Mythic Mabasu Mythic Nabasu and Shadow Demons



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Mythic Nabasu

In many ways, this ghoulish figure resembles a gargoyle, or the stereotypical image of a demon: a scaly red body, two huge bat-like wings, a face filled with needle-sharp teeth, and arms ending in long, wicked claws. Its mouth is horribly stained, and bits of flesh and clothing are visible between its teeth.

MYTHIC NABASU

CR 10/MR 4

XP 9,600 CE Medium outsider (chaotic, demon, evil, mythic, native) Init +11; Senses darkvision 60 ft.; Perception +23

DEFENSE

AC 26, touch 14, flat-footed 22 (+3 Dex, +1 dodge, +12 natural) hp 143 (9d10+94)

Fort +9, Ref +9, Will +9; second save

DR 10/cold iron and epic or good and epic; Immune death effects, electricity, paralysis, poison; Resist acid 10, cold 10, fire 10; SR 23

OFFENSE

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

Melee 2 claws +16 (1d6+7), bite +16 (1d8+7) **Special Attacks** consume life, death-stealing gaze, mythic power (4/day, surge +1d8), sneak attack +2d6 **Security the Attilities** (CL 8th)

Spell-Like Abilities (CL 8th)

At Will—deeper darkness, greater teleport (self plus 50 lbs. of objects only), telekinesis (DC 20)

3/day—enervation, silence (DC 17), vampiric touch 1/day—mass hold person (DC 22), regenerate, summon (level 4, 1 nabasu 30% or 1d4 babaus 30%)

STATISTICS

Str 24, Dex 17, Con 22, Int 15, Wis 16, Cha 21 Base Atk +9; CMB +16; CMD 30 Feats Cleave, Combat Expertise, Dodge, Improved Initiative^M, Power Attack^M Skills Acrobatics +15, Fly +15, Knowledge (arcana) +14,

Knowledge (planes) +14, Perception +23, Sense Motive +15, Stealth +15 (+23 in shadowy areas), Survival +15; **Racial Modifiers** +8 Perception, +8 Stealth in shadowy areas **Languages** Abyssal, Celestial, Draconic; telepathy 100 ft.

| ECOLOGY | |
|------------------------------|--|
| Environment any (Abyss) | |
| Organization solitary | |
| Treasure standard | |
| SPECIAL ABILITIES | |

Consume Life (Su): When a mythic nabasu creates a ghoul with its gaze attack, it gains a growth point. It gains a bonus equal to its growth point total on attack rolls, CMB rolls, saving throws, caster level checks, and skill checks. Its maximum hit points increase by 10 for each growth point, and its caster level for spell-like abilities increases by 1. For every 2 growth points, its natural armor bonus, SR, and CR increase by 1. Every time it gains a growth point it makes a DC 30 caster level check—success indicates it matures (gaining both the advanced and the giant simple templates) and *plane* shifts to the Abyss in a burst of smoke. A mythic nabasu can have a maximum of 20 growth points—it automatically matures if it has not done so already when it reaches 20 growth points.

Any time that a mythic nabasu would otherwise gain a growth point, it can choose to instead regain 2 daily uses of mythic power. It can do this even if it already has 20 growth points. Additionally, some mythic nabasus prefer to spend their time on the Material Plane and desire to continue to grow on mortal souls: if it chooses, the mythic nabasu can expend a use of mythic power to prevent itself from maturing in the event that it succeeds on the DC 30 caster level check.

Death-Stealing Gaze (Su): As a free action once per day per growth point (minimum of 1/day), a mythic nabasu can activate its death-stealing gaze for a full round. All living creatures within 30 feet must succeed on a DC 19 Fortitude save or gain a negative level. A humanoid slain in this manner immediately transforms into a ghoul under the mythic nabasu's control. A mythic nabasu's gaze can only create one ghoul per round—if multiple humans perish from the gaze in a round, the mythic nabasu picks which human becomes a ghoul. The save DC is Charisma-based.

