

Mythic Dretches and Quasits



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## Mythic Dretch

This squat, ugly monster is clearly a dretch, but distinct from its kin for being larger and better muscled. Its entire body shines a bright and angry red, like metal exposed to flame. Unlike the others surrounding it, this beast speaks a primitive battle cry in the language of the Abyss before charging forth, baring blood soaked fangs.

#### DRETCH XP 900

 $CR_3/MR_2$ 

CE Small outsider (chaotic, demon, evil, extraplanar) Init +0; Senses darkvision 60 ft.; Perception +5 DEFENSE

AC 16, touch 11, flat-footed 16 (+5 natural, +1 size) hp 41 (2d10+30);

Fort +5, Ref +0, Will +3

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

OFFENSE Speed 20 ft.

Melee 2 claws +5 (1d4+2 plus grab), bite +5 (1d4+2)Special Attacks drain blood, mitotic separation, mythicpower (2/day, surge +1d6)Spell-Like Abilities (CL 2nd; concentration +2)

1/day—cause fear (DC 11), stinking cloud (DC 13), summon

(level 1, 1 dretch 35%)

STATISTICS

Str 14, Dex 10, Con 14, Int 5, Wis 11, Cha 11 Base Atk +3; CMB +5; CMD 15 Feats Toughness<sup>M</sup> Skills Escape Artist +5, Perception +5, Stealth +9 Languages Abyssal; telepathy 100 ft. (limited to Abyssalspeaking targets) ECOLOGY

Environment any (Abyss)

Organization solitary or horde (1 plus 2d12 dretches) Treasure standard

SPECIAL ABILITIES

**Drain Blood** (Ex): A mythic dretch has the ability to drain life-force from creatures by sucking their blood. If the mythic dretch begins its round grappling a creature, it may choose to forego damaging the creature in order to attempt to drain its life-force, instead. In order to do this, the mythic dretch must succeed on a combat maneuver check to grapple. If it succeeds, it automatically maintains the grapple and deals 1d3 points of Constitution damage to the grappled creature. For each point of Constitution damage dealt this way, the mythic dretch regains 5 hit points. If this would cause the mythic dretch's current hit point total to exceed its maximum hit point total, it gains that many temporary hit points instead. These temporary hit points last for up to 1 hour. If the mythic dretch ever has 15 or more temporary hit points, it explodes, killing the mythic dretch and dealing 2d6 points of acid damage to all characters within a 5-foot radius. If the mythic dretch successfully drains blood from a target who has remaining uses of mythic power, the target also loses one use of mythic power, and the mythic dretch regains one use of mythic power.

**Mitotic Separation (Su):** A mythic dretch in the throes of death has the unique ability to channel its remaining mythic power into chaotic creative energy, allowing it to shape its dying energy into more dretches. Whenever the mythic dretch is reduced to o hit points or would otherwise die, as an immediate action the mythic dretch expends all remaining uses of mythic power in order to create a number of non-mythic dretches equal to 1d2 + the number of uses of mythic power expended in this way, which appear in random locations within a 20-foot-radius of where the mythic dretch died. These new dretches are free-willed and act on their own initiative, though they lose the use of their summon ability for 24 hours after coming into being.

### Ecology

Mythic dretches are very curious creatures, as it is not normal for such minor and insignificant creatures to become mythic through natural means. As a result, mythic dretches are almost always created through the interference of more powerful beings, though this is often another mystery—why would a demon lord have need of a more powerful dretch, that was still not powerful enough to stand toe to toe with even relatively minor demons? Some scholars believe that mythic dretches are created primarily by accident or that they spawn from the souls of slovenly mortals with mythic powers. A very scarce rumor suggests the mythic dretch may be the avatars, favored children, or champions of an obscure and long forgotten demon prince. Still other schools of thought suggest that the mythic dretch is nothing more or less than a handful of dretches who have become fused together.

Whatever the case, mythic dretches are far more dangerous than their mundane cousins and are capable of causing a great deal of mayhem. Left to its own devices, the mythic dretch commands other slovenly low-born creatures and drives them to commit such malice and mischief as it can motivate them to do. Most often, however, even these mighty dretches lack the strength to command creatures of much use, and are usually left with a handful of dretches loyal enough to fight—if it looks easy, or if they have to. As a result, mythic dretches often find that they have to get up to mischief on their own.

