Mythic Mastery Mythic Babau and Hezrou



Alex Riggs, Joshua Zaback



Designers

Alex Riggs, Joshua Zaback

Editor

Rosa Gibbons



Necromancers of the Northwest, LLC 8123 236th St SW, Unit 102 Edmonds, WA, 98026 www.necromancers-online.com

Product Identity: The following terms are hereby defined as product identity, as defined in the Open Gaming License version 1.0a, Section 1(E), and are not Open Content: All trademarks, registered trademarks, proper names (characters, deities, etc) dialogue, plot, storylines, location, characters and trade dress.

Tredits

Artwork: All art in this book, besides the Necromancers of the Northwest logo, is either part of the public domain, or is used with the express permission of the creator. Necromancers of the Northwest, LLC claims no special rights or privileges to any art presented herein.

Open Game Content: Except for material designated as Product Identity or Artwork (see above), the game mechanics of this Necromancers of the Northwest game product are Open Game Content, as defined in the Open Game License version 1.0a Section 1(d). No portion of this work other than Open Game Content may be reproduced in any form without written permission.

Compatibility with the Pathfinder Roleplaying Game requires the Pathfinder Roleplaying Game from Paizo Publishing, LLC. See http://paizo.com/pathfinderRPG for more information on the Pathfinder Roleplaying Game. Paizo Publishing, LLC does not guarantee compatibility, and does not endorse this product.

Pathfinder is a registered trademark of Paizo Publishing, LLC, and the Pathfinder Roleplaying Game and the Pathfinder Roleplaying Game Compatibility Logo are trademarks of Paizo Publishing, LLC, and are used under the Pathfinder Roleplaying Game Compatibility License. See http://paizo.com/pathfinderRPG/compatibility for more information on the compatibility license.

Mythic Babau

The creature before you is a picture of death, a humanoid skeleton clearly visible beneath its oil-slick, glistening black hide, as though it were literally a human skeleton in a skin-tight leather suit. Its sharp, dripping claws extend a full eight inches from its fingers, and are razor sharp. It grins at you evilly, and moves to strike.

MYTHIC BABAU

CR 8/MR 3

XP 4,800

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

Init +8; **Senses** darkvision 60 ft., *see invisibility*; Perception +20

DEFENSE

AC 22, touch 11, flat-footed 21 (+1 Dex, +11 natural) hp 103 (7d10+65)

Fort +10, Ref +6, Will +6

Defensive Abilities protective slime; **DR** 10/cold iron or good and epic; **Immune** electricity, poison; **Resist** acid 10, cold 10, fire 10; **SR** 20

OFFENSE

Speed 30 ft.

Melee 2 claws +13 (1d6+6), bite +13 (1d6+6) or longspear +13/+8 (1d8+9/x3), bite +8 (1d6+3)

Space 5 ft.; Reach 5 ft. (10 ft. with longspear)

Special Attacks assassin's strike, mythic power (3/day, surge +1d6), sneak attack +4d6, spit slime, triumph of gore

Spell-Like Abilities (CL 7th)

Constant—see invisibility

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

1/day—summon (level 3, 1 babau 40%)

STATISTICS

Str 23, Dex 13, Con 20, Int 14, Wis 14, Cha 16

Base Atk +7; CMB +13 CMD 24

Feats Combat Reflexes^M, Improved Initiative^M, Iron Will, Skill Focus (Stealth)

Skills Acrobatics +11, Climb +13, Disable Device +11, Escape Artist +11, Perception +20, Sense Motive +11, Sleight of Hand +11, Stealth +22; Racial Modifiers +8 Perception, +8 Stealth Languages Abyssal, Celestial, Draconic; telepathy 100 ft.

ECOLOGY	
Environment any (Abyss)	
Organization solitary	
Treasure standard (longspear, other treasure)	
SPECIAL ABILITIES	

Assassin's Strike (Ex): A mythic babau is even better at taking advantage of a foe's vulnerabilities than their lesser kin. In addition to dealing more sneak attack damage than a non-mythic babau, whenever a mythic babau makes a melee attack, it can expend one use of mythic power in order to render the target flat-footed for the purposes of that attack. If the target cannot normally be made flat-footed (such as because she has the uncanny dodge class feature), she retains her Dexterity bonus to AC, but the mythic babau may still apply its sneak attack damage to the attack. This only applies to a single attack, even if that attack is made as part of a fullattack action, and if the attack misses, the ability is wasted. **Protective Slime (Su):** A layer of acidic slime coats a mythic babau's skin. Any creature that strikes a mythic babau with a natural attack or unarmed strike takes 3d6 points of acid damage from this slime if it fails a DC 18 Reflex save. A creature that strikes a mythic babau with a melee weapon must make a DC 18 Reflex save or the weapon takes 3d6 points of acid damage; if this damage penetrates the weapon's hardness, the weapon gains the broken condition. Ammunition that strikes a mythic babau is automatically destroyed after it inflicts its damage. Additionally, by expending 1 use of mythic power, a mythic babau can coat its claws in this protective slime, which lasts for 1 minute and causes it to inflict an additional 1d8 points of acid damage on each successful claw attack.