A mythic nabasu can choose to expend a use of mythic power each time it uses this ability. If it does, then non-mythic creatures must roll their Fortitude saves twice, and take the worse result. Additionally, when imbued with mythic power in this way, the mythic nabasu's gaze can create more than one ghoul per round, up to a maximum number of ghouls per round equal to its mythic rank.

Mythic Ghouls (Su): Whenever a mythic nabasu creates a ghoul with its gaze attack, it can expend one use of mythic power. If it does, the ghoul that is created is a mythic ghoul. Mythic ghouls created in this way are unstable, and their mythic power fades with time if it is not maintained: each day, the mythic nabasu must expend uses of mythic power each day to maintain the mythic status of ghouls under its control. Each use of mythic power it expends in this way is enough to maintain up to three mythic ghouls. Mythic ghouls that are not maintained become non-mythic ghouls, but remain under the mythic nabasu's control.

Mythic Summons (Su): Whenever a mythic nabasu uses its summon ability, it can expend a use of mythic power. If it does, it can either choose to increase the percentage chance of success to 75%, or to change the creatures summoned to any of the following: 1 mythic nabasu, 1d3 non-mythic nabasu, 1d4 mythic babau, or 1d4+2 non-mythic babau. In the latter case, the percentage chance of success is 30%. The mythic nabasu cannot alter both the chance of success and the type of creature summoned, even if it expends two uses of mythic power to do so.

Second Save (Ex): Whenever a mythic nabasu fails a saving throw against an effect with a duration greater than 1 round, it can keep trying to shake off the effect. At the start of its turn, if it's still affected, it can attempt the save one more time as a free action. If this save succeeds, the effect affects the mythic nabasu as if it had succeeded at its initial saving throw. If the effect already allows another saving throw on a later turn to break the effect (such as *hold monster*), this ability is in addition to the extra saving throw from the effect.

Ecology

For years, scholars and demonologists believed that the mythic nabasu was merely the next stage in the life cycle of the nabasu, and that when a nabasu on the Material Plane matured and returned to the Abyss, it would continue to grow and change as it began to feed upon soul larvae and lesser demons, and that eventually this process would result in the fearsome mythic nabasu. In fact, that is not the case, and mythic nabasu have been proven to be birthed onto the Material Plane in much the same way as their lesser cousins. Like many other mythic demons, a mythic nabasu can develop in a number of ways. The most common is for them to naturally emerge from the souls of particularly heinous mortals. This could be a soul that would otherwise be predisposed to become a nabasu (such as that of a cannibal or other evil glutton) but which was already touched by mythic power in life, or it could be that the nature of the soul's cannibalism or gluttony was particularly mythic in and of itself. It is believed that those who devour the flesh of demons on a regular basis are very likely to become mythic nabasus after death.

There are other ways for mythic nabasus to come into being, of course. While a demon prince can certainly elevate a lesser nabasu to mythic status, few have any reason to do so while the nabasu remains on the Material Plane, and as a result this tends to occur only to matured nabasus that are in the service of a powerful demon prince on the Abyss, and so these creatures are rarely encountered. More commonly, a nabasu becomes a mythic nabasu by consuming a creature of mythic stature. This is far from a sure thing, however, and not every nabasu that makes a meal of a mythic adventurer will transform, but this doesn't change the fact that in some cases, they will. Most scholars believe that in order to transform in this way, the mythic nabasu must already possess some hidden, vital element, that the exposure to mythic power simply unlocks, but this remains to be seen.

Even more so than other nabasus, mythic nabasus that have matured spend their time on the Abyss hunting down and devouring soul larvae, travelers, and other demons. Mythic nabasus are unlikely to be found in the employ of other demons, though particularly powerful demons who are able to force a mythic nabasu into service can generally rely on it to serve faithfully—at least as well as any demon, and better than many—as long as it is regularly afforded opportunities to feed.

