



MYTHIC MONSTERS DAEMONS



Pathfinder
ROLEPLAYING GAME COMPATIBLE

MYTHIC PLUG-INS



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NOTE: THE FOLLOWING NOTATIONS ARE USED IN THE STAT BLOCKS CONTAINED IN THIS PRODUCT:

MF = MYTHIC FEAT

MA = MYTHIC ABILITY

MMA = MAJOR MYTHIC ABILITY (COUNTING AS TWO ABILITIES)

UNDERLINED TEXT INDICATES A RULES ELEMENT THAT IS DESCRIBED IN PATHFINDER ROLEPLAYING GAME MYTHIC ADVENTURES.



WELCOME TO MYTHIC PLUG-INS: MYTHIC MONSTERS!

THIS SUPPLEMENT IS JUST ONE PART OF A LARGER RESOURCE FOR EVERY GAM-
emaster who would like to try out the new mythic rules but might feel a bit intimidated by the huge amount of conversion work. The *Pathfinder Roleplaying Game Mythic Adventures* hardback contains a wealth of new rules, but in one book there cannot be room for everything, especially when it comes to monsters. That book contains some of the iconic monsters of myth and legend and RPG history, transformed into a mythic rules format. The published monsters demonstrate that a “mythic monster” does not need to be an ultra-powerful death machine - you can have mythic monsters from CR 1 to CR 30 and all points in between - but there are less than 50 monsters in the book. They are all classics, to be sure, but the game has evolved and there are so many more. That is where the *Mythic Monsters* series from Legendary Games comes in.

What you won't find inside this product are individual monster illustrations. You already have them. Fantastic, glorious illustrations for every monster in every bestiary. You also won't find descriptive text for these monsters. You already have that too. Every mythic monster could be an elder of its kind, specially blessed or cursed by the gods, a noble lord or powerful champion, the last remnant of a mightier primeval race, a singular being unto itself, or perhaps a newly evolved master race looking to supplant the ordinary beings of its ilk that came before. To repeat these narratives for every monster, with slight variations, would be redundant. You can create the perfect origin story and background for mythic versions of ordinary monsters that fits precisely with your world. What you need are the stats, 100% crunch, and that is what *Mythic Monsters* delivers.

The *Mythic Monsters* series contains updated mythic stat blocks for every creature combined with innovative, exciting, and cinematic mythic abilities that clearly set these monsters apart from the ordinary. Monsters that leave your players saying “What was THAT?” Monsters that leave them feeling like mythic heroes when they triumph, whatever their level. Every issue brings you mythic versions of 12 monsters you already know and love, all tied together by a creature type or theme, plus one all-new mythic monster you've never seen before! All brought to you by expert designers who know the mythic monster rules like no one else because they are the same authors that created the mythic monsters in *Pathfinder Roleplaying Game Mythic Adventures*.



SPECIAL ELECTRONIC FEATURES

We've hyperlinked this product internally from the Table of Contents and externally with links to the official Pathfinder Reference Document as well as d20PFSRD. If it is in the core rulebook, we generally didn't link to it unless the rule is an obscure one. The point is not to supersede the game books, but rather to help support you, the player, in accessing the rules, especially those from newer books or that you may not have memorized.

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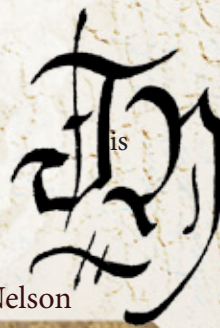
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WHAT YOU WILL FIND INSIDE MYTHIC MONSTERS: DAEMONS

Mythic Monsters: Daemons brings you a dozen and one of the foulest fiends to ever darken the doorstep of the deepest dungeons. Servants of the Four Horsemen of the Apocalypse and harbingers of famine, death, disease, and war, daemons occupy an interesting middle ground between the calculating and insidious devils and the ravening and savage demons. They truly want what's worst for everyone, with a nihilistic amorality that embodies every awful instance and element of death, pain, suffering, grief, and loss in living form. There is no peace, no hope, no light, no faith, no favor, and no escape. Only an inexorable grinding down to nothingness will satisfy their entropic appetites. From CR 3 to 22, we bring you dangerous daemons of every description, from minor magical minions like the **cacodaemon**, **venedaemon**, and **ceustodaemon** that might answer the call of mortal summons thinking their mystical might makes them masters of the lowest servants of Abaddon, to the guardians and masters of the River Styx, the hungry **hydrodaemons** and the cadaverous **thanadaemons**. The latter deacons of death are joined in the hierarchy of Hades by the **leukodaemon** spreaders of pestilence, the **meladaemons**, scions of starvation, and the **purrodaemon** warbringers. Some daemons seem almost alien, like the insane insectoid **derghodaemons** and the tentacular planewalking **astradaemons**, but all live for the thrill of the kill, whether as brutish bruisers like the **piscodaemon** or the seemingly forlorn yet fearsome **vulnudaemon**. As if a dozen existing monsters were not enough, the mighty and megalomaniacal **ignodaemons** are formed from fallen souls of earthly despots who incarnated to evil now govern fiefs of their lesser kin in an elaborate feudal tyranny in the service of the daemoniac deacons and harbingers, balancing subtle skills of sedition with the brutal fist of power. The cruelty of these evil overlords is revealed in short fiction from Todd Stewart, in an interview with the archdaemon of poisons and incurable affliction, with every ophidian utterance envenomed with evil.

The Mythic Monsters series from Legendary Games sets aside the rich story and background that our trademark, because it is focused on absolute crunch, and there it absolutely lives up our highest standards of innovative layout, beautiful aesthetics, and excellence in design that is second to none. We hope you enjoy using it as much as we enjoyed making it. Game on!



- Jason Nelson



TASTE. SAVOR. APPRECIATE.

"I'm so pleased to have you. Guests like yourself are few and far between here."

Pale violet light spilled from a chandelier of elegantly twisted iron and crystal, illuminating the speaker and her single guest. The rest of the chamber was in shadow, dimly perceived. At the drowning edges of light, the walls moved and writhed like living things.

"So few are able to discern the subtle complexities I appreciate. Perhaps you can even help expand my horizons."

In the room's shadow cloaked fringes, shapes formed and dissipated. Some were entire figures, bodies in outline, stretching out into the margins of the light. Elsewhere, hands or gasping, suffocating mouths stretched against the surface like men drowning in pitch before the walls subsumed them once again. It might have been pareidolia borne of light and shadow on the peristalsis of the gelatinous, undulating chamber walls, but the speaker's nature suggested very much otherwise.

Standing nearly twelve feet tall, she towered above her seated guest, flowing more than moving as she stepped forward. Under pale, elaborate silken wrappings, a translucent membrane corseted a slurry of half-congealed blood, mucus, and bile into an exaggeratedly feminine shape. A living halo of mottled scarlet serpents crowned a sneering jackal's head. Her green eyes were clear and piercing as she placed a sealed wine bottle upon the table with clawed hands.

A smile spread over the oddly fluid muzzle of the archdaemon harbinger of poison, toxicity, and incurable afflictions. The flash of white fang was echoed by the serpents of her slithering mane.

"See what we have here for our enjoyment tonight." The archfiend motioned to the bottle, inviting her guest to examine it. "It's a unique vintage of champagne. I doubt you'll have encountered it before. Neither Dis or Utopia could produce such a thing, much less dare to bottle and sell it."

The harbinger chuckled wetly. The vipers sprouting from her head echoed in hissing chorus, rising and falling in cadence with her laughter. Delicately, the fiend brushed a hand through her viper's nest of hair. Serpents lovingly entwined her fingers, licking her claws and each other in a peculiar and narcissistic expression of incestuous vanity.

"What is it, you might ask? You really should be asking. Allow me to explain before we spoil the seal."

Frowning at her guest's lack of exuberance, the fiend wrenched them over the bottle in a sudden telekinetic grip.

"Note the symbols on the purple, waxen seal and those etched into the glass itself. This singular specimen was bottled by a trio of mortal monks in the slave-city of Screaming-Larder. One was deaf, one mute, and one blind. The grapes used in its production were of a variety that originated on the Material plane. The hundred year old rootstock was transplanted a millennia ago to a vineyard in the abyssal layer of the demon lord of darkness and lust. There, by the hands of mortal slaves, only the choicest and ripest grapes are selected and shipped to Abaddon." The harbinger's eyes glittered and her mouth curled into a sneer. "Both grapes and slaves alike. Beneath the eclipse's eternal half-light gaze, the cask takes seven hundred and fifty years to mature. After that period of maturation, given the not-exactly-angel's share lost, it produces exactly one bottle."

The archfiend released her telekinetic grip and lowered her unresponsive guest back down to the table. Regaining her composure, she forced a polite smile, though the snakes growing from her head hissed in annoyance.

"You've yet to taste the vintage, my friend. Don't judge it until you've enjoyed the bouquet and savored its complexities of flavor and terroir." Motionless except for her shifting serpentine crown, the harbinger popped the bottle's cork with a thought. Golden liquid elevated and poured with precision into two crystalline flutes. The harbinger lifted one beneath her muzzle, leaving the other on the table. "My kind are too rarely granted the status of connoisseurs. We're assumed to be classless gluttons and nothing more. Often that's very sadly true. I am so much more than most of my kind however. You should feel privileged to be accorded my invitation."

The archfiend swirled the glass to aerate the wine, its fragile volatile notes dissipating as she closed her eyes and inhaled luxuriously. "So much suffering is distilled into the production of this singular bottle. In its delicate top notes, I can smell their fears, hopes and aspirations. It has the exquisite finish of their ultimate despair and resignation. I can smell the names of each mortal soul that went into this vintage. So much sweet flavor held back for centuries from our immediate consumption and gratification, but now..." The harbinger lifted her hand. Violet light filtered through the glass and reflected past the silken gauze that wrapped her body, illuminating her form in silhouette. "Now it is here to service our lips, our tongue, and our soft murmurs of appreciation." The archfiend's fluid muzzle quirked in an ironic smile. "And perhaps our inflated sense of self-importance. At least for those of us immediately below the Four. But most importantly, it's a metaphor in a bottle. Hold it up to the light and let me explain. This is more than a fleeting enjoyment of the senses. This is a microcosm of mortality itself."