Spit Slime (Su): A mythic babau is capable of spitting a wad of phlegmy acid from its mouth. This is a standard action that requires that the mythic babau expend one use of mythic power. Treat this as a ranged touch attack with a range increment of 20 feet. If the attack hits, it deals 3d6 points of acid damage, and the target is coated with acidic slime, which continues to inflict 3d6 points of acid damage to the target each round on the babau's turn. Each round that the target suffers 10 or more points of acid damage this way, he must succeed on a Fortitude save (DC 18) or become nauseated for 1 round as he is overwhelmed by the burning pain of the acid. The acid can be removed as a fullround action by making a successful Reflex save (DC 18). Dropping to the ground and rolling grants a +2 bonus on this saving throw, and creatures that are completely immersed in water or a similar substance receive a +5 bonus on the saving throw, instead. The saving throw DC is Constitution-based.

Triumph of Gore (Ex): A mythic babau is invigorated by the act of killing. Whenever a mythic babau kills a living creature, it can expend one use of mythic power as an immediate action. If it does, it gains a +2 morale bonus to Strength and Dexterity for one minute. Additionally, it may immediately take a full round's worth of actions.

Ecology

If there is any creature in the Abyss that derives more pleasure from a well-executed murder or assassination than the average babau, it is almost certainly the mythic babau. These horrific creatures are generally formed from the souls of particularly depraved and vile serial killers, and it is believed by some demonologists that some amount of the hatred, sorrow, and fear of a killer's victims and those victims' families and loved ones somehow travels with the killer to the Abyss, and is integral in the transformative process, and that those murderous souls with the most of this carried emotion become mythic babau, instead of the normal kind. As such, the most likely candidates for a mythic babau are the souls of murderers who claimed the most victims, those who instilled particular fear in their victims, and those who left their victims' bodies in particularly distressing states, to have the greatest impact on those left behind, and those with a combination of these factors are even more likely to arise as mythic babau. Of course, there are other ways for a mythic babau to be created: powerful demon lords are said to be able to transform a normal babau into a mythic one at a whim, and legend has it that a babau that successfully stalks and murders 99 other babau will become imbued with mythic power, as well.



While all babau are passionate about the art of killing, mythic babau take this to another level, and truly consider their work to be artistry in the same manner that one might think of music, painting, or similar pursuits. Mythic babau are often quite particular about the way in which they kill their victims, and often go through an extensive and meticulous pattern that they repeat with each victim. Mythic babau under the employ of others (such as demon lords or mortal summoners) have been known to balk at commands if forced to kill victims in ways that do not match up with this murderous profile, or that the mythic babau considers beneath it.

Though they are unquestionably more powerful than their lesser kin, their skill and expertise is not typically appreciated by demon lords and other powerful demons in the Abyss that might employ them as assassins or spies instead of their lesser kin. Most such powerful demons generally are of the mindset that two normal babau are as likely to complete a task as one mythic babau, and the nonmythic assassins are much easier to control. As a result, there is not much demand for a mythic babau's expertise in the Abyss, and these creatures are often left to their own devices, plying their murderous arts solo. This generally suits the mythic babau just fine, and such creatures will almost always choose to work alone if given the chance, rather than work in tandem with other babau, mythic or otherwise.

Mythic Hezrou

This hulking creature's rolls of moist, fatty flesh belie the rippling muscles just visible beneath. Its squat, flattened face is split in two by a gigantic grinning maw full of needlelike teeth, and its glowing red eyes gleam at you as it belches loudly and licks its lips.

MYTHIC HEZROU XP 38,400

CE Large outsider (aquatic, chaotic, demon, evil, extraplanar, mythic)

CR 14/MR 6

Init +10; **Senses** darkvision 60 ft.; Perception +23 **Aura** stench (DC 24, 10 rounds)

DEFENSE

AC 31, touch 9, flat-footed 31 (+22 natural, -1 size) hp 205 (10d10+150)

Fort +16, Ref +3, Will +9; +4 vs. compulsion effects Defensive Abilities lazy mind; DR 10/good and epic; Immune electricity, poison; Resist acid 10, cold 10, fire 10; SR 28

OFFENSE

Speed 30 ft., swim 30 ft.

Melee bite +19 (4d4+10 plus grab), 2 claws +19 (1d8+10 plus grab)

Space 10 ft.; Reach 10 ft.