Mythic Shadow Demon

From the darkness in front of you, you can barely make out the shape of a figure, which is darker than the rest. It is vaguely humanoid, with a lithe, gaunt form, but from its back extend two oversized spectral wings, like those of a massive bat, but skeletal. Suddenly there are two bright pinpricks of eerie blue light, and you know that the figure is looking back at you.

| MYTHIC SHADOW DEMON | CR 9/MR 4 |
|---------------------|-----------|
| XP 6,400 | |

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

Init +12; Senses darkvision 60 ft.; Perception +20

DEFENSE

AC 24, touch 24, flat-footed 20 (+10 deflection, +4 Dex) hp 99 (7d10+61)

Fort +5, Ref +11, Will +7

Defensive Abilities incorporeal, mythic deflection; **DR** 10/cold iron and epic or good and epic; **Immune** cold, electricity, poison; **Resist** acid 10, fire 10; **SR** 21 **Weakness** sunlight powerlessness

OFFENSE

Speed fly 40 ft. (perfect) **Melee** 2 claws +11 touch (1d6 plus 1d6 cold), bite +11 touch (1d8 plus 1d6 cold)

Special Attacks mythic power (4/day, surge +1d8),

possession, pounce, sprint, shadow blend, shadowcast, steal shadows

Spell-Like Abilities (CL 10th)

At Will—deeper darkness, fear (DC 20), greater teleport (self only), telekinesis (DC 21)

3/day—shadow conjuration (DC 20), shadow evocation (DC 21)

1/day—*magic jar* (DC 21), summon (level 3, 1 shadow demon 50%)

STATISTICS

Str —, Dex 18, Con 17, Int 14, Wis 14, Cha 23 Base Atk +7; CMB +11; CMD 25 Feats Blind-Fight, Combat Reflexes^M, Improved Initiative^M, Lightning Reflexes Skills Acrobatics +14, Bluff +16, Fly +22, Knowledge (local)

+12, Knowledge (planes) +12, Perception +20, Sense Motive +12, Stealth +14; Racial Modifiers +8 Perception

Languages Abyssal, Common; telepathy 100 ft.

ECOLOGY

| Environment any (Abyss) | |
|-------------------------|--|
| Organization solitary | |
| Treasure standard | |
| SPECIAL ABILITIES | |

Mythic Deflection (Su): A mythic shadow demon's deflection bonus to AC increases by an amount equal to its mythic tier. Additionally, a mythic shadow demon can expend a use of mythic power as an immediate action in order to

increase its deflection bonus to AC by an additional +5 for one round.

Possession (Su): Whenever a mythic shadow demon uses its *magic jar* spell-like ability, if the target fails his saving throw, the mythic shadow demon can expend one use of mythic power. If he does, then the effect lasts indefinitely, although the target may make a new saving throw every 24 hours to end the effect (non-mythic targets must roll twice and take the worse result). Additionally, when the mythic shadow demon uses this ability, non-mythic effects such as *protection from evil* do not interfere with it, and anyone attempting to dispel the effect with a non-mythic spell must make any caster level check required to do so twice, and take the worse result.

Sprint (Ex): Once per minute, a mythic shadow demon can increase its fly speed to 240 feet for 1 round.

Shadow Blend (Su): During any conditions other than bright light, a mythic shadow demon can disappear into the shadows as a move action, effectively becoming invisible, as the spell *invisibility*. Artificial illumination and light spells from non-mythic sources do not negate this ability.

Additionally, as long as the mythic shadow demon has at least one use of mythic power remaining, if it is in normal light it has concealment (20% miss chance). In dim light, the miss chance increases to 50%, although the mythic shadow demon is still visible unless it spends a move action to become invisible.