The pale light limned myriad tiny bubbles in the amber fluid as they slowly rose and expired. The harbinger's smile widened. In concert, the corona of serpents sprouting from her head hissed their serpentine echoes of her pleasure.

"Let us imagine this flute of champagne as the cosmos itself, and the bubbles as mortal souls. These tiny newborn souls, they nucleate and form from precursor dissolved gasses: our physical corollary of pre-incarnate souls in the Positive Energy plane. These metaphorical souls form and begin to rise. Some rise swiftly, others with meandering progress. They may stick to the walls or aggregate in groups. Some split into two or more, or merge with others to form a larger whole. So much can be read here. Life, death, reincarnation, marriage, childbirth and the birth of nations. Religions and ideologies binding together these lonely bubbles as they rise to the surface."

The fiend gazed sternly down at her guest, noting their continued lack of appreciation for her liquid and metaphorical offerings. Her guest remained quietly focused on the glass on the table, their own expression unreadable.

"So many metaphors dance within the imagery we can evoke, but let's look at the larger picture. Souls form and rise, going through their mortal lives. What do these bubbles think? They can see nothing outside of the flute's narrow column of liquid. Yet they do dream, they do think. They even philosophize about their world, themselves, and the greater meaning to their existence."

The archdaemon swirled and tapped her champagne flute. Bubbles rose and burst swiftly from the agitation.

"Mortals need meaning to justify the unhappy moments of their lives. They need a reason for their pain, their loss, and their heartbreak. Their misery cannot exist without some greater perspective that justifies it all." Again the harbinger tapped a claw upon the glass, producing another stream of bubbles. "The bubbles rise high and fast toward the meniscus between their world and the next. They see the light above now, so close to leaving the champagne behind. They're tired and old, ready to transition from their mortal life and ascend to the next stage of existence. A bubble reaches the surface. A mortal dies and their soul flies to the Astral plane, reaching for that dream of greater meaning and true purpose."

Smiling, her lips peeled back to reveal ivory fangs against jet black gums. The harbinger placed the champagne flute to her lips and closed her eyes. As she drank, her voice carried on telepathically into her guest's mind. The weight of it was like filth-crusting razors sliding across trembling, virgin flesh, with a mental tremor somewhere between a lover's playful bite and a predator's eager, starving mastication.

"They don't ascend. They don't become. They don't fulfill any greater purpose or follow any greater plan. Deep below, bubbles still form, still rise, and still ache to join those before them. They want to know the meaning of their effervescent lives. They never realize that their ascension only brings them to a set of lips, there to filter across a forked tongue and slip down the gullet of something greater."

Her eyes sprung open, fierce and green. They shed a sickly light across the gaunt and brutalized face of the angel bound to the floor. The harbinger smiled and pushed the wine closer to the starving celestial's lips.

"Drink up. Sate your appetite. Soon you'll sate mine."



Daemon, Astradaemon

Vaguely humanoid in shape, this gaunt fiend has the face of a hideous fish and a body of lanky limbs and writhing tendrils.

MYTHIC ASTRADAEMON

CR 20/MR 8

XP 307,200

Pathfinder Roleplaying Game Bestiary 2

NE Large outsider (daemon, evil, extraplanar, mythic)

Init +9; Senses darkvision 60 ft., *deathwatch*, *true seeing*;

Perception +22

Aura soul siphon^{MA} (60 ft.)

DEFENSE

AC 39, touch 19, flat-footed 29 (+9 Dex, +1 dodge, +20 natural, -1 size)

hp 326 (17d10+233); fast healing^{MA} 15

Fort +14, Ref +19, Will +14

Defensive Abilities *displacement*; DR 10/epic, good, and silver;

Immune acid, death effects, disease, poison; Resist cold 10,

electricity 10, fire 10; SR 35

OFFENSE

Speed 90 ft., fly 90 ft. (good)

Melee bite +25 (2d6+9 plus energy drain and grab), 2 claws +25 (1d8+9 plus energy drain and grab^{MA}), tail slap +20 (1d12+4 plus energy drain and grab^{MA})

Space 10 ft.; Reach 10 ft. (15 ft. with tail)

Special Attacks constrict^{MA} (1d12+4; tail and tendrils only), devour soul^{MA}, draining tendrils^{MA}, energy drain^{MA} (2 levels, DC 27), *mythic power* (8/day, surge +1d10), mythic spell-like abilities^{MA}, strip death wards^{MA}

Spell-Like Abilities (CL 17th; concentration +24)

Constant—*deathwatch*, *displacement*, *true seeing*

At will—*enervation*, *fear* (DC 21), *greater teleport* (self plus 50 lbs. of objects only), *vampiric touch*

3/day—*locate creature*, *plane shift* (DC 24), quickened *enervation*

1/day—*energy drain* (DC 24), *finger of death* (DC 24), summon (level 6, 1d3 derghodaemons 50%)

STATISTICS

Str 21, Dex 29, Con 28, Int 14, Wis 15, Cha 24

Base Atk +17; CMB +23 (+27 grappling); CMD 41

Feats Combat Reflexes, Dodge, Flyby Attack^{MF}, Iron Will,

Mobility, Power Attack^{MF}, Quicken Spell-Like Ability

(*enervation*), Spring Attack^{MF}, Weapon Finesse^{MF}

Skills Acrobatics +24 (+48 jump), Escape Artist +27, Fly +9,

Intimidate +27, Knowledge (planes) +22, Perception +22,

Sense Motive +22, Stealth +23, Survival +22

Languages Abyssal, Infernal; telepathy 100 ft.

ECOLOGY

Environment any (Abaddon or Astral Plane)

Organization solitary, pair, or pack (1 mythic astradaemon and 2–5 astradaemons)

Treasure standard

SPECIAL ABILITIES

Devour Soul (Su) As a swift action, a mythic astradaemon with a grappled opponent can attempt to draw out and consume the soul of its victim, killing it instantly. This ability only works on living creatures, which may resist with a DC 27 Fortitude saving throw. This is a death effect. The save is Constitution-based. For every 5 HD of the slain creature, the daemon gains a +2 profane bonus on attacks, saving throws, and checks for 24 hours. This ability does not consume all of the soul, and pieces of it still exist after the daemon completes its feast (enough to be able to resurrect the slain victim normally).

Draining Tendrils (Ex) If a mythic astradaemon successfully grapples a Medium or smaller creature, it can transfer that creature into the mass of writhing tendrils sprouting from its back as a free action. Only a single creature can be grappled in this way. The mythic astradaemon does not gain the grappled condition from grappling a creature with its tendrils, and it can maintain a grapple with its tendrils as a free action once per round. A creature grappled by these tendrils is subject to the mythic astradaemon's constrict and energy drain attacks each round.

Mythic Spell-Like Abilities (Su) Three times per day a mythic astradaemon may cast the mythic spell version of any of its corresponding spell-like abilities. A mythic astradaemon must expend the same amount of mythic power that would normally be required to cast a mythic spell, treating its mythic rank as its mythic tier for the purpose of qualifying to use augmented versions of mythic spells.

Soul Siphon (Su) If a Small or larger living creature dies within 60 feet of a mythic astradaemon, the daemon gains 4d8 temporary hit points and a +4 bonus to Strength for 10 minutes. These bonuses stack with themselves, and with any temporary hit points gained from energy drain attacks. Incorporeal undead and living spirits traveling outside the body (such as a person using *astral projection* or *magic jar*) take 4d8 points of damage each round within the daemon's aura.

In addition, if a mythic astradaemon expends one use of mythic power as a standard action, all Small or larger living creatures within its soul siphon aura gain 1 negative level.

Strip Death Wards (Su) Each time a mythic astradaemon damages a creature with a melee attack, it may make a caster level check to dispel a single spell that is protecting the creature from death effects or energy drain, such as *death ward* and similar protections. If the caster level check is successful, the creature is subject to any energy drain from the associated attack.

* The Mythic Flyby Attack feat is described in *Mythic Hero's Handbook* 166 and *Mythic Monster Manual* 288.

Daemon, Cacodaemon

An ever-gnashing maw, filled with row after row of mismatched teeth, dominates this frightful creature's orb-like body.

MYTHIC CACODAEMON

CR 3/MR 1

XP 800

Pathfinder Roleplaying Game Bestiary 2

NE Tiny outsider (daemon, evil, extraplanar, mythic)

Init +4; **Senses** darkvision 60 ft., *detect good*, *detect magic*;

Perception +7

DEFENSE

AC 17, touch 12, flat-footed 17 (+5 natural, +2 size)

hp 29 (3d10+13); fast healing 2

Fort +2, **Ref** +5, **Will** +4

DR 5/good or silver; **Immune** acid, death effects, disease, poison; **Resist** cold 10, electricity 10, fire 10

OFFENSE

Speed 5 ft., fly 50 ft. (perfect)

Melee bite +6 (1d4+1 plus disease)

Space 2-1/2 ft.; **Reach** 0 ft.

Special Attacks *mythic power* (3/day, surge +1d6), soul lock^{MA}

Spell-Like Abilities (CL 6th; concentration +7)

Constant—*detect good*, *detect magic*

At will—*invisibility* (self only)

3/day—*lesser confusion* (DC 12)

1/week—*commune* (CL 12th, six questions)

STATISTICS

Str 12, **Dex** 11, **Con** 13, **Int** 8, **Wis** 13, **Cha** 12

Base Atk +3; **CMB** +1; **CMD** 12

Feats Extra Mythic Power, Improved Initiative, Lightning Reflexes

Skills Bluff +7, Fly +18, Knowledge (planes) +5, Perception +7, Stealth +14

Languages Abyssal, Common, Infernal; telepathy 100 ft.

SQ change shape (2 of the following forms: lizard, octopus, Small scorpion, venomous snake; *polymorph*), share power^{MA}

ECOLOGY

Environment any (Abaddon)

Organization solitary or swarm (1 mythic cacodaemon and 1–8 cacodaemons)

Treasure standard

SPECIAL ABILITIES

Disease (Su) *Cacodaemonia*: Bite—injury; *save* Fort DC 12; *onset* 1 day; *frequency* 1/day; *effect* 1d2 Wis damage; *cure* 2 consecutive saves. In addition to the normal effects of the disease, as long as a victim is infected, the cacodaemon can telepathically communicate with the creature over any distance (as long as they remain on the same plane).