Special Attacks deforming touch, gluttonous maw (6d6 acid damage, AC 21, 51 hp), miasma, mythic power (8/day, surge +1d8), nausea, zone of corruption

Spell-Like Abilities (CL 13th)

At will—chaos hammer (DC 19), greater teleport (self plus 50 lbs. of objects only), unholy blight (DC 19)

3/day—gaseous form

1/day—*blasphemy* (DC 22), summon (level 4, 1d3 hezrous 45% or 1 mythic hezrou 35%)

STATISTICS

Str 31, Dex 11, Con 29, Int 14, Wis 14, Cha 20 Base Atk +10; CMB +21 (+25 grapple); CMD 31 Feats Blind-Fight, Cleave, Extra Mythic Power, Great Cleave, Improved Initiative^M, Power Attack^M Skills Climb +23, Escape Artist +10, Intimidate +18, Knowledge (arcana) +15, Perception +23, Spellcraft +15, Stealth +9, Swim +31; Racial Modifiers +8 Perception Languages Abyssal, Celestial, Draconic; telepathy 100 ft. SQ amphibious ECOLOGY

Environment any (Abyss) Organization solitary Treasure standard

SPECIAL ABILITIES

Deforming Touch (Su): A mythic hezrou is capable of infusing a creature with horrible body-warping corruption with a single touch, leaving the victim permanently crippled and misshapen. As a standard action, the mythic hezrou can expend one use of mythic power and make a melee touch attack against a living creature. If the attack is successful, the target must succeed on a Fortitude save (DC 24) or suffer 1d4 points of Strength and Dexterity drain, as his body putrefies and twists beneath the hezrou's corruptive influence. Ability drain inflicted in this way is difficult to cure, and can only be removed if the spell cast to remove it comes from a mythic source. Creatures that suffer ability drain as a result of this ability appear horribly twisted and misshapen, which may affect the way that they are treated by other characters. Creatures that are immune to poison gain a +4 bonus on their saving throw to resist this effect.

Gluttonous Maw (Su): Mythic hezrous share their lesser cousins' taste for fresh meat. Their jaws can come unhinged to swallow victims nearly as large as they are, and within the folds of fat that make up their bellies is an extradimensional stomach, allowing them to consume victims with great voracity. This functions as the swallow whole universal monster ability, with a few exceptions. First, the mythic hezrou can swallow creatures of up to one size category larger than itself, although it must expend a use of mythic power to swallow anything larger than one size category smaller than itself. Additionally, the amount of damage required to cut one's way out of the mythic hezrou is equal to 1/4 its maximum hit points, rather than 1/10. Further, damage inflicted against the inside of the hezrou does not count against the hezrou's hit point total. Finally, even if a creature cuts its way out of the mythic hezrou, the wound closes automatically, and the mythic hezrou can attempt to swallow other creatures without having to have the damage healed first.

Lazy Mind (Ex): A mythic hezrou's slothful nature is a core part of its being, and actually serves to protect it against certain mental attacks. A mythic hezrou gains a +4 bonus on saving throws made against compulsion effects.

Miasma (Ex): A mythic hezrou can cause powerful toxins to evaporate through his skin on command, increasing the power and concentration of his already horrific stench. As a swift action, by expending one use of mythic power, a mythic hezrou can cause his stench to become much more debilitating for a short time. While using this ability, the hezrou's stench ability ceases to function, and instead, any creature that enters or begins its turn within 30 feet of the hezrou must succeed on a Fortitude save (DC 24) or suffer 1d2 points of Constitution damage. This ability lasts for 1 minute, after which the hezrou's stench ability is automatically resumed. Because the miasma can affect a creature through its skin and eyes, holding one's breath has no effect on the miasma. This is a poison effect, and the saving throw DC is Constitution-based.

Nausea (Ex): The noxious vapors and foul fluids that constantly weep and seethe from a mythic hezrou's body are particularly heinous to those the creature grapples. Each round a creature is grappled by a mythic hezrou, the grappled foe must make a DC 24 Fortitude save to avoid becoming nauseated. A creature nauseated in this manner remains nauseated until he succeeds on a DC 24 Fortitude save, or until a minute has passed during which he is not grappled by the mythic hezrou, whichever condition comes first. The save DC is Constitution-based.

Summon (Sp): A mythic hezrou is able to summon more powerful allies than a non-mythic hezrou. It can attempt to summon 1d3 non-mythic hezrous with a 45% chance of success, or one mythic hezrou with a 35% chance of success. **Zone of Corruption (Su):** A mythic hezrou's very presence can pollute the land around it for miles. Each day, a mythic hezrou can expend one use of mythic power in order to create a zone of corruption with a radius equal to 1 mile per Hit Dice it possesses. Any creature that remains in this area for 24 hours must succeed on a Fortitude save (DC 24) or become fatigued. This fatigue cannot be cured by any means for as long as the creature remains within the hezrou's zone of corruption. Creatures that fail their saving throw by 10 or more suffer 1d2 points of Constitution damage, as well. The mythic hezrou must continue to expend 1 use of mythic power each day in order to maintain the effect, and must be at the center of the zone of corruption at the time that the use of mythic power is expended. This is a poison effect. The saving throw DC is Constitution-based.

Ecology

Embodiments of pollution, rot, and filth, mythic hezrous are truly noxious demons that even the most blackhearted practitioners are hesitant to summon, if only for fear that the various miasmas and airborne toxins that are the calling cards of such creatures will prove overwhelming, even if the demon itself is subdued. Whereas the average hezrou seems to pollute its surroundings incidentally, without necessarily meaning to do so, mythic hezrous delight in spreading their foul toxins, and derive great pleasure from the knowledge that their toxic influence is slowly killing entire communities of innocent victims. This twisted sadistic glee only seems to extend as far as intelligent creatures are concerned, and mythic hezrous are rarely satisfied with polluting animals and other unintelligent creatures, unless such pollution has an effect on a nearby community (such as polluting all the fish, game, and crops in the area, forcing nearby communities to face starvation). As a result, mythic hezrous on the Material Plane are far more likely to seek out communities of intelligent creatures to live near, and many gravitate towards the sewers and landfills of major cities, where they can quickly spell doom to even major metropolises, if not dealt with.