Usually mythic dretches are summoned to the Material Plane by mistake, or through some accident which brought the mythic dretch as well as another demon. Still, mythic dretches make surprisingly capable servants and are oddly driven to cause trouble, though not with the deadly fervor or grace of greater demons. Rarely can even the havoc wreaked by a mythic dretch be considered much worse than a great nuisance. Occasionally, a mythic dretch will be summoned by a character with malicious intentions who knows the full extent of the dretch's power. These individuals delight in knowing that even should the mythic dretch become slain, the terror will not end, as more dretches will surely be called in its wake.

## Mythic Quasit

This tiny impish creature has a twisted and gaunt body, with a wicked, shriveled, human-like face contorted in wild hate. It has four ram horns which curl about wildly in different directions from the top of its head. It has wings, though they don't flap and instead are eerily still as it flies about.

### QUASIT

#### CR 4/MR 2

XP 1,200 CE Tiny outsider (chaotic, demon, evil, extraplanar) Init +8; Senses darkvision 60 ft.; Perception +7 DEFENSE AC 16, touch 14, flat-footed 14 (+2 Dex, +2 natural, +2 size)hp 36 (3d10+20); fast healing 2 Fort +1, Ref +5, Will +4 DR 5/cold iron and epic or good and epic; Immune electricity, poison; Resist acid 10, cold 10, fire 10 OFFENSE Speed 20 ft., fly 50 ft. (perfect) Melee 2 claws +7 (1d3-1 plus poison), bite +7 (1d4-1) Space 2-1/2 ft.; Reach o ft. Special Attacks mythic power (2/day, surge +1d6), random spell, spirit rend Spell-Like Abilities (CL 6th) At will—detect good, detect magic, invisibility (self only) 1/day—cause fear (30-foot radius, DC 12) **1/week**—*commune* (six questions) STATISTICS Str 8, Dex 14, Con 11, Int 11, Wis 12, Cha 13 Base Atk +3; CMB +0; CMD 12 Feats Improved Initiative<sup>M</sup>, Weapon Finesse Skills Bluff +7, Fly +20, Intimidate +7, Knowledge (planes) +6, Perception +7, Stealth +16 Languages Abyssal, Common; telepathy (touch) SQ change shape (2 of the following forms: bat, Small centipede, toad, or wolf; polymorph), improved shapechange ECOLOGY **Environment** any (Abyss) **Organization** solitary **Treasure** standard SPECIAL ABILITIES

**Poison (Ex):** Claw—injury; *save* Fort DC 13; *frequency* 1/round for 6 rounds; *effect* 1d2 Dex damage; *cure* 2 consecutive saves.

**Improved Shapechange (Sp):** A mythic quasit possesses stronger shapechanging abilities than a normal quasit. A mythic quasit can expend one use of mythic power to assume the form of any Small or Medium humanoid, though whatever form it assumes retains quasit-like features, including twisted facial features, wiry bodies, or even ram horns. In addition to the forms of humanoids, the quasit can also use this ability to assume the form of a wyrmling black dragon. In this state, the quasit gains a +4 bonus to Strength and Dexterity and a +2 bonus to natural armor, and its claw and bite attacks each deal damage as though it were 1 size category larger than it actually is. Finally, while in dragon form, the quasit gains a breath weapon (30-foot line, DC 11, 2d6 acid, usable once every 1d4+1 rounds).

**Random Spell (Sp):** A mythic quasit has the ability to cast a limited number of sorcerer spells by tapping into the unique combination of arcane power and the Abyss which make up its being. As a standard action, the mythic quasit can expend one use of mythic power in order to cast one of six spells, determined randomly. The caster level for these spells is 6th and the saving throw DC is Charisma-based. The spells a mythic quasit can cast are: *acid arrow, aid, burning hands, darkness, magic missile,* and *ray of enfeeblement.* 

**Spirit Rend (Su):** A mythic quasit remembers its creation and is infused with the power of the Abyss. It has the unique ability to utilize this power in order to replicate the process of its creation on a limited scale. Whenever the mythic quasit successfully deals damage to an arcane spellcaster with its claw attack, as an immediate action it may expend one use of mythic power. If it does, there is a 50% chance that the attack rends away some of the spellcaster's spirit and creates a new quasit. Quasits created in this way are generally free-willed, though they must obey the spoken commands of the mythic quasit who created them. Quasits created in this way rarely perform tasks with complete loyalty and often twist the commands of the mythic quasit in ways designed to hurt or torment it.