Share Power (Su) A mythic cacodaemon can touch another daemon (or its master, if it is a familiar) as a full-round action to transfer one use of its mythic power to that creature. If the creature was not already mythic, it gains the surge ability and counts as a mythic creature for the purpose of path abilities, spells, and other effects that function differently for mythic creatures, for the duration that it retains the use of mythic power. The use of mythic power lasts for 1 hour or until expended, whichever occurs first.

At any one time, a non-mythic creature cannot have more than 3 uses of mythic power, and a mythic creature cannot have more than 3 plus twice its mythic rank or tier uses of mythic power.

Soul Lock (Su) Three times per day as a full-round action, a mythic cacodaemon can ingest the spirit of any sentient creature that has died within the last minute. This causes a soul gem to grow inside of the cacodaemon's gut, which it can regurgitate as a standard action. A soul gem is a fine-sized object with 1 hit point and hardness 2. Destroying a soul gem frees the soul within, though it does not return the deceased creature to life. This is a death effect. Any attempt to resurrect a body whose soul is trapped in a soul gem created by a mythic cacodaemon requires a DC 14 caster level check. Failure results in the spell having no effect, while success shatters the victim's soul gem and returns the creature to life as normal. If the soul gem rests in an unholy location, such as that created by the spell *unhallow*, the DC of this caster level check increases by +2. The caster level check DC is Charisma-based and receives a +2 racial bonus.

Any evil outsider can, as a standard action, ingest a soul gem. Doing so frees the soul within, but condemns it to one of the lower planes (though the soul can be returned to life as normal). The outsider gains fast healing 2 for a number of rounds equal to its Hit Dice.

A mythic cacodaemon that expends one use of its mythic power while using its soul lock ability does not count that use of the ability against the number of times it can use it per day, and it may use that use of soul lock to ingest the spirit of a sentient creature that has died within the last hour.

Daemon, Ceustodaemon

This beast resembles a gigantic humanoid bear with the talons of an eagle and curling ram horns sprouting from its head.

MYTHIC GREATER CEUSTODAEMON

CR 9/MR 3

XP 6,400

Pathfinder Roleplaying Game Bestiary 2

NE Large outsider (daemon, evil, extraplanar, mythic)

Init +5; Senses darkvision 60 ft., *detect good*, *detect magic*, *see invisibility*, *x-ray vision*^{MA}; Perception +21

DEFENSE

AC 23, touch 10, flat-footed 22 (+1 Dex, +13 natural, -1 size)
hp 115 (10d10+60)

Fort +10, Ref +4, Will +9

Defensive Abilities *block attacks*^{MA}, *incontestable*^{MA}; DR 10/epic and good or silver; Immune acid, death effects, disease, mind-affecting effects, paralysis, poison, polymorph effects, sleep effects, sneak attacks; Resist cold 10, electricity 10, fire 10

OFFENSE

Speed 30 ft.

Melee bite +13 (2d6+4), 2 claws +13 (1d6+4)

Space 10 ft.; Reach 10 ft.

Special Attacks breath weapon (30-ft. cone; 6d6 electricity damage; Reflex DC 18 for half; usable once every 1d4 rounds), *mythic power* (3/day, surge +1d6), static sparks^{MA}

Spell-Like Abilities (CL 8th, concentration +11)

Constant—*detect good*, *detect magic*, *see invisibility*

At Will—*dimension door*

3/day—*dispel magic*, *fly*

1/day—*hold monster* (DC 18), *slow* (DC 16)

STATISTICS

Str 18, Dex 13, Con 16, Int 11, Wis 14, Cha 17

Base Atk +10; CMB +15; CMD 26

Feats Alertness^{MF}, Blind-Fight, Improved Initiative, Power

Attack^{MF}, Step Up

Skills Bluff +16, Intimidate +14, Knowledge (planes) +9,

Perception +21, Sense Motive +21, Stealth +12, Survival +9

Languages Abyssal, Infernal; telepathy 100 ft.

SQ drawn to service

ECOLOGY

Environment any (Abaddon)

Organization solitary

Treasure none

SPECIAL ABILITIES

Incontestable (Su): A mythic greater ceustodaemon is immune to any effect that results from a challenge, judgment, smite, or sneak attack ability of another creature. Creatures that declare such an ability gain no bonuses on attack and damage rolls, do not gain fast healing or other benefits, and impose no conditions or penalties on the ceustodaemon.

Drawn to Service (Su): When brought to another plane with a planar binding or planar ally spell (or any similar calling effect), ceustodaemons take a -5 penalty on the initial Will save and on their Charisma check to refuse service. Ceustodaemons also take a -5 penalty on saves against binding, planar binding, and other spells designed to bind a creature to a particular plane as long as the daemon is commanded to serve as a guardian for a single area or small complex.

Static Sparks (Su): After a mythic greater ceustodaemon uses its breath weapon, the area within 20 feet of it is charged with supernatural electricity. Whenever a creature within this area touches another with a natural or metal weapon, both creatures take 1d8 points of electricity damage. Creatures wearing metal armor take double this damage.



Daemon, Derghodaemon

A deadly and vicious bouquet of insectile claws sprouts from this horrid, three-legged, multi-eyed beast.

MYTHIC DERGHODAEMON

CR 15/MR 6

XP 51,200

Pathfinder Roleplaying Game Bestiary 2

NE Large outsider (daemon, evil, extraplanar, mythic)

Init +5; **Senses** all-around vision, darkvision 60 ft., *detect magic*, *see invisibility*; **Perception** +28

Aura *feeblemind*^{MA} (60 ft., DC 23)

DEFENSE

AC 33, touch 14, flat-footed 28 (+5 Dex, +19 natural, -1 size)

hp 221 (14d10+144)

Fort +15, **Ref** +14, **Will** +9

DR 10/epic and good; **Immune** acid, death effects, disease, poison; **Resist** cold 10, electricity 10, fire 10; **SR** 29

OFFENSE

Speed 40 ft.

Melee 5 claws +23 (1d6+15/17-20/×3)

Space 10 ft.; **Reach** 10 ft.

Special Attacks *apocalyptic plague*^{MA}, *deadly claws*^{MA}, *feral savagery*^{MA} (rend), *mythic power* (6/day, surge +1d8), *pounce*^{MA}, rend (2 claws, 1d8+22 plus 1d4+1 Con damage and 2d6 bleed), *ripping rend*^{MA}

Spell-Like Abilities (CL 15th; concentration +19)

Constant—*detect magic*, *see invisibility*

At will—*greater teleport* (self plus 50 lbs. of objects only)

3/day—*fear* (DC 18), quickened *summon swarm*

1/day—*creeping doom*, *insect plague*, *summon* (level 4, 1 derghodaemon 30%)

STATISTICS

Str 31, **Dex** 20, **Con** 22, **Int** 7, **Wis** 17, **Cha** 18

Base Atk +14; **CMB** +24; **CMD** 39 (41 vs. trip)

Feats Cleave, Critical Focus^{MF}, Improved Critical (claws), Iron Will^{MF}, Power Attack^{MF}, Quicken Spell-Like Ability (*summon swarm*), Sickening Critical

Skills Intimidate +21, Perception +28, Sense Motive +20, Stealth +18; **Racial Modifiers** +4 Perception

Languages Abyssal, Draconic, Infernal; telepathy 100 ft.

SQ *powerful blows*^{MA} (claw), *swarmwalking*

ECOLOGY

Environment any (Abaddon)

Organization solitary or infestation (1 mythic derghodaemon and 1-4 derghodaemons)

Treasure standard

SPECIAL ABILITIES

Apocalyptic Plague (Ex) Insects and similar vermin summoned by a mythic derghodaemon are considered mythic creatures and share the daemon's immunities, resistances, and spell resistance, as well as its *see invisibility* spell-like ability. Attacks made by such summoned vermin are considered epic for the purpose of overcoming damage reduction, and the save DC of their special attacks is increased by 3. If the daemon expends one use of mythic power when summoning vermin, the swarm damage from their attacks bypasses the 10 points of damage reduction or hardness for creatures or objects.

Deadly Claws (Ex) A mythic derghodaemon's claws are razor sharp with a critical threat range of 19-20 and a critical multiplier of ×3.

Feeblemind Aura (Su) By grinding and clicking its mandibles and chitinous plates together (a free action), a mythic derghodaemon can affect all creatures within 60 feet as if by a *feeblemind* spell, or as a *mythic feeblemind* (*Mythic Spell Compendium* 96) spell if the daemon expends one use of its mythic power as a swift action. Daemons are immune to this effect, but all other creatures must make a DC 23 Will save to resist the effects. A creature that fails remains affected as long as the mythic derghodaemon continues to maintain the aura and the subject remains within 30 feet of the daemon. Once either condition ends, the victim of this effect can attempt a new DC 23 Will save once per minute to recover from the effect; otherwise, it can be cured by a *heal*, *limited wish*, *miracle*, or *wish* spell. Unlike its non-mythic counterparts, a mythic derghodaemon can use its spell-like abilities and rend attack in any round in which it uses its feeblemind aura, and only mythic creatures that make their saves are immune to the effect for 24 hours. This is a sonic mind-affecting effect. The save DC is Charisma-based and includes a +2 racial bonus.

Ripping Rend (Ex) A mythic derghodaemon's rend deals 1d4+1 points of Constitution damage and 2d6 points of bleed damage. This bleed damage is not automatically stanching by non-mythic healing magic, ending only if the creator of the effect succeeds on a DC 21 caster level check. Bleed damage can also be halted with a successful DC 21 Heal check.

Swarmwalking (Su) A derghodaemon is immune to damage or distraction effects caused by swarms.

Daemon, Hydrodaemon

The skin on this frog-like fiend is clammy and its eyes look dead and milky; its wide face is split by a fanged maw.

MYTHIC HYDRODAEMON

CR 10/MR 4

XP 9,600

Pathfinder Roleplaying Game Bestiary 2

NE Large outsider (aquatic, daemon, evil, extraplanar, mythic)

Init +2; **Senses** darkvision 60 ft., *detect magic*; **Perception** +15

DEFENSE

AC 24, touch 11, flat-footed 22 (+2 Dex, +13 natural, –1 size)

hp 155 (10d10+100)

Fort +13, **Ref** +9, **Will** +3; **second save**^{MA}

DR 10/epic and cold iron or silver; **Immune** acid, death effects, disease, poison, waters of the River Styx; **Resist** cold 10, electricity 10, fire 10; **SR** 23

OFFENSE

Speed 30 ft., fly 40 ft. (average; see glide, below), swim 60 ft.