Most demonologists agree that there are two main methods of creating a mythic hezrou, although it is also generally accepted that there are probably other, less common, means. The first method is that mythic hezrous can sometimes form from the souls of mortals who committed particularly heinous and infamous acts of poisoning in life: while drug addicts and careless alchemists might become a normal hezrou, an infamous poisoner, or the inventor of a particularly deadly and wide-spread poison, might become a mythic hezrou instead, especially if they took a perverse delight in the poisoning, rather than doing so out of negligence, weakness, or pragmatism.

The other common source of mythic hezrous occurs when a large number of hezrous are found in close proximity to one another in the Abyss for an extended period of time. This is fairly rare, as hezrous are generally fairly territorial, and get along with one another poorly, even by demonic standards. Sometimes, however, due to pressures from the frequently-hostile environment of the Abyss and its natives, several hezrous may wind up within a few miles of each other for an extended time. If they manage to last long enough without killing each other or wandering off (usually a few decades), their collective pollution begins to warp and putrefy even the already-inhospitable landscape of the Abyss, and hezrous lairing near the middle of the group may, themselves, become polluted and twisted. Usually this is just as harmful to the hezrou as it would be to anything else, but a small percentage of the time it results in a transformation to a mythic hezrou, instead. What causes one hezrou to become malformed and twisted and another to ascend to mythic status is poorly understood, and demonologists have a variety of theories on the subject.

Summoning Rituals

While most demons can be summoned with a simple *planar binding* spell, mythic demons are exceptional and require an alternative means of summoning. That said, in some ways summoning a mythic demon is far easier than casting *planar binding*, in that it doesn't require any special skills or talent in magic, merely a desire to summon the creature and the ability to acquire certain objects and perform a special ritual. The ritual of summoning a mythic demon is always complex, obscure, and unique to the type of demon being summoned; for instance, the ritual for summoning a mythic hezrou won't allow a prospective summoner to summon a mythic succubus.

In addition to being divorced from actual spellcasting, summoning a mythic demon in this fashion is incredibly dangerous and may offer the summoner little in the way of protection against the creature he summoned. Of course, certain measures can be taken to help ensure the safety of the summoner, such as a *magic circle against evil* spell, or even thick walls or iron bars between the summoner and the summoned creature.

Performing a ritual of this type requires great skill to do correctly, and the results can be disastrous for those who are unprepared. In order to perform a ritual, it must first be researched; this requires a successful Knowledge check. The exact type of skill check and the DC associated with that check are described in the ritual. Attempting to learn a ritual in this fashion can be attempted once, and if the check is a failure, the check cannot be attempted again until the character gains an additional rank in the appropriate Knowledge skill.

Once the ritual is learned, the would-be summoner must perform certain steps and acquire certain items in order to perform the ritual, culminating in one or more skill checks in order to determine if the creature is summoned. If it is, then the summoner must make one or more additional skill checks, as outlined in the ritual's description, in order to safely bind the summoned creature and prevent it from escaping or attacking him. Success or failure on this check can have additional consequences, outlined in the ritual's description. Finally, if the summoner successfully binds the summoned creature, he can attempt one or more additional skill checks in order to gain command over the summoned creature. The exact nature of this control varies from one ritual to another.

Many mythic demons have more than one ritual which can be used to summon them. The rituals presented below are merely two samples of ways in which babau and hezrou can be summoned.

Reading a Ritual

These <mark>rituals are all formatted the same way, as described below.</mark>

Ritual Name: This is the name of the ritual. The same ritual is often called by different names, and these names can change when being used in the game.

Research: This lists the appropriate skill or skills required to learn the ritual, and the DCs that must be achieved in order to do so.

Material Components: If a ritual requires components that are costly or difficult to acquire, they will be listed here. Components not listed here are assumed to be acquirable with one hour of shopping in any settlement with a gp limit of 100 gp or more, and cost a total of 25 gp.

Description: A brief, flavorful description of how to perform the ritual

Time: The amount of time required to perform the ritual

Summoning: This lists the required skill check and the DC to successfully summon the creature. It also lists the type of creature that is summoned by the ritual, as well as any consequences of failing to summon the creature.

Binding: This lists the required skill check and DC to gain some measure of control over the summoned creature, and prevent it from escaping or attacking the summoner immediately. This section will contain any special information about how the summoned creature acts if the binding fails, and what the summoner can do if it succeeds.

Command: This lists the required skill check and DC for the summoner to gain greater control over the summoned creature. The exact nature of this control, as well as how long it lasts, is described here.

Call the Midnight Killer

Research: The summoner must succeed on a Knowledge (planes) check (DC 25) to learn this ritual. Doing so generally requires at least 16 hours of research.

