

# MYTHIC MONSTERS DEMONS TOO

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11

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## TABLE OF CONTENTS

WELCOME TO ULTIMATE PLUG-INS: MYTHIC MONSTERS!	I
WHAT YOU WILL FIND INSIDE MYTHIC MONSTERS: DEMONS TOO	2
The Cost of Your Happ iness	3
Abrikandilu (Wrecker Demon)	5
BRIMORAK (ARSON DEMON)	6
CAMBION	7
COLOXUS (FLY DEMON)	8
DERAKNI (LOCUST DEMON)	10
Dretch (Sloth Demon)	
Gallu (Warmonger Demon)	12
GIBRILETH (FILTH DEMON)	
Kithangian (Beast Demon)	16
Schir (Spite Demon)	18
Seraptis (Suicide Demon)	19
Shemhazian	22

**NOTE:** The following notations are used in the stat blocks contained in this product:

MF = Mythic feat

MA = Mythic ability

<sup>MMA</sup> = Major mythic ability (counting as two abilities)

Underlined text indicates a rules element that is described in Pathfinder Roleplaying Game Mythic Adventures.

- ACG = Pathfinder Roleplaying Game Advanced Class Guide
- <sup>APG</sup> = Pathfinder Roleplaying Game Advanced Player's Guide
- ARG = Pathfinder Roleplaying Game Advanced Race Guide
- <sup>B1</sup> = Pathfinder Roleplaying Game Bestiary
- <sup>B2</sup> = Pathfinder Roleplaying Game Bestiary 2

<sup>B3</sup> = Pathfinder Roleplaying Game Bestiary 3
 <sup>B4</sup> = Pathfinder Roleplaying Game Bestiary 4

<sup>B5</sup> = Pathfinder Roleplaying Game Bestiary 5

- <sup>BOD:LOC</sup> = Guide to the Lords of Chaos in the official Pathfinder campaign world.
- MAdv = Pathfinder Roleplaying Game Mythic Adventures
- <sup>OA</sup> = Pathfinder Roleplaying Game Occult Adventures
- <sup>uc</sup> = Pathfinder Roleplaying Game Ultimate Combat
- <sup>UE</sup> = Pathfinder Roleplaying Game Ultimate Equipment <sup>UM</sup> = Pathfinder Roleplaying Game Ultimate Magic
- <sup>ww</sup> = Guide to the Wounded Land in the official Pathfinder campaign world.



### WELCOME TO MYTHIC PLUG-INS: MYTHIC MONSTERS!

THIS SUPPLEMENT IS JUST ONE PART OF A LARGER RESOURCE FOR EVERY GAMemaster 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.

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### 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.

### About Legendary Games

Legendary Games is an all star team of authors and designers, founded by Clark Peterson of Necromancer Games, Inc. Legendary Games uses a cooperative, team-based approach to bring you, the Paizo fan, the best expansion material for your game. We are gamers and storytellers first, and we believe that passion shows in our products. So check us out, and Make Your Game Legendary!

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## WHAT YOU WILL FIND INSIDE MYTHIC MONSTERS: DEMONS TOO

Mythic Monsters: Demons Too brings you an awesome array of abyssal adversaries ready to bring pain, torment, destruction, and woe upon the world and your heroes. These dastardly demons range from CR 3 to 23, including some of the lowliest of demonkind, the disguisting dretch and the half-breed cambion, as well as the savage footsoldiers of the Abyssal armies, the spiteful schir with their hewing halberds and the goat-horned brimoraks with their fiery hooves and burning blades. Truly hideous horrors lurk in the foul places of the Abyss, from the filthy and pestilential gibrileth to the foul and bestial kithangian, or even the lowly and loathsome abrikandilu who seek nothing but the wrecking of all things beauteous and fair. The seductively sinister coloxus conceals its insidiously insectile nature beneath a cloak of possession, while the deadly derakni revels in the company of the vilest vermin of the nether pits. The mightiest fiends are agents of death as often for their own kind as for others, as the prowling shemhazian preys upon all things weaker than itself while the subtle seraptis cultivates despair like a crop of death, leaving suicide and hopelessness in its wake, as does the warmongering gallu, lord of bloody battle. As if a dozen existing monsters were not enough, the brand-new skrekalga brings the spirit of absolute obsession and corruption to all it encounters. Add to that a delightfully disturbing piece of demonic fiction by Todd Stewart and you'll be ready to unleash truly exquisite evil upon your heroes.

The Mythic Monsters series from Legendary Games sets aside the rich story and background that is 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

### THE COST OF YOUR HAPPINESS

The lore of ancient Demons Too is steeped in hidden secrets and lost lore. Some characters are expert In the waning hours of a cold winter day, a man sat with a look of intense concentration on his face as he whispered words in an arcane and obscure tongue. With practiced grace he wove his fingers through the air. His focus was on one of many objects on a desk cluttered with scrolls, grimoires, and scattered components.

Around him the room lay in a state of pragmatically cluttered chaos. For many years more concerned with efficiency than appearance, his social life had long since fallen prey to his work as he hurled himself into his craft. Playing with her toys in an adjacent room, his young child's occasional laughter brought a smile to her weary father's face.

"You can always take a break, you know." His quasit familiar was perched on a stack of books to his left, like a grey-green, perpetually sarcastic gargoyle.

"Make yourself useful for once and go fetch me some hot tea from the kitchen." The wizard didn't look up to see the tiny demon roll its eyes as it rose to its feet with a flutter of mismatched wings. "Get me some more ink and paper as well while you're up."

Grumbling as it left, but nonetheless obeying its master, the quasit returned with piping hot tea, paper, and ink. It received as its only thanks another series of tasks to occupy its time: laundry and dishes. He would not be disturbed while manufacturing his latest order, a pair of flying boots for the local lord's son.

Soon the long shadows of twilight crept through the window as the sun fell below the horizon. The clouds burned transiently in a dazzling array of red and orange, fading to black and finally handing over the night sky to the shrouded new moon.

"Huh. I expected you to be done by now." The quasit rapped a knuckle on a nearby chair leg before fluttering back up to its favorite perch. "I could always help you rather than being set to meaningless make-work." "I neither need nor desire your help in any task of consequence." His master replied, looking up sternly. "I would be rid of you if I could, but in the absence of that option, you'll do as a tiny scullery maid."

The quasit snorted, "You know I never asked to be bound to you. I never wanted to be latched to the will of a wizard who had little of the sort to impose."

"As I've made clear over the years, if it makes you feel better, I never wanted you either."

"So you've impressed upon me time and time again." The tiny fiend picked its nose and looked away, "But I was the cost of your happiness."

"I would pay that cost every time." There was a momentary pause in his casting, and the wizard smiled at the distant sound of his child playing with the animal figurines he'd enchanted for her on her birthday the year before.

The quasit rolled and lay down on its back, looking upside down at its master, "You couldn't conceive and so you turned to every cleric, sage, or hedge-mage midwife who could offer you the hope of a child of your own."

"We wanted a child to raise and love, but after the miscarriages and dashed hopes time and again... We were both getting older." His knuckles whitened briefly at the edge of the desk. "There was no other way."

"So there wasn't, and so here I am, an unwanted gift from Lamashtu herself." The quasit flashed a snaggletooth smile as it kicked its froglike legs into the air and wiggled its toes. "Consider me a receipt in the flesh. You have what you wanted and I get to tempt you towards power, darkness, and chaos for as long as you breathe."

The wizard laughed without humor. "Your Abyssal matron must be disappointed in you then, because we've both seen how well that's been going."

The quasit sneered, "A shame that she couldn't be here to watch her child grow up."

"Shut up." There was a sudden hard edge to his voice.

"Such a tragic accident two years later." The quasit dredged into the past in a well of bittersweet memories. "Your wife never saw her walk, never heard her first articulate word..."

"Stop!" The wizard snarled, and the only thing that kept him from hurling the fiend against the far wall with a bolt of magical force was the knowledge that he would feel the sympathetic pain of its bones crunching against the stone.

He gritted his teeth and stared daggers at the smiling fiend. They had been so happy together as a family at last, but their happiness had been so very brief. He had carried on, knowing that he'd raise their child with as much love as she would have, regardless of the price that had been paid for her. She would want for nothing, not so long as his labor could provide for her. His wife would have been proud.

The quasit smirked. "You never told her about the deal you made."

"She didn't need to know. I only wanted her to be happy. That's all that I ever wanted."

"You still resent me though, even as good and well behaved as I've been." The demon put a tiny hand to its glossy green chest. "I've obeyed without question, and around others I've always assumed the form of a rat or other small animal so as not to embarrass or offend."

Their banter trailed off as the wizard did his best to ignore his unwanted familiar and return to his magical crafting. The quasit watched and admired his work, which was indeed exceptional. That same eye for quality, that same absolute devotion to his work to better support his child and ensure her future was the greatest gift that he could have given the fiend. His so-called master never noticed the time spent away from him and the moments never shared. The evenings when he slept soundly and comfortably, his familiar was anything but quiescent.

"It's her birthday tomorrow, you know." The quasit finally broke the tedium.

"Birthday? Whose birthday?" The wizard looked up, mildly confused. His wife was born in spring, and his daughter in the fall, nearly three months past now. "Your daughter's." The quasit sat up, kicking its legs in the air atop its pile of books. It glanced in the direction of her room and then quickly to the open window.

"What are you prattling on about?"

"Well not the day of her birth exactly, but her conception." The quasit had a most curious smile playing across its face. "It's also a rather unique day: a curious quirk of a name in Abyssal, some numerology, and the fact that it's both a new moon and the day of a solar eclipse both then and once again."

The wizard looked up, making eye contact with the smiling fiend, confusion dawning across his features.

The quasit waved its hand, "It's terribly complicated, I admit. But you needn't worry yourself about it."

The first light of dawn stretched through the open tower window, falling across the floor, racing to the quasit and brilliantly illuminating its teeth, sparkling and white. For the first time in its existence, the tiny fiend seemed genuinely happy.

"There's one thing that you should worry about, however." It chuckled and nodded as if to somewhere behind its master. "One very poignant fact, my master: it was never you that I was bound to."

The dagger buried itself in his left kidney, neatly severing the renal artery and drawing a proud cackle from the dancing and clapping quasit. Agony consumed the wizard's senses as suddenly he was falling and it was so very, very cold. The blade stabbed again and again and the fiend's teeth were at his throat, laughing triumphantly as the last thing its so-called master heard was his daughter's giggle as she looked down at her handiwork and then up at the smiling face of her one and only friend.

"My precious child, you make me proud." Bloody and laughing, the quasit took the girl's hand, "Oh, what fun we'll have together!"

### Abrikandila (Wrecker Demon)

This deformed, horned, hunchbacked humanoid has a forked, ratlike tail and two thumbs on each taloned hand.

