

Mythic Efreeti



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Mythic Efreeti

The creature before you resembles a muscular man, wearing an open vest and wide pantaloons of an eastern style that leave his incredibly muscular chest bare. His inhuman nature is betrayed, however, by the fact that he is eight feet tall, and his skin is a bright crimson, which actually seems to glow from within, as though a hidden flame burned within.

MYTHIC EFREETI

CR 10/MR 4

XP 9,600

LE Large outsider (extraplanar, fire)

Init +11; Senses darkvison 60 ft., *detect magic*; Perception +15

DEFENSE

AC 27, touch 15, flat-footed 21 (+4 Dex, +2 dodge, +12 natural, -1 size)

hp 135 (10d10+80)

Fort +7, Ref +11, Will +9

DR 5/epic; Immune fire; Vulnerability cold

OFFENSE

Speed 20 ft., fly 40 ft. (perfect)

Melee 2 slams +16 (1d8+7 plus 1d6 fire) or mwk falchion +17/+12 (2d6+10/18-20)

Space 10 ft.; Reach 10 ft.

Special Attacks change size, golden shackles, heat (1d6 fire), mythic power (4/day, surge +1d8), mythic spell-like abilities, smoke breath (30-ft. cone, DC 19)

Spell-Like Abilities (CL 11th)

Constant—detect magic

At will—*plane shift* (willing targets to elemental planes, Astral Plane, or Material Plane only), *produce flame*, *pyrotechnics* (DC 14), *scorching ray*

3/day—invisibility, quickened scorching ray, wall of fire (DC 16)

1/day—grant up to 3 wishes (to non-genies only), gaseous form, permanent image (DC 18)

STATISTICS

Str 25, Dex 19, Con 18, Int 12, Wis 14, Cha 15 Base Atk +10; CMB +18; CMD 34

Feats Combat Casting, Combat Reflexes, Deceitful, Dodge^M, Improved Initiative^{B, M}, Quicken Spell-Like Ability (*scorching ray*)

Skills Bluff +19, Craft (any one) +14, Disguise +10, Fly +14, Intimidate +15, Perception +15, Sense Motive +15, Spellcraft +14, Stealth +9

Languages Auran, Aquan, Common, Ignan, Terran; telepathy 100 ft.

SQ change shape (humanoid or giant, *alter self* or *giant form I*), smoke adapted

ECOLOGY

Environment any (Plane of Fire)

Organization solitary, pair, company (3-6), or band (7-12) **Treasure** standard (mwk falchion, other gear)

SPECIAL ABILITIES

Change Size (Sp): Twice per day, a mythic efreeti can magically change a creature's size. This works just like an *enlarge person* or *reduce person* spell (the efreeti chooses when using the ability), except that the ability can work on the mythic efreeti. A DC 13 Fortitude save negates the effect. The save DC is Charisma-based. This is the equivalent of a 2^{nd} -level spell.

If the mythic efreeti expends a daily use of mythic power when it uses this ability, it can enhance this ability. If used as *enlarge person*, the enhanced version of this ability causes the affected creature to gain a +8 bonus to its Strength score, instead of +2, and also grants the target a +4 bonus to Constitution and a +2 natural armor bonus. If used as *reduce person*, the target suffers a -4 penalty to Strength instead of -2, and also suffers a -2 penalty to Constitution. In either case, the ability works on creatures of any creature type, and the saving throw DC to negate the effect is increased to 17. This is the equivalent of a 2^{nd} -level mythic spell.

Golden Shackles (Su): With little more than a word and a gesture, a mythic efreeti can claim a humanoid creature as his slave, causing magical golden shackles to appear on the target's wrists and ankles. These shackles are not bound with chains, but rather with magic, and have several debilitating effects. Using this ability is a standard action that requires the mythic efreeti to expend one use of mythic power, and the target must be a humanoid creature within 60 feet. The target may make a Will save (DC 17) to negate the effect. If the target fails his save, golden shackles magically appear on his wrists and ankles. These impose a -2 penalty to attack and damage rolls made against the mythic efreeti who placed the shackles. Further, the target suffers a -2 penalty on saving throws made to resist the abilities of that mythic efreeti. Finally, the mythic efreeti can expend a use of mythic power at any time to cast suggestion as a spell-like ability, with the affected creature as the target. The target may make a Will save to resist this effect (DC 17), but if he is non-mythic, he must roll twice and take the worse result.

A mythic efreeti can maintain a number of sets of golden shackles at any given time equal to twice his mythic tier. He can release a character from his shackles at any time as a move action. Otherwise, the shackles can only be removed by a mythic *remove curse* spell, or more powerful magic.

Heat (Ex): A mythic efreeti's body deals 1d6 points of fire damage whenever it hits with a natural attack, or in each round it grapples. As a free action, a mythic efreeti can expend one use of mythic power in order to increase its body heat temporarily. This increases the amount of fire damage it deals whenever it hits with a natural attack, or in each round that it grapples, to 3d6. Additionally, any creature that enters or begins its turn within 20 feet of the mythic efreeti takes 1d6 points of fire damage. These benefits last for 4 rounds.