Material Components: Three black candles, a live humanoid sacrifice, special oils worth at least 1,000 gp, and a single possession belonging to the summoner's intended target.

Description: To summon a midnight killer, the summoner must first ritually anoint the humanoid sacrifice with special oils, taking care to cover the victim's entire body. The summoner must then remove the sacrifice's tongue and eyes, and place one of the three black candles in place of each, then light them. The summoner must then intone a special chant designed to attract the attention of the midnight killer. Once the summoner is confident he has the fiend's attention, he must slay the sacrifice. If the midnight killer approves of the death, it will appear. Particularly theatrical and creative deaths are usually preferred, but sometimes a very pragmatic and utilitarian killing is best.

Time: This ritual takes 3 hours to perform. It can be performed at any time of day, but the actual location where the ritual takes place must be pitch black, except for the candles used in the ritual.

Summoning: The summoner must successfully kill the sacrifice, and must succeed on both a Knowledge (planes) check (DC 15) and a Perform (act) check (DC 25) in order to successfully summon the midnight killer. Success on both checks indicates that a single mythic babau is summoned. Failure on the Knowledge (planes) check indicates that the summoner was unable to attract the attention of a mythic babau, while success on the Knowledge (planes) check and failure on the Perform (act) check indicates that the mythic babau was not impressed by the summoner's style of sacrifice. In the latter case, the summoner must succeed on a Will save (DC 16) or a black mark appears on the back of his left hand. Summoners marked in this way are almost always subject to attacks from babau or mythic babau within one month of the summoning attempt. A mythic babau summoned in this way remains for up to 72 hours after being summoned, after which it must return to the Abyss.

Binding: This ritual offers no direct protection from the summoned babau, and there is no way to bind it per se. However, mythic babau that answer this summons generally do so as a reward to the summoner for an entertaining sacrifice, and so are not typically predisposed to attack them. The summoner must succeed on a Diplomacy check (DC 15) to convince the mythic babau not to harm him. Failure on this check indicates that while the babau may listen to the summoner, and may even choose to kill the summoner's intended victim, at some point, the mythic babau will attempt to slay the summoner.

Command: This ritual offers no means of directly controlling the summoned mythic babau, but it is customary for a mythic babau that answers this summons to reward the summoner by slaying an individual of the summoner's choice. The summoner must provide the mythic babau with a possession of the intended victim, and succeed on a Diplomacy check (DC 20) to convince the babau to slay him. Success on this check indicates that the mythic babau immediately sets off to slay this victim (whether or not it succeeds is another matter). Failure indicates that the mythic babau declines the job, then leaves the summoner to wreak havoc on the Material Plane.

Ritual of the Vile Feast

Research: The summoner must succeed on either a Knowledge (planes) check (DC 30) or a Knowledge (religion) check (DC 30) to learn this ritual. Doing so generally requires at least 5 days of research.

Material Components: A jar of maggots, the blood of a troglodyte, a table, a large couch or chair with soft pillows, three different types of ingested poison with a combined value of at least 1,000 gp, and a massive feast with enough food to feed fifteen or more people and worth at least 300 gp.

Description: In order to perform the ritual, the summoner must lay out the feast on the table. At one end of the table he must place the couch or chair, and he must draw a circle with the troglodyte blood around the couch. The circle should be placed in such a way that it also includes roughly half the table within it, with the circle going on the floor beneath the table. He must then dose the entire feast with the various poisons, and then sprinkle the maggots over it as well. At this point, he must begin to eat the food not within the circle, pausing occasionally to chant a ritual phrase. Once the summoner has suffered and survived the effects of all three poisons, a mythic hezrou will appear on the couch in the circle, and begin eating the food within the circle. It is vital to the ritual that the meal is completed in silence before moving on to other things, and the summoner must consume every scrap of food and every maggot that falls on his side of the table.

Time: This ritual requires four hours to perform.

Summoning: The summoner must first survive the effects of the three poisons that lace the food. He must then succeed on a Knowledge (planes) or Knowledge (religion) check (DC 15) in order to successfully complete the ritual. Failure on this check indicates that there is no response, but there is no penalty for failure other than any potential effects of the ingested poisons. A mythic hezrou summoned in this way remains indefinitely.

Binding: The summoner must finish his meal in silence in order to empower the binding effect of the ritual. This has two components. Finishing in silence is simply a matter of not speaking, and as long as the summoner can refrain from speaking for the two hours or so that it takes the hezrou to finish its meal, he succeeds in this aspect. Finishing the meal is a difficult task, however, and requires a successful Constitution check (DC 15). Failure to do either of these things releases the hezrou from its binding and allows it to act as it pleases, which generally includes devouring the summoner. As long as it is bound, the mythic hezrou cannot leave the circle by any means, and cannot make attacks or use spell-like abilities against creatures outside the circle. Even if the mythic hezrou is successfully bound, its stench, miasma, and zone of corruption abilities may still affect the summoner and others outside the circle. Any hostile action towards the mythic hezrou by anyone automatically ends this binding effect.