### MYTHIC ABRIKANDILU

#### XP 1,200

CR 4/MR 1

Pathfinder Roleplaying Game Bestiary 5

CE Medium outsider (chaotic, demon, evil, extraplanar, mythic) Init +0; Senses darkvision 60 ft.; Perception +12

### DEFENSE

AC 16, touch 10, flat-footed 16 (+6 natural)

hp 42 (5d10+15)

### Fort +5, Ref +4, Will +3

DR 5/cold iron and epic; Immune electricity, poison; Resist acid 10, cold 10, fire 10

Weaknesses hatred of mirrors

### OFFENSE

### Speed 30 ft.

Melee bite +7 (1d6+2 plus mutilation), 2 claws +7 (1d4+2)

Ranged improvised weapon +7 (1d6+4)

Special Attacks destructive attacks, mutilation, mythic power (1/ day, surge +1d6)

Spell-Like Abilities (CL 5th; concentration +6)

3/day—cause fear (DC 12), shatter (DC 13)

1/day—summon (level 1, 1 non-mythic abrikandilu 50%) STATISTICS

Str 15, Dex 11, Con 12, Int 6, Wis 10, Cha 13

Base Atk +5; CMB +7 (+9 sunder); CMD 17 (19 vs. sunder) Feats Improved Sunder, Iron Will, Power Attack, Throw Anything<sup>B, MF</sup>

Skills Appraise +6, Climb +10, Disable Device +8, Perception +12; Racial Modifiers +4 Perception

Languages Abyssal, Celestial, Draconic; telepathy 100 ft.

### ECOLOGY

Environment any (Abyss)

Organization solitary, pair, or gang (3-12)

**Treasure** standard (thieves' tools, other treasure, but any art objects are broken)

### SPECIAL ABILITIES

Destructive Attacks (Ex) An abrikandilu's natural attacks can threaten and confirm critical hits against objects. In addition, an abrikandilu gains a +5 racial bonus on Strength checks to break or destroy objects.

Hatred of Mirrors (Ex) An abrikandilu loathes the sight of its own reflection. Using a mirror grants a +5 bonus on Intimidate checks against an abrikandilu. An abrikandilu adjacent to a mirror or attacked by a mirror-carrying creature (at the GM's discretion, some shields could be considered mirrors) must attempt a DC 15 Will save at the start of its turn. If it fails, it must focus all of its actions that round on attempts to destroy the mirror. Horrific Reflection (Su) Any creature adjacent to a mirror (including a creature carrying a mirror) that is also adjacent to a mythic abrikandilu perceives its own features becoming warped and deformed like those of the demon, causing the target to gain the abrikandilu's hatred of mirrors for 24 hours (DC 13 Will negates). This is a curse effect, and it is similar to a gaze attack in that creatures can attempt to avoid its effects by closing or averting their eyes. While it persists, the creature becomes shaken for 1 round whenever it begins or ends its turn adjacent to a mirror or an abrikandilu. The save DC is Charisma-based.

If a mythic abrikandilu expends one use of its mythic power while adjacent to a mirror, it can attempt to destroy that mirror as if it had used *shatter*. If the mirror is destroyed, all non-demons within 30 feet with line of sight to the mythic abrikandilu are affected as described above.

Mutilation (Su) An abrikandilu's bite causes horrific and hideous wounds that not only mar beauty but supernaturally diminish a creature's sense of self-worth. A creature bitten by an abrikandilu must succeed at a DC 13 Fortitude save or gain a –1 penalty on all Charisma-based checks. This penalty stacks, up to a –5 penalty, and it lasts even after the wounds are healed. The penalty slowly fades with time, diminishing by 1 every 24 hours until it reaches o. This is a curse effect. The save DC is Constitution-based.

Savage Scarification (Ex) Whenever a mythic abrikandilu confirms a critical hit against a non-mythic creature, the target takes 2 points of Charisma damage and 1d4 points of bleed damage. This effect is halved against a mythic target that succeeds on a DC 13 Fortitude save. The save DC is Constitution-based.

### Brimorak (Arson Demon)

Standing just over three feet tall, this bestial humanoid wears filthy, lattered robes and has blue-gray skin decorated with strange, coiling stripes. Dark fur grows on its head and arms, and its feet end in burning hooves. Its eyes glow as red as the flaming sword it wields in one hand, and its breath fills the surrounding air with noxious gray smoke.

### MYTHIC BRIMORAK

### CR 6/MR 2

XP 2,400

d2opfsrd.com<sup>BOD:LOC</sup>

CE Small outsider (chaotic, demon, evil, extraplanar, fire, mythic)

**Init** +7; **Senses** darkvision 60 ft., smoke vision<sup>MA</sup>; Perception +10 **Aura** choking smoke breath<sup>MA</sup> (5 ft., DC 18)

#### DEFENSE

AC 20, touch 14, flat-footed 17 (+3 Dex, +6 natural, +1 size) hp 83 (6d10+50)

### Fort +10, Ref +8, Will +3

Defensive Abilities boiling blood; DR 5/epic and cold iron or good; Immune electricity, fire; Resist acid 10, cold 10; SR 18 Weaknesses vulnerable to cold

OFFENSE

### Speed 30 ft.

- Melee +1 longsword +12/+7 (1d6+4/19-20 plus 1d6 fire), hoof +0 (1d3+1 plus 1d6 fire)
- **Special Attacks** breath weapon (20-foot line of boiling blood, 5d6 fire damage, Reflex DC 18 half, usable every 1d4 rounds), burning hooves, <u>lingering breath</u> (2d4 fire, 2 rounds), <u>mythic</u> <u>power</u> (4/day, surge +1d6)
- **Spell-like Abilities** (CL 6th; concentration +8)
- 3/day—dispel magic, heat metal (DC 14), produce flame
  1/day—air walk, fireball (DC 15), greater teleport (self plus 50 lbs. of objects only), summon (level 3, 1 brimorak, 50%)

### STATISTICS

### Str 17, Dex 16, Con 21, Int 12, Wis 12, Cha 15 Base Atk +6; CMB +8; CMD 21

- Feats Combat Casting, Extra Mythic Power<sup>MA</sup>, Improved Initiative, Weapon Focus (longsword)
- **Skills** Acrobatics +12, Bluff +11, Knowledge (engineering) +10, Knowledge (planes) +10, Perception +18, Sense Motive +10, Stealth +16; **Racial Modifiers** +8 Perception

Languages Abyssal, Celestial, Draconic, Ignan; telepathy 100 ft. SQ flaming weapon

### ECOLOGY

Environment any (Abyss; volcanic regions)

- Organization solitary, band (1 mythic brimorak plus 1–5 brimoraks), or platoon (2 mythic brimoraks plus 5–14 brimoraks)
- Treasure standard (+1 longsword, other treasure)

### SPECIAL ABILITIES

**Boiling Blood (Su)** A brimorak's blood is boiling hot. It can cough out a hideous amount of this scorching fluid as a breath weapon, but the blood also serves the demon as a defensive ability. Any creature that damages a brimorak with a slashing or piercing melee weapon is sprayed by boiling blood, and takes 1d4 points of fire damage with each successful hit with such a weapon. Creatures using reach weapons are not subject to this damage.

Burning Hooves (Su) A brimorak's hooves burn with fire, leaving scorched hoofprints on wood, stone, and most every other solid surface, yet this supernatural fire does not set alight surfaces the demon treads upon. It does make it easier to track a brimorak, though—Survival checks made to track a brimorak gain a +8 circumstance bonus. Brimoraks use their *air walk* ability to throw creatures off their trail, or to leave their prints in strange places (like atop roofs) to spread fear and terror. Against a prone foe, a brimorak can make two hoof attacks rather than just one.

Choking Smoke Breath (Su) A brimorak's breath manifests as clouds of foul-smelling smoke when it exhales. This breath surrounds the brimorak out to a radius of 5 feet—while the smoke isn't thick enough to obscure vision or choke foes, it is enough to sicken breathing foes who are not immune to poison. A successful DC 18 Fortitude save grants immunity to the sickening effect of a particular brimorak's smoke breath for 24 hours. The save DC is Constitution-based. As a move action that expends one use of mythic power, a mythic brimorak can cough forth a cloud of heavy smoke to a radius of 15 feet. This smoke obscures vision, giving concealment (20% miss chance) to creatures within it. A creature that breathes this smoke must make a Fortitude save each round (DC 18, +1 per previous check) or be sickened and spend that round choking and coughing. Creatures that are immune to poison are immune to the sickening effect but not to the choking effect. A creature that chokes for 2 consecutive rounds takes 1d6 points of nonlethal damage. This heavy smoke remains for 2d4 rounds before dispersing.

Flaming Weapon (Su) As a free action, a brimorak can infuse a wielded melee weapon (including a two-handed weapon, but not a second weapon held in the off-hand) with its fiery nature, allowing it to inflict an additional 1d6 points of fire damage with the weapon. This fire damage stacks with any additional fire damage that the weapon might also inflict. The weapon loses this ability if it leaves the demon's grasp.

Smoke Vision (Ex) A mythic brimorak can see perfectly in smoky conditions (such as those created by *pyrotechnics* or its smoke breath ability).

### Cambion

This red-skinned, demonic humanoid has a forked tongue, and a pair of black horns sprout from its brow.

CR 3/MR 1

### MYTHIC CAMBION

#### XP 800

Pathfinder Roleplaying Game Bestiary 5

CE Medium outsider (chaotic, demon, evil, extraplanar)

Init +1; Senses darkvision 60 ft.; Perception +7

### DEFENSE

AC 17, touch 11, flat-footed 16 (+4 armor, +1 Dex, +2 natural) hp 32 (3d10+16)

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

Immune electricity, poison; Resist acid 10, cold 10, fire 10; SR 14

### OFFENSE

Speed 30 ft.

**Melee** mwk scimitar +6 (1d6+2/18–20), claw +0 (1d4+1/19–20) or 2 claws +5 (1d4+2/19–20)

Ranged mwk composite longbow +5 (1d8+2/×3)

- Special Attacks <u>mythic power</u> (3/day, surge +1d6), sadistic strike, sinfrenzy
- Spell-Like Abilities (CL 3rd; concentration +5)

3/day—command (DC 13)

1/day—charm person (DC 13), death knell (DC 14), enthrall (DC 14)

### STATISTICS

Str 15, Dex 13, Con 14, Int 13, Wis 12, Cha 14

Base Atk +3; CMB +5; CMD 16

Feats Deceitful, Extra Mythic Power<sup>MA</sup>, Power Attack

Skills Acrobatics +6, Bluff +10, Disguise +10, Intimidate +8,

Perception +7, Sense Motive +7, Stealth +6

Languages Abyssal, Common; telepathy 30 ft.