### <u>Ecology</u>

As quasits are created from a portion of an evil spellcaster's soul and the taint of the Abyss, a mythic quasit is created when a mythic spellcaster with true evil in his heart seeks a familiar to aid him for a chaotic purpose. Unlike a regular quasit, a mythic quasit is imbued not only with his master's exceptional mythic gifts, but also with the power of the very Abyss itself. They remember their own creation and wield the chaotic power of the Abyss, making them truly dangerous creatures.

Most often, mythic quasits can be found serving as familiars or servants of powerful mythic sorcerers with the abyssal bloodline, or the occasional wizard. Very rarely, demonologists lacking the talent to call more powerful demons will attempt to summon a quasit and accidently summon a mythic quasit by mistake. These mistakes usually prove fatal as mythic quasits have even worse temperaments than their non-mythic kin and are quick to go from malicious prank to lethal accident. However, very powerful warlocks are able to control mythic quasits and are rewarded with a more potent servant than the average wizard or witch could ever hope to possess.

After they serve their terms of service (often prematurely ended), mythic quasits are left to sow such chaos and destruction as they can in the mortal world. They act as agents of wrath and maliciousness, attacking without warning or provocation as part of their wicked insanity. Capable planners, a mythic quasit can spend years setting up random acts of destruction which cause the maximum amount of suffering for as many people as possible. Still, such creatures as the mythic quasit are highly adaptable and can abandon a plan at the last minute if the mythic quasit sees another opportunity, or occasionally for no reason at all.



## 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 provided below are just two examples of rituals that can be used to summon mythic dretches and quasits.

#### **Reading a Ritual**

These rituals are all formatted the same way, as described below.

**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.

#### Summoning the Abyssal Jester (Mythic Dretch)

**Research:** The summoner must succeed on a Knowledge (planes) check (DC 15) in order to learn this ritual. Doing so generally requires eight hours of research.

**Material Components:** One wax statute of a jester weighing 15 lbs. and costing 20 gp, one duck valued at 1 cp, and one silver dagger of at least masterwork quality (typically costing 322 gp).

**Description:** Though only elevated minutely above the very least of fiends, the abyssal jester—a demon which resembles the common dretch in many ways—can prove a useful tool to the dedicated servant of chaos. Summoning the infernal creature requires only that a man with malicious intent coat a wax statue of a dancing clown with the blood of duck, shed by a silver knife under the light of waning moon with three witnesses and a bit of luck. One of the witnesses must laugh at the display in order for the calling to be successful as the energy for the planar transfer is taken from this laughter; a hearty and full-bodied laugh of honest mirth will prove the most effective. When the laughter dies, the statue will change form and take on the life of the abyssal jester.

**Time:** Performing this ritual requires a minimum of 1 hour, and must be performed under moonlight.

**Summoning:** The summoner must succeed on a Knowledge (planes) check (DC 20) in order to summon the mythic dretch. Failure on this check indicates that the ritual fails.

Binding: The summoner must succeed on a Perform (comedy) check (DC 15) to prevent the mythic dretch from harming him. Failure on this check indicates that the mythic dretch does everything in its power to slay the summoner for one minute after being summoned, then either returns whence it came or wanders off to sow chaos on the material plane. A natural 1 on this check is always treated as a failure. A successfully-bound mythic dretch cannot take any hostile action against the summoner for 24 hours, though it may still find ways to inconvenience or even harm him in indirect fashions. At the end of this 24-hour period, the summoner may make an additional Perform (comedy) check (DC 15) to extend the binding effect for another 24 hours. Unlike most spells that summon mythic outsiders, taking hostile action against a mythic dretch that has been bound does not immediately end the binding effect.

**Command:** A mythic dretch is fairly easy to command and control, if it is successfully bound. An Intimidate check (DC 20) is sufficient to control a mythic dretch for 24 hours. Each time that the mythic dretch is re-bound, the summoner may make another Intimidate check to renew his control. A natural 1 on this check is always treated as a failure. Failure on this check means that the mythic dretch is free to act as it pleases, which typically involves fleeing from the summoner until the binding effect wears off, and then returning to enact revenge once it can no longer be bound or controlled.