Melee bite +13 (1d8+4 plus grab), 2 claws +13 (1d6+4)

Ranged sleep spittle^{MA} +11 (sleep)

Space 10 ft.; **Reach** 10 ft.

Special Attacks decree of drowning^{MA}, **mythic power** (4/day, surge +1d8), rake (2 claws +13, 1d6+4), transmute water to Styx^{MA}, speed to the depths^{MA}

Spell-Like Abilities (CL 9th; concentration +11)

Constant—*detect magic*, *water walk*

At will—*acid arrow*, *deeper darkness*

3/day—*control water*, *greater teleport* (self plus 50 lbs. of objects only), *summon monster V* (Large water elemental only)

1/day—*deseccate*, *summon* (level 3, 1 hydrodaemon 50%)

STATISTICS

Str 18, **Dex** 15, **Con** 22, **Int** 9, **Wis** 11, **Cha** 14

Base Atk +10; **CMB** +15 (+19 grapple); **CMD** 27

Feats Cleave^{MF}, Point-Blank Shot, Power Attack^{MF}, Precise Shot, Skill Focus (Perception)

Skills Fly +0, Intimidate +14, Knowledge (planes) +10,

Perception +15, Sense Motive +12, Stealth +10, Swim +21

Languages Abyssal, Infernal; telepathy 100 ft.

SQ amphibious, glide, transmute water to styx^{MA}

ECOLOGY

Environment any (Abaddon)

Organization solitary, gang (1 mythic hydrodaemon plus 2–5 non-mythic hydrodaemons), or mob (1–2 mythic hydrodaemons plus 4–12 non-mythic hydrodaemons)

Treasure standard

SPECIAL ABILITIES

Decree of Drowning (Su) As a standard action, a mythic hydrodaemon can expend one use of mythic power to create an orb of fetid water around the head of a single creature within 60 feet. The creature suffers a –4 penalty on Perception checks, and, unless it can breathe water, becomes unable to breathe, and must begin holding its breath or drown (see the *Pathfinder Roleplaying Game Core Rulebook* for more

information on holding one's breath and drowning). The orb follows the creature as it moves, but as a full-round action, the creature can attempt to get away from the orb with a successful DC 17 Reflex save. Success on this saving throw ends the effect. The save DC is Charisma-based.

Glide (Ex) A mythic hydrodaemon can launch itself into the air and glide along for 1 minute, gaining a fly speed of 40 feet with average maneuverability. While gliding, the hydrodaemon gains the pounce ability.

Sleep Spittle (Su) A mythic hydrodaemon can spit at a single target within 40 feet, making a ranged touch attack as a standard action. A target hit by this spittle must succeed on a DC 21 Will save or fall asleep for 1 minute. Any effect that would automatically awaken a sleeping creature instead allows it to attempt a new Will saving throw to awaken. Non-mythic creatures that are normally immune to sleep effects are not immune to this ability. The save DC is Constitution-based.

Speed to the Depths (Su) As a full-round action, a mythic hydrodaemon can steal the breath from the lungs of nearby drowning creatures. For each creature within 60 feet that is currently holding its breath to avoid drowning, the number of rounds the creature can continue holding its breath is reduced by 1d4. If this reduces the remaining time that the creature can hold its breath to 0 rounds or fewer, the DC of its suffocation checks increase by 1 instead.

Transmute Water to Styx (Su) As a standard action, a mythic hydrodaemon can expend one use of mythic power to create a mystic connection between a single body of water within 60 feet and the legendary River Styx, causing even the freshest, purest water to be transformed into the viscous, memory-draining sludge of that abysmal waterway. A mythic hydrodaemon can affect up to one 5-ft.-cube of water per Hit Dice (ten 5-ft.-cubes for most mythic hydrodaemons). Any creature splashed with water affected by this ability must succeed on a DC 15 Will save or lose a portion of its memory. Roll 1d3 to determine whether the creature forgets a class feature, feat, or skill. If a class feature is lost, the creature chooses which class feature to lose. Characters from spellcasting classes that prepare spells can choose to forget some of their spellcasting ability instead of another class feature, which causes them to lose 1 spell slot of each spell level they can cast. Characters from spellcasting classes that cast spells spontaneously can choose to forget some of their spells known instead of another class feature, which causes them to lose 1 spell known of each spell level they can cast. If a feat is lost, the creature chooses which feat to lose. If the creature chooses a feat that serves as a prerequisite of another feat, he loses access to both feats. If skills are lost, the creature chooses 10 skill ranks from among all of his skills, and loses them. Whatever is forgotten, the effects are temporary, and last for only 1d4 days.

A *heal* or *restoration* spell restores the lost class feature, feat, or skills immediately. Full immersion in the water functions the same way, but the saving throw DC is increased to 20, a total of two class features, feats, or skills are lost with each failed save, and the creature must make a new saving throw each round, or lose further class features, feats, or skills. The water remains transmuted for 24 hours, after which it becomes filthy but mundane water.

Daemon, Leukodaemon

This human-shaped beast has a horse's skull for a head. It walks on cracked hooves and bears the rotting wings of a carrion bird.

MYTHIC LEUKODAEMON

CR 11/MR 4

XP 12,800

Pathfinder Roleplaying Game Bestiary 2

NE Large outsider (daemon, evil, extraplanar, mythic)

Init +16/-4, **dual initiative**^{MA}; **Senses** darkvision 60 ft., *deathwatch*, *detect good*; Perception +22

Aura infectious aura (60 ft.)

DEFENSE

AC 28, touch 17, flat-footed 20 (+8 Dex, +11 natural, -1 size)

hp 165 (10d10+110)

Fort +10, **Ref** +15, **Will** +12

Defensive Abilities *mirror dodge*^{MA}; **DR** 10/epic and good or silver; **Immune** acid, death effects, disease, poison; **Resist** cold 10, electricity 10, fire 10; **SR** 24

OFFENSE

Speed 30 ft., fly 60 ft. (average)

Melee bite +16 (1d8+7), 2 claws +16 (1d6+7)

Ranged +1 *composite longbow* +20/+15/+10 (1d8+8, x3 plus greater contagion)

Space 10 ft.; **Reach** 10 ft.

Special Attacks airborne, breath of flies, *mythic power* (4/day, surge +1d8), *unstoppable shot*^{MA}

Spell-Like Abilities (CL 10th, concentration +13)

Constant—*deathwatch*, *detect good*

At Will—*contagion* (DC 17), *dispel magic*, *greater teleport* (self plus 50 lbs. of object only)

1/day—*harm* (DC 19), *summon* (level 3, 1 leukodaemon only, 35%)

STATISTICS

Str 25, **Dex** 26, **Con** 25, **Int** 16, **Wis** 21, **Cha** 16

Base Atk +10; **CMB** +18; **CMD** 36

Feats Alertness, Hover, Improved Initiative^{MF}, Point-Blank Shot, Weapon Focus^{MF} (longbow)

Skills Fly +19, Heal +18, Intimidate +16, Knowledge (planes)+16, Perception +22, Sense Motive +22, Stealth +16, Survival +15, Use Magic Device +16

Languages Abyssal, Draconic, Infernal; telepathy 100 ft.

SQ infectious skull

ECOLOGY

Environment any (Abaddon)

Organization solitary or wake (1-3 mythic leukodaemon and 2-8 leukodaemons)

Treasure standard (+1 *composite longbow*, other treasure)

SPECIAL ABILITIES

Airborne (Su) A creature that contracts any disease from the mythic leukodaemon's arrows or *contagion* spell-like ability becomes contagious. Any disease acquired from the leukodaemon gains the inhaled type. Creatures within 30 feet of a victim affected by the leukodaemon's *contagion* ability must succeed at a DC 16 Fortitude save or contract the same illness. A creature cannot contract more than one disease in this manner. A creature who successfully saves against this ability is immune to that leukodaemon's airborne ability for 24 hours.

Breath of Flies (Su) Once per minute as a standard action, a leukodaemon can unleash a cloud of corpse-bloated, biting black flies in a 20-foot cone. Those caught in the cone take 8d6 points of slashing damage (DC 22 Reflex half). Those who take any damage are also sickened for 1 minute. In addition, the flies linger for 1d4+1 rounds, congealing into a buzzing 20-foot-square cloud centered on the cone's original point of origin. Any creature that ends its turn in this cloud must succeed on a DC 22 Reflex save to avoid taking 4d6 points of damage and becoming sickened for 1 minute. This cloud of flies may be dispersed by any area effect that does damage or creates wind of at least strong wind force. All daemons are immune to this effect. The save DCs are Constitution-based.

Greater Contagion (Su) Any arrow a leukodaemon fires from a bow is tainted with *disease*. If a creature is damaged by a leukodaemon's arrow, it must make a DC 20 Fortitude save or be affected as if by the spell *greater contagion*. A leukodaemon can manifest arrows at will and never runs out of ammunition. The save DC is Constitution-based.

Infectious Skull (Su) All creatures within 60 feet of a mythic leukodaemon take a -4 penalty on Fortitude saves against disease effects. As a standard action, the leukodaemon can detach its skull and leave it in place, causing creatures within 60 feet of either the mythic leukodaemon or its skull to take this penalty. If a creature other than the leukodaemon picks up the detached skull, the skull loses this property until the leukodaemon recovers and reattaches it for at least one round. However, the creature carrying the skull becomes infectious for as long as it carries the skull, affecting any creature it touches as *contagion* (DC 14 Fortitude negates), including when using unarmed strikes, natural weapons, melee touch attacks, or normally harmless effects delivered by touch. A creature that saves against the bearer's *contagion* is immune to it for 24 hours.

A mythic leukodaemon can use *locate object* at will as a spell-like ability to find its skull, and it can expend one use of its mythic power as a full-round action to regrow its skull, causing its detached skull to crumble to dust.

Mirror Dodge (Su) This functions as the 3rd-tier archmage path ability, as described in Chapter 1 of *Pathfinder Roleplaying Game Mythic Adventures*.

Unstoppable Shot (Ex) This functions as the 3rd-tier champion path ability, as described in Chapter 1 of *Pathfinder Roleplaying Game Mythic Adventures*.

Daemon, Meladaemon

This foul creature looks like an emaciated humanoid with the head of a jackal.