### ECOLOGY

Environment any (Abyss)

Organization solitary, pair, gang (1-3 mythic cambions and 2–5 cambions), or cult (2-4 mythic cambions and 5-10 cambions) Treasure NPC gear (chain shirt, masterwork scimitar, masterwork composite longbow [+2 Str] with 20 arrows, other treasure)

SPECIAL ABILITIES

- **Cruel Caress (Su)** When a mythic cambion confirms a critical hit in melee against a non-mythic foe, as a swift action he can affect the target as *inflict pain*<sup>OA</sup> (DC 13 Will partial). A creature that successfully saves cannot be affected by the same cambion's cruel caress for 24 hours. If the cambion expends one use of mythic power when using this ability, he can affect a mythic creature with his cruel caress; if used against a non-mythic creature, the save DC is increased by 2 and the duration is doubled.
- **Insatiable Id (Su)** Once per day as a standard action, a mythic cambion can inflame and distort the uninhibited emotional impulses of a creature within 10 feet. The target must succeed on a DC 13 Will save or be affected as one of the following spells as a 3rd-level caster, depending on the mythic cambion's particular sin:

Envy: paranoia<sup>OA</sup>. Gluttony: burst of adrenaline<sup>OA</sup>. Greed: demand offering<sup>OA</sup>. Lust: unnatural lust<sup>UM</sup>. Pride: delusional pride<sup>UM</sup>. Sloth: oppressive boredom<sup>UM</sup>. Wrath: murderous command<sup>UM</sup>.

If a mythic cambion is reduced below o hit points by a melee attack, the attacker must succeed on a Will save or be affected as if the cambion had used this ability.

Alternatively, any type of mythic cambion can use this ability to affect a spellcasting character as *emotive block*<sup>OA</sup> on a failed save. A mythic cambion can expend one use of its mythic power when triggering this ability to use it as a swift action, to use it an additional time per day as a standard action, or to use the mythic version of the spell as a fullround action. This is a supernatural mind-affecting emotion effect. The save DC is Charisma-based.

Sadistic Strike (Su) Cambions excel at causing pain and anguish. Cambions always treat any weapons with which they attack (including natural weapons and spells with attack rolls) as if they had the Improved Critical feat for the weapons.

Sinfrenzy (Su) Every cambion carries an excessive capacity for one of the seven classical sins, determined at the moment of the cambion's birth and depending on the nature of his humanoid parent's greatest sin. Once per day for a number of rounds equal to his Hit Dice, a cambion can embrace his sin and enter a frenzied state as a free action. While a cambion is in this frenzy, his land speed increases by 10 feet and he gains a +1 bonus on Reflex saves and attack rolls. These bonuses do not stack with those granted by haste or similar effects, but if the cambion has at least 1 level in the class listed for his specific sin, the sinfrenzy grants an additional effect.

*Envy (cleric)*: Cambion clerics covet the gods' power. When they are in a sinfrenzy, their channel energy effect increases by 1d6.

*Gluttony (alchemist)*: Cambion alchemists enjoy drinking extracts, potions, mutagens, and even poisons. When they are in a sinfrenzy, their bombs deal an additional die of damage.

Greed (rogue): Cambion rogues are obsessed with gathering wealth and power. When they are in a sinfrenzy, cambion rogues deal an additional die of sneak attack damage.

Lust (bard): Cambion bards seek to dominate and control others, turning them into slaves. When cambion bards are in a sinfrenzy, the bonuses granted by their inspire courage, inspire competence, inspire greatness, and inspire heroics abilities increase by 1. The save DCs of their bardic performances also increase by 1.

*Pride (wizard)*: Cambion wizards believe their magic is the greatest. When they are in a sinfrenzy, their spell save DCs increase by 1.

Sloth (fighter): Cambion fighters bleed slowly. When entering a sinfrenzy, they gain 2 temporary hit points per Hit Die that disappear when the sinfrenzy ends. Wrath (ranger): Cambion rangers attack with savage hatred. When they are in a sinfrenzy, their favored enemy bonuses increase by 2..

### Coloxus (Fly Demon)

This figure would be the picture of elegance and refinement were it not for its grotesque fly head and shivering insectile wings.

### MYTHIC COLOXUS

### CR 15/MR 6

XP 51,200

Pathfinder Roleplaying Game Bestiary 3

CE Medium outsider (chaotic, demon, evil, extraplanar, mythic) Init +20<sup>MF</sup>/+0, dual initiative<sup>MA</sup>; Senses darkvision 60 ft., scent; Perception +31

### DEFENSE

AC 33, touch 20, flat-footed 23 (+10 Dex, +13 natural) hp 228 (16d10+140)

Fort +15, Ref +20, Will +9

Defensive Abilities evasion; DR 10/epic and good; Immune disease, electricity, poison; Resist acid 10, cold 10, fire 10; SR 26

### OFFENSE

Speed 50 ft., fly 100 ft. (good)

Melee bite +26 (1d6+10 plus siphon), 2 slams +26 (1d4+10) Special Attacks death attack<sup>MA</sup>, draining siphon<sup>MA</sup>, mesmerizing

drone<sup>MA</sup>, mythic power (6/day, surge +1d8), possess creature<sup>MA</sup>, sneak attack +4d6

Spell-Like Abilities (CL 12th; concentration +20)

Constant-tongues

At will-contagion (DC 22), invisibility, suggestion (DC 21)

3/day-confusion (DC 22), haste, quickened invisibility, mind fog (DC 23)

1/day-giant vermin, shadow evocation (DC 23)

### STATISTICS

### Str 19, Dex 30, Con 20, Int 17, Wis 18, Cha 27 Base Atk +16; CMB +26; CMD 40

Feats Agile Maneuvers, Combat Reflexes, Deceitful<sup>MF</sup>, Flyby Attack, Hover, Improved Initiative<sup>MF</sup>, Quicken Spell-Like Ability (invisibility), Weapon Finesse<sup>MF</sup>

Skills Acrobatics +28, Appraise +22, Bluff +29, Diplomacy +14, Disguise +19, Fly +32, Knowledge (arcana) +10, Knowledge (planes) +10, Knowledge (religion) +10, Knowledge (history) +14, Knowledge (nobility) +14, Perception +31, Sense Motive +15, Stealth +28; Racial Modifiers +8 Perception

Languages Abyssal, Celestial, Common, Elven; telepathy 100 ft., tongues SQ mythic spell-like abilities<sup>MA</sup>

### ECOLOGY

Environment urban (Abyss)

Organization solitary, pair, or swarm (2 mythic coloxi and 1-6 coloxi)

Treasure double

### SPECIAL ABILITIES

Death Attack (Ex) A mythic coloxus knows the art of killing or paralyzing a foe with a careful strike. This ability functions as the assassin's death attack ability with an effective assassin level equal to half the mythic coloxus' HD. If the mythic coloxus has levels in a class that grants the death attack ability, those levels stack with this ability to determine the DC and duration of its death attack.

Draining Siphon (Su) Any creature bitten by a mythic coloxus must make a DC 25 Fortitude save or take 1d4 points of Charisma drain and 1 point of Charisma bleed damage. A coloxus heals itself of 5 points of damage for every point of Charisma it drains. The save DC is Constitution-based and includes a +2 racial bonus.

Mesmerizing Drone (Ex) Once per day, when it flutters its wings as a standard action, or as a move action if it expends one use of mythic power, a mythic coloxus can create a mesmerizing display of color and a sound-dampening buzzing drone. All creatures within 30 feet that can see the mythic coloxus must make a DC 26 Will save or be fascinated for 1d4+1 rounds and then *slowed* (as the spell) for as long as the demon maintains the drone, plus 1 round. A mythic coloxus must take a swift action each round to maintain the effect or the effect ceases at the end of its turn. Additionally, the sound creates a buffer against sonic energy, granting the mythic coloxus immunity to sonic attacks or effects while it continues to drone. The save DC is Charismabased. A mythic coloxus can use its mesmerizing drone one more time per day by expending one use of mythic power.

Mythic Spell-Like Abilities (Su) Three times per day, a mythic coloxus may cast the mythic spell version of any of its corresponding spell-like abilities. It 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.

Tenacious Possession (Su) Once per day, as a full-round action, a mythic coloxus can discorporate into a malign presence and target a creature within 15 feet. The creature targeted must succeed at a DC 28 Will save or be possessed. A successful Will save forces the mythic coloxus back into its natural form and stuns it for 1 round. By spending one use of mythic power as part of the full-round action, a mythic coloxus can use this ability an additional time.

Creatures immune to possession, such as those already under the effects of protection from evil or protection from chaos when targeted by this ability are unaffected unless the mythic coloxus spends one use of mythic power as a free action. When a mythic coloxus successfully possesses a target,

it enters its space and merges with it, as per greater possession<sup>OA</sup>. A creature possessed by a mythic coloxus gains the demon-possessed template (*Advanced Bestiary* 69) but gains both bonus feats, rather than just one, and gains epic skill bonuses, rather than profane. A mythic coloxus can instead possess a target as per *riding possession*<sup>OA</sup>. In this case, the target does not gain the demon-possessed template. A mythic coloxus can use its tenacious possession ability to switch between greater possession and *riding possession* effects while possessing a victim.

Each day, a victim that is aware of the possession is

allowed a new DC 28 Will save to force the possessing fiend to leave its body unless the mythic coloxus expends one use of mythic power. Should a victim make this save or be killed, the demon is ejected, retakes its original form in an adjacent space, and is stunned for 1 round. A mythic coloxus may not possess a new target for 24 hours after being ejected from a victim unless it expends one use of mythic power. Dispel evil or dispel chaos can eject a mythic coloxus, but the caster must succeed at a DC 36 caster level check. Banishment and dismissal immediately eject a mythic coloxus from a host if they overcome its SR and it fails to save against the spell. The save DCs are Charisma-based, and include a +2 racial bonus.

If a mythic coloxus exits or is ejected from a creature, the creature immediately loses the demon-possessed template and is stunned for 1 round (if it is still alive).



### Derakni (Locust Demon)

The size of a horse, this demonic locust has a scorpion's stinger and an almost-human face. Its front legs end in clawed hands.

