

The Mythic Glabrezu



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Mythic Glabrezu

A towering monstrosity looms above you, black venom dripping from the jaws of its oversized wolf's head. Its muscular body is covered in a mix of spotted fur and slimy purple scales. Four arms extend with menace from its great body, two ending in the claws of a lion while the other pair is chitinous and capped by wicked, blood-soaked pincers, like some nightmarish crab. Worst of all are the eyes, filled not only with hate and malice, but also with an intelligence far beyond mere cunning.

MYTHIC GLABREZU CR 16/MR 6

XP 76,800

CE Huge outsider (chaotic, demon, evil, extraplanar, mythic) Init +0; Senses darkvison 60 ft., *trueseeing*; Perception +26 Aura evil (10 ft.) DEFENSE

AC 34, touch 8, flat-footed 34 (+26 natural, -2 size) hp 246 (12d10+180)

Fort +18, Ref +4, Will +11

DR 10/good and epic; Immune electricity, poison; Resist acid 10, cold 10, fire 10; SR 30

OFFENSE Speed 40 ft.

M.L.

Melee 2 pincers +23 (2d8 +13/19-20), 2 claws +23 (1d6 +13), bite +23 (1d8 +13 plus grab)

Space 15 ft.; Reach 15 ft.

Special Attack evil wish, grab, mythic power (6/day; surge 1d8), mythic spell-like abilities, mythic summons, recovery, rend (2 pincers, 2d8+19), swallow whole (2d6 acid damage plus 2d6 vs. good creatures,, AC 10, hp 25), voice of temptation

Spell-Like Abilities (CL 14th)

Constant—true seeing

At Will—chaos hammer (DC 19), confusion (DC 19), dispel magic, mirror image, reverse gravity (DC 22), greater teleport (self plus 50 lbs. of objects only), unholy blight, veil (self only)

1/day—power word stun, summon (level 4, 1 glabrezu 20%, or 1d2 vrocks 50%)

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1/month—wish (granted to a humanoid only) STATISTICS

Str 37, Dex 11, Con 31, Int 16, Wis 16, **Cha** 20 **Base Atk +12; CMB +27; CMD 37**

Feats Cleave, Great Cleave, Improved Critical (pincer), Maximize Surge, Mythic Cleave, Persuasive, Power Attack, Vital Strike

Skills Bluff +28, Diplomacy +22, Intimidate +22, Knowledge (history) +18, Knowledge (local) +18, Perception +26,

Sense Motive +18, Stealth +7, Use Magic Device +17; Racial Modifiers +8 Bluff, +8 Perception

Languages Abyssal, Celestial, Draconic; telepathy 100 ft. SQ unbindable ECOLOGY

Evil Wish (Su): Whenever the mythic glabrezu grants a wish for an evil-aligned humanoid, he may expend

one daily use of his mythic power. If he does, he may use up to three *wish* spells in order to grant the humanoid's request, rather than only a single *wish* spell. Additionally, if desired, the mythic glabrezu can always pervert a wish into a literal but undesirable fulfillment or only a partial fulfillment, even if the wish would normally be a "safe" wish without a chance of that occurring.

Recovery (Sp): As a standard action, the mythic glabrezu can expend one use of his mythic power in order to regain all daily uses of one of his spell-like abilities of his choice (potentially including his *summon* ability, if desired).

Ecology

The mythic glabrezu is fiend of terrible power and wicked motivation. Like most glabrezus, the mythic glabrezu is a spirit of temptation, driving mortals to evil by exploiting their lust for power. Even more sinister, however, the mythic glabrezu does not merely tempt mortals to evil, but corrupts them wholly into forsaking everything they once loved or cared about, then perverting their former love to hatred until the victim is hardly even identifiable as the person he or she once was.