MYTHIC MELADAEMON

CR 14/MR 6

XP 38,400

Pathfinder Roleplaying Game Bestiary 2

NE Large outsider (daemon, evil, extraplanar, mythic)

Init +6/-14, **dual initiative**^{MA}; **Senses** darkvision 60 ft., *detect good, detect magic*; Perception +20

Aura consumptive aura^{MA} (20 ft.)

DEFENSE

AC 31, touch 15, flat-footed 25 (+6 Dex, +16 natural, -1 size)

hp 207 (14d10+130)

Fort +11, **Ref** +15, **Will** +14

DR 10/epic and good; **Immune** acid, critical hits, death effects, disease, poison, sneak attack; **Resist** cold 10, electricity 10, fire 10; **SR** 28

OFFENSE

Speed 30 ft., fly 60 ft. (average)

Melee bite +21 (2d8+6/19-20/x3 plus disease and hunger^{MA}), 2 claws +19 (2d6+6 plus hunger^{MA})

Space 10 ft.; **Reach** 10 ft.

Special Attacks conjure locusts^{MA}, grave starvation^{MA}, irresistible craving^{MA}, **mythic power** (6/day, surge +1d8)

Spell-Like Abilities (CL 11th; concentration +17)

Constant—*detect good, detect magic, see invisibility*

At will—*cause fear* (DC 17), *deeper darkness, greater teleport* (self plus 50 lbs. of objects only)

3/day—*blight* (DC 21), *diminish plants, quickened magic missile*

1/day—*horrid wilting* (DC 24), *waves of fatigue*

STATISTICS

Str 22, **Dex** 22, **Con** 21, **Int** 21, **Wis** 17, **Cha** 22

Base Atk +14; **CMB** +21; **CMD** 37

Feats Blind-Fight, Combat Reflexes^{MF}, Great Fortitude, Improved Critical (bite)^{MF}, Iron Will, Quickened Spell-Like Ability (*magic missile*), Weapon Focus (bite)^{MF}

Skills Bluff +23, Fly +17, Heal +11, Intimidate +23, Knowledge (planes) +22, Knowledge (religion) +22, Perception +20, Sense Motive +20, Spellcraft +22, Stealth +19, Survival +20, Use Magic Device +16

Languages Abyssal, Draconic, Infernal; telepathy 100 ft.

ECOLOGY

Environment any (Abaddon)

Organization solitary or cohort (1 mythic meladaemon plus 1–5 piscodaemons)

Treasure standard

SPECIAL ABILITIES

Consumptive Aura (Su) A mythic meladaemon radiates an aura of hunger to a radius of 20 feet. Every round a creature begins its turn within this aura, it must succeed on a DC 24 Fortitude save or take 3d6 points of nonlethal damage and become fatigued from extreme hunger (a creature that is already fatigued becomes exhausted, instead). This nonlethal damage cannot be healed until the creature has consumed a full meal, or received the benefits of a *lesser restoration* spell. Mythic creatures that do not need to eat are immune to this effect, but non-mythic creatures that do not eat are not, as the mythic meladaemon still saps their energy. The save DC is Constitution based and includes a +2 racial bonus.

Conjure Locusts (Su) As a standard action, a mythic meladaemon can conjure dozens of locusts inside the mouth, stomach, and throat of a single living creature within 100 feet. The meladaemon does not need to be able to see the target to use this ability, but must be aware of it and know its general location. The creature must succeed on a DC 23 Fortitude save or become nauseated for 1d3 rounds and permanently lose the benefits of any consumable magic items they are currently benefitting from (such as potions or a *heroes' feast* spell), as the locusts devour the contents of the creature's stomach and expel themselves from its mouth and nose. The save DC is Charisma-based.

Disease (Ex) *Daemonic wasting*: Bite—injury; save Fort DC 22; onset 1 day; frequency 1/day; effect 1d4 Con and 1d4 Cha damage; cure 2 consecutive saves. The save DC is Constitution-based.

Grave Starvation (Su) Humanoid creatures slain by a mythic meladaemon must succeed on a DC 23 Will save or rise as mythic ghosts (see *Mythic Undead*) with the advanced template on their next turn. These advanced mythic ghosts obey the mythic meladaemon's commands, and are completely under its control. The mythic meladaemon can control a total number of Hit Dice of advanced mythic ghosts in this way equal to twice its Hit Dice (28 Hit Dice for most mythic meladaemons).

Hunger (Su) A mythic meladaemon's claw attack deals an additional 2d6 points of nonlethal damage as it causes sudden pangs of horrific hunger in its foe. This nonlethal damage cannot be healed until the creature has consumed a full meal, or received the benefits of a *lesser restoration* spell. Creatures that do not need to eat are immune to this effect.



Irresistible Craving (Su) As a standard action, by expending one use of mythic power, a mythic meladaemon can instill a powerful hunger for a particular substance in a single creature within 60 feet. The substance can be anything the meladaemon desires, including filth, rocks, or even the flesh of members of the creature's own race,. Whenever the target is within 60 feet of the chosen substance, she must succeed on a DC 23 Will save or be compelled to devour as much of it as she can, to the exclusion of all else. The compulsion lasts for 10 minutes or until all of the substance within 60 feet of her has been consumed. Any hostile action made against the target while under this compulsion temporarily suppresses it, allowing the creature to defend herself, though the compulsion returns once the danger passes. *Break enchantment*, *wish*, or *miracle*, is required to remove it. Additionally, the mythic meladaemon adds its mythic rank to its caster level for the purpose of the DC of caster level checks made to remove this curse. This is a mind-affecting effect compulsion curse effect. The saving throw DC is Charisma-based.

Purging Aura (Su) A mythic meladaemon can expend one use of its mythic power to intensify the power of its consumptive aura for 6 rounds. Creatures entering or beginning their turn within this aura become nauseated and cannot speak or use a breath weapon until the beginning of their next turn (DC 22 Fortitude negates), as their digestive system expels its contents. If a creature failing its save had swallowed one or more creatures whole, those creatures are expelled into a random space adjacent to the creature. Any non-instantaneous effect created by eating or drinking, such as consuming a potion or *heroes' feast*, is immediately ended, and even an instantaneous effect is reversed if the consumable was eaten or drunk since the beginning of the creature's last turn. Non-mythic creatures must save each round they are within the purging aura, but a mythic creature that succeeds on its save is immune to that activation of the purging aura. The save DC is Constitution-based.



Daemon, Piscodaemon

This hideous cross between a lobster, an octopus, and a human threatens enemies with powerful claws and writhing tentacles.

MYTHIC PISCODAEMON

CR 12/MR 5

XP 19,200

Pathfinder Roleplaying Game Bestiary 2

NE Medium outsider (aquatic, daemon, evil, extraplanar, mythic)

Init +8; **Senses** darkvision 60 ft., *detect good*, *detect magic*, *see invisibility*; **Perception** +16

DEFENSE

AC 29, touch 14, flat-footed 25 (+4 Dex, +15 natural)

hp 209 (11d10+149)

Fort +16, **Ref** +7, **Will** +9

Defensive Abilities *poisonous blood*^{MA}; **DR** 10/epic and good;

Immune acid, death effects, disease, poison; **Resist** cold 10, electricity 10, fire 10; **SR** 26

OFFENSE

Speed 30 ft., swim 50 ft.

Melee 2 claws +18 (2d6+7/18–20/x3 plus grab and 1d6 bleed), tentacles +16 (1d10+3 plus poison^{MA})

Special Attacks constrict (2d6+10), *mythic power* (5/day, surge +1d8), noxious belch^{MA}, sickening poison^{MA}

Spell-Like Abilities (CL 11th; concentration +14)

Constant—*detect good*, *detect magic*, *see invisibility*

At will—*dispel magic*, *greater teleport* (self plus 50 lbs. of objects only)

3/day—*fly*, *stinking cloud* (DC 16)

1/day—*summon* (level 4, 1d3 hydrodaemons 35%)

STATISTICS

Str 25, **Dex** 18, **Con** 28, **Int** 14, **Wis** 15, **Cha** 17

Base Atk +11; **CMB** +18 (+22 grapple); **CMD** 32

Feats Critical Focus^{MF}, Improved Initiative, Multiattack, Power Attack^{MF}, Sickening Critical, Vital Strike^{MF}

Skills Escape Artist +18, Intimidate +17, Knowledge (planes) +16, Perception +16, Sense Motive +16, Stealth +18, Survival +16, Swim +29

Languages Abyssal, Draconic, Infernal; telepathy 100 ft.

SQ amphibious, augmented critical, create poison^{MA}, toxic delight^{MA}

ECOLOGY

Environment any (Abaddon)

Organization solitary, pair, or knot (1 mythic piscodaemon plus 3–5 non-mythic piscodaemons)

Treasure standard

SPECIAL ABILITIES

Augmented Critical (Ex) A piscodaemon's claws threaten a critical hit on an 18–20 and inflict x3 damage on a successful critical hit.

Create Poison (Su) As a move action, a mythic piscodaemon can expend one use of its mythic power to alter the poison created by its tentacles. The mythic piscodaemon can choose any contact or injury poison, and for 1 minute its noxious belch, poisonous blood, and tentacles deliver that poison, instead of their normal poison (the DC for the poison remains the same as the mythic piscodaemon's poison's normal DC). Additionally, during this time, the mythic piscodaemon can spend 3 consecutive full-round actions milking its tentacles to produce a single dose of the chosen poison which it can store in a vial or similar container, or deposit directly onto an object.

Noxious Belch (Ex) As a full-round action, a mythic piscodaemon can release an airborne version of its poison as a noxious cloud of transparent green vapors. This takes the form of a 20-foot-radius cloud, one edge of which is adjacent to the mythic piscodaemon's space. Any creature that enters this area, or begins its turn within it, must make a Fortitude save to resist the poison's effects, as though they had been struck by its tentacles. Creatures within the cloud can hold their breath to avoid the poison, but only if they begin doing so before entering the cloud. The cloud persists for 1d4 rounds. Moderate wind (11+ mph) disperses the cloud in 1 round. The mythic piscodaemon can also create this cloud underwater, in which case it is dispersed by currents of 11+ mph. The mythic piscodaemon must wait 1 minute between uses of this ability, although it can expend a single use of its mythic power to bypass this restriction when using the ability.

