

# THE MYTHIC BALOR





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## Mythic Balor

The creature before you is the very image of demonic might and fury. From the bottom of its clawed feet to the top of the curved horns that rise from its head, it is just over 13 feet in height. Its body is an angry red color, and wreathed in flickering black flames. In one hand it holds a wicked jagged sword, and in the other, a massive whip of fire. A pair of batlike wings, the color of dried blood, extend from its back.

#### BALOR

XP 1,640,000

CR 25/MR 10

CE Large outsider (chaotic, demon, evil, extraplanar) Init +22/+2; Senses darkvison 60 ft., low-light vision, *true* seeing; Perception +38

Aura flaming body, unholy aura (DC 26)

DEFENSE

AC 47, touch 21, flat-footed 39 (+4 deflection, +8 Dex, +26 natural, -1 size)

hp 490 (20d10+380)

Fort +30, Ref +18, Will +25

DR 15/cold iron and epic and good; Immune electricity, fire, poison; Resist acid 10, cold 10; SR 41

Defensive Abilities block attacks

OFFENSE

Speed 40 ft., fly 90 ft. (good)

**Melee** +1 vorpal unholy longsword +33/+28/+23/+18 (2d6+15), +1 vorpal flaming whip +32/+27/+22 (1d4+8 plus 1d6 fire and entangle) or 2 slams +33 (1d10+14) **Space** 10 ft.; **Reach** 10 ft. (20 ft. with whip)

Space to it.; Reach to it. (20 it. with whip)

**Special Attacks** consume mythic power, master summons, mythic power (10/day, surge +1d12)

#### Spell-Like Abilities (CL 20th)

Constant—true seeing, unholy aura (DC 28)

At will—dominate monster (DC 29), greater dispel magic<sup>M</sup>, greater teleport (self plus 50 lbs. of objects only), power word stun, telekinesis (DC 25)

3/day—quickened telekinesis (DC 25)

1/day—blasphemy<sup>M</sup> (DC 27), fire storm (DC 28), implosion (DC 29), summon (level 9, any one CR 19 or lower demon 100%)

#### STATISTICS

#### **Str** 39, **Dex** 27, **Con** 38, **Int** 24, **Wis** 24, **Cha** 31 **Base Atk** +20; **CMB** +35; **CMD** 57

**Feats** Cleave<sup>M</sup>, Combat Reflexes, Greater Two-Weapon Fighting, Improved Initiative<sup>M</sup>, Improved Two-Weapon Fighting, Iron Will<sup>M</sup>, Power Attack<sup>M</sup>, Quicken Spell-Like Ability (*telekinesis*), Two-Weapon Fighting<sup>M</sup>, Weapon Focus (longsword)

Skills Acrobatics +28, Bluff +33, Diplomacy +33, Fly +33, Intimidate +33, Knowledge (history) +27, Knowledge (nobility) +27, Knowledge (planes) +30, Knowledge (religion) +27, Perception +38, Sense Motive +30, Stealth +27, Use Magic Device +33; Racial Modifiers +8 Perception Languages Abyssal, Celestial, Draconic; telepathy 100 ft. SQ death throes, dual initiative, sadistic vigor, unbindable, vorpal strike, whip mastery

#### ECOLOGY

#### Environment any (Abyss)

**Organization** solitary or warband (1 mythic balor and 2-5 glabrezus)

**Treasure** standard (+*i* unholy longsword, +*i* flaming whip, other treasure)

#### SPECIAL ABILITIES

Consume Mythic Power (Su): As a standard action, a mythic balor can make a single melee attack at its highest base attack bonus against a single mythic creature. If the attack hits, it deals damage as normal, and the mythic balor drains 1d4 uses of mythic power from the target, causing the target to lose that many uses of mythic power, and the mythic balor to regain them (up to the maximum number of uses of mythic power that the mythic balor can possess). If the target does not have enough mythic power, then all of the target's remaining mythic power is drained, instead. A creature whose remaining uses of mythic power are reduced to o as a result of this ability, or that is affected by this ability while she already has no remaining uses of mythic power, is treated as being non-mythic for 1d4 hours, and loses all benefits of being a mythic character other than bonus hit points for the duration of that time.

Death Throes (Su): When killed, a mythic balor explodes in a blinding flash of fire that deals 150 points of damage (half fire, half unholy damage) to anything within 100 feet (Reflex DC 34 halves). Non-mythic creatures that are reduced to o hp as a result of this ability are completely destroyed, as the spell disintegrate, and their souls are extinguished as well, preventing them from being resurrected by any means until a wish or miracle spell is used to restore their soul. Finally, the blast carries a potent curse, and any creature that is damaged by the blast and survives is automatically affected as though by the spell bestow *curse* (no saving throw). The exact nature of the curse is determined by the mythic balor at the time of its death, and is the same for all affected creatures. The bestow curse effect can only be removed by a mythic spell or ability. The save DC is Constitution-based.