Command: If the summoner successfully binds the mythic hezrou, he can make a Knowledge (planes) or Knowledge (religion) check (DC 20) to force it to answer questions and provide him with information, but cannot compel other services. That said, he may be able to convince the hezrou to agree to perform one or more services in exchange for gold, other services, rare delicacies, or simply for its freedom. Any agreements made while the hezrou is bound are magically enforced.

Permission to copy, modify and distribute the files collectively known as the System Reference Document ("SRD") is granted solely through the use of the Open Gaming License, Version 1.0a.

This material is being released using the Open Gaming License Version 1.0a and you should read and understand the terms of that license before using this material.

The text of the Open Gaming License itself is not Open Game Content. Instructions on using the License are provided within the License itself.

The following items are designated Product Identity, as defined in Section 1(e) of the Open Game License Version 1.0a, and are subject to the conditions set forth in Section 7 of the OGL, and are not Open Content: Dungeons & Dragons, D&D, Player's Handbook, Dungeon Master, Monster Manual, d20 System, Wizards of the Coast, d20 (when used as a trademark), Forgotten Realms, Faerûn, proper names (including those used in the names of spells or items), places, Red Wizard of Thay, the City of Union, Heroic Domains of Ysgard, Ever-Changing Chaos of Limbo, Windswept Depths of Pandemonium, Infinite Layers of the Abyss, Tarterian Depths of Carceri, Gray Waste of Hades, Bleak Eternity of Gehenna, Nine Hells of Baator, Infernal Battlefield of Acheron, Clockwork Nirvana of Mechanus, Peaceable Kingdoms of Arcadia, Seven Mounting Heavens of Celestia, Twin Paradises of Bytopia, Blessed Fields of Elysium, Wilderness of the Beastlands, Olympian Glades of Arborea, Concordant Domain of the Outlands, Sigil, Lady of Pain, Book of Exalted Deeds, Book of Vile Darkness, beholder, gauth, carrion crawler, tanar'ri, baatezu, displacer beast, githyanki, githzerai, mind flayer, illithid, umber hulk, yuan-ti.

All of the rest of the SRD is Open Game Content as described in Section 1(d) of the License.

More information on the Open Game License can be found at www.wizards.com/d20.

The terms of the Open Gaming License Version 1.0a are as follows:

OPEN GAME LICENSE Version 1.0a

The following text is the property of Wizards of the Coast, Inc. and is Copyright 2000 Wizards of the Coast, Inc ("Wizards"). All Rights Reserved.

1. Definitions: (a)"Contributors" means the copyright and/or trademark owners who have contributed Open Game Content; (b)"Derivative Material" means copyrighted material including derivative works and translations (including into other computer languages), potation, modification, correction, addition, extension, upgrade, improvement, compilation, abridgment or other form in which an existing work may be recast, transformed or adapted; (c) "Distribute" means to reproduce, license, rent, lease, sell, broadcast, publicly display, transmit or otherwise distribute; (d)"Open Game Content" means the game mechanic and includes the methods, procedures, processes and routines to the extent such content does not embody the Product Identity and is an enhancement over the prior art and any additional content clearly identified as Open Game Content by the Contributor, and means any work covered by this License, including translations and derivative works under copyright law, but specifically excludes Product Identity. (e) "Product Identity" means product and product line names, logos and identifying marks including trade dress; artifacts; creatures characters; stories, storylines, plots, thematic elements, dialogue, incidents, language, artwork, symbols, designs, depictions, likenesses, formats, poses, concepts, themes and graphic, photographic and other visual or audio representations; names and descriptions of characters, spells, enchantments, personalities, teams, personas, likenesses and special abilities; places, locations, environments, creatures, equipment, magical or supernatural abilities or effects, logos, symbols, or graphic designs; and any other trademark or registered trademark clearly identified as Product identity by the owner of the Product Identity, and which specifically excludes the Open Game Content; (f) "Trademark" means the logos, names, mark, sign, motto, designs that are used by a Contributor to identify itself or its products or the associated products contributed to the Open Game License by the Contributor (g) "Use", "Used" or "Using" means to use, Distribute, copy, edit, format, modify, translate and otherwise create Derivative Material of Open Game Content. (h) "You" or "Your" means the licensee in terms of this agreement.

2. The License: This License applies to any Open Game Content that contains a notice indicating that the Open Game Content may only be Used under and in terms of this License. You must affix such a notice to any Open Game Content that you Use. No terms may be added to or subtracted from this License except as described by the License itself. No other terms or conditions may be applied to any Open Game Content distributed using this License.

3.Offer and Acceptance: By Using the Open Game Content You indicate Your acceptance of the terms of this License.

4. Grant and Consideration: In consideration for agreeing to use this License, the Contributors grant You a perpetual, worldwide, royalty-free, non-exclusive license with the exact terms of this License to Use, the Open Game Content,

5. Representation of Authority to Contribute: If You are contributing original material as Open Game Content, You represent that Your Contributions are Your original creation and/or You have sufficient rights to grant the rights conveyed by this License.

6.Notice of License Copyright: You must update the COPYRIGHT NOTICE portion of this License to include the exact text of the COPYRIGHT NOTICE of any Open Game Content You are copying, modifying or distributing, and You must add the title, the copyright date, and the copyright holder's name to the COPYRIGHT NOTICE of any original Open Game Content you Distribute.