While the mythic glabrezu resembles nothing so much as a terrible amalgamation of monstrous beasts, this rarely impacts its dealings with mortals. The mythic glabrezu is a master of illusion and disguise, and rarely appears as its true self unless threatened. Instead, most mythic glabrezus use their illusions to appear in the guise of an impeccably dressed and well groomed light-skinned male human, who speaks with eloquence and grace. When hunting for a new victim to tempt into damnation, the mythic glabrezu often approaches first in disguise, pretending to be a friend or someone in need of help in order to gain the victim's trust. He then reveals his true nature slowly and subtly, making each bad choice seem logical and right. Only when his victim is in too deep does he reveal his demonic nature and attempt to coax his prey into the ultimate fall, forsaking his former self. Unfortunately for those who resist, the mythic glabrezu's virtually-limitless patience tends to fade almost immediately if he doesn't get what he wants, and he is not above brutally eviscerating those he fails to corrupt, and simply moving on to a new victim after the carnage.

Luckily, there are very few mythic glabrezus in existence, and most of those are trapped in the Abyss. Every now and then, though, some sorcerer or witch decides to summon one of these terrible creatures to the material plane. This most often happens out of ignorance of the glabrezu's nature, though occasionally some poor, desperate soul will summon a mythic glabrezu with full knowledge of the dangers, either because he is truly that desperate, or because he simply doesn't care about the consequences.

Mythic glabrezus are called into the world almost exclusively to grant wishes for the summoner. For the wicked, the mythic glabrezu can grant nearly any request, no matter how complex. Still, wishes granted by a mythic glabrezu are always fulfilled in the most corrupt and evil way possible. Unlike the traditional glabrezu, the mythic glabrezu garners little pleasure from using wishes to kill the wish-maker, instead preferring to twist the wishes to torture and torment as many people as possible, delighting in their malediction.

New Mythic Abilities

The following section provides several new mythic abilities for mythic monsters. This particular selection of abilities are designed for demonic or similarly fiendish creatures.

Aura of Evil (Su): The mythic demon is surrounded by a miasma of pure concentrated malice, which causes damage to those not native to the planes of evil. Any character that enters or begins its turn within 10 feet of the mythic demon suffers 2d6 points of damage. Good characters suffer an additional 2d6 points of damage while in this area. Outsiders with the evil subtype are immune to this damage. A creature must be an outsider with the evil subtype to select this mythic ability.

Demonic Possession (Sp): Many mythic demons have the ability to possess living creatures, taking over their body for a time. By expending one daily use of mythic power as a standard action, the mythic demon can attempt to possess a character within 30 feet. This functions similarly to the spell *magic jar*, except that the demon's soul enters the target's body directly, and no "magic jar" is required. While using this ability, the mythic demon's body remains alert and active, and behaves in bestial fashion, acting as though it were of animal intelligence (treat it as being Neutral with Intelligence and Charisma scores of 1).

While under the mythic demon's control, the possessed character can see, hear, and feel everything the mythic demon does, and retains memory of these things after the demon leaves his body. The effective caster level for this ability is 10 or the mythic demon's Hit Dice, whichever is higher. A character is allowed a Will saving throw to prevent himself from being possessed in this way (DC 15 + the mythic demon's Charisma modifier). Good characters gain a +5 bonus on this saving throw, while evil characters suffer a -5 penalty on the saving throw. If the mythic demon's body dies before the effect ends, the demon dies when it is unable to return to its body. A creature must have the demon subtype to select this mythic ability.

Mythic Spell-Like Abilities (Sp): Whenever the mythic creature uses one of his spell-like abilities, he may expend one use of mythic power in order to treat that spelllike ability as the mythic version of that spell. Additionally, whenever he uses one of his spell-like abilities, he may expend one use of his mythic power as part of using that spell-like ability in order to increase the saving throw DC of that spell-like ability by +2.

Mythic Summons (Sp): Whenever the mythic demon uses the *summon* ability, he may expend one use of his mythic power in order to summon the chosen creature or creatures with 100% success, regardless of the normal chance of success. Additionally, whenever he uses this ability, he may expend one additional use of his mythic power in order to summon the mythic version of the creature or creatures to be summoned. A creature must be a demon with the *summon* ability to select this mythic ability.