**Entangle (Ex):** If a mythic balor strikes a Medium or smaller foe with its whip, the mythic balor can immediately attempt a grapple check without provoking an attack of opportunity. If the mythic balor wins the check, it draws the foe into an adjacent square. The foe gains the grappled condition, but the mythic balor does not. As long as the creature remains grappled by the whip, at the beginning of the creature's turn it suffers 6d6 points of fire damage. The whip uses the mythic balor's CMD - 10 for the purposes of determining the difficulty to escape the grapple. Finally, a mythic balor can still make attacks with its whip even while a creature is entangled in it. Doing so imposes a -4 penalty on the mythic balor's attack rolls, but causes both the entangled creature and the target to suffer an additional 2d6 points of bludgeoning damage with each successful hit.

Flaming Body (Su): A mythic balor's body is covered in dancing flames. Anyone striking a mythic balor with a natural weapon or unarmed strike takes 3d6 points of damage, of which half is fire damage and the other half is unholy damage. A creature that grapples a mythic balor or is grappled by one takes 8d6 points of damage (half fire, half unholy) for each round the grapple persists.

**Master Summons (Sp):** When the mythic balor uses its summon spell-like ability, it can expend one use of mythic power. If it does, then it can either choose to summon the mythic version of the demon that it summons, or it can choose to summon 1d<sub>3</sub> of the non-mythic version of that demon, instead.

**Sadistic Vigor (Su):** As an embodiment of cruelty, hatred, and rage, a mythic balor is actually physically healed by causing pain and suffering to other creatures. At the end of any round in which a mythic balor dealt at least 50 points of damage to another living creature, it heals 50 hit points. The mythic balor cannot heal more than 50 hit points in this way per round, even if it deals 50 or more points of damage to multiple creatures.

Additionally, whenever the mythic balor kills another living creature (whether by damaging it or with a death effect), the mythic balor heals an additional 100 hit points. The mythic balor can heal any amount of damage in this way in a turn, provided he kills enough creatures to do so, up to his maximum hit point total.

**Unbindable** (Ex): A mythic balor possesses the ability to break free of *magic circles* which flawlessly imprison other, lesser beings. By expending one use of mythic power as a free action, a mythic balor becomes immune to the effects of a *magic circle against evil* spell, as well as against any other effect which would trap it on the Material Plane (such as a *dimensional anchor* spell, or the alternate rules for binding a demon listed in *Ultimate Magic*, but not the rules for ritually summoning a creature found in this book) for 1 round.

**Vorpal Strike (Su):** Any slashing weapon a mythic balor wields (including its standard longsword and whip) gains the vorpal weapon quality. Weapons retain this quality for one hour after the mythic balor releases the weapon, but after this the weapon reverts to its standard magical qualities, if any.

Whip Mastery (Ex): A balor treats a whip as a light weapon for the purposes of two-weapon fighting, and can inflict lethal damage on a foe regardless of the foe's armor. Ecology

Even non-mythic balors are some of the most powerful and elite demons that the Abyss has to offer, so it's no surprise that mythic balors command even greater awe and respect from the various denizens of that foul plane. While most balors serve other demon lords as generals or captains, this is very rare for mythic balors, who almost always act on their own behalf, and serve as masters of their own hellish domains. In fact, while the term "balor lord" is often used to refer to non-mythic balors of exceptional power and ability, nearly all mythic balors are also balor lords, as well, and many of them are able to rival the power of the weakest of the demon lords. In some cases, mythic balors may actually have all the power and dominion necessary to ascend to become a demon lord, but choose not to, because they feel that their current form will be more powerful or otherwise beneficial to them.

Most mythic balors set themselves up as warlords on one of the many layers of the Abyss, staking out a claim to territory, press-ganging hordes of roving demons, and building up an army, which they then use to wage war against neighboring mythic balors, non-mythic balor lords, or even demon lords, if the mythic balor is particularly bold or successful. Some mythic balors—typically those driven more by hatred than by ambition-choose to focus their attentions on other foes, and marshal their ravaging hordes against greater foes, such as devils, the hated enemies of the blood war, or various good-aligned outsiders. When given the chance, mythic balors have been known to lead conquering hordes of demons into the Material Plane, which they view as being both poorly defended and full of resources, which is generally true by comparison to their home plane. These mythic balor conquerors can occasionally establish kingdoms of horrific evil on the Material Plane, which may last for generations before the mythic balor is finally banished and his armies scattered, or the concentration of evil and demonic taint is strong enough to drag the mythic balor's entire realm back into the Abyss.