7. Use of Product Identity: You agree not to Use any Product Identity, including as an indication as to compatibility, except as expressly licensed in another, independent Agreement with the owner of each element of that Product Identity. You agree not to indicate compatibility or co-adaptability with any Trademark or Registered Trademark in conjunction with a work containing Open Game Content except as expressly licensed in another, independent Agreement with the owner of such Trademark or Registered Trademark. The use of any Product Identity in Open Game Content does not constitute a challenge to the ownership of that Product Identity. The owner of any Product Identity used in Open Game Content shall retain all rights, title and interest in and to that Product Identity.

8. Identification: If you distribute Open Game Content You must clearly indicate which portions of the work that you are distributing are Open Game Content.

9. Updating the License: Wizards or its designated Agents may publish updated versions of this License. You may use any authorized version of this License to copy, modify and distribute any Open Game Content originally distributed under any version of this License.

10. Copy of this License: You MUST include a copy of this License with every copy of the Open Game Content You Distribute.

11. Use of Contributor Credits: You may not market or advertise the Open Game Content using the name of any Contributor unless You have written permission from the Contributor to do so.

12. Inability to Comply: If it is impossible for You to comply with any of the terms of this License with respect to some or all of the Open Game Content due to statute, judicial order, or governmental regulation then You may not Use any Open Game Material so affected.

13. Termination: This License will terminate automatically if You fail to comply with all terms herein and fail to cure such breach within 30 days of becoming aware of the breach. All sublicenses shall survive the termination of this License.

14. Reformation: If any provision of this License is held to be unenforceable, such provision shall be reformed only to the extent necessary to make it enforceable.

15. COPYRIGHT NOTICE

Open Game License v 1.0a Copyright 2000, Wizards of the Coast, Inc.

System Reference Document Copyright 2000-2003, Wizards of the Coast, Inc.; Authors Jonathan Tweet, Monte Cook, Skip Williams, Rich Baker, Andy Collins, David Noonan, Rich Redman, Bruce R Cordell, John D. Rateliff, Thomas Reid, James Wyatt, based on original material by E. Gary Gygax and Dave Arneson

Pathfinder RPG Core Rulebook. Copyright 2009, Paizo Publishing, LLC; Author: Jason Bulmahn, based on material by Jonathan Tweet, Monte Cook, and Skip Williams

The Book of Experimental Might. Copyright 2008, Monte J. Cook. All rights reserved. Tome of Horrors. Copyright 2002, Necromancer Games, Inc.; Authors: Scott Greene, with Clark Peterson, Erica Balsley, Kevin Baase, Casey Christofferson, Lance Hawvermale, Travis Hawvermale, Patrick Lawinger, and Bill Webb; Based on original content from TSR.

Advanced Player's Guide. Copyright 2010, Paizo Publishing, LLC; Author: Jason Bulmahn. Pathfinder Roleplaying Game Ultimate Combat. Copyright 2011, Paizo Publishing, LLC; Authors: Jason Bulmahn, Tim Hitchcock, Colin McComb, Rob McCreary, Jason Nelson, Stephen Radney-

MacFarland, Sean K Reynolds, Owen K.C. Stephens, and Russ Taylor. Pathfinder Roleplaying Game Ultimate Magic. Copyright 2011, Paizo Publishing, LLC; Authors: Jason Bulmahn, Tim Hitchcock, Colin McComb, Rob McCreary, Jason Nelson, Stephen Radney-MacFarland, Sean K Reynolds, Owen K.C. Stephens, and Russ Taylor.

Pathfinder Roleplaying Game Mythic Adventures Copyright 2013, Paizo Publishing, LLC; Authors: Jason Bulmahn, Stephen Radney-MacFarland, Sean K Reynolds, Dennis Baker, Jesse Benner, Ben Bruck, Jim Groves, Tim Hitchcock, Tracy Hurley, Jonathan Keith, Jason Nelson, Tom Phillips, Ryan

Macklin, F. Wesley Schneider, Amber Scott, Tork Shaw, Russ Taylor, and Ray Vallese. Pathfinder Roleplaying Game Bestiary 3 Copyright 2011, Paizo Publishing, LLC; Authors Jesse Benner, Jason Bulmahn, Adam Daigle, James Jacobs, Michael Kenway, Rob McCreary, Patrick Renie, Chris Sims, F. Wesley Schneider, James L. Sutter, and Russ Taylor, based on material by Jonathan Tweet, Monte Cook, and Skip Williams. Mythic Mastery: The Mythic Glabrezu Copyright 2014, Necromancers of the Northwest, LLC;

Authors: Alex Riggs, Joshua Zaback

Mythic Mastery: Missing Mythic Magic Volume I Copyright 2014, Necromancers of the Northwest, LLC; Authors: Alex Riggs, Joshua Zaback

Mythic Mastery: Mythic Heritages: Demonic Copyright 2014, Necromancers of the Northwest, LLC; Authors: Alex Riggs, Joshua Zaback