### MYTHIC DERAKNI

CR 12/MR 5

### XP 19,200

### Official guide to the Demon Wastes<sup>ww</sup>

CE Large outsider (chaotic, demon, evil, extraplanar, mythic) Init +15<sup>MA</sup>; Senses darkvision 60 ft., scent; Perception +25 Aura vescavor aura<sup>MA</sup> (5 ft., DC 18),

### DEFENSE

AC 30, touch 15, flat-footed 24 (+6 Dex, +15 natural, -1 size) hp 176 (11d10+116)

### Fort +13, Ref +13, Will +8

**Defensive Abilities** poisonous blood<sup>MA</sup>, **DR** 10/epic; **Immune** electricity, poison; **Resist** acid 10, cold 10, fire 10; **SR** 23

### OFFENSE

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

**Melee** bite +20 (1d4+10 plus poison), 2 claws +20 (1d4+10), sting +20 (1d8+10/19-20 plus poison)

### Space 10 ft.; Reach 10 ft.

Special Attacks drone, mythic spell-like abilities<sup>MA</sup>, mythic power (5/day, surge +1d8)

Spell-Like Abilities (CL 12nd; concentration +15)

- At will—contagion (DC 17), ethereal jaunt (self plus 50 lbs. of objects only), greater teleport (self plus 50 lbs. of objects only), gust of wind
- 3/day—enervation, quickened summon swarm
- 1/day—*insect plague*, summon (level 4, 1 derakni or 1d4 vescavor swarms 40%)

### STATISTICS

### Str 30, Dex 23, Con 22, Int 9, Wis 17, Cha 16 Base Atk +11; CMB +22; CMD 37 (41 vs. trip)

- **Feats** Flyby Attack, Hover <sup>B, MF</sup>, Improved Critical <sup>M</sup> (sting), Improved Initiative, Iron Will, Power Attack<sup>MF</sup>, Quicken Spell-Like Ability (*summon swarm*), Wingover <sup>B, MF</sup>
- Skills Acrobatics +20, Fly +22, Knowledge (planes) +13, Perception +25, Survival +17; Racial Modifiers +8 Perception Languages Abyssal, Celestial, Draconic; telepathy 100 ft.

SPECIAL ABILITIES

- **Drone (Su)** The sound of a derakni in flight is a mesmerizing, unsettling drone that causes confusion in all non-demons who hear the sound. A derakni must fly at least 10 feet to activate this ability (which it can do as a free action as part of its move action). Any non-demon creature that begins its turn within 30 feet of a derakni that moved in this manner on its previous turn must succeed at a DC 18 Will save or become confused for 1d4 rounds. A creature that makes this save is immune to the drone of that derakni for 24 hours. Demons are immune to this sonic, mind-affecting effect. The save DC is Charisma-based.
- **Poison (Ex)** Bite, blood, or sting—injury; save Fort DC 21; frequency 1/round for 6 rounds; effect 1d4 Con; cure 2 consecutive saves.

Vescavor Aura (Su) A mythic locust demon is surrounded by a small cloud of vescavors which float around it and envelop his personal space. The demon is completely unaffected by the swarm, but creatures who start their turn adjacent to the demon take 2d6 points of swarm damage and are confused for 1 round (DC 18 Will negates confusion and reduces damage by half). The demon may spend one use of his mythic power to increase the damage to 3d6, which also ignores DR and increases the DC of the Will save by +2. As a move action, a mythic locust demon can detach its vescavor aura, transforming it into a vescavor swarm<sup>B5</sup> that obeys its mental commands. Its vescavor aura is suppressed as long as the vescavor swarm is active as a separate creature, and if the swarm is destroyed the locust demon's vescavor aura is suppressed for 24 hours, though if the swarm is destroyed the demon can renew its vescavor aura as a full-round action by expending one use of its mythic power. The locust demon can reform the vescavor aura around itself as a move action when it is adjacen to the vescavor swarm. If the swarm has taken damage, it begins healing 1 point of damage per round and cannot be detached again until it reaches full hit points. The swarm cannot be damaged separately when attached to the locust demon as an aura. The save DC is Charisma-based.



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### Dretch (Sloth Demon)

This creature's bloated frame shudders with each heaving step, yet despite its shape, the thing moves with surprising quickness.

### MYTHIC DRETCH

#### XP 800

CR 3/MR 1

Pathfinder Roleplaying Game Bestiary CE Small outsider (chaotic, demon, evil, extraplanar) Init +0; Senses darkvision 60 ft.; Perception +5 Aura mantle of sloth<sup>MA</sup> (DC 11, 1 round)

### DEFENSE

AC 15, touch 11, flat-footed 15 (+4 natural, +1 size) hp 31 (2d10+20)

### Fort +5, Ref +0, Will +3

DR 5/cold iron or good; Immune electricity, poison; Resist acid 10, cold 10, fire 10

### OFFENSE

Speed 20 ft. Melee 2 claws +4 (1d4+1), bite +4 (1d4+1) Special Attacks <u>mythic power</u> (1/day, surge +1d6)

### Spell-Like Abilities (CL 2nd)

1/hour—miserable pity<sup>UM</sup> (DC 11)

1/day—cause fear (DC 11), stinking cloud (DC 13), summon
 (level 1, 1 dretch 35%)

### STATISTICS

Str 12, Dex 10, Con 14, Int 5, Wis 11, Cha 11

Base Atk +2; CMB +2; CMD 12

Feats Toughness<sup>MF</sup>

Skills Escape Artist +5, Perception +5, Stealth +9

Languages Abyssal (cannot speak); telepathy 100 ft. (limited to Abyssal-speaking targets)

SQ worthless and weak<sup>MA</sup>

### ECOLOGY

Environment any (Abyss)

**Organization** solitary, pair, gang (3–5), crowd (6–12), or mob (13+) **Treasure** none

### SPECIAL ABILITIES

Mantle of Sloth (Su) Any non-demon beginning its turn adjacent to a mythic dretch is affected as *slow* for 1 round (DC 11 Will negates). As a standard action, a mythic dretch can expend one use of its mythic power to extend the radius of this aura to 30 feet until the beginning of its next turn, or to affect a single creature within 30 feet as *mythic slow*<sup>MAdv</sup> for 1d4 rounds (1 round for a mythic target). A successful DC 11 Will save negates the effect against a mythic creature or reduces the effect to that of *slow* for 1 round. The save DC is Charisma-based.

Worthless and Weak (Su) A mythic dretch knows how to turn its kind's reputation for pathetic weakness to its advantage. It gains *miserable pity*<sup>UM</sup> as a spell-like ability, and if it expends one use of its mythic power it can use that ability as an immediate action, increasing the save DC by an amount equal to the result of its mythic surge die.

Alternatively, after a mythic dretch is struck by an attack it can expend one use of its mythic power as an immediate action to cause some of its sagging, corpulent flesh to slough off in a putrescent mass. This reduces damage from the attack by 10 points (minimum 0) and fills its attacker with unadulterated loathing<sup>UM</sup> (DC 12 Will negates) for the mythic dretch. A non-mythic creature is nauseated on its next turn unless it moves at least 10 feet away from the mythic dretch.

### Gallu (Warmonger Demon)

This horned, winged, wolf-headed demon has bone-white flesh onto which have been riveted plates of spiky armor.

### MYTHIC GALLU

### <u>CR 23/MR 9</u>

XP 819,200

Official guide to the Demon Wastes<sup>ww</sup>

CE Medium outsider (chaotic, demon, evil, extraplanar, mythic) Init +17/-3, <u>dual initiative</u><sup>MA</sup>; **Senses** darkvision 6oft., *true seeing*; Perception +37

Aura cloak of chaos (20 ft., DC 26), havoc (30 ft.)

### DEFENSE

AC 43, touch 26, flat-footed 39 (+8 armor (also applies to touch AC), +4 deflection, +4 Dex, +17 natural)

hp 441 (19d10+337); fast healing 10

#### Fort +28, Ref +16, Will +22

**Defensive Abilities** armor plating<sup>MA</sup>; **DR** 15/cold iron, epic, and good; **Immune** bleed, electricity, poison; **Resist** acid 10, cold 10, fire 10; **SR** 39

### OFFENSE

Speed 50 ft., fly 50 ft. (good)

**Melee** +1 wounding falchion +32/+27/+22/+17 (2d4+18/15-20/x3), bite +26 (1d8+6), gore +26 (1d6+6)

**Special Attacks** blood storm<sup>MA</sup> (6d6 electricity damage, Reflex DC 27), decisive strike<sup>MA</sup>, forsaken field<sup>MMA</sup>, menacing presence<sup>MA</sup>, <u>mythic power</u> (9/day, surge +1d10), rain of blood, wounding blood<sup>MA</sup>

Spell-like Abilities (CL 19th; concentration +27) Constant—cloak of chaos (DC 26), true seeing At Will—confusion (DC 22), fear (DC 22), geas quest, greater teleport (self plus lbs. of objects only), telekinesis (DC 23)

3/day—dimensional lock, quickened hold monster (DC 23), song of discord (DC 23)

1/day—*mass hold monster* (DC 27), summon (level 7, 1 gallu 20%, 1 marilith 35%, or 1d4 nal-feshnees 60%), *symbol of insani-ty* (DC 26), *word of chaos* (DC 25)

### STATISTICS

Str 35, Dex 18, Con 36, Int 18, Wis 25, Cha 27
Base Atk +19; CMB +33 (+34 bull rush); CMD 49 (51 vs. bull rush)
Feats Critical Focus<sup>MF</sup>, Improved Critical (falchion)<sup>MF</sup>, Improved Initiative<sup>MF</sup>, Improved Vital Strike, Lightning

Reflexes, Power Attack<sup>MF</sup>, Quicken Spell-Like Ability (*hold monster*), Staggering Critical, Stunning Critical, Vital Strike<sup>MF</sup>

### SPECIAL ABILITIES

Abyssal Commander (Ex) Gallu demons lead in battle, commanding their troops and punishing those who do not embrace combat with their best effort. Demons within 100 feet of a mythic gallu increase all morale bonuses, bonuses granted by flanking or the aid another action, or any bonus granted by a teamwork feat by 1. This increase does not apply to morale bonuses to a creature's ability scores, such as from a barbarian's rage.

Armor Plating (Su) The armor plates covering much of a gallu's body grant it a +8 armor bonus. This armor shimmers and shifts with magical prescience, and also contributes to the demon's touch AC. These spikes also function as armor spikes during grapples, but cannot be used as offhand weapons. In addition, these armor plates can possess one additional armor special ability chosen from the following options: acid resistance 20, cold resistance 20, fire resistance 20, ghost touch, moderate fortification, or sonic resistance 20. A gallu demon can switch the active armor special quality once per hour as a swift action—as a general rule, the gallu demon keeps the armor plating set to moderate fortification. These armor plates do not encumber the gallu or impose armor check penalties, maximum Dex bonuses, or arcane spell failure chances. They cannot be removed, sundered, or destroyed while the gallu lives, and they rust away into nonmagical fragments of iron upon the gallu's death.

**Aura of Havoc (Su)** A gallu's presence wreaks havoc, infusing battlefields with elements of chaos and entropy that disrupt careful coordination and tactical plotting by manipulating fate and chance. This aura extends to a 30-foot radius around the gallu. The aid another action can never grant bonuses in this area, nor does flanking grant bonuses to hit in the affected area (although flanked foes remain susceptible to sneak attack damage). A creature summoned into this area by any creature other than a demon must succeed at a DC 27 Will save to avoid being confused for 1d4 rounds. Paladins and creatures with the lawful subtype must make a DC 27 Will save each round they begin their turn in this aura to avoid being nauseated for 1 round. Demons ignore the effects of a gallu's aura of havoc. The save DCs are Charisma-based.