Touch of Temptation (Sp): Many mythic demons can tempt mortals into doing wicked things with whispers and a touch, typically a kiss or caress. This requires a standard action and a successful touch attack (if the target is unwilling). If the touch attack is successful, the target becomes unable to resist anything the mythic demon says, and suffers a -10 penalty on all Sense Motive checks made against the mythic demon. Additionally, the mythic demon gains a +10 bonus on Diplomacy checks made against the target. Both of these effects last for 10 minutes. A creature must be an outsider with the evil subtype to select this mythic ability.

Unbindable (Ex): Many mythic demons possess 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 demon with this ability 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. A creature must be an outsider with the evil subtype to select this mythic ability.

Voice of Temptation (Sp): Many mythic demons can shake the will of mortals and force them to do evil. As a full-round action, the mythic demon can expend one daily use of mythic power in order to force the target to succeed on a Will save (DC 10 + 1/2 the mythic demon's Hit Dice + the mythic demon's Charisma modifier) or be forced to follow the mythic demon's instructions, which can be anything that the mythic demon can express in 100 words or less. The character must follow the command to the best of his ability for a number of rounds equal to the mythic demon's Charisma modifier, or until the task is completed, whichever comes first. A creature must be an outsider with the evil subtype to select this mythic ability.

Whispers of Evil (Sp): As a standard action, the mythic demon can use its telepathy to whisper evil thoughts into the mind of a creature within 60 feet. These evil thoughts take root and make the target more susceptible to mind-affecting effects. The target must succeed on a Will save (DC 10 + 1/2 the mythic demon's Hit Dice + the mythic demon's Charisma modifier) or suffer a -4 penalty on Will saves made to resist mind-affecting spells and spell-like abilities of evil outsiders. This penalty lasts for a number of days equal to the mythic demon's mythic rank. A creature must be an outsider with the evil subtype to select this mythic ability.

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 below are just two examples of rituals which could be used to summon a mythic glabrezu.

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 Glabrezu

Call the Grey Man

Research: The summoner must succeed on a Knowledge (nobility) check (DC 27) to learn this ritual. Doing so generally requires at least 5 hours of research.

Material Components: Gold and jewelry worth at least 1,500 gp, as well as a gold crown soaked in the blood of a creature with the giant subtype.

Description: To perform the ritual to summon the "grey man," a mysterious force which can grant any wish the summoner desires, the summoner must first go to a crossroads at midnight and don a crown of gold which has been soaked in the blood of a giant. He then must bury a sack of gold and gems sufficient to ransom a nobleman at a depth of 10 feet, and mark the ground where he left it with a pound of salt arranged in the symbol of a skull. The summoner must then slice open his palms and bleed upon the earth for 1 minute without speaking. Once that time has passed, he must scatter the salt and stand on that spot for 10 minutes in silence. If performed correctly, a man in grey silken robes with the power of a demon will appear from the north to serve the summoner. He will know the summoner by name and take the summoner's crown as payment for his services. The summoner must never dig up the gold and valuables buried as part of this ritual, or risk death at the hands of all the forces of the Abyss.

Time: The minimum amount of time required to perfume this ritual is 12 minutes, plus the time required to dig and then refill a hole of 10 feet.

Summoning: The summoner must succeed on both an Appraise check (DC 15) and a Spellcraft check (DC 15). Failure on either check causes the ritual to fail completely. Success on both checks indicates that a single mythic glabrezu is summoned, disguised as a "grey man." Mythic glabrezus summoned in this way always have their *wish* spell-like ability available to use.