It is exceptionally hard—and even more exceptionally foolish—to attempt to summon a mythic balor. Those who do are almost universally madmen who are intent on creating destruction and death on an immense scale, and are willing to risk their own lives and souls in order to do so.



## New Spells

The following section presents three new spells that are thematically linked to balors and mythic balors.

#### FIERY CONCLUSION

School transmutation [evil, fire]; Level cleric/oracle 5, magus 3, sorcerer/wizard 4 Casting Time 1 standard action Components V, S, M/DF (a pinch of brimstone) Range touch Target living creature touched Duration 1 hour/level (D) Saving Throw Fortitude negates, Reflex half, see text; Spell Resistance yes

You infuse the target with volatile magic that creates a powerful explosion in the event of the creature's death. The target may make a Fortitude save to resist the effect. If he fails, then if he dies during the spell's duration, his body explodes in a blinding flash of fire that deals 5 points of damage per caster level you possess (half fire, half unholy damage) to anything within 5 feet per caster level you possess. A successful Reflex save halves this damage. This explosion completely destroys the target's body, preventing any method of resurrection that would require it.

#### FORM OF THE BALOR

School transmutation (polymorph) [chaotic, evil, fire]; Level cleric/oracle 9, sorcerer/wizard 9 Casting Time 1 standard action Components V, S, M (1 oz. of demon bile, consumed as part of casting the spell) Range personal Target you Duration 1 min./level (D)

You take on the shape and many of the powers of the terrifying balor demon. This causes you to increase to Large size, giving you a space and reach of 10 feet, and grants you a +6 size bonus to your Strength, a -2 penalty to your Dexterity, and a +6 natural armor bonus. You also gain a fly speed of 90 feet with good maneuverability, as well as darkvision 60 ft. and low-light vision. You gain the balor's flaming body special ability, as well as DR 10/cold iron and good. You also gain 10 points of electricity and fire resistance, and a + 5racial bonus on saving throws made to resist poison. You can use *telekinesis* as a spell-like ability once during the spell's duration (calculate the saving throw DC as though you had cast it normally; use your actual caster level for the effect's caster level). You gain two primary slam natural attacks, which deal 1d10 points of damage each. Finally, any weapon you wield while transformed in this way gains the *flaming* and unholy weapon special abilities for as long as you wield them or until the end of the spell's duration, whichever comes first.

#### SUMMON BALOR WHIP

**School** conjuration (summoning) [chaotic, evil, fire]; **Level** antipaladin 3, cleric/oracle 4, magus 3, sorcerer/wizard 4, witch 4

Casting Time 1 standard action

Components V, S, F (a piece of rope that was used to hang a

convicted murderer) **Range** o ft. **Effect** flaming whip **Duration** 1 round/level (D) **Saving Throw** none; **Spell Resistance** no

You summon into your outstretched hand a flaming whip, much like those wielded by the powerful balor demons. Treat it as a normal whip for a character of your size category, except that it deals an additional 1d6 points of fire damage on a successful hit, and it inflicts lethal damage regardless of the foe's armor or natural armor. You are treated as being proficient with the summoned whip, even if you are not normally proficient with whips. If you lose contact with the summoned whip for any reason (including giving it to another person, being disarmed, or putting it down), the spell ends immediately.

### New Mythic Spells

The following section presents mythic versions of the three spells presented in the last section.

#### FIERY CONCLUSION

Choose a number of creatures equal to your mythic tier each time you cast this spell. The chosen creatures are immune to the damage caused by the explosion. Additionally, add your mythic tier to your caster level to determine the damage and the size of the explosion.

#### FORM OF THE BALOR

The bonus to your Strength score increases to +10, and the bonus to your natural armor increases to +10 as well. You gain the balor's death throes ability, except that the amount of damage inflicted is equal to 5 per caster level you possess, and the saving throw DC is equal to *form of the balor's* saving throw DC.

Augmented (5<sup>th</sup>): When you cast the mythic version of this spell, you may choose to expend any number of additional uses of mythic power. For each additional use of mythic power that you expend in this way, you gain a single use of one of the following spells as a spell-like ability: dominate monster, greater dispel magic, greater teleport, power word stun, telekinesis, blasphemy, fire storm, or implosion. You must choose which spell-like abilities you gain at the time that form of the balor is cast, and any spell-like abilities not used by the end of the spell's duration are lost. You cannot select any given spell-like ability more than once. These spell-like abilities use your caster level as their caster level, and their saving throw DCs are calculated as though you had cast them normally. If the duration of the spell-like ability would extend beyond the end of form of the balor's duration, it does so.