Mythic Spell-Like Abilities: Whenever a mythic efreeti uses one of his spell-like abilities, he can expend a use of mythic power in order to cast the mythic version of that spell.

Smoke Adapted (Su): A mythic efreeti can see through smoke and similar effects without difficulty, and can breathe smoke without difficulty. **Smoke Breath (Su):** As a standard action, by expending a use of mythic power, a mythic efreeti can spit forth a cloud of roiling black smoke. This takes the form of a 30-foot cone. All sight within the affected area is blocked (except by creatures that can see through smoke). Additionally, creatures that enter or begin their turn in the affected area must succeed on a Fortitude save (DC 19) or be staggered for 1 round and suffer 1d6 points of nonlethal damage. The smoke persists for 1d4 rounds. Creatures that do not breathe, or who can breathe smoke, are immune to this aspect of this ability.

Ecology

Efreet of all sorts are well-known in certain circles for their magical power, and are fabled in myth and folklore for their ability to grant wishes to those mortals who are able to entrap or trick them into doing so. Those few adventurers who have had the opportunity to travel to the Plane of Fire, the home of the efreet, have a much greater respect for these powerful genies, especially those who have visited the mythical City of Brass, which is the height of efreeti civilization. Those who have encountered these creatures know that they are cruel, arrogant, and cunning creatures, with little to no regard for those they consider their lesser (which typically includes all non-efreet, as well as just about any efreeti who doesn't explicitly outrank them). And as terrifying as an "everyday" efreeti is, there are far more formidable and terrifying efreet that very few mortals are ever unlucky enough to meet.

Much has been said of the maliks, the efreeti noble caste, which are generally more accomplished combatants, and also have access to a greater variety of magical power, in addition to the intense political power that they wield. While it is difficult for the average efreeti to rise through society and become a malik, another way by which some select few efreet gain power, albeit unintentionally, is through their dealings with mortals. Efreet almost universally hate being summoned by "lesser" creatures on the Material Plane, for whom they are often forced to grant wishes, something that they consider to be far beneath their dignity. Despite this, if a certain efreeti is summoned enough times, and, through being forced to grant wishes, is made to alter the fabric of the multiverse enough times, legends and tales about him begin to spread, and he slowly becomes filled with mythic power, transforming him into a mythic efreeti.

Mythic efreet generally do not fit in well in efreeti society, in part because of their extensive dealings (intentional or not) with creatures from the Material Plane, and in part because they are seen as a threat by the malik efreet, who do not want their political positions challenged by such "upstarts." Perhaps drawn to seek out more of the mysterious force that transformed them, many mythic efreet strike out on their own, and typically travel the multiverse (but especially the Material Plane). Many of them eventually settle down to create a fiefdom for themselves, while others pursue various agendas, such as accumulating more magical power, investigating ancient legends, or enacting vengeance on the mortals that summoned them (or, frequently, their descendants).

Summoning Rituals

While most genies can be summoned with a simple *planar binding* spell, mythic genies are exceptional and require an alternative means of summoning. That said, in some ways summoning a mythic genie 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 genie is always complex, obscure, and unique to the type of genie being summoned; for instance, the ritual for summoning a mythic efreeti won't allow a prospective summoner to summon a mythic marid.

In addition to being divorced from actual spellcasting, summoning a mythic genie 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 genies have more than one ritual which can be used to summon them. The rituals provided below are just two examples of rituals to summon efreet.

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.

Rituals for Summoning a Mythic Efreeti

Flame Warrior's Calling

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

Material Components: A fist-sized ruby worth at least 1,500 gp, a pint of horse blood, and a single orchid flower with exactly 15 petals.

Description: The summoner must hold the ruby in one hand, placing the orchid flower atop it. He must then pour the horse blood over both the flower and the ruby, allowing it to cover his entire hand, as well. As he does so, he must incant a special rite of calling. If the rite is performed correctly, the blood will burst into flames in his hand, but the summoner's hand and the orchid flower will be unaffected, with only the ruby and the blood burning. The mythic efreeti will appear before the summoner, and may potentially be commanded. Each round that the efreeti is summoned, a single petal will wither and fall from the orchid, and when the last petal falls, the efreeti will vanish, as will the burning ruby.

Time: This ritual requires one round to perform.

Summoning: The summoner must succeed on a Knowledge (planes) check (DC 20). Failure on this check causes the ritual to fail. Failure by 5 or more causes the flames to still appear, but they burn the summoner and the orchid, instead of the ruby, dealing 3d6 points of fire damage to the summoner. Failing to perform the ritual never consumes or destroys the ruby component. Mythic effect summoned by this ritual are unable to use their *wish* spell-like ability for as long as they remain summoned.

Binding: This ritual automatically prevents the summoned efreeti from harming him, and the summoner need not make any check to do so. This does not, however, prevent the summoned efreeti from harming other nearby creatures, including the summoner's allies. Any hostile actions taken against the mythic efreeti by any creature ends the binding effect.