Poison (Ex) Tentacles—*injury*; *save* Fortitude DC 24; *frequency* 1/round for 6 rounds; *effect* 1d2 Str and 1d2 Con damage plus staggered for 1 round; *cure* 2 consecutive saves.

Sickening Poison (Su) As a standard action, by expending one use of its mythic power, a mythic piscodaemon can increase the toxicity of poisons in the bodies of nearby creatures. Additionally, all creatures within 60 feet of the mythic piscodaemon that are currently afflicted by one or more poisons gain the sickened condition, and all creatures that are currently immune to poison lose that immunity. These effects last for 1 minute.

Toxic Delight (Su) As an embodiment of death by poison, a mythic piscodaemon is strengthened when living creatures succumb to poison. Whenever a creature within 60 feet of a mythic piscodaemon fails a saving throw to resist the effects of one or more poisons, the mythic piscodaemon heals 5 hit points. Whenever a creature within 60 feet of a mythic piscodaemon dies due to ability damage inflicted by one or more poisons, the mythic piscodaemon regains a single use of mythic power. Hit points or uses of mythic power gained in this way that exceed the mythic piscodaemon's maximum are wasted.

Daemon, Purrodaemon

Dozens of weapons pierce this massive monster's body. Red eyes glow with wickedness in its vulture-like head.

MYTHIC PURRODAEMON

CR 22/MR 9

XP 614,400

Pathfinder Roleplaying Game Bestiary 2

NE Large outsider (daemon, evil, extraplanar, mythic)

Init +19/-1^{MF}, **dual initiative**^{MA}; **Senses** darkvision 60 ft., *true seeing*; Perception +26

Aura fear (15 ft., DC 24), *unholy aura*

DEFENSE

AC 44, touch 19, flat-footed 38 (+4 deflection, +6 Dex, +25 natural, -1 size)

hp 403 (19d10+299); fast healing^{MA} 20 (while in combat)

Fort +26, **Ref** +21, **Will** +14; **second save**^{MA}

Defensive Abilities grasping flesh^{MA}, **fortification**^{MA}; **DR** 10/epic and good and silver; **Immune** acid, death effects, disease, poison; **Resist** cold 10, electricity 10, fire 10; **SR** 38

OFFENSE

Speed 30 ft., fly 60 ft. (good)

Melee +3 *vicious wounding halberd* +36/+31/+26/+21 (2d8+24/19-20/x3 plus 2d6), bite +27 (1d8+7)

Space 10 ft.; **Reach** 10 ft.

Special Attacks cunning tactician^{MA}, horrors of war^{MA}, **mythic power** (9/day, surge +1d10), weapon steep^{MA}, weapon storm^{MMA}

Spell-Like Abilities (CL 18th; concentration +23)

Constant-*true seeing*, *unholy aura* (DC 23)

At will-*greater teleport* (self plus 50 lbs. of objects only)

3/day-*chain lightning* (DC 21), *cone of cold* (DC 20), *flame strike* (DC 20)

1/day- summon (level 5, 2 derghodaemons 50%)

STATISTICS

Str 38, **Dex** 23, **Con** 32, **Int** 17, **Wis** 18, **Cha** 21

Base Atk +19; **CMB** +34; **CMD** 54

Feats Combat Expertise^{MF}, Combat Reflexes, Greater Vital Strike, Improved Critical^B (halberd), Improved Initiative^{MF}, Improved Sunder, Improved Vital Strike, Lunge^{MF}, Power Attack^{MF}, Quick Draw, Vital Strike^{MF}, Weapon Focus^B (halberd)

Skills Acrobatics +28, Bluff +21, Diplomacy +17, Fly +16, Intimidate +27, Knowledge (planes) +25, Perception +26, Sense Motive +26, Spellcraft +23, Stealth +24, Survival +17

Languages Abyssal, Draconic, Infernal; telepathy 100 ft.

ECOLOGY

Environment any (Abaddon)

Organization solitary, patrol (1 mythic purrodaemon and 2-4 purrodaemons), or unit (1 mythic purrodaemon and 5-10 purrodaemons)

Treasure standard

SPECIAL ABILITIES

Cunning Tactician (Su) As a commander and general of daemonic armies, a mythic purrodaemon is an expert at marshalling forces

under its command. All of the mythic purrodaemon's allies within 60 feet (including itself) gain a +2 morale bonus on attack and damage rolls made against creatures that have already been attacked by any of the mythic purrodaemon's allies this round. Additionally, as a swift action, the mythic purrodaemon can expend one use of its mythic power to rally all of its allies within 60 feet, granting them a +4 competence bonus on attack rolls, damage rolls, combat maneuver checks, and saving throws, as well as a +4 competence bonus to AC and CMD, until the beginning of the mythic purrodaemon's next turn.

Grasping Flesh (Su) A mythic purrodaemon's flesh clings to any weapons that manage to pierce its war-toughened hide. Whenever a creature successfully damages the mythic purrodaemon with a piercing or slashing weapon, the mythic purrodaemon may make a disarm attempt as a free action that does not provoke attacks of opportunity. If successful, the weapon remains lodged in the mythic purrodaemon's flesh, and is treated as though it had been sheathed there using its weapon steep ability. The weapon can be reclaimed with a successful Steal combat maneuver.

Horrors of War (Su) Whenever a mythic purrodaemon scores a critical hit against a living creature, that creature's Wisdom score is permanently reduced by 1, as a result of the horrible trauma of the blow. Creatures that are slain by a mythic purrodaemon have their Wisdom score permanently reduced by 2, should they ever be returned to life. This is not ability drain, and cannot be removed by mortal means, and can only be removed by a *wish* or *miracle* spell cast by a mythic caster, who must succeed on a caster level check (DC 11 + the mythic purrodaemon's caster level + the mythic purrodaemon's mythic rank; 38 for most mythic purrodaemons).

Weapon Steep (Su) A mythic purrodaemon can sheathe a weapon in its flesh as a swift action. This does no damage to the daemon. If a weapon remains sheathed in its body for at least 24 hours, the weapon absorbs some of its essence and gains magical enhancements. By expending one use of mythic power as a swift action, the mythic purrodaemon can instantly infuse its energy into a weapon, bypassing this 24 hours waiting period. A mythic purrodaemon can have up to a dozen weapons lodged in its body at a time, but only one can possess magical enhancements at a time. The total enhancements cannot exceed a +6 effective enhancement—most mythic purrodaemons opt to create +3 *vicious wounding* weapons in this manner. A weapon's enhancements vanish as soon as the mythic purrodaemon dies or releases the weapon. A mythic purrodaemon gains Weapon Focus and Improved Critical as bonus feats as long as it wields a weapon benefitting from its weapon steep ability.

Weapon Storm (Su) As a full-round action, by expending 3 uses of mythic power, a mythic purrodaemon can animate all of the weapons currently sheathed within its body, causing them to unsheathe themselves and attack its foes. Each weapon currently sheathed in this way has its enhancement bonus increased by +1, and gains the *dancing* weapon special ability. Each of these weapons then dislodges from its flesh and is loosed to attack the mythic purrodaemon's enemies for 4 rounds.



Daemon, Thanadaemon

Rattling with each stride, this looming, horned, skeletal figure clutches a wicked staff. A seething glow burns in its eye sockets.

MYTHIC THANADAEMON

CR 16/MR 7

XP 76,800

Pathfinder Roleplaying Game Bestiary 2

NE Medium outsider (daemon, evil, extraplanar, mythic)

Init +14; **Senses** darkvision 60 ft., *true seeing*; Perception +25

DEFENSE

AC 34, touch 15, flat-footed 30 (+3 Dex, +2 dodge, +20 natural)

hp 257 (15d10+175)

Fort +12, **Ref** +12, **Will** +14

Defensive Abilities *block attacks*^{MA}, implacable^{MA}; **DR** 10/epic and good; **Immune** acid, death effects, disease, poison; **Resist** cold 10, electricity 10, fire 10; **SR** 31

OFFENSE

Speed 30 ft.; *air walk*

Melee +3 *quarterstaff* +24/+19/+14 (1d6+12 plus aging touch^{MA} and energy drain) or 2 claws +21 (1d4+6 plus aging touch^{MA} and energy drain)

Special Attacks curse of inevitable death^{MA}, draining weapon, energy drain (1 level, DC 22), fear gaze, mythic power drain^{MA}, mythic power (7/day, surge +1d10), soul crush^{MA}, soul trap^{MA}

Spell-Like Abilities (CL 15th; concentration +19)

Constant—*air walk*, *true seeing*

At will—*greater teleport* (self plus skiff and passengers only), *plane shift* (self plus skiff and passengers only, Astral, Ethereal, and evil-aligned planes only)

3/day—*animate dead*, *desecrate*, *enervation*

1/day—summon (level 4, 1d4 hydrodaemons 80% or 1 thanadaemon 35%)

STATISTICS

Str 23, **Dex** 16, **Con** 25, **Int** 17, **Wis** 17, **Cha** 20

Base Atk +15; **CMB** +21; **CMD** 35

Feats Alertness, Blind-Fight, Dodge^{MF}, Improved Initiative^{MF}, Iron Will, Lunge^{MF}, Mobility, Power Attack^{MF}

Skills Acrobatics +21, Bluff +23, Diplomacy +23, Intimidate +23, Knowledge (planes) +21, Knowledge (religion) +21, Perception +25, Sense Motive +25, Stealth +14, Survival +10

Languages Abyssal, Draconic, Infernal; telepathy 100 ft.

SQ embed soul gem^{MA}

ECOLOGY

Environment any (Abaddon)

Organization solitary, pair, or council (1 mythic thanadaemon plus 2–12 non-mythic thanadaemons)

Treasure standard (+3 *quarterstaff*, other treasure)

SPECIAL ABILITIES

Aging Touch (Su) Whenever a mythic thanadaemon hits a creature with a melee attack using either a natural attack or a manufactured weapon, that creature permanently ages one year (no save). A creature whose race doesn't reach middle age until after they are 100 years old or older ages 5 years instead. Whenever a mythic thanadaemon confirms a critical hit, it can expend one use of mythic power to permanently age the recipient of that critical hit by 15 years (or 40 years if it is a long-lived creature as above). Mythic creatures are entitled to a DC 22 Fortitude save to reduce the number of years they age by half. This is a death effect. The save DC is Charisma-based.