Binding: The summoner must succeed on a Knowledge (planes) check (DC 21) to prevent the mythic glabrezu from harming him. Failure on this check means that the mythic glabrezu immediately attempts to slay the summoner. If the summoner succeeds on the check, however, he can bargain with the mythic glabrezu for a wish, but must agree to perform a service of the mythic glabrezu's choosing in return. If the summoner agrees to do so, he is automatically affected as though by the spell *geas/quest* (no save) to perform the chosen action. If the summoner and the mythic glabrezu cannot reach an agreement, or the summoner decides not to make a wish, then the mythic glabrezu can attack him, even if he succeeded on the binding check. Attacking the mythic glabrezu ends the binding effect.

Command: The summoner must succeed on both an Appraise check (DC 20) and a Knowledge (planes) check (DC 30) in order to command the summoned mythic glabrezu. If he succeeds on both checks, the summoner may force the mythic glabrezu to grant a single wish, using its *wish* spelllike ability. There is no guarantee that the outcome of the *wish* will not be perverted, and the summoner has no other control over the mythic glabrezu, which departs as soon as the wish is granted.

Ritual of the Beast of Desires

Research: The summoner must succeed on both a Knowledge (planes) check (DC 21) and a Knowledge (religion) check (DC 21) to learn this ritual. Doing so generally requires at least 8 hours of research.

Material Components: Silver powder worth 2,000 gp and

the hearts of a human child, a human woman in her prime of life, and a human man of old age or older.

Description: The ritual of the beast of desires requires the hearts of three humans, which must be harvested from those ruled by desire. One heart from a child full of want and lust for life, one heart from a woman ruled by passion, and one from an old man wishing for the days of his youth. At dawn on the day of the new moon, these hearts must be placed in a pot and stewed for 8 hours. At the completion of the cooking process, the hearts must be eaten by the summoner. Then, one hour after full darkness comes, the summoner must use powdered silver to form a triangle with 30-foot long sides. He must then remain in prayer until dawn the next day, chanting the names of Xenofis, Charis, and Hettlebros. If done correctly, the silver will vanish in smoke and the summoner will be visited by a beast in the guise of a man, who will grant his every desire.

Time: This ritual requires 24 hours to be performed. Any given summoner cannot perform this ritual more than once per year, and all attempts after the first in a given year fail automatically.

Summoning: The summoner must succeed on a Craft (alchemy) check (DC 20). Failure on either check causes the ritual to fail completely. Success on both checks indicates that a single mythic glabrezu is summoned. Mythic glabrezus summoned in this way have a 70% chance of having their *wish* spell-like ability available to use.

Binding: The summoner must succeed on a Knowledge (religion) check (DC 30) to prevent the mythic glabrezu from harming him. Failure on this check means that the mythic glabrezu immediately attempts to slay the summoner. Success indicates that the mythic glabrezu is unable to directly harm the summoner or leave the triangle created as part of the ritual for 24 hours, or until the summoner dismisses it back to its home plane, whichever comes first. Attacking the mythic glabrezu ends the binding effect.

Command: The summoner must succeed on both a Knowledge (religion) check (DC 30) and a Spellcraft check (DC 35) to command the mythic glabrezu. If both checks are successful, then the mythic glabrezu will obey the summoner's spoken commands, as though summoned by the spell *summon monster I*, for 24 hours.



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Gan You Handle the Power?

While many consider the succubus the demon that best exemplifies temptation, it is the glabrezu, a horrible amalgamation of body parts out of a mad wizard's worst nightmare, that is the true tempter of the abyss. These creatures corrupt mortals not only with promises of carnal pleasure, but with wealth, power, everlasting life, and any other dark and twisted wish that the mortal mind can imagine. While even the lowest of these fell creatures carries great power, and the ability to bend reality to their will in order to corrupt a mortal soul, a select few glabrezus stand out above the rest as paragons of their kind.

These are the mythic glabrezu.

This books presents game statistics for a mythic glabrezu, including several unique abilities never seen elsewhere. It also contains a selection of general mythic abilities that can be given to a wide variety of monsters when they are made mythic, with a special focus on abilities that are thematically appropriate for demons, devils, and other fiendish creatures. Finally, it includes rules for performing special rituals that can be enacted by players of any class in order to summon a mythic glabrezu, 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.