Shadowcast (Sp): By expending a use of mythic power, a mythic shadow demon can replicate any conjuration or evocation spell of 6th level or lower, as though with *shadow conjuration* or *shadow evocation*, respectively. If he expends an additional use of mythic power, he can replicate a conjuration or evocation spell of any spell level, instead. The saving throw DC for the effect is equal to 10 + the spell level of the replicated spell + the mythic shadow demon's Charisma modifier. Non-mythic creatures must roll their Will save to disbelieve the spell twice, and take the worse result.

Steal Shadows (Su): As a standard action, a mythic shadow demon can expend a single use of mythic power and cause the shadows of all living creatures within 30 feet to come alive. Each affected creature must succeed on a Will save (DC 19) or lose their shadow, which immediately transforms into a shadow (*Pathfinder Bestiary*) under the control of the mythic shadow demon. Shadows created in this way cannot create spawn. A mythic shadow demon can control a number of shadows equal to its mythic rank in this way at any one time. This ability has no effect on characters that do not currently have shadows.

A creature whose shadow is stolen suffers a -2 penalty to all ability scores, and he does not cast a shadow. Slaying the shadow that was created from his stolen shadow does not return his shadow to him, but a *remove curse* or more powerful magic will. A mythic shadow demon, and the shadows that it creates with this ability, can use Stealth to attempt to appear to be the shadow of a creature whose shadow has been stolen in this way, and gain a +20 bonus on Stealth checks made for this purpose. **Sunlight Powerlessness (Ex):** A mythic shadow demon is utterly powerless in natural sunlight (but not bright light from other sources) and flees from it. A mythic shadow demon caught in such light cannot attack and can take only a single move or standard action each round. A mythic shadow demon that is possessing a creature using *magic jar* is not harmed by sunlight, but if it is struck by a *sunbeam* or *sunburst* spell while possessing a creature, the mythic shadow demon is driven out of its host automatically. A mythic shadow demon can expend a use of mythic power as a swift action in order to ignore this weakness entirely for 1 minute.

Ecology

Much like their lesser kin, mythic shadow demons are known for their jealous nature, and are said to be abyssal embodiments of that particular emotion. With greater power comes greater opportunity to ruin lives and take what they want, and so mythic shadow demons often cause great havoc when they are let loose on the Material Plane. That said, they are much more cunning, calculating, and patient than most demons, and so they tend to go about their business slowly and methodically, being sure to inflict as much sorrow and suffering as possible in their wake. Their jealousy leads them to choose their victims, and each mythic shadow demon often has a particular "type" of victim that they prefer: one might seek out individuals gifted with beauty to torment, while another might prefer to victimize the wealthy, and still others might begrudge those with a happy home life.

Once a victim is chosen, the mythic shadow demon generally stalks its prey for some time, in order to learn more about them, and, by extension, how best to hurt them. Once it feels that the time is ripe, the mythic shadow demon strikes, typically by taking possession of the victim (or sometimes one of the victim's loved ones or another important person in their life). Some particularly talented mythic shadow demons gain control over several members to the target's life, and use them to transform the victim's entire world into a cruel and sadistic theater for the mythic shadow demon's amusement. Of course, not all of a mythic shadow demon's entertainment needs to be so complex: some mythic shadow demons prefer a simplistic approach, and it may be as simple as stripping a victim's beauty by possessing them and pouring acid on their face, and it only takes a few hours of possession to transform a rich man into a penniless one.

Mythic shadow demons can come into being in a variety of ways. Unlike many mythic demons, it is quite rare for them to occur naturally, and they are most often created through the efforts of a powerful demon prince, who raises up a lesser shadow demon to mythic status. It is said, however, that a shadow demon that is able to possess a mythic character can enact a special ritual to drain away some portion of the victim's mythic essence, and that doing so somehow transforms the shadow demon into a mythic shadow demon.

Mythic Ghoul

This walking corpse no longer appears quite human. Its teeth have transformed into fangs, and its fingernails have warped and twisted to become claws. Its lean, wiry body gives it the appearance of being chronically underfed.