**Blood Storm (Su)** Whenever the gallu demon uses its rain of blood ability, the blood from its enemies' wounds manifests as a driving rain. This obscures vision as fog cloud for all creatures other than demons, which can see through it without difficulty. In addition, once per round as a free action a mythic gallu may target one creature within the rain of blood with a jolt of pink lightning dealing 6d6 points of electricity damage (DC 27 Reflex half). The storm and lightning end when the gallu demon's rain of blood ceases dealing bleed damage to all affected creatures. The save DC is Charisma-based.

**Deathless Demon (Sp)** If a demon within 30 feet of a mythic gallu is killed by an outsider with the good or lawful subtype, or by a creature using a smite evil or smite chaos effect, the gallu can expend two uses of its mythic power as an immediate action (or as a standard action on its next turn) to use breath of life on that creature as a spell-like ability. If the target is restored to life, the gallu may expend an additional use of its mythic power as a free action to affect it as vengeful outrageUM (no save), compelling it to destroy the creature that would have killed it. This ability automatically bypasses the target demon's spell resistance. If the demon is adjacent to the mythic gallu, this ability requires only one use of the gallu's mythic power. A mythic gallu can use this ability on itself by expending two uses of its mythic power.

**Decisive Strike (Su)** As a swift action, a mythic gallu can expend one use of mythic power to give one ally within 30 feet the ability to immediately make a single melee or ranged attack on your turn. Add your tier as a bonus on the attack roll. The damage dealt by this attack bypasses all damage reduction. If the ally on which the gallu uses this ability is a demon, the range is increased to 100 feet and the demon adds the result of the gallu's mythic surge die to its attack roll. This attack doesn't count toward the ally's actions on its turn. **Forsaken Field (Su)** A mythic gallu is a godlike presence on the battlefield. As a standard action, it can expend one use of its mythic power to sever the spiritual connection between good and lawful deities and their servants in an immobile 100-foot spread for 1 minute. Any attempt to cast a spell or use a spell-like ability with the [good] or [lawful] descriptor fails unless the caster succeeds on a concentration check (DC 10 + twice the spell's level + the gallu demon's Charisma modifier). A mythic spellcaster may add her mythic rank or tier as a bonus on this check. Axiomatic and holy magic weapon abilities do not function in the area unless the weapon is an epic weapon or artifact, and supernatural effects that channel positive energy are suppressed (for non-mythic effects) or halved (for mythic effects). This effect can be ended with a miracle or wish or by slaying the mythic gallu.

Menacing Presence (Su) A mythic gallu can attempt an Intimidate check to influence a creature's attitude as fullround action instead of it taking 1 minute. In combat, it can attempt an Intimidate check to demoralize an opponent as a move action. If the mythic gallu expends one use of mythic power, it can attempt to use Intimidate to demoralize all enemies within 30 feet as a standard action.

Rain of Blood (Su) As a standard action once per minute, a gallu can command the wounds of all creatures within 30 feet to erupt into a gory deluge of blood; any wounded creature in the area of effect immediately takes 3d6 points of damage from the rain of blood and must succeed at a DC 32 Fortitude saving throw. Failure indicates that the damage becomes bleed damage and the affected creature becomes staggered from the pain as long as the bleed damage continues. Good creatures that fail to save against this ability are also nauseated. Creatures that are immune to bleed damage are immune to this ability's effects. The save DCs are Constitution-based.

**Wounding Blood (Su)** The spikes that hold a gallu's armor plates in place extend as far into the demon's body as they do outside of it, causing rivulets of blood to constantly run from the creature's flesh. This continual bleeding does not inconvenience or harm the gallu; instead, it grants the wounding special ability to all attacks with manufactured and natural weapons made by the gallu.

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### Gibrileth (Filth Demon)

This flying, bulbous, tumor-riddled mass has numerous arms, no legs, and a leering, three-eyed face.

CR 13/MR 5

### GIBRILETH DEMON

#### XP 25,600

### Official guide to the Demon Wastes<sup>ww</sup>

CE Large outsider (chaotic, demon, evil, extraplanar, mythic) Init +8; Senses darkvision 60 ft., scent; Perception +25 Aura stench<sup>MA</sup> (DC 22, 1 hour)

### DEFENSE

AC 30, touch 13, flat-footed 26 (+4 Dex, +17 natural, -1 size) hp 198 (11d10+138)

### Fort +15, Ref +9, Will +10

**Defensive Abilities** amorphous, putrescence<sup>MA</sup>; **DR** 10/epic and good; **Immune** acid, disease, electricity, poison; **Resist** cold 10, fire 10; **SR** 22

#### OFFENSE

Speed 10 ft., fly 40 ft. (good)

Melee +1 scorpion whip +18/+13/+8 (1d6+8/15-20 plus disease), bite +12 (1d8+3 plus disease)

Ranged tumor +14 (4d6 acid plus disease)

Space 10 ft.; Reach 10 ft. (20 ft. with whip)

Special Attacks cancermage<sup>MA</sup>, disease, <u>mythic power</u> (5/day, surge +1d8), whip specialist

**Spell-Like Abilities** (CL 13th; concentration +16)

- At will—contagion (DC 17), grease (DC 14), greater teleport (self plus 50 lbs. of objects only), unholy blight (DC 17)
- 3/day—blight (DC 17), eruptive pustules<sup>UM</sup> (DC 16), plague carrier<sup>UM</sup> (DC 17), stinking cloud (DC 16)

1/day—curse of disgust<sup>UM</sup> (DC 18), epidemic<sup>UM</sup> (DC 16), plague storm<sup>UM</sup> (DC 19), summon (level 4, 1 non-mythic gibrileth 35%; or 1-3 fiendish otyughs or 2-5 plague steeds<sup>B5</sup> 70%), waves of fatigue

STATISTICS

### Str 24, Dex 19, Con 26, Int 13, Wis 16, Cha 17

Base Atk +11; CMB +19 (+23 trip); CMD 35 (37 vs. trip)

Feats Combat Expertise, Combat Reflexes, Greater Trip, Improved Critical (scorpion whip), Improved Initiative, Improved Trip

Skills Fly +20, Knowledge (dungeoneering) +15, Knowledge (planes) +15, Perception +25, Sense Motive +17, Stealth +14, Survival +17; Racial Modifiers +8 Perception

**Languages** Abyssal, Celestial, Draconic; telepathy 100 ft. **SQ** cancerous clone<sup>MMA</sup>, flesh-eating filth<sup>MA</sup>

### ECOLOGY

### Environment any (Abyss)

**Organization** solitary, pair, or infection (3–8)

**Treasure** standard (+1 *scorpion whip*<sup>UE</sup>, other treasure)

### SPECIAL ABILITIES

**Cancermage (Ex)** A mythic gibrileth gains an array of spell-like abilities beyond those of its non-mythic kin, and once per day it can expend mythic power to use the mythic version of any of its spell-like abilities, including augmented versions of those mythic spells, using its mythic rank in place of its mythic tier. **Cancerous Clone (Ex)** By expanding 8 hours of effort and one use of its mythic power, a mythic gibrileth can imbue life and sentience into one of the vile cancerous tumors pocking its body as if it were a **tumor familiar**<sup>UM</sup>, as an 11th-level alchemist. This cancerous clone resembles the gibrileth when detached, though when attached to its master it appears to be part of the gibrileth's body. The cancerous clone is considered a mythic creature for all purposes and has DR 5/epic, and it can deliver or share the gibrileth's spell-like abilities as if they were spells. A mythic gibrileth can have only one tumor familiar at a time.

If a mythic gibrileth's cancerous clone is attached and it would be reduced to o hit points by an attack, the mythic gibrileth can expend one use of its mythic power to cause the cancerous clone to intercept the attack as if it had the die for your master<sup>um</sup> alchemist discovery. If a mythic gibrileth is killed while its cancerous clone is detached but within 1 mile and the demon has at least one use of mythic power remaining, it can expend that use of mythic power to transfer its consciousness into the cancerous clone in a manner similar to the clone spell, including gaining negative levels. When first reborn into the body of its familiar, it retains its own knowledge and personality, including mental ability scores, skills, and feats, and its daily uses of mythic power, but otherwise has the statistics of its familiar. It takes 1d4 months for the cancerous clone's body to grow and develop into a duplicate of its deceased "parent," at which point it regains the statistics of a typical mythic gibrileth.

**Disease (Ex)** Any weapon a gibrileth wields becomes a vector for spreading the demonplague. A creature bitten by a gibrileth or damaged by a weapon it wields is exposed to this virulent disease. A successful DC 22 Fortitude save is needed to resist this creature's particular strain of demonplague. The save DC is Constitution-based.

Demon Plague: All attacks—injury; save Fortitude DC 23; onset 1 day; frequency 1/day; effect 1d3 Constitution damage and 1d6 Wisdom damage, victim is fatigued if it takes any ability damage from the disease, and certain creatures slain by demon plague rise as plagued beasts<sup>B5</sup>; cure 3 consecutive saves.

Flesh-Eating Filth (Su) As a swift action, a mythic gibrileth can rip a grapefruit-sized tumor from its body with one of its many arms and throw it as a splash weapon with a range increment of 20 feet. A direct hit deals 4d6 points of acid damage, plus an additional 2d6 points of damage on the following round and 1d6 points of damage on the next round. Creatures without flesh or that are immune to disease take half damage. Creatures adjacent to the target take 1d6 points of splash damage (DC 23 Reflex negates), and all creatures damaged by the flung filth are sickened for 5 rounds (DC 23 Fortitude negates) by the stench, though mythic creatures can attempt a new save each round at the end of their turn to end the effect. If the gibrileth expends one use of its mythic power when using this ability, the target gains the **stench** (DC 19, 10 rounds) universal monster ability affecting all creatures within 10 feet. This ability affects the target as well as all creatures nearby, and it persists for 1 hour, though it can be removed with a successful *remove disease* (caster level check DC 28). A mythic spellcaster adds her mythic rank or tier to caster level checks to remove the stench. The save DC is Constitutionbased. This modifies the tumors of a normal gibrileth. Putrescence (Ex) A mythic gibrileth cannot become nauseated, sickened, staggered, or stunned. conditions. In addition, when it confirms a critical hit against a target that is already sickened, it can expend one use of its mythic power as a swift action to cause the target to become nauseated for 5 rounds (DC 23 Fortitude negates). A mythic creature nauseated by this effect can attempt a new saving throw each round at the end of its turn as a swift action to end the nauseated condition. The save DC is Consitution-based.
Whip Specialist (Ex) A gibrileth does not provoke attacks of



### Kithangian (Beast Demon)

This creature combines the features of a scorpion and a horse— slavering humanoid faces peer from between its two pincers.