#### Ritual of the Warlock's Pact (Mythic Quasit)

**Research:** The summoner must succeed on a Knowledge (arcana) check (DC 20) in order to learn this ritual. Doing so

generally requires 24 hours of research.

**Material Components:** Three roosters valued at 1 cp each, a knife or similar cutting implement, a sheet of clean parchment valued at 1 gp, and a small quantity of tears, saliva, or urine taken from at least 2 different clerics of 2<sup>nd</sup> level or higher.

**Description:** Those who wish to summon a beast from beyond the gates of Abyss to serve as a familiar must undertake the pact of warlocks. Under moon and star in a cloudless night sky, the summoner must cut the throats of three cocks over unspoiled ground, spilling the creatures' blood in a circle about himself. As the circle is formed, the summoner must speak the invocation of beasts three times clearly, "Lupis, arktos, felis, demonia." The summoner must also use the bloody knife to make the sign of the flame with three upward strokes, declaring aloud his ambitions and deviant wants. For a full minute after making this sign, the summoner must hold his breath and speak no words. After this time, he must cut into his flesh with the bloody knife, then draw his mark upon a sheet of clean parchment washed in the water of priests, then burn it while speaking again the invocation of beasts. As the summoner's final word rings out and the parchment burns, there will come a messenger from Abyss to serve the summoner in all his aims.

**Time:** Performing this ritual requires a minimum of 2 hours, and it must be performed at night.

**Summoning:** The summoner must succeed on a Knowledge (arcana) check (DC 15) and a Spellcraft check (DC 20) in order to successfully summon a mythic quasit. Failure on the Spellcraft check results in the mythic quasit failing to appear. If the Spellcraft check succeeds but the Knowledge (arcana) check is a failure, there is a 10 % chance that another demon is summoned instead. The type of demon may be mundane or mythic and is of a type determined randomly by the GM. If a demon other than a mythic quasit is summoned, regardless of what it is, the ritual grants no ability to bind or command it, and it is not under the influence of the summoner.

**Binding:** If successfully summoned, a mythic quasit can be prevented from harming the summoner by performing a simple invocation requiring a Spellcraft check (DC 15). Success on this check prevents the mythic quasit from attacking the speaker for 1 year and 1 day, after which time it may attack if it pleases. Multiple characters can attempt to bind the quasit in this way, though all characters doing so must be present during the ritual. Any hostile action by the summoner (or one of the others involved in binding the mythic quasit) against the mythic quasit immediately ends the binding effect for all of the characters involved in binding the quasit.

**Command:** A mythic quasit cannot be commanded except by a mythic spellcaster of at least 7<sup>th</sup> level. If such a character has the Improved Familiar feat, and he succeeds on a final Spellcraft check (DC 20), he may take the mythic quasit as his familiar. Otherwise, a mythic quasit can also be reasoned with, and one successfully summoned by this ritual will likely be receptive to bargaining, waiting until it gets the most out of those bargaining for its service before betraying them to their deaths. 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.

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And the Meek Shall Inherit the Abyss!

Often considered the lowest of the low, "lesser" demons like dretches and quasits are rarely afforded the respect and caution due to creatures of the lower planes. Most of the time, this is exactly how the dretches and quasits like it lafter all, if they aren't perceived as a threat, then foolish mortals will summon them, make mistakes, and allow them to sow chaos and discord throughout the material plane. But just because they often play the fool does not mean that these sly and devious demons aren't dangerous adversaries, and when they are infused with mythic power, they can spell the doom of even seasoned adventurers.

This book presents game statistics for mythic dretches and mythic quasits, both of which have unique abilities never seen elsewhere. Mythic dretches gain the ability to drain blood=and mythic power=from their foes, but must be careful not to drink too much, lest they explode in a shower of gore. Mythic quasits, on the other hand, can tap the power of chaos to harness powerful (albeit, uncontrollable) magic, and can sever small portions of their victims' spirits, which they can use to create more quasits. Finally, it introduces rules for performing special rituals that can be enacted by players of any class in order to summon mythic dretches and mythic quasits, 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.