MYTHIC GHOUL

CR 2/MR 1

CE Medium undead

Init +2; Senses darkvision 60 ft.; Perception +7

DEFENSE

XP 600

AC 15, touch 12, flat-footed 13 (+2 Dex, +3 natural) hp 21 (2d8+12)

Fort +2, Ref +2, Will +5

Defensive Abilities channel resistance +2, necrotic resilience; **Immune** undead traits

OFFENSE

Speed 30 ft.

Melee bite +3 (1d6+2 plus disease and paralysis) and 2 claws +3 (1d6+2 plus paralysis)

Special Attacks mythic power (1/day, surge +1d6), paralysis (1d4+1 rounds, DC 13, elves are immune to this effect)

STATISTICS

Str 13, Dex 15, Con —, Int 13, Wis 14, Cha 14 Base Atk +1; CMB +2; CMD 14 Feats Weapon Finesse^M Skills Acrobatics +4, Climb +6, Perception +7, Stealth +7, Swim +3 Languages Common SQ mythic cannibalism ECOLOGY

Environment any land

Organization solitary, pack (1-4 plus 3-12 non-mythic ghouls), or mob (1-8 plus 8-24 non-mythic ghouls) **Treasure** standard

SPECIAL ABILITIES

Disease (Su): *Ghoul fever*: Bite—injury; *save* Fort DC 13; *onset* 1 day; *frequency* 1/day; *effect* 1d3 Con and 1d3 Dex damage; *cure* 2 consecutive saves. The save DC is Charismabased.

A humanoid who dies of ghoul fever rises as a ghoul at the next midnight. A humanoid who becomes a ghoul in this way retains none of the abilities it possessed in life. It is not under the control of any other ghouls, but it hungers for the flesh of the living and behaves like a normal ghoul in all respects. A humanoid of 4 Hit Dice or more rises as a ghast. A humanoid with a mythic rank or mythic tier of 1 or higher rises as a mythic ghoul.

Mythic Cannibalism (Su): As a full-round action, a mythic ghoul can consume an adjacent humanoid corpse in a sudden and gory display of cannibalism. The creature in question must be dead, and undead and non-living creatures cannot be consumed in this way. This process destroys the corpse (preventing resurrection by any spell that requires an in-tact corpse, such as *raise dead*), and may allow the mythic ghoul to regain one or more uses of mythic power. For every 5 Hit Dice worth of corpses consumed in this way, the mythic ghoul gains one additional daily use of mythic power (for example, consuming a single 15 Hit Dice corpse would grant the mythic ghoul three uses of mythic power, while it would require five 1 Hit Dice corpses to gain even a single use of mythic power). The mythic ghoul can store more uses of mythic power in this way than its normal daily allotment, but any unused uses of mythic power are lost the next time the mythic ghoul rests and regains hit points.

Necrotic Resilience (Su): As a move action, a mythic ghoul can expend a single use of mythic power in order to make itself more resilient for 2d4 rounds. It gains DR 5/magic, and any time it would suffer positive energy damage (such as from a cleric's channel energy ability or a *cure light wounds* spell), it ignores the first 5 points of such damage.

Ecology

While mythic ghouls are undoubtedly more powerful and more frightening than their lesser kin, they behave in very similar ways. Mythic ghouls are able to gain more than mere satisfaction from devouring corpses, but the average ghoul already has such an insatiable appetite for rotting meat that the difference can be hard to notice. Mythic ghouls are most easily identified by their ability to make themselves more resistant, and many an adventurer has mistaken a mythic ghoul for the more mundane sort, only to discover its hidden power too late.

There are several ways for mythic ghouls to come about. A mythic character that succumbs to ghoul fever rises as a mythic ghoul more often than as a normal ghoul, although both outcomes are possible. Many creatures are capable of creating mythic ghouls, either with powerful necromancy spells, or with innate abilities, such as those possessed by the mythic nabasu. In very rare cases, it is rumored that particularly obscene acts of cannibalism, such as eating the corpse of one's brother, may be enough to cause an individual to become a mythic ghoul, but such claims are generally poorly documented.