### MYTHIC KITHANGIAN

#### XP 12,800

Official guide to the Demon Wastes<sup>ww</sup>

CE Large outsider (chaotic, demon, evil, extraplanar, mythic) Init +4; Senses darkvision 60 ft., all-around vision; Perception +18

DEFENSE

AC 29, touch 9, flat-footed 29 (+20 natural, -1 size) hp 155 (11d10+95)

### Fort +12, Ref +7, Will +7

Defensive Abilities adamant chitin<sup>MA</sup>, poisonous blood<sup>MA</sup> (poison); DR 10/epic and good; Immune electricity, fear,

poison; Resist acid 10, cold 10, fire 10; SR 24

OFFENSE

### Speed 50 ft.

Melee 2 claws +18 (1d6+8/19-20 plus grab), 2 stings +18 (1d6+8/19-20 plus poison)

Space 10 ft.; Reach 10 ft.

Special Attacks grasping pincers<sup>MA</sup>, bestial impulse<sup>MA</sup>, hatred, mythic power (4/day, surge +1d8), rasping tongues

Spell-Like Abilities (CL 12th; concentration +15)

Constant—natural rhythmAPG, speak with animals

- At will—detect animals and plants, dominate animal (DC 16), hold animal (DC 15), greater teleport (self plus 50 lbs. of objects only), unnatural lust (DC 14)
- 3/day—air walk, charm monster (animals and magical beasts only) (DC 17), nature's exileAPG (DC 16), quickened unnatural lust (DC 14)
- 1/day—baleful polymorph (DC 18), moonstruckAPG (DC 17), summon (level 3, 1 non-mythic kithangian 35%), song of discord (animals and magical beasts only) (DC 18), summon monster VI (fiendish animals and magical beasts only)

### **STATISTICS**

### Str 26, Dex 11, Con 20, Int 7, Wis 19, Cha 16 Base Atk +11; CMB +20 (+24 grapple); CMD 30

- Feats Bleeding Critical<sup>B</sup>, Crippling Grip<sup>MF, MMM 286</sup>, Improved Critical (claw), Improved Critical (sting), Improved Initiative, Power Attack, Quicken Spell-Like Ability (unnatural lust), Savage Grip<sup>MF, MMM 292</sup>
- Skills Handle Animal +17, Intimidate +17, Perception +18, Stealth +10
- Languages Abyssal, Celestial, Draconic; speak with animals, telepathy 100 ft.
- SQ change shape (beast shape II, Medium or Large animal), swift transformation, wild witcher<sup>MA</sup>

### ECOLOGY

Environment any (Abyss) Organization solitary, pair, or pack (3-8) **Treasure** standard

### SPECIAL ABILITIES

CR 11/MR 4

Adamant Chitin (Ex) A mythic kithangian's exoskeleton is formed of angular fibrometallic plates that grant it a 20% chance to harmlessly deflect any ranged attack, including rays and ranged touch attacks. This chance increases to 50% if the mythic kithangian is fighting defensively or using the total defense action. In addition, whenever it is hit by a piercing or slashing weapon, as an immediate action it can deal 3d6 points of damage to that weapon after resolving its attack, ignoring one-half the weapon's hardness unless the weapon is goodaligned. Damaged weapons gain the broken condition.

- Bestial Impulse (Su) A mythic kithangian can extrude one of its rasping tongues as a standard action, or both as a full-round action, making a melee touch attack that deals no damage but fills the target with obsessive and perverse passions directed at animals and magical beasts. If the target fails a DC 18 Will save, it has an equal chance of being affected as either *murderous command<sup>um</sup> or unnatural lust<sup>um</sup>* for 1d4 rounds, with the nearest animal(s) or magical beast(s) becoming the object(s) of the target's hate or infatuation. If no animals or magical beasts are within the target's line of sight, it instead becomes sickened by its overwhelming bestial passions. A mythic kithangian can use this ability against grappled creatures in place of dealing damage with its rasping tongues. This is a mind-affecting curse effect and cannot be dispelled, though it can be suppressed by calm emotions and dispel chaos, dispel evil, and effects that can
- remove curses can end it. The save DC is Charisma-based. Grasping Pincers (Ex) A mythic kithangian does not gain the grappled condition when grappling a Medium or smaller creature with one of its claws, and it can grapple two such creatures simultaneously without penalty. It need not use a standard action to maintain a grapple on a Medium or smaller creature and instead can substitute a grapple check in place of making an attack with the claw being used to grapple. A mythic kithangian gains a +2 bonus on attack rolls made with its stings against a creaure it is grappling.
- Hatred (Ex) A kithangian gains a +2 bonus on all attack rolls and damage rolls made against all creatures of the animal type. In addition, animals take a -2 penalty on all saving throws against a kithangian's supernatural or spell-like abilities.

Poison (Ex) Sting—injury or poisonous blood—contact; save Fort DC 20; frequency 1/round for 6 rounds; effect 1d4 Str plus nauseated; cure 2 consecutive saves.

Rasping Tongues (Su) The faces between a kithangian's claws have long rasping tongues covered with tiny teeth. Whenever a kithangian successfully grapples a foe with its claws, a rasping tongue slithers out from the face within and burrows into the creature's body. Each round that the creature is grappled, it takes 1d6 points of damage and 1d4 points of Charisma damage as its sense of self-identity is warped and twisted. A successful DC 18 Will save negates the Charisma damage. The save DC is Charisma-based.

Swift Transformation (Su) A kithangian can use its change shape ability as a swift action.

Wild Witcher (Ex) A mythic kithangian gains wild empathy as an 11th-level druid (bonus +14), and also gains additional spell-like abilities allowing it to control and pervert animals and similar beasts. Once per day a mythic kithangian may expend mythic power to use the mythic version of one of its spell-like abilities, including augmented versions of the chosen spell, treating its mythic rank as its tier.

The Crippling Grip and Savage Grip feats are presented in the *Mythic Monster Manual* and are reprinted here for ease of reference.

### CRIPPLING GRIP (COMBAT, MYTHIC)

Your crushing limbs and jaws maim and mutilate your prey.

**Prerequisite**: Savage Grip, grab special attack, size Large or larger, base attack bonus +11.

**Benefit:** When you roll a natural 19 or 20 on any combat maneuver check to deal damage when grappling with a natural weapon, you deal double damage if the grapple check is successful, and you gain a bonus equal to your mythic rank or tier on combat maneuver checks to maintain your grapple. In addition, you may select one critical feat for which you qualify as a bonus feat (or the mythic version of a critical feat you already possess). When you roll a 19 or 20 on a combat maneuver check to grapple, or if you expend one use of your mythic power after making a successful grapple check, you may apply the effects of this critical feat to the target of your grapple. You may apply the results of only one critical feat to the target.

### SAVAGE GRIP (COMBAT, MYTHIC)

Your powerful grip can be deadly.

**Prerequisite**: Grab special attack, size Large or larger, base attack bonus +9.

**Benefit:** When you roll a natural 20 on any combat maneuver check to deal damage when grappling with a natural weapon, you deal double damage if the grapple check is successful, and you gain a bonus equal to one-half your mythic rank or tier on combat maneuver checks to maintain your grapple. If you fail a combat maneuver check to maintain your grapple, lf you can expend one use of your mythic power to reroll the check. You must use the second result even if it is worse than the first.

**Special:** You can use this feat in place of the Critical Focus feat as a prerequisite for critical feats, though you must still meet other prerequisites for those feats.

### Schir (Spite Demon)

This goat-headed humanoid is covered in a mangy gray hide that only partly covers its gaunt but muscled frame.

### MYTHIC SCHIR

CR 5/MR 2

#### XP 1,600

Pathfinder Roleplaying Game Bestiary 3

CE Medium outsider (chaotic, demon, evil, extraplanar, mythic) Init +2; Senses darkvision 60 ft., *see invisibility*; Perception +13

### DEFENSE

AC 21, touch 12, flat-footed 19 (+2 Dex, +9 natural)

### hp 57 (5d10+20)

**Fort** +6, Ref +3, Will +3

DR 5/epic and cold iron or good; Immune disease, electricity, poison; Resist acid 10, cold 10, fire 10; SR 17

### OFFENSE

### Speed 30 ft.

- **Melee** mwk halberd +10 (1d10+6/x3 plus disease), gore +3 (1d6+2) or gore +8 (1d6+6)
- **Special Attacks** festering blade<sup>MA</sup>, <u>mythic power</u> (2/day, surge +1d6), powerful charge (gore, 3d6+6), steal style<sup>MA</sup>
- Spell-Like Abilities (CL 6th; concentration +4)

Constant—see invisibility, tongues

3/day—arcane lock, expeditious retreat, protection from good 1/day—summon (level 2, 1d3 non-mythic schirs 20%)

#### STATISTICS

Str 19, Dex 14, Con 15, Int 8, Wis 5, Cha 6

Base Atk +5; CMB +9; CMD 21

Feats Furious Focus<sup>APG</sup>, Iron Will, Power Attack<sup>MF</sup>

Skills Acrobatics +10 (+18 jumping), Climb +11, Intimidate +6, Perception +13, Survival +2; Racial Modifiers +8 Acrobatics

when jumping, +8 Perception

Languages Abyssal; telepathy 100 ft., tongues

SQ rubble raider<sup>MA</sup>

### ECOLOGY

**Environment** any (Abyss)

Organization solitary, pair, or pack (2-8)

Treasure standard (masterwork halberd, other treasure)

### SPECIAL ABILITIES

- **Disease (Ex)** A schir gnaws constantly at the ends of its halberd. This infuses the blades with disease from the demon's filthy spittle. Any creature struck by a schir's halberd must succeed at a DC 14 Fortitude save or contract gray pox—a frightening disease that causes weakness, gray splotches on the skin, and eventual catatonia. The save DC is Constitution-based.
  - Gray Pox: Halberd—injury; save Fort DC 14; onset 1 day; frequency 1/day; effect 1d6 Str damage; cure 2 consecutive saves.
- **Festering Blade (Su)** A mythic schir's tainted halberd suppresses healing with every strike, granting the target spell resistance 17 against conjuration (healing) effects and effects that grant temporary hit points for 1 round (or 1 minute on a critical hit). Supernatural or extraordinary effects that restore hit points or grant hit points are halved during this time.

Mythic creatures can negate this effect with a successful DC 14 Fortitude save. The save DC is Constitution-based. **Rubble Raider (Ex)** A mythic schir is expert at using harsh terrain to its advantage. It is not denied its Dexterity bonus to AC when climbing or using Acrobatics, and its movement is not impeded by difficult terrain, nor by sloped or slippery terrain. It can run or charge through difficult terrain, including spaces occupied by allies, and a mythic schir gains a +2 cover bonus to AC when fighting defensively or using the total defense action in an area of difficult terrain or when attacking from higher ground.

