientists, corrupt genegineers, and beast-cultists all over your campaign world. The 13 magical beasts contained herein, ranging in CR from 1 to 13, are updated for the mythic rules, and when we say updated we mean complete stat blocks, yes, but more than that every one of these massive menaces has its own unique and exciting new mythic abilities, from a mythic annis hag's fearful strength and grisly grappler to the earth distortion and rending butchery of a mythic boggan!

The *Mythic Monsters* series from Legendary Games brings you dynamic and exciting mechanics alongside evocative and cinematic new abilities that really help creatures live up to their flavor text, whether they are creatures of real-world myth and legend or creatures born out of the RPG tradition itself. These creatures can work just as well in a non-mythic campaign as they do in one that incorporates the full mythic rules, as you can throw them at your jaded players who think they've seen it all or know the standard monster stats as well as you do. That look of surprise and "What was THAT?" will warm any GM's heart. Get this mythic monster supplement today, and look forward to future releases in the Mythic Monsters line.

*Conversion by: Jay Scheponik*

Released on March 02, 2018. Designed for Fantasy Grounds version 3.3.4 and higher.

**Requirements:** An active subscription or a one time purchase of a Fantasy Grounds Full or Ultimate license and the included Pathfinder ruleset.

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Title: Fantasy Grounds - Mythic Monsters Monstrous Humanoids (PFRPG)

Genre: Indie, RPG, Strategy

Developer:

SmiteWorks USA, LLC

Release Date: 20 Mar, 2018

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**Minimum:**

**OS:** Windows 7x , 8x or 10x

**Processor:** 1.6 GHz or higher processor

**Memory:** 1 GB RAM

**Graphics:** Graphics card recommended

**DirectX:** Version 9.0c

**Network:** Broadband Internet connection

**Storage:** 500 MB available space

**Sound Card:** a sound card is required for voice communication using external programs like Google Hangouts, Skype or Discord.

**Additional Notes:** Requirements vary by the add-ons installed and the number of players connecting to your game.

English

**NPCs**

By Letter By CR By Type Group (All)

Mythic Adaro Mythic Monsters 16 - Monst

Mythic Annis Hag Mythic Monsters 16 - Monst

Mythic Buggane Mythic Monsters 16 - Monst

Mythic Centaur Mythic Monsters 16 - Monst

Mythic Derhil Mythic Monsters 16 - Monst

Mythic Doppelganger Mythic Monsters 16 - Monst

Mythic Mongrelman Mythic Monsters 16 - Monst

Mythic Pukwudgie Mythic Monsters 16 - Monst

Mythic Stygira Mythic Monsters 16 - Monst

Mythic Winter Hag Mythic Monsters 16 - Monst

Mythic Yeti Mythic Monsters 16 - Monst

Kotenga

CR Type

**Annis Hag**

Image - Hag, Annis

MR 3

This repulsive, hunchbacked crone has skin the color of a fresh bruise. Despite her hunch, she looms taller than a human.

**Spell Like Abilities (CL 7th; concentration +7)**

- 3/day-alter self, fog cloud

**SPECIAL ABILITIES**

**Fearful Strength (Ex)** The iron grip and bloodthirsty ferocity of a mythic annis hag belie her lanky build. Whenever a mythic annis hag confirms a critical hit with a natural weapon or successfully grapples or rends a target, she can make an Intimidate check to demoralize that creature as a swift action. If she expends one use of her mythic power, she can demoralize the target as a free action and if the Intimidate check succeeds the target is frightened instead of shaken.

**Grisly Grappler (Ex)** When a mythic annis hag succeeds on a combat maneuver check to grapple a target, she can deal her rend damage to that creature as a swift action even if she hits with only one claw. In addition, if she bites a target she has grappled she gains a +4 bonus on her attack roll and deals 1d6 points of bleed damage on a successful hit, or 1d3 points of Constitution bleed on a critical hit.

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Story Creature Trap/Haunt Vehicle

**Mythic Stygira**

CL 8 CC

**Spell Like Abilities**

Level 0

- Disguise Self
- Ventriloquism

Level 1

- Blur
- Mirror Image
- Suggestion

Story Creature Trap/Haunt Vehicle

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NOTE: The following notations are used:

- MF = Mythic feat
- MA = Mythic ability
- MMA = Major mythic ability (comes with a large icon)
- Underlined text indicates a rule from the Game Master's Rulebook.

**0.04 WELCOME TO ULTIMATE PLUG-**

THIS SUPPLEMENT IS JUST ONE PART OF A LARGER RESOURCE FOR EVERY GAMER. It contains the new mythic rules but might have a huge amount of conversion work. Game Mythic Adventures hardcover, but in one book there can be especially when it comes to most of the iconic monsters of myth transformed into a mythic rules. Monsters demonstrate that a "Tauric" is an ultra-powerful death knight. From CR 1 to CR 30 and there are less than 50 monsters classics, to be sure, but the game has many more. That is where the Game Master's Rulebook comes in.

**1.00 MONSTROUS MUTANTS**

In many ways, most monstrous humanoids are just a different variety of magical beast, in that they have primarily humanoid features merged with some kind of iconic type of monstrous humanoid is the combination of a horse's lower body and a human's upper body. A humanoid torso joined to a monstrous lower body, applied to any number of different and horrific creatures.

**CREATING A TAURIC CREATURE**

What you won't find inside this supplement are illustrations. You already have them. There are illustrations for every monster I find descriptive text for these too. Every mythic monster could be specially blessed or cursed by the powerful champion, the last race, a singular being unto itself master race looking to supplant that came before. To repeat the monster, with slight variations, creates the perfect origin story. Versions of ordinary monsters to what Mythic Monsters delivers.

The Mythic Monsters series contains blocks for every creature combination and cinematic mythic abilities apart from the ordinary. Monsters

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**2.00 MONSTERS**

- Mythic Adaro
- Mythic Annis Hag
- Mythic Boggart
- Mythic Centaur
- Mythic Derhil
- Mythic Doppelganger
- Mythic Mongrelman
- Mythic Pukwudgie
- Mythic Serpentfolk
- Mythic Stygira
- Mythic Winter Hag
- Mythic Yeti
- Xotenga

**GM**

0 Modifier

C-1 C-2 C-3 C-4 C-5 C-6 C-7 C-8 C-9 C-10 C-11 C-12

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