



“Scyllan” © Wizards of the Coast, by Jim Nelson. Accessed at the Stormwrack Art Gallery [here](#)

[You may notice that I’ve changed the name of this monster. That is, in part, because it doesn’t look a damn thing like Scylla, and there’s already a [scylla](#) monster in PFRPG. I suspect that the “scyllan” was an attempt to make an analogue to the Kraken in *Clash of the Titans*. It’s got the lumpy head, the prominent cheeks and the arm tentacles. D&D eventually got around to making [their kraken](#) more like the *Clash of the Titans* version (or specifically, the remake’s version) than the original Scandinavian, up to and literally making it a type of titan. I chose [Phorcys](#) as the substitute namesake as a god of the sea and monsters; he’s also the only Greek mythological entity I can think of with four arms, a la Harryhausen’s kraken.]

### **Phorcyian**

#### **CR 14 LE Outsider (native)**

*This titanic creature is vaguely humanoid from the waist up and a great fish from the waist down. Its arms are clusters of searching tentacles, and a beard of the same grows from beneath its fanged maw. Its head is crowned in an array of growths, like coral or barnacles.*

The phorcyians are terrible sea monsters, kin to the oceanic titan Phorcys. Phorcyians are wicked, but disciplined, and often set up protection rackets in the coasts they call home. Creatures that pay them tribute in the form of sacrifices and treasure are spared, and are rewarded with clear skies and smooth sailing. Those that resist are smashed to pieces and eaten, their booty joining the phorcyian’s ample hoard. They may collaborate with tyrannical religions or cults in this regard, and some end up in a subservient position, demoted to a (well paid) attack dog for a more powerful or intelligent entity.

A phorcyian does have magical powers, able to control winds and waves, but they prefer to close into melee combat and fight with their teeth and tentacles if at all possible. If fighting a large number of foes at once, they trumpet through the hollow cones that grow from their skull, creating a noise likened to the wailing of the damned. Those that do not flee their frightful noise are then made top priority. Although they are skilled at destroying items, they prefer not to sunder obviously magical or brilliantly decorated goods, greedily anticipating their acquisition instead.

A phorcyian is about forty feet long, half of which is tail. They weigh 10,000 pounds or so and are clumsy on land.

### **Phorcyian CR 14**

#### **XP 38,400**

LE Huge outsider (aquatic, native)

**Init** +7; **Senses** darkvision 60 ft., Perception +18, tremorsense 30 ft.

**Defense**

**AC** 29, touch 12, flat-footed 25 (-2 size, +3 Dex, +17 natural, +1 dodge)

**hp** 200 (16d10+112)

**Fort** +12, **Ref** +13, **Will** +15

**DR** 10/magic and silver; **Immune** death effects, disease, fear; **Resist** cold 10, electricity 10, fire 10;

**SR** 25

Offense

**Speed** 10 ft., swim 50 ft.

**Melee** bite +23 (2d6+9), 4 tentacles +21 (1d8+4 plus grab)

**Space** 15 ft.; **Reach** 10 ft. (20 ft. with tentacle)

**Special Attacks** constrict (1d8+13), frightful noise

**Spell-like Abilities** CL 14<sup>th</sup>, concentration +18

3/day—*call lightning storm* (DC 19), *control water*

1/day—*control weather*, *tsunami* (DC 23)

Statistics

**Str** 29, **Dex** 17, **Con** 25, **Int** 8, **Wis** 20, **Cha** 18

**Base Atk** +16; **CMB** +27 (+31 grapple, sunder); **CMD** 41 (43 vs. sunder)

**Feats** Blind-fight, Combat Reflexes, Dodge, Greater Sunder, Improved Initiative, Improved Sunder, Multiattack, Power Attack, Stand Still

**Skills** Acrobatics +16 (+24 when jumping), Intimidate +17, Knowledge (nature, planes) +12, Perception +18, Stealth +8, Survival +18, Swim +29

**Languages** Aquan, Infernal

**SQ** breaching, double damage against objects, water dependency

Ecology

**Environment** any oceans and coastlines

**Organization** solitary

**Treasure** double standard

Special Abilities

**Breaching (Ex)** A phorcyian uses its Swim speed to calculate its modifier to Acrobatics checks made to jump.

**Double Damage against Objects (Ex)** When it makes a full attack action against an inanimate object, a phorcyian deals double damage.

**Frightful Noise (Su)** As a standard action, a phorcyian can trumpet, creating a frightful noise. All creatures within 120 feet must succeed a DC 22 Will save or be stunned for 1 round and frightened for 2d6 rounds thereafter. A creature that succeeds its save is shaken for 2d6 rounds, and is immune to the frightful noise of that phorcyian for the next 24 hours. The save DC is Charisma based.