#### SUMMON BALOR WHIP

Whenever you hit a creature that is at least one size category smaller than yourself with the summoned whip, you can immediately attempt a grapple check without provoking an attack of opportunity. If you succeed on the check, you draw the target into an adjacent square, and the target gains the grappled condition, but you do not. You cannot make attacks with the summoned whip while using it to grapple a foe. The summoned whip uses your CMD for the purposes of attempts to escape the grapple.

**Augmented** (4<sup>th</sup>): If you spend two uses of mythic power, then any creature grappled by the summoned whip suffers an amount of fire damage at the beginning of each of its turns equal to 1d6 per two mythic tiers you possess, for as long as he remains grappled by the whip.

# 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 ritual provided below is just one means of summoning a mythic balor.

#### **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.

Ritual for Summoning a Mythic Balor

#### **Rite of the Reaper**

**Research:** The summoner must succeed on a Knowledge (religion) check (DC 40) to learn this ritual. Doing so generally requires at least one month of research.

**Material Components:** The severed heads of twenty-four elders (old or older humanoids with at least 5 Hit Dice), rare incense and oils worth at least 2,500 gp, three brass braziers, an offering of gold, gems, and other treasures worth at least 666 gp, and the blood of a lesser demon.

**Description:** In order to perform the rite of the reaper, the summoner must place the three brass braziers in a triangle, and then use them to burn the rare incense and oils for eight hours, while reciting an invocation to the powers of the Abyss. At the end of this time, the summoner must place one of the twenty-four severed heads in each of the three braziers and allow it to be consumed in the flames. This must be repeated once each day for eight consecutive days. On the last day, the summoner must pile the offering of treasures in the center of the braziers, douse it in the blood of a lesser demon,

and then burn it along with the last three severed heads. As the abyssal flames quickly consume the offering—even if it is something that normally would not burn—a thick cloud of black smoke obscures all three braziers, and when it clears, a mythic balor stands where the offering once stood.

**Time:** Performing this ritual requires eight hours per day for a period of eight consecutive days.

**Summoning:** The summoner must succeed on both a Knowledge (religion) check (DC 30) and either a Bluff or Diplomacy check (DC 30), as the ritual involves extensive supplication to the demon to be summoned, begging him to come to the summoner's aid and praising him for his prowess. Failure on either check causes the ritual to fail completely. Failing both checks by 5 or more allows the mythic balor to attempt to drag the summoner's soul into the Abyss: the summoner is affected as though by the mythic balor's *implosion* spell-like ability, and, if he dies, his soul is trapped in the Abyss and he cannot be resurrected. Success on both checks indicates that a single mythic balor is summoned. Mythic balors summoned by this ritual wield a scythe instead of a longsword, though they wield it in one hand and do not suffer any penalty for doing so.

**Binding:** The summoner must succeed on a Knowledge (religion) check (DC 40) to prevent the mythic balor from harming him. Failure on this check means that the mythic balor immediately attempts to slay the summoner, and then begins to search for other nearby victims, and generally goes on a rampage of destruction. If the summoner succeeds on the check, however, he can offer the mythic balor his soul (or, in very rare cases, something else of extreme value) in order for the mythic balor to spare him. If the summoner does give up his soul in this way, he is not otherwise harmed, though if he later dies, he cannot be resurrected by any means until his soul is restored. Either way, the mythic balor then begins a campaign of slaughter and destruction.

**Command:** This ritual does not allow for direct control of the mythic balor, but a summoner who successfully binds the mythic balor and who surrenders his soul to it can attempt a Bluff or Diplomacy check (DC 40) in order to convince the mythic balor to give him some input on who or what is destroyed. This does not give the summoner direct control, but does cause the mythic balor to treat all of his suggestions on what targets to prioritize as highly as though they came from a close ally.



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While some books have introduced demons with a higher CR, the balor remains the most iconic demon, and its name is synonymous with immense, almost godlike power. These terrible engines of death and destruction have long served as the final challenges for high-level campaigns, and there are few words that can bring excitement(and sometimes just a little bit of fear) to a player's eyes than knowing that the creature facing his character is none other than one of the might, fabled, and horrific balors. But even these paragons of the abyss shudder at the thought of having to confront one of their mythic brethren, creatures so strong that even mighty demon princes must think twice before battling them!

This books presents game statistics for a mythic balor, including several unique abilities never seen elsewhere. It also contains a selection of powerful balor=themed spells for use by player characters and NPCs alike, each of which also includes information for an augmented, mythic version. Finally, it includes rules for performing special rituals that can be enacted by players of any class in order to summon a mythic balor, which come 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.