Steal Style (Ex) Whenever a creature adjacent to a mythic schir uses a combat style feat<sup>uc</sup> or teamwork feat<sup>APG</sup> when attacking or attacked by the mythic schir, as a swift or immediate action the mythic schir can expend one use of its mythic power to gain the use of that feat (and any prerequisite feats that are part of the same style or prerequisite teamwork feats, though not other prerequisites) as bonus feats for 1 minute. If the mythic schir steals another style during this time, the previous style or teamwork bonus feats are lost. A mythic schir gains the benefit of stolen teamwork feats whenever it is adjacent to any creature with that feat, regardless of whether that creature is an enemy or ally. If the mythic schir steals the style from a non-mythic creature, that creature loses access to the stolen feat(s) for the same duration (DC 14 Will negates). The save DC is Constitution-based.

### Seraptis (Suicide Demon)

This woman's flesh is pale and clammy, as if her body had been drained of blood from the fanged slashes on her four arms.

### MYTHIC SERAPTIS

### XP 153,600

Pathfinder Roleplaying Game Bestiary 5

CE Medium outsider (chaotic, demon, evil, extraplanar, mythic) Init +10/-10, <u>dual initiative<sup>MA</sup>;</u> Senses darkvision 60 ft.,

deathwatch, true seeing; Perception +30

Aura gaze of despair (60 ft., DC 25), unholy aura (DC 24)
DEFENSE

AC 37, touch 20, flat-footed 31 (+4 deflection, +6 Dex, +17 natural)

hp 287 (15d10+205); blood healing

Fort +22, Ref +15, Will +17

DR 10/cold iron, epic, and good; Immune bleed, electricity, poison; Resist acid 10, cold 10, fire 10; SR 33

OFFENSE Speed 50 ft.

- Melee 4 claws +26 (2d6+15/15-20/×3 plus grab), gore +25 (2d6+10)
- **Special Attacks** compelling domination, constrict (4d6+15 plus 2d6 bleed and 1d4 Strength drain), multi-arm grab, <u>mythic</u> <u>power</u> (7/day, surge +1d10), mythic spell-like abilities<sup>MA</sup>

Spell-like Abilities (CL 15th; concentration +21)

Constant—deathwatch, true seeing, unholy aura (DC 24) At will—crushing despair (DC 19), dispel magic, greater teleport (self plus 50 lbs. of objects only), telekinesis (DC 20)

- 3/day—confusion (DC 20), demand (DC 24), dominate person (DC 20), fly
- 1/day—symbol of insanity (DC 24), summon (level 5, 1 seraptis 20% or 1 glabrezu 40%)

STATISTICS

Str 30, Dex 23, Con 28, Int 16, Wis 19, Cha 23

Base Atk +15; CMB +25 (+29 grapple); CMD 45

- **Feats** Bleeding Critical<sup>MF</sup>, Combat Reflexes, Critical Focus<sup>MF</sup>, Improved Critical (claw)<sup>MF</sup>, Improved Initiative, Lunge, Power Attack<sup>MF</sup>, Weapon Focus (claw)
- Skills Acrobatics +24 (+32 when jumping), Bluff +24, Fly +24, Intimidate +24, Knowledge (planes, religion) +21, Perception +30, Sense Motive +22, Stealth +24; Racial Modifiers +8 Perception

**Languages** Abyssal, Celestial, Draconic; telepathy 100 ft. **SQ** powerful blows (claw)

ECOLOGY

### **Environment** any (Abyss)

Organization solitary or cult (1 mythic seraptis plus 1–2 advanced glabrezus and 2–6 advanced succubi) Treasure double

### SPECIAL ABILITIES

CR 18/MR 7

- **Blood Invigoration (Su)** Whenever a creature within 60 feet of a mythic seraptis takes bleed damage caused by that mythic seraptis, the blood flows through the air into the mythic seraptis's maws, and the mythic seraptis heals an equal amount of damage. A mythic seraptis gains any healing received over its maximum hit points as temporary hit points. These temporary hit points last for 1 hour, and stack to a maximum amount equal to the creature's mythic bonus hit points (70 for most mythic seraptises). A mythic seraptis loses its immunity to bleed effects whenever it has these temporary hit points, and gains it again immediately upon losing them.
- **Compelling Domination (Su)** When a seraptis uses *dominate person*, its victims do not actively resist and never gain a new saving throw when ordered to take actions against their nature.
- Gaze of Morbid Despair (Su) Creatures within 60 feet of a mythic seraptis that fail a DC 25 Will save take 2d4 points of Charisma drain and are fascinated (if nonmythic) or staggered (if mythic) for 2d4 rounds. A nonmythic creature that makes it save is staggered for 1 round. If the Charisma drain would reduce a creature's Charisma to 0, that creature instead succumbs to overwhelming suicidal urges and attempts to end its life by the most convenient method at hand, subject to the GM's discretion. The creature remains in that state until its Charisma is restored to its normal maximum—otherwise, the victim must be restrained at all times to prevent further suicide attempts. This is a mindaffecting gaze effect. The save DC is Charisma-based and gains a +2 racial bonus.
- Multi-Arm Grab (Ex) When a seraptis successfully grabs a creature, the maws on her arms begin to gnaw on it. This ability functions as constrict, except the damage type is bludgeoning, piercing, and slashing. A seraptis gains a cumulative +4 bonus on grapple attempts with her grab ability for each successive claw attack after the first that hits a given target that round.
- Mythic Spell-Like Abilities (Su) Three times per day, a mythic seraptis may cast the mythic spell version of any of its corresponding spell-like abilities. A mythic seraptis 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.
- **Persistent Bleeding (Su)** Bleed effects caused by a mythic seraptis that is within 60 feet of the bleeding creature can only be stopped by a DC 30 Heal skill check or through the application of magical healing that completely heals the wounds caused by the mythic seraptis.
- Wounding Claws (Ex) A mythic seraptis's claws are razor sharp, inflicting 2d6 damage with a critical threat range of 18–20, and causing 1d6 bleed damage. Bleed damage caused by a mythic seraptis's natural attacks is cumulative.

### Shemhazian

This enormous, bestial demon combines the worst aspects of a bear, a mantis, a wolf, and a reptilian humanoid.

### MYTHIC SHEMHAZIAN

### CR 20/MR 8

#### XP 307,200

CE Gargantuan outsider (chaotic, demon, evil, extraplanar, mythic)

**Init** +4/-16, <u>dual initiative</u><sup>MA</sup>; **Senses** darkvision 60 ft., *detect* good, scent, *true seeing*; Perception +36

Aura fruitless fury<sup>MA</sup> (30 feet, DC 22)

### DEFENSE

AC 39, touch 11, flat-footed 34 (+4 Dex, +1 dodge, +28 natural, -4 size)

### hp 343 (17d10+250)

Fort +20, Ref +11, Will +18

**Defensive Abilities** apex predator<sup>MA</sup>; **DR** 10/cold iron, epic, and good; **Immune** electricity, poison; **Resist** acid 10, cold 10, fire 10; **SR** 35

#### OFFENSE

Speed 40 ft., climb 20 ft., fly 60 ft. (good)

- **Melee** bite +27 (2d6+14 plus 2d4 Strength drain), 2 claws +27 (2d6+14), 2 pincers +25 (1d12+21 plus grab), tail slap +25 (2d6+7)
- Space 20 ft.; Reach 20 ft. (30 ft. with tail slap)
- **Special Attacks** backlash<sup>MA</sup>, borrowed rage<sup>MA</sup>, conscription<sup>MA</sup>, <u>mythic power</u> (8/day, surge +1d10), paralyzing gaze, pincer lock<sup>MA</sup>, powerful blows (pincers)<sup>MA</sup>, rend (2 claws, 2d6+21),
- savage slash<sup>MA</sup>

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

Constant-detect good, fly, true seeing

- At will—greater teleport (self plus 50 lbs. of objects only), invisibility, telekinesis (DC 19)
- 3/day—clairaudience/clairvoyance, mass inflict serious wounds (DC 20), prying eyes
- 1/day—*blasphemy* (DC 21), summon (CL 20th, level 5, 1 shemhazian 38% or 1d4 vrocks 68%)

#### STATISTICS

### Str 38, Dex 19, Con 31, Int 10, Wis 26, Cha 18

Base Atk +17; CMB +35 (+39 grapple, +41 bull rush); CMD 50 (56 vs. bull rush)

- Feats Awesome Blow, Combat Reflexes, Dodge, Improved Bull Rush<sup>MF</sup>, Improved Vital Strike, Lightning Reflexes, Multiattack, Power Attack<sup>MF</sup>, Quick Awesome Blow<sup>MF</sup>, Vital Strike<sup>MF</sup>
- Skills Bluff +24, Climb +22, Fly +2, Heal +28, Intimidate +24, Knowledge (religion) +20, Perception +36, Sense Motive +28; Racial Modifiers +8 Perception

Languages Abyssal, Celestial, Draconic; telepathy 100 ft.

#### ECOLOGY

Environment any (the Abyss) Organization solitary Treasure standard

### SPECIAL ABILITIES

Apex Predator (Su) Animals and vermin refuse to approach within a shemhazian demon's reach. If an animal or vermin is forced within its reach, it begins cowering until the mythic shemhazian moves away from it. Mythic animals and vermin (including creatures treated as mythic because of the the <u>Mythic Companion</u> feat or similar mythic path abilities), can resist this effect with a successful DC 22 Will save. The save DC is Charisma-based.

**Backlash (Ex)** Whenever an adjacent enemy confirms a critical hit against a mythic shemhazian, that enemy also provokes an attack of opportunity from it. If it has used all of its attacks of opportunity for the round, the shemhazian may expend one use of mythic power to make this attack of opportunity anyway.

**Borrowed Rage (Su)** Whenever any creature within 60 feet enters a rage, whether from a monster ability, class feature, spell, or other effect (including a bloodrage<sup>ACG</sup> or raging song<sup>ACG</sup>), a mythic shemhazian demon gains the benefits of that rage but does not take any penalties or suffer any restrictions that normally accompany that rage, either during or after the rage. If multiple creatures are using rage effects, only the highest bonuses apply, and those bonuses end when the rage does. If a creature entering a rage has rage powers or similar abilities, a shemhazian can expend one use of its mythic power as a free action to learn what rage powers that creature possesses and to gain any one of that creature's rage powers for as long as that rage lasts.

**Conscription (Su)** A mythic shemhazian demon adds its mythic tier to its caster level when using its summon spelllike ability, and to the percentage chance for a successful summons. In addition, it can expend one use of its mythic power when summoning to increase the number of creatures summoned by 50% or to affect the summoned creatures as the Augmented Summoning feat.

**Fruitless Fury (Su)** A mythic shemhazian demon projects a 30-foot aura of barbarism that affects its foes. Enemies that enter or begin their turn within this aura cannot use any Charisma-, Dexterity-, or Intelligence-based skills (except Acrobatics, Fly, Intimidate, and Ride) or any ability that requires patience or concentration. A DC 22 Will save negates this effect as long as the creature remains within this area, but a creature that leaves and re-enters the area must save again to resist its effects. The save DC is Charisma-based.

