




MYTHIC MONSTERS:  
ABYSSAL

BY JASON NELSON,  
TOM PHILIPS, & ALISTAIR RIGG

**Pathfinder**  
ROLEPLAYING GAME COMPATIBLE

MYTHIC PLUG-INS



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# MYTHIC MONSTERS: ABYSSAL

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**Special Thanks:** Erik Mona, Lisa Stevens, Jason Bulmahn, and the Paizo staff for their excellent *Pathfinder Roleplaying Game Mythic Adventures* hardback.

## SPECIAL THANKS .....

Erik Mona, Lisa Stevens, James Jacobs and the Paizo staff for all of the magic. We also would like to thank the fans and supporters of Legendary Games that have made our company a success. We also thank our families and the spouses and children that are so patient and supportive to each of us in the time we take to create the very best for all of you.

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## WELCOME TO ULTIMATE PLUG-INS: MYTHIC MONSTERS!

THIS SUPPLEMENT IS JUST ONE PART OF A LARGER RESOURCE FOR EVERY GAME-  
master who would like to try out the new mythic rules but might feel a bit intimidated by the huge amount of conversion work. The *Pathfinder Roleplaying Game Mythic Adventures* hardback contains a wealth of new rules, but in one book there cannot be room for everything, especially when it comes to monsters. That book contains some of the iconic monsters of myth and legend and RPG history, transformed into a mythic rules format. The published monsters demonstrate that a “mythic monster” does not need to be an ultra-powerful death machine - you can have mythic monsters from CR 1 to CR 30 and all points in between - but there are less than 50 monsters in the book. They are all classics, to be sure, but the game has evolved and there are so many more. That is where the *Mythic Monsters* series from Legendary Games comes in.

What you won't find inside this product are individual monster illustrations. You already have them. Fantastic, glorious illustrations for every monster in every bestiary. You also won't find descriptive text for these monsters. You already have that too. Every mythic monster could be an elder of its kind, specially blessed or cursed by the gods, a noble lord or powerful champion, the last remnant of a mightier primeval race, a singular being unto itself, or perhaps a newly evolved master race looking to supplant the ordinary beings of its ilk that came before. To repeat these narratives for every monster, with slight variations, would be redundant. You can create the perfect origin story and background for mythic versions of ordinary monsters that fits precisely with your world. What you need are the stats, 100% crunch, and that is what *Mythic Monsters* delivers.

The *Mythic Monsters* series contains updated mythic stat blocks for every creature combined with innovative, exciting, and cinematic mythic abilities that clearly set these monsters apart from the ordinary. Monsters that leave your players saying “What was THAT?” Monsters that leave them feeling like mythic heroes when they triumph, whatever their level. Every issue brings you mythic versions of 12 monsters you already know and love, all tied together by a creature type or theme, plus one all-new mythic monster you've never seen before! All brought to you by expert designers who know the mythic monster rules like no one else because they are the same authors that created the mythic monsters in *Pathfinder Roleplaying Game Mythic Adventures*.



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## **SPECIAL ELECTRONIC FEATURES**

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We've hyperlinked the electronic version of this product internally from the Table of Contents and externally with links to the [Pathfinder Reference Document](#), the official online compendium of game rules, as well as the [d2opfsrd.com](#). If it is in the core rulebook, we generally didn't link to it unless the rule is an obscure one. The point is not to supersede the game books, but rather to help support you, the player, in accessing the rules, especially those from newer books or that you may not have memorized.

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## WHAT YOU WILL FIND INSIDE MYTHIC MONSTERS: ABYSSAL

THE ABYSS IS REALLY A GAMEMASTER'S PARADISE, BECAUSE IT IS THE PLACE WHERE LITERALLY anything can happen, and all of it bad. I mean, REALLY BAD! It's not necessarily the worst place in the multiverse, when you place it next to the emotionless annihilation and life-devouring entropy of the Negative Energy plane, or the endless, hopeless despair of Abaddon or the corrupted hyperbureaucracy and tortuous damnation of the Hells, or the impossible mind-shattering reaches of Lovecraftian nightmare dimensions. Every dark corner of the universe has its partisans, and something to recommend it as THE *sine qua non* of otherworldly awfulness. There's just something about the Abyss, though, that combination of absolute insensate evil and raw, unbridled chaos that can give birth to monsters that blend malevolent menace with mind-bending mutation. When you say Abyss everybody thinks demons first, of course, and with good reason, but *Mythic Monsters: Abyssal* is all about showing that there are a host of other terrible things lurking in this limitless quagmire of all-consuming destruction and hatred of all creation. Demons may be an ancient race of evil, born of mortal sin made immortal flesh, but they were not the first inhabitants of the abyss. Eldest and fatherless, the **qliploth** came before them, and though driven before the demon hordes they still linger in the endless shadows and vortices of the Abyssal reality. Likewise, the **demodands** were spawned by the dark thanatotic titans as their answer to the divine creations of the gods; these foul and misshapen horrors prey in turn upon the numberless legions of the Abyss to satisfy their own lusts for pain, power, and pleasure, as well as the tyrannical inklings of their titanic masters. You will find several of each type in *Mythic Monsters: Abyssal*, but you will also find the strange predators of the Abyssal reaches that prey on anything less powerful than themselves, or that they can bring down by stealth or savagery, from the spiked and swarming **howler** to the spidery **bebilith**. The influence of the Abyss also reaches beyond the plane itself and into the world, corrupting all that it touches in blasted wastelands that lie like a wound upon the world, and in such places abyssally tainted horrors like the **kakuen-taka** and its foul spawn thrive and hunt. Within these pages you will find a dozen existing monsters converted into fully mythic awfulness, as well as a thirteenth Abyssal abomination, the demon-hunting **ylrygoi qliploth**, as well as further lore on the qliploth and their magical talismans.