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 mythic nabasus and shadow demons can be summoned.

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.

Call the Black Dancer (Shadow Demon)

Research: Each summoner must succeed on a Knowledge (planes) check (DC 28) to learn this ritual. Doing so generally requires at least one week of research. Characters that fail this check by less than 5 learn a lesser version of the ritual, which does not reveal the deadly and adversarial nature of the roles played by the two summoners.

Material Components: Thirty-two black candles, eight red candles, a golden chalice, a violin worth at least 500 gp, a ceremonial dagger, one or more doses of black lotus extract.

Description: This ritual can only be performed by two summoners, who must work simultaneously with and against each other. Each of the two summoners has a role to play: the musician, and the bringer of darkness. The candles must be set on the ground in a circle 10 feet in diameter, with the red candles spaced evenly among the black. The musician must stand in the center of the circle, facing due south, and play a ritual song on the violin. He cannot turn about or look in any direction until the ritual is completed, nor can he stop playing music for any reason. Meanwhile, the bringer of darkness must begin dousing the candles one at a time by wetting his bare fingers with water from the chalice and pinching out the candles' flames, all while ritually chanting. The bringer of darkness must begin directly behind the musician and make his way around the circle counterclockwise.

At any time after the bringer of darkness passes directly in front of the musician, he may charge at the musician and attempt to slay him with the dagger. If he does so, the rest of the candles blow out of their own accord, and the ritual is complete. The musician, meanwhile, is expected to have poisoned the chalice with the black lotus extract before beginning the ritual. If the bringer of darkness dies of poison during the ritual, the rest of the candles go out of their own accord, and the ritual is complete. If neither participant dies, the ritual fails.

Time: This ritual takes 10 minutes 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 musician must succeed on a Perform (string instruments) check (DC 20), while the bringer of darkness must succeed on a Knowledge (religion) check (DC 20). If either of these checks fail, the ritual has no effect. It is a full-round action for the bringer of darkness to extinguish a candle, and as soon as he does so the first time, he is exposed

to the poison. He must extinguish at least 20 candles (most extinguish 35 or more, to take advantage of the musician's inability to turn around) before he can attack. The musician must remain facing forward and continue to play the violin: any round in which he does not continue playing, or turns to defend himself, he suffers 3d6 points of fire damage as his body bursts into eldritch purple flames. If he does not turn, he cannot defend himself properly, and is flat-footed against the bringer of darkness's attacks (assuming the bringer of darkness attacks from behind or to the side). If both skill checks succeeded, and the musician never turned or ceased playing, and the bringer of darkness either died or killed the musician after extinguishing at least 20 candles and touching the poisoned chalice with his bare skin, the ritual is a success, and a single mythic shadow demon is summoned. The mythic shadow demon remains for up to 7 nights, after which it returns to the Abyss.

Binding: Whichever summoner survives can make a Knowledge (religion) check to attempt to prevent the shadow demon from harming him. Success indicates that the shadow demon cannot attack the summoner or use any of its spelllike abilities or its steal shadows ability on the summoner, though it can harm others as it pleases. Any hostile action by the summoner against the mythic shadow demon immediately ends the binding effect, and the binding effect also ends automatically when the mythic shadow demon returns to the Abyss.

Command: If the mythic shadow demon is successfully bound (and, depending on its mood, even if it isn't), the summoner can bargain with it in order to purchase its services, but this ritual does not allow direct control over the shadow demon. In general, the shadow demon's price for its services are the same as those listed for *planar ally*.

Vigil of the Ghoul (Nabasu)

Research: The summoner must succeed on either a Knowledge (planes) check (DC 20) or a Knowledge (religion) check (DC 20) to learn this ritual. Doing so generally requires at least 5 days of research.

Material Components: A fresh humanoid corpse, candlemaking equipment, black chalk.