- Paralyzing Gaze (Su) Paralysis for 1 round, 30 feet, Fortitude DC 21 negates. Evil creatures are immune to this effect. The save DC is Charisma-based.
- **Pincer Lock (Ex)** A mythic shemhazian displays brutal strength in melee combat. Each pincer can separately grapple a Large or smaller creature without gaining the grappled condition. A grapple check to maintain a grapple on a Large or smaller creature can be made in place of an attack roll with the pincer being used to hold the creature. A Large or smaller creature grappled in a shemhazian's pincer is lifted off the ground and loses much of its leverage, causing it to take a -4 penalty on combat maneuver checks; creatures able to fly do not take this penalty. A grappled creature is held 30 feet above the ground, so creatures wishing to aid the grappled creature must be able to reach it. If the creature escapes the grapple, it falls to the ground.
- Savage Slash (Ex) Whenever a mythic shemhazian demon confirms a critical hit with a claw attack, it deals 4d6 points of bleed damage; this is increased to 6d6 points of bleed damage if it hits the same target with a second claw and rends the target. This bleed damage does not stack with itself but does stack with other sources of bleed damage.
- Strength Drain (Su) A shemhazian demon deals 2d4 points of Strength drain with each successful bite. A successful DC 28 Fortitude save reduces this to 1d4 points of Strength damage. The save DC is Constitution-based.

The Quick Awesome Blow feat is presented in the Mythic Monster Manual and is reprinted here for ease of reference.

### QUICK AWESOME BLOW (COMBAT, MYTHIC)

You can send foes flying with careless ease.

Prerequisite: Awesome Blow, base attack bonus +11.

**Benefit:** On your turn, you can perform a single awesome blow combat maneuver in place of one of your melee attacks. You must chose the melee attack with the highest base attack bonus to make the awesome blow.

**Normal:** An awesome blow combat maneuver is a standard action.

### Skrekalga

Huge luminous eyes sunk deep beneath an overhanging brow of chitin peer through from this bald thing's massive, misshapen head. The chief feature of its lower face is a long barb-tipped proboscis. This horror's spindly body is all lean bone and stretched grey-black flesh, far too wasted to support its large head, which lolls sickeningly on its thin sinewy neck. Its fingers and toes are unnaturally long and tipped with quivering suckers.

SKREKALGA	
XP	6,400

### CR 9/MR 3

CE Medium outsider (chaotic, demon, evil, extraplanar, mythic) Init +4; Senses darkvision 60 ft.; Perception +21

Aura obsessing aura (20 feet)

### DEFENSE

AC 26, touch 15, flat-footed 21 (+4 Dex, +1 dodge, +11 natural) hp 105 (10d10+50)

Fort +5, Ref +11, Will +11

Immune electricity, poison; Resist acid 10, cold 10, fire 10; SR 21 OFFENSE

Speed 30 ft., climb 30 ft.

- Melee claw +13 (1d4+4 plus paralysis), proboscis +13 (1d8+4 plus 1d6 Cha drain and paralysis)
- **Special Attacks** mythic power (5/day, surge +1d6), mythic spelllike abilities<sup>MA</sup>, paralysis (1d2 hours, DC 19), seed of desire (DC 20), sole fixation<sup>MA</sup>

Spell-Like Abilities (CL 10th, concentration +15)

- At will—alter self, aversion<sup>OA</sup> (DC 17), command (DC 16), delusional pride<sup>UM</sup> (DC 16), reckless infauation<sup>UM</sup> (DC 17), unnatural lust<sup>UM</sup> (DC 17)
- 3/day—charm monster (DC 19), contagious zeal<sup>OA</sup>, greater invisibility, silence (DC 17), suggestion (DC 18)
- 1/day create mindscape<sup>OA</sup>, greater command (DC 20), mindscape door<sup>OA</sup>, smug narcissism<sup>UM</sup> (DC 20)

### STATISTICS

### Str 16, Dex 19, Con 14, Int 17, Wis 18, Cha 21 Base Atk +10; CMB +13; CMD 28

Feats Ability Focus (seed of desire), Alertness, Combat Expertise, Deceitful<sup>MF</sup>, Dodge, <u>Extra Mythic Power<sup>MF</sup></u>
Skills Bluff +24, Climb +21, Diplomacy +15, Disguise +21, Escape Artist +14, Intimidate +15, Perception +21, Sense Motive +21, Stealth +17
Languages Abyssal, Common, Infernal

SQ contagious compulsion<sup>MA</sup>, unshakable compulsion<sup>MA</sup>

ECOLOGY

Environment any (Abyss) Organization solitary or pair

Treasure standard

### SPECIAL ABILITIES

**Contagious Compulsion (Su)** When a creature successfully uses a divination effect (including mind-reading and scrying effects) on a creature affected by a skrekalga's compulsion, or fails on a caster level check to dispel or remove a skrekalga's compulsion, that creature is affected by the same compulsion for 1d4 rounds (DC 20 Will negates). This does not affect creatures noting the presence of a compulsion with a Sense Motive check.

- Mythic Spell-Like Abilities (Su) Three times per day, a mythic skrekalga may use the mythic spell version of any of its corresponding spell-like abilities. It 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.
- **Obsessing Aura (Su)** Creatures within 10 feet of a skrekalga take a -2 penalty on saves against compulsions, and caster level checks to dispel or remove compulsions likewise take a -2 penalty if the target effect is within 20 feet of a skrekalga. Living creatures that are normally immune to compulsions lose that immunity when within 20 feet of a skrekalga, though if such a creature later moves more than 20 feet from a skrekalga it can attempt a new saving throw each round at the end of its turn to end the compulsion.
- Seed of Desire (Su) As a melee touch attack, a skrekalga can implant a mental connection with a creature. If the target fails a DC 21 Will save, a telepathic link is established between it and the skrekalga, allowing the skrekalga to monitor the target as a *status* spell and causing the target to be affected by the skrekgalga's obsessing aura, regardless of how far away it is from the demon. The save DC is Charisma-based.

In addition, if the target fails its save the skrekalga can implant one of its mind-affecting spell-like abilities in a creature, set to take effect when a certain triggering condition is met (as *contingency*). The implanted ability remains in place for up to 10 days or until the triggering condition is met, at which point the ability is triggered and the target must succeed on a saving throw (as appropriate for the ability in question) or be affected by the triggered spelllike ability. The save DC for the triggered ability is increased by 2 when triggered in this fashion.

**Sole Fixation (Sp)** Three times per day as a full-round action, a skrekalga can fill a single creature with an obsessive attraction or aversion to an object or location within 60 feet. This affects the target as either *antipathy* or *sympathy* (DC 23 Will negates), as designated by the skrekalga, but it affects only the designated creature, rather than all creatures of a type or kind. If the skrekalga expends one use of its mythic power as a swift action when using this ability, it can affect the target as mythic *antipathy* or *sympathy* (*Mythic Spell Compendium* 21, 242).

**Unshakable Compulsion (Su)** A skrekalga is immediately aware of any attempts to dispel or remove a compulsion effect it has created, as long as it is on the same plane. If the target of the compulsion is within 60 feet, the skrekalga can expend one use of its mythic power as an immediate action to force the caster attempting to dispel or remove its compulsion to roll twice and take the worse roll when making the caster level check. If the effect being used is effect being used is not a mythic effect, the skrekalga also adds its surge die to the CMD of the caster level check. If the skrekalga expends one additional use of its mythic power, it can use this ability from any distance as long as it is on the same plane. Feverish in the night, clutching sweat-drenched sheets, and mumbling strange desires to the shadows in the corner; or stood at the window, eyes transfixed on the woman across the street, peeling her clothes from her supple form, then peeling her skin from the slick glistening sinew beneath; or cloistered in a darkened closet clutching a handful of glittering gems and counting them endlessly, as if the figure might surprise with an extra treasure on the fifty-fifth sum these and worse are the fruits of the skrekalga.

This demon delights in obsession, feeding the darkest urges of its prey until they can think of nothing else, and their once productive and rewarding lives slough from them like dead skin, as their vision narrows only to a single object of desire. A skrekalga can wither a victim's purpose until a single unattainable goal or self-destructive habit consumes them, leaving the poor soul as nothing but a husk attached to its ever-bloating compulsion. Finally when their obsession brings about their wasting or violent demise, the souls of these poor victims shuffle to the Abyss where they join the ranks of the twisted and damned.

### ECOLOGY

The origin of the skrekalga is shrouded in mystery, though a few sages point to some of the most ancient tales of twisted obsession in which princes brought their entire kingdoms to ruin over a fierce, seemingly inexplicable desire for a nonetoo exceptional woman betrothed to their enemy. History and myth are fraught with such baffling tales, where a passing fancy turns to dark obsession upon which a great lord is willing to gamble the lives of his once-beloved subjects in order to claim the wife of a loyal ally. Some romantics wave their hands and utter "Ah, love..." at these tragic incidents, but more than a few sages of demon lore shake their heads and mutter "Skrekalga!" instead, at once an oath and affirmation. Some say the first skrekalga was such a love-struck young king, who sent his mighty armies across six storm-wracked oceans and over a dozen sky-piercing peaks to bring back an exotic princess whose face he had only glimpsed on a faded placard. His loyal warriors did as he asked, though nearly all perished on the thirty year campaign. When they returned, the king was aged, and the princess' charms withered by time's cruel caress. In a rage, the king hurled her from the parapets, then with a mournful cry leapt after, clutching at his life's obsession as he fell to the jagged rocks below. Thus the first skrekalga was born.

In the ages since, skrekalgas have added many terrible life-ruinous obsessions to their bag of tricks. They tend to take a healthy or whimsical fascination of their victim and twist it into a consuming desire, for which the victim forgoes anything else, even sustenance and hygiene.

While even the mere presence of a skrekalga is enough to cause mortals to fixate on their desires, the source of this demon's true poisonous power is its disgusting barbed proboscis. A skrekalga uses its natural stealth and spell-like abilities to steal into mortals' sleeping chambers. It then squats on the headboard or hangs from the ceiling, a looming nightmare, and penetrates the skull of its victim. From there it performs its lobotomous ministrations, cutting away all but one object or activity from its victim. A skrekalga sucks away empathy, joy, fidelity, love, duty, sincerity, and pumps a dark ichor of obsession into the mind of its prey.

### HABITAT AND SOCIETY

Skrekalgas spend most of their time on the material plane, close to their favored pool of victims. They are loners, though occasionally when a skrekalga crosses paths with another of its kind, they form a strange competitive relationship wherein they both become obsessed with ruining more lives than the other. Skrekalgas occasionally claim trophies in these cases to keep a running tally against their opponent. Skrekalgas feed on the obsessions they spread, and in fact on more than one occasion, transference has occurred, and one of these demons has ended up just as obsessed as its victim with the object of desire. These wretched things are forsaken by their ilk, and forever banished to the mortal world, there doomed as a slave to their own wayward powers for all time, disguising themselves with magic to stay close to the object of their obsession.







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