Mythic Mastery: Mythic Archery Copyright 2014, Necromancers of the Northwest, LLC; Authors: Alex Riggs, Joshua Zaback

Mythic Mastery: The Mythic Succubus Copyright 2014, Necromancers of the Northwest, LLC; Authors: Alex Riggs, Joshua Zaback

Mythic Mastery: Missing Mythic Magic Volume II Copyright 2014, Necromancers of the Northwest, LLC; Authors: Alex Riggs, Joshua Zaback

Mythic Mastery: The Mythic Balor Copyright 2014, Necromancers of the Northwest, LLC; Authors: Alex Riggs, Joshua Zaback

Mythic Mastery: Mythic Items of the Orient Copyright 2014, Necromancers of the Northwest, LLC; Authors: Alex Riggs, Joshua Zaback

Mythic Mastery: Mythic Traps Copyright 2014, Necromancers of the Northwest, LLC; Authors: Alex Riggs, Joshua Zaback Mythic Mastery: Missing Mythic Magic Volume III Copyright 2014, Necromancers of the

Northwest, LLC; Authors: Alex Riggs, Joshua Zaback Mythic Mastery: Draconic Heritage Copyright 2014, Necromancers of the Northwest, LLC; Authors: Alex Riggs, Joshua Zaback

Mythic Mastery: Mythic Curses Copyright 2014, Necromancers of the Northwest, LLC; Authors: Alex Riggs, Joshua Zaback

Mythic Mastery: Mythic Creatures of the Nile Copyright 2014, Necromancers of the Northwest, LLC; Authors: Alex Riggs, Joshua Zaback

Mythic Mastery: Missing Mythic Magic Volume IV Copyright 2014, Necromancers of the Northwest, LLC; Authors: Alex Riggs, Joshua Zaback

Mythic Mastery: Mythic Dretches and Quasits Copyright 2014, Necromancers of the Northwest, LLC; Authors: Alex Riggs, Joshua Zaback

Mythic Mastery: Pharaonic Heritage Copyright 2014, Necromancers of the Northwest, LLC; Authors: Alex Riggs, Joshua Zaback

Mythic Mastery: Missing Mythic Magic Volume V Copyright 2014, Necromancers of the Northwest, LLC; Authors: Alex Riggs, Joshua Zaback

Mythic Mastery: Mythic Traps 2 Copyright 2014, Necromancers of the Northwest, LLC; Authors: Alex Riggs, Joshua Zaback

Mythic Mastery: Mythic Items of the Nile Copyright 2014, Necromancers of the Northwest, LLC; Authors: Alex Riggs, Joshua Zaback

Mythic Mastery: Mythic Efreeti Copyright 2014, Necromancers of the Northwest, LLC; Authors: Alex Riggs, Joshua Zaback

Mythic Mastery: Missing Mythic Magic Volume VI Copyright 2014, Necromancers of the

Northwest, LLC; Authors: Alex Riggs, Joshua Zaback Mythic Mastery: Mythic Sphinxes Copyright 2014, Necromancers of the Northwest, LLC; Authors: Alex Riggs, Joshua Zabacl

Mythic Mastery: Magic of the Nile Copyright 2014, Necromancers of the Northwest, LLC; Authors: Alex Riggs, Joshua Zaback

Mythic Mastery: Mythic Babau and Hezrou Copyright 2014, Necromancers of the Northwest, LLC; Authors: Alex Riggs, Joshua Zaback

END OF LICENSE

Poisonous Fiends from the Heart of the Abyss!

All demons are noxious, repugnant, and vile, but two stand out as perhaps the most disgusting and toxic of them all: the slime=drenched babau and the oily, stinking hezrou. The lean, quick babau are the assassins of the underworld, born of serial murderers, and so inherently wretched that their skin constantly weeps an acidic ichor that covers their entire body. The hulking hezrou, by comparison, is a powerful abyssal heavyweight that corrupts and warps everything it touches, and pollutes the very world around it. Many fear and revile these loathsome creatures, and rightfully so, but they are nothing when compared to the mythic paragons of their species.

This book presents game statistics for mythic babau and mythic hezrou, both of which have unique abilities never seen elsewhere. Mythic babau are expert assassins who not only excel at making powerful, deadly sneak attacks, even when others would not be able to, but also are invigorated by making a bloody kill, and gain the ability to spit blobs of clinging acid at their foes from afar. Mythic hezrou, by contrast, can cause bodies to twist, warp, and putrefy with a single touch, can surround themselves with a deadly miasma of toxic gases to punish those who would dare approach them, and can even corrupt entire landscapes in a 10=mile radius with their mere presence. In addition to these game statistics, the book also introduces rules for performing special rituals that can be enacted by players of any class in order to summon mythic babau and mythic hezrou, with both specific game rules for doing so and detailed flavorful descriptions.

The Mythic Mastery series of products builds and expands on the rules for mythic characters introduced in Mythic Adventures. Each Mythic Mastery provides new content and rules for mythic games, with a focus on a single theme or area of play. While some of the content provided in Mythic Mastery products requires the use of mythic characters and a mythic adventure, others, such as those focused on exploring mythic monsters, can be used in games of every sort.