Curse of Inevitable Death (Su) As a standard action, a mythic thanadaemon can expend two uses of its mythic power in order to impose a curse of inevitable death on a single living creature within 120 feet. A mythic creature is entitled to a DC 22 Will save to negate the effect but nonmythic creatures receive no saving throw. An affected creature loses any resistance or immunity to death effects that it might possess, and cannot regain lost hit points by any means, including magical healing, for as long as the curse persists. Finally, the creature loses all protection from the effects of aging, including immortality granted by class features, spells, magic items, and other sources (though naturally ageless creatures, such as constructs, undead, and most outsiders, remain ageless). The curse of inevitable death can be removed by slaying the mythic thanadaemon, or by *mythic wish* or *mythic miracle*. The caster must succeed on a DC 35 caster level check, or the *mythic wish* or *mythic miracle* spell has no effect.

Draining Weapon (Su) A mythic thanadaemon's energy drain attack functions through any melee weapon it wields.

Embed Soul Gem (Su) A mythic thanadaemon can insert a soul gem into each of its eye sockets. As long as it has a soul gem inserted into one of its eye sockets, it may choose a single feat possessed by the creature whose soul is stored in the gem, and it gains the benefits of that feat. It may instead choose a single spell that the creature whose soul is stored within the gem was able to cast, and it gains the ability to cast that spell as a spell-like ability once per day (it must have the soul gem inserted into its eye socket for 24 hours before it can use this ability). For every 5 Hit Dice possessed by the creature whose soul is imprisoned in the gem, the mythic thanadaemon can choose an additional feat or spell to gain with this ability. Finally, for each soul gem it currently has inserted in its eye sockets, the DC of its fear gaze increases by +1.

Fear Gaze (Su) Cower in fear for 1d6 rounds, 30 feet, Will DC 22 negates. This is a mind-affecting fear effect. The save DC is Charisma-based.

Implacable (Ex) As an embodiment of inevitable death from old age, these creatures are nearly as hard to destroy as death itself. All damage that a mythic thanadaemon would suffer is halved (rounded down) after applying its damage reduction. Additionally, there is a 50% chance that any non-damaging effect (including spells and extraordinary, supernatural, and spell-like abilities) has no effect on a mythic thanadaemon.

Mythic Power Drain (Su) Whenever a mythic thanadaemon successfully drains a level from a mythic creature with its energy drain ability, it also drains 1 remaining use of mythic power from the victim, reducing that creature's remaining daily uses of mythic power by 1, and increasing the mythic thanadaemon's remaining uses of mythic power by 1. Against creatures that are not mythic, the mythic thanadaemon's energy drain inflicts 1 additional negative level, instead.

Soul Crush (Su) A mythic thanadaemon can crush a soul gem (see *cacodaemon*) as a standard action to gain fast healing 15 for 15 rounds. This action condemns the crushed soul to Abaddon—resurrecting this victim requires a DC 28 caster level check.

Additionally, if a mythic thanadaemon crushes a soul gem that contains the soul of a mythic creature, it regains a number of uses of mythic power equal to the mythic tier or mythic rank that that creature possessed in life.

Soul Trap (Sp) As a standard action, a mythic thanadaemon can extract the soul of a living or recently deceased creature within 60 feet. If the target is a living creature, the mythic thanadaemon must expend one use of mythic power and the target is entitled to a DC 22 Will save to resist the effect. If the target is the corpse of a recently deceased creature, the mythic thanadaemon does not need to expend any uses of mythic power, and there is no saving throw allowed, but the corpse must not have been dead for more than 1 hour. Either way, the creature's soul coalesces into a soul gem in the mythic thanadaemon's hand, which can be used for its soul crush ability.

If the soul belonged to a living creature, that creature does not die, but does suffer a -4 penalty to all ability scores for as long as his soul is absent, and he ages 1 year for each day that passes. If that creature dies before his soul is restored, he cannot be returned to life as long as his soul is in gem form (if his soul was crushed, the normal rules for resurrecting a creature whose soul was crushed apply). A stolen soul can be returned with a successful *wish* or *miracle* spell, whether it was crushed or not.

Daemon, Venedaemon

Silken robes drape this androgynous fiend's form, providing only an outline of the body beneath. Claw-tipped tentacles emerge from the cuffs, clutching wands and soul gems, while below its robe's margins, its multiple-jointed legs—almost like a reptilian insect's—end in clawed, three-toed chitinous feet. Its face remains perpetually covered by a dark veil, and a trio of long, forked tongues periodically emerges from its rounded mouth and tastes the air around its thin lips.

MYTHIC VENEDAEMON

CR 6/MR 2

XP 2,400

Official Pathfinder Roleplaying Game supplement devoted to the horsemen of the Apocalypse

NE Medium outsider (daemon, evil, extraplanar, mythic)

Init +6; **Senses** *arcane sight*, darkvision 60 ft.; **Perception** +12

DEFENSE

AC 20, touch 12, flat-footed 18 (+2 Dex, +8 natural)

hp 71 (6d10+38)

Fort +5, **Ref** +7, **Will** +8

DR 5/epic and good or epic and silver; **Immune** acid, death effects, disease, poison; **Resist** cold 10, electricity 10, fire 10; **SR** 18

OFFENSE

Speed 30 ft., fly 30 ft. (average)

Melee 2 tentacles +6 (1d6)

Special Attacks *arcane soul-crush*^{MA}, *mythic power* (2/day, surge +1d6), *spells*^{MA}

Spell-Like Abilities (CL 8th; concentration +12)

Constant—*arcane sight*

3/day—*dimension door*, *dispel magic*, *slow*

1/day—*summon* (level 4, 1 mythic cacodaemon 40%, or 1d4 cacodaemons, 75%)

Spells Known (CL 8th; concentration +12)

4th (4/day)—*black tentacles*^M

3rd (6/day)—*stinking cloud* (DC 19), *vampiric touch*^M

2nd (8/day)—*blindness/deafness* (DC 18), *mirror image*, *scorching ray* (DC 18)

1st (8/day)—*charm person* (DC 17), *color spray* (DC 17), *mage armor*, *magic missile*, *vanish*

0 (at will)—*acid splash*, *arcane mark*, *daze* (DC 16), *detect magic*, *mage hand*, *open/close*, *read magic*, *touch of fatigue* (DC 16)

STATISTICS

Str 11, **Dex** 15, **Con** 16, **Int** 22, **Wis** 16, **Cha** 23

Base Atk +6; **CMB** +6; **CMD** 18

Feats *Combat Casting*, *Eschew Materials*^B, *Improved Initiative*, *Magical Aptitude*, *Mythic Spell Lore*^{MF}

Skills *Bluff* +15, *Disguise* +12, *Fly* +11, *Intimidate* +15, *Knowledge* (arcana, planes) +15, *Knowledge* (religion) +12, *Perception* +12, *Sense Motive* +12, *Spellcraft* +17, *Stealth* +11, *Use Magic Device* +17

Languages Abyssal, Aquan, Celestial, Common, Draconic, Ignan, Infernal; telepathy 100 ft.

ECOLOGY

Environment any (Abaddon)

Organization solitary, pair, or superior cabal (1 mythic venedaemon and 2–5 venedaemons)

Treasure standard

SPECIAL ABILITIES

Arcane Soul-Crush (Su) A mythic venedaemon may consume a held soul gem as a swift action, allowing it to cast any of its spells known, or use any of its spell-like abilities, without using a spell slot or uses of that spell-like ability. In addition, if a mythic venedaemon expends one use of its mythic power when it consumes a soul gem, or if it consumes a mythic soul gem (i.e., a soul gem created by a mythic daemon, or that contains the soul of a mythic creature), it may cast the mythic version of any of its spells known or use the mythic version of any of its spell-like abilities. A mythic venedaemon that expends one use of its mythic power when it consumes a mythic soul gem may cast the mythic version of any of its spells known or use the mythic version of any of its spell-like abilities as part of the same swift action. For the daemon to use this ability, the consumed gem must contain the soul of a creature with Hit Dice equal to or greater than the spell level of the desired spell or spell-like ability.

Spells A mythic venedaemon uses its spell-like abilities and casts spells like a sorcerer with a caster level equal to its Hit Dice +2.

Daemon, Vulnudaemon

A bloody, tooth-filled mouth that looks almost like a horrific gash gasps in the neck of this pale, childlike horror.

MYTHIC VULNUDAEMON

CR 5/MR 2

XP 1,600

Pathfinder Roleplaying Game Bestiary 3

NE Small outsider (daemon, evil, extraplanar, mythic)

Init +4; **Senses** darkvision 60 ft., *deathwatch*, *detect good*, *detect magic*; **Perception** +10

Aura aura of dread^{MA} (30 ft., DC 18)

DEFENSE

AC 20, touch 15, flat-footed 16 (+4 Dex, +5 natural, +1 size)

hp 59 (6d10+26)

Fort +6, **Ref** +6, **Will** +6

DR 5/epic and good or epic and silver; **Immune** acid, death effects, disease, poison; **Resist** cold 10, electricity 10, fire 10

OFFENSE

Speed 30 ft.

Melee mwk short sword +12/+7 (1d4+4/19–20 plus bleed), bite +6 (1d3+2)

Special Attacks bleed (1d4), mythic power (2/day, surge +1d6), sneak attack +1d6

Spell-Like Abilities^{MMA} (CL 7th; concentration +10)

Constant—*deathwatch*, *detect good*, *detect magic*

At will—*murderous command* (DC 14)

3/day—*blur*, *death knell* (DC 15), *hold person* (DC 15), *invisibility*, *minor image* (DC 15), *silence* (DC 15)

1/day—*greater invisibility*, *inflict critical wounds* (DC 17), *summon* (level 2, 1d4 cacodaemons 40%)

STATISTICS

Str 14, **Dex** 19, **Con** 13, **Int** 12, **Wis** 13, **Cha** 16

Base Atk +6; **CMB** +7; **CMD** 21

Feats Ability Focus (aura of doom), Combat Casting, Weapon Finesse^{MF}

Skills Bluff +12, Diplomacy +10, Fly +12, Knowledge (arcana) +7, Knowledge (planes) +8, Perception +10, Sense Motive +10, Spellcraft +8, Stealth +17

Languages Abyssal, Draconic, Infernal; telepathy 100 ft.