Description: Unlike most rituals to summon mythic outsiders, this ritual does not call a mythic nabasu from the Abyss. Instead, because the vast majority of mythic nabasus are found on the Material Plane, it is used to attempt to attract the attention of one such creature that is relatively nearby. The summoner must use the humanoid corpse's fat and blood to fashion a candle, which he must place in a high-up location. The candle must be placed in the center of a ritual circle, drawn with the black chalk, whose diameter must be one foot. In the circle, the summoner must scribe very specific designs and symbols. The magic circle can be skipped, if desired, but without it the ritual can only reach mythic nabasus within about a mile or so, whereas with the circle, the effect is amplified, and can affect any mythic nabasu within 20 miles of the candle (depending on the direction of the wind, this can vary from 10 miles away upwind to 40 miles downwind). Other factors (such as how high the candle is placed, and whether it is placed in an open or closed space) may affect the range as well, at the GM's discretion. Affected nabasus are attracted to the candle, and actively seek it out.

Time: This ritual requires as long to perform as it takes to craft the candle, plus 10 minutes to draw the chalk circle. Once the candle is lit and placed, the summoner is free to do as he pleases. Any affected mythic nabasus must travel to the candle through their normal modes of movement, which may take some time, depending on how far away they are. The candle burns for up to four hours before it is expended. If a mythic nabasu arrives at the candle's location and the summoner is absent, it is unlikely to wait for more than an hour before leaving.

Summoning: The summoner must succeed on a Craft (alchemy) check (DC 10) in order to create the candle. Failure on this check causes the ritual to fail. For every 5 points by which the Craft check exceeds the DC, the saving throw DC for the mythic nabasu to resist the summoning increases by +2. The summoner must also succeed on a Knowledge (arcana) or Spellcraft check (DC 20) to successfully scribe the magic circle. Failure on this check reduces the range of the affect to 1 mile. For every 5 points by which the check exceeds the DC, the range increases by another mile. Each nabasu or mythic nabasu within range must succeed on a Will save (DC 17) or be compelled to travel towards the candle. Because the scent of the candle attracts the nabasu, and because they know that this is a common method of summoning them, a nabasu or mythic nabasu that succeeds on its saving throw may choose to investigate the source of the summoning effect, anyway.

Binding: This ritual offers no means to protect oneself from any nabasu or mythic nabasu that answers the call. It is highly recommended that prospective summoners prepare themselves before attempting this ritual, and that they keep in mind that more than one nabasu or mythic nabasu might arrive. Most nabasu or mythic nabasu that answer the call are willing to speak with the summoner to find out why they were summoned, and may possibly be able to be bargained with, but this is not to be counted on.

Command: This ritual offers no means to control the actions of any nabasu or mythic nabasu that answers the call. Summoners who wish to command the summoned creature will need to devise their own means of doing so, or else bargain with the creature for its services (if it is willing to bargain).



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Life Eaters and Body Snatchers!

Any demon can kill you, but some can do so much more, and anyone who knows much about demons will tell you that there are some fates worse than death. The fearsome, gargoyle=like nabasu is well known for its tendency to devour mortals' life essences and transform them into ghoulish servitors, while the dreaded shadow demon can take control of a victim's body more directly by possessing them. But that is only half the story, if the demons in question are mythic.

This book presents game statistics for the mythic nabasu, mythic shadow demon, and mythic ghoul, each of which has several unique abilities never seen elsewhere. Laugh as the mythic nabasu turns entire mobs of frightened townsfolk into mythic ghouls in a single round, and sicks them on your unwitting party, or eackle with glee as a mythic shadow demon steals your party's shadows, animates them into monsters, and turns them against them. Even the mythic ghoul can gain uses of mythic power by consuming corpses, and can channel that mythic power to gain damage reduction and resistance to positive energy. In addition to these three monsters, the book also contains rules for performing specific rituals that can be enacted by players of any class in order to summon a mythic nabasu or mythic shadow demon.

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