The *Mythic Monsters* series from Legendary Games sets aside the rich story and background that is our trademark, because it is focused on absolute crunch, and there it absolutely lives up our highest standards of innovative layout, beautiful aesthetics, and excellence in design that is second to none. We hope you enjoy using it as much as we enjoyed making it. Game on!

- Jason Nelson



# MYTHIC ABYSSAL MONSTERS

*Transcript of the CVIth Annual Solerno Lecture entitled The Ylyrgoi Qlippoth, delivered in Solerno Hall at the Grand Academy, Asavok, on the 15th day of High Somer, 713 Current Reckoning by Lord Ortranto Benedicti, leader of the Akothiot Anchor Expedition.*

HEADMASTER, DEANS, DISTINGUISHED Guests and Alumni, my Lords, Ladies, Gentleman, and Students.

I am honored to speak before you today here in Solerno Hall at the august Grand Academy. Thank you, Dean Forst, for that gracious introduction and for your invitation to deliver this year's Solerno Lecture. That this great tradition is now in its 106th year, occurring as ever on the day following the Arising Anniversary of this great city, is a testimony to the vitality of this great institution.

The title of this year's lecture is The Ylyrgoi, and it is a report of an encounter with what we believe is a new type of deep rift qlippoth. Of course, when I say "new," I wish merely to imply that it is a new discovery for us, and not that the creature is itself new to the Abyss or to its denizens. While the constant spawning of new and terrible expressions of life is indeed one hallmark of the Abyss, it is far more likely in our view that the ylyrgoi is as ancient as the variants of qlippoth that those of us who study such things are already aware of.

The expedition to the anchored realm of Akothiot that encountered the creature was one of several mandates that emerged from the Imperial Security Council's Catastrophe Foresight and Planning Committee that convened in 709. The planning for the expedition, that I was honored to lead, thus took almost four years. While it should be no surprise that such a dangerous mission, deep into a lethal plane, would require careful and time-consuming

preparation, there were three major concerns that contributed to its complexity.

First, to the extent possible in such a potentially mutable environment, we needed to be assured of the success of both the expedition's infiltration and exfiltration. Not only was it vitally important that our entry be undetected, but that a clear exit was available as well; an exit that would be unavailable to the inhabitants or, at the very least, that could be permanently sealed to ensure that the expedition did not bring about the sort of catastrophe it was charged with preventing. Second, and again to the extent possible in an Abyssal realm, we needed to know how to survive in Akothiot's environment. As a fact-finding mission, we did not know how long the expedition would take, and so we had to be prepared with adequate and renewable defenses and provisions. Third, we needed to be as certain as we could that an encounter with Akothiot's ruler, if it could be termed as such, no matter how remote, could result in a swift and safe retreat, and a retreat that, similarly to the first concern, would not compromise the integrity of our world. Which brings me to the purpose of the expedition.

As my learned colleagues—if you would permit the results of my humble field studies to count myself among you—will know, Akothiot is one of the deepest known Abyssal layers, deeper than Byaturok which is commonly accepted as the primary entrance to the qlippoth-held rifts. It is, of course, extremely rare for such a remote layer to be anchored but—and, again, as my esteemed audience will be aware—there is a generally accepted theory for this; it is thought to be the realm of the iathovos. While it is proposed that the iathovos is not a qlippoth lord, it is understood to be an expression of the qlippoth species that the Abyss will only sustain in its singularity. However, if this proposal is correct, what little is known about the current incarnation of the iathovos makes the distinction—in the most casual sense of the word—academic, for regardless of its classification or position in the qlippoth hierarchy, it is a creature that has destroyed worlds. I will say that again: it is a creature that has destroyed




worlds. I will not cover the details here—they are available in the full report—but suffice it to say that we have it on very reliable authority that the capabilities of the iathovos have been put to full use, many times, and that it therefore represents a catastrophic threat, not just to the member states of the Security Council, but to our whole world. Our purpose, then, was to infiltrate Akothiot and collect as much data as we could related to its environment and inhabitants before returning undetected and unidentified.

While some of the details and findings of the expedition are classified, including some aspects of our infiltration and exfiltration, most are available in the full report. I can tell you, however, that the difficulty in accessing Akothiot directly was greatly reduced by the admittedly dubious boon of being one of the material worlds upon which shards of the earliest Abyss were showered. We call these shards qliploth runestones because they bear ancient Abyssal runes that are associated with that species in general and, in many cases, with a qliploth lord in particular. They are difficult objects to approach, and their corruption of nature can extend to miles around their location. They have sometimes damaged reality's ability to harness raw magic in their close proximity. Some are lodged deep in the Underlands, but a few remain on the surface of our world. And to the issue at hand, some are able to open portals to the Abyss.

I will say no more other than to state that these objects themselves represent a dire problem, despite their utility in enabling appropriately abjured and capable parties to penetrate deep into the heart of our enemies' territory—for that is surely what the Abyss is. To illustrate, I refer you once again to the expedition's major concerns, and specifically to that of the importance of remaining undetected and unidentified. Through communion with extraplanar entities on the subject, we are convinced that the iathavos has destroyed several worlds that it would not otherwise have