ECOLOGY

Environment any (Abaddon)

Organization solitary, pair, or murder (1 mythic vulnudaemon and 2–12 vulnudaemons)

Treasure standard (masterwork shortsword, other treasure)

SPECIAL ABILITIES

Aura of Dread (Su) As a free action, a vulnudaemon can radiate an aura of dread and hopelessness. Any creature within 30 feet of the vulnudaemon must succeed at a DC 18 Will save or become shaken for as long as it remains in the aura. If a mythic vulnudaemon expends one use of its mythic power as a swift action when damaging a creature that is shaken from its aura of doom, that creature must succeed at a DC 18 Will save or become panicked for as long as it remains in the aura and for 1d4 rounds thereafter. A non-mythic creature that succeeds on its saving throw is instead frightened for 1d4 rounds. This is a mind-affecting fear effect. The save DCs are Charisma-based.

Daemon, Ignodaemon

This towering infernal titan is covered in leathery scales, with great batwing ears projecting from either side of its hulking head. Its arms are bizarrely proportioned, with a massive and incredibly muscular right arm opposite a delicately clawed left. A spiked ridge runs down its back, to the tip of its lashing tail.

IGNODAEMON

CR 15/MR 6

XP 51,200

NE Large outsider (daemon, evil, extraplanar)

Init +9; **Senses** darkvision 60 ft., *detect good*, *detect magic*;
Perception +19

DEFENSE

AC 34, touch 20, flat-footed 29 (+6 deflection, +5 Dex, +14 natural, -1 size)

hp 222 (12d10+156)

Fort +12, **Ref** +13, **Will** +10

DR 10/epic and good; **Immune** acid, charm, death effects, disease, poison; **Resist** cold 10, electricity 10, fire 10; **SR** 29

OFFENSE

Speed 30 ft.

Melee +2 *unholy rapier* +22/+17/+12 (1d8+11/18-20) and 1 slam +20 (3d6+9/19-20, x3)

Special Attacks fleet charge^{MA}, left and right hand, greater sword and pen, mythic power (6/day, surge +1d8), persuasive countenance^{MA}, sneak attack +6d6, surprise strike^{MA}

Spell-Like Abilities (CL 15th, concentration +21)

Constant—*detect good*, *detect magic*

At Will—*greater teleport* (self plus 50 lbs. of object only), *malicious spite*^{UM} (DC 20), *unadulterated loathing*^{UM} (DC 19)

3/day—quickened *unadulterated loathing*^{UM} (DC 19), *smug narcissism*^{UM} (DC 20), *unholy sword*

1/day—summon (level 4, 1 derghodaemon, 40%)

STATISTICS

Str 29, **Dex** 20, **Con** 26, **Int** 16, **Wis** 17, **Cha** 23

Base Atk +12; **CMB** +22; **CMD** 43

Feats Alertness, Improved Critical^{MF} (slam), Improved Initiative, Persuasive^{MF}, Power Attack^{MF}, Quickened Spell-Like Ability (*unadulterated loathing*^{UM})

Skills Acrobatics +11, Bluff +19, Climb +15, Diplomacy +25, Intimidate +25, Knowledge (nobility) +12, Knowledge (planes) +12, Knowledge (religion) +9, Perception +20, Sense Motive +20, Spellcraft +12, Stealth +14, Use Magic Device +18

Languages Abyssal, Celestial, Draconic, Infernal; telepathy 100 ft.

SQ display of Charisma^{MA}, perfect lie^{MA}

ECOLOGY

Environment any (Abaddon)

Organization solitary or infestation (1 ignodaemon and 1–4 derghodaemons, hydrodaemons, leukodaemons, or meladaemons)

Treasure standard

SPECIAL ABILITIES

Instigator (Su) Whenever a mythic ignodaemon targets a creature with its *malicious spite*, *smug narcissism*, or *unadulterated loathing* spell-like abilities, it can spend a point of mythic power to target two subjects for the spell instead of one. Each subject saves separately or is affected normally.

Left and Right Hand (Ex) Like the despot it was in life, an ignodaemon's left and right arm approach challenges very differently. The ignodaemon takes no penalties for making a right-handed slam attack in conjunction with its left-handed weapon attacks. Attacks with the ignodaemon's smaller left hand suffer no size penalties to attack rolls.

Greater Sword and Pen (Su) A mythic ignodaemon's magical rapier is its unique badge of office. This functions like the nonmythic ignodaemon's sword and pen ability, except that it's rapier is a legendary item. A mythic ignodaemon's rapier always has the *returning* and *unyielding* legendary qualities, and bears a total magical bonus of +4, including enhancement bonus and other magical qualities.

Majestic Presence (Su) An ignodaemon silences critics with a glare and forces attackers to back down with sheer will. It gains a deflection bonus to AC equal to its Charisma modifier.





The powers among daemonkind craft ignodaemons from the souls of despotic rulers who allowed suffering to characterize their rule. Though often unwittingly, these mortal princes seized undeserved power and in turn served the causes of death, famine, pestilence, and war. As failed heads of state deposed by their own people, ignodaemons are perfectly suited to rule by nepotism and fear, skills enhanced by their undeserved promotion to a daemonic governor. Lesser daemons despise ignodaemons for their ascension, frequently reacting to their "superiors" with open hostility. More powerful daemons pay the governors their lip service when they have to, but recognize their role as more feudal lackeys than political powers. Only the deacons and more powerful daemons grant them respect, but even that is the respect a superior has for an ancillary caste. The feudal nature of daemonic hierarchy rewards loyalty to the Horsemen alone, and requires the ignodaemons to appease the demands of their anointed fiends.

Ignodaemons form with enough power to defend themselves against physical attacks by their lower cousins. Expected to cobble together allies and contingencies, they have magical and mundane abilities that empower them to navigate the hostility of a race determined to end all life. True to twisted daemonic fashion, their greatest defense is their ability to increase the loathing of their subjects to such extremes they won't remain close enough to attack. Ignodaemon assassinations occur, but must be immediate, since assailants generally teleport away out of a sudden sense of disgust.

Ignodaemons rule their fiefs with a combination of diplomacy and violence, both primarily characterized by duplicity. Wise daemons remark that the loose order teaches daemons to walk the line between trust and self-reliance. Others believe the unstable politics of daemonkind serve to prevent the establishment of lasting order among their ranks. Regardless, the official role of ignodaemons is to be both obeyed and hated, as they use those under their authority to accomplish the designs of the Horsemen and their deacons.

An ignodaemon's left arm is generally the same size as a human's, despite its massive frame. Its right arm is the size of a much larger creature's arm, erupting from a massive shoulder with knuckles that drag the ground. An ignodaemon stands 9 feet tall and weighs 1,500 pounds.







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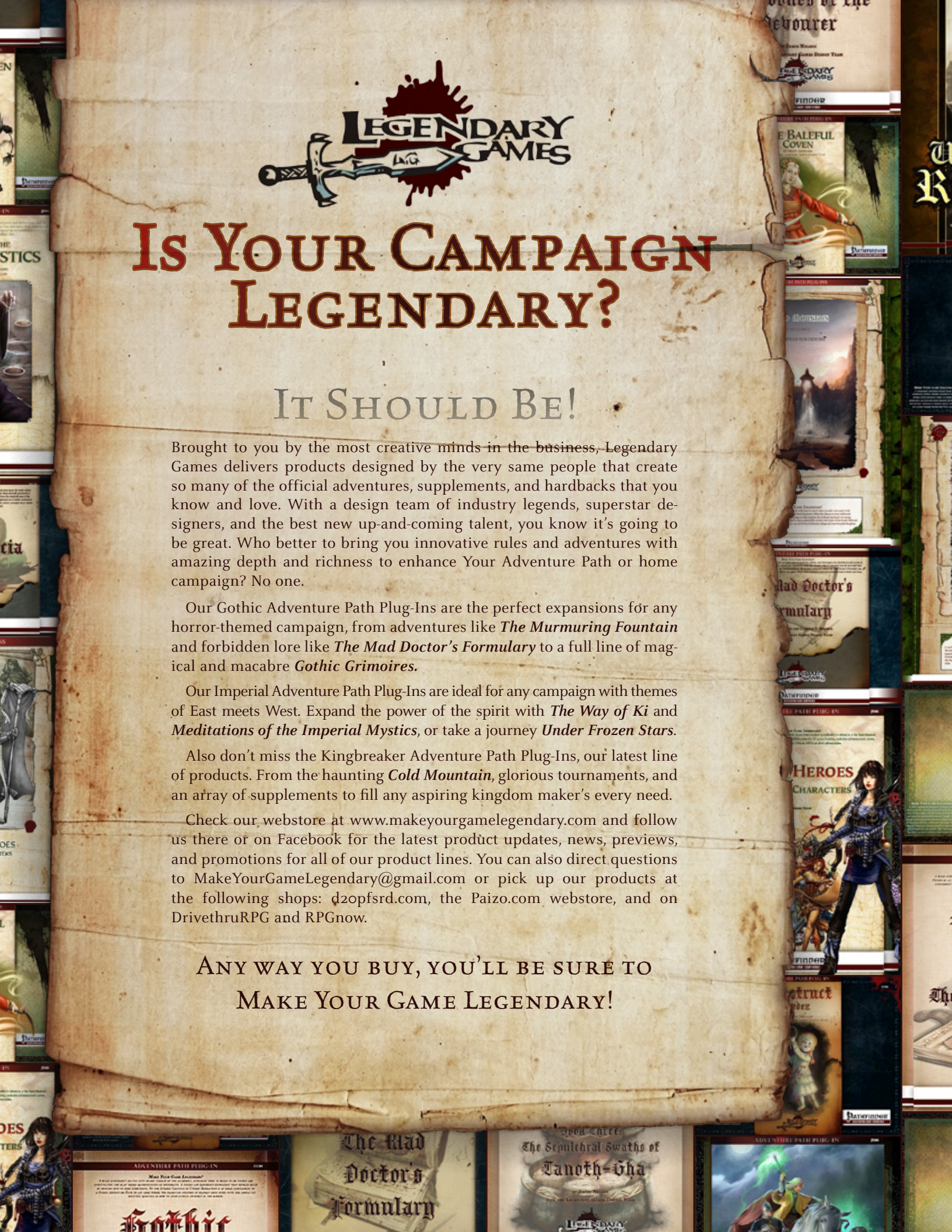
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