Command: The summoner can attempt a Diplomacy or Knowledge (planes) check (DC 20) in order to gain some control over the mythic effecti. If the check is successful, the summoner can command the mythic effecti to fight on his behalf, as though he had been summoned by the spell *summon monster I*. Otherwise, the mythic effecti can act as it pleases. Most mythic effect that are summoned this way and not successfully commanded simply declare that they will not serve and then passively watch the ensuing combat. Most can still be persuaded to fight on the summoner's behalf if they are offered a suitable sum of gold (1,000 gp will typically suffice). A handful will actively work against the summoner by attacking his allies or using his abilities (especially the change size ability) to aid the summoner's enemies.

Invocation of the Chained Sultan

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

Material Components: An iron bottle, into which has been engraved the names of 999 kings, princes, emperors, sultans, and so on; three sets of chains made of brass, exactly 5 feet long, which have been carved to resemble a fanged snake on one end; a golden brazier; the bones and blood of a ram; special oils and incense worth 1,500 gp.

Description: In order to perform the invocation of the chained sultan, the summoner must first draw a circle on the floor with the special ritual oil. Then, he must fasten the three chains to the lips of the brazier, and place the iron bottle in the center of the brazier, after removing the bottle's lid and keeping it on his person. Finally, he must place the bones and blood of the ram into the brazier and burn them as a ritual sacrifice while repeating a simple invocation in Ignan commanding an efreeti to appear before him. If the ritual is performed correctly, the flames within the brazier will turn a brilliant golden color, and will magically spread to the circle of oil, which will create a waist-high wall of fire that will burn without heat for the ritual's duration. The efreeti will then appear in the air above the brazier, but its lower body will be a swirling column of smoke. The golden chains will then rise like animated serpents and bite into the efreeti's wrists and neck, binding it in place over the brazier, while the end of the efreeti's smoke column becomes sucked into the bottle, holding it in place.

Time: Performing this ritual requires six hours to perform.

Summoning: The summoner must succeed on both a Knowledge (planes) check (DC 25) and either a Bluff or Intimidate check (DC 25). Failure on either check causes the ritual to fail completely. Failing both checks by 5 or more allows the mythic efreeti to attempt to bring the summoner to him instead, as though with a *planeshift* spell. The summoner is entitled to a Will save to resist this effect. Success on both checks indicates that a single mythic efreeti is summoned. Mythic efreet summoned by this ritual always have at least one daily use of their *wish* spell-like ability remaining.

Binding: The summoner must succeed on a Knowledge (planes) check (DC 30) to prevent the mythic efreeti from harming him. Failure on this check means that the mythic efreeti immediately attempts to slay or enslave the summoner, after which he will typically return whence he came. If the summoner succeeds on the check, however, the mythic efreeti is unable to move or attack, although he can converse with nearby creatures. The mythic efreeti cannot use any of his spell-like abilities while bound in this way, except with the express permission of the summoner, and then only in ways that the summoner specifies (the mythic efreeti is required to fulfill the letter of such specifications, if he chooses to use a spell-like ability in this way, but not the spirit). Any hostile actions taken against the mythic efreeti by any creature ends the binding effect, as does any creature entering the circle.

Command: If the mythic efreeti is successfully bound, the summoner can attempt an Intimidate or Knowledge (nobility) check (DC 25) in order to gain some control over the mythic efreeti. If the check is successful, the summoner can command the mythic efreeti to use one of its *wish* spell-like abilities to fulfill a wish that the summoner states. For every 10 points by which the result exceeds the DC, he can force the mythic efreeti to use one additional *wish* spell-like ability in this way. The mythic efreeti is required to fulfill the letter of the wish, but not its spirit, and any ill-worded wish is sure to backfire on the summoner.



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Lords of Fire and Magic!

There can be no doubt that the efrecti are a powerful and fearsome race. They rule the Elemental Plane of Fire with a red=hot, molten iron fist. Their capital, the fabled City of Brass, is known throughout the multiverse as a great center of learning, culture, trade, and much more. Even the least among them is skilled in magic, by mortal standards, and their race was ancient when man and elf first came into being. They are also a proud race, and chafe at the thought of being forced to serve lesser beings, but the threat of fiery vengeance does little to dissuade the numerous spellcasters who nonetheless take it upon themselves to summon and bind efrect for their own mysterious purposes. It is rumored among these circles that there are some efrect who rival, or even exceed, the greatest efrecti nobles in power, and these are the mythic efrecti.

This book presents game statistics for a mythic efreeti, which has several unique abilities never seen elsewhere. A mythic efreeti can breathe clouds of thick black smoke on a whim to blind and disable their foes. They can also burn with much greater intensity than their lesser kin, and their ability to change the size of other creatures is enhanced as well. Derhaps their most notorious power is their ability to bind foes with golden shackles that impair their ability to fight, and also their ability to resist the mythic efreeti's power. Finally, in addition to the mythic efreeti itself, the book contains rules for performing special rituals that can be enacted by characters of any class in order to summon a mythic efreeti, as well as two such rituals: the flame warrior's calling, and the invocation of the chained sultan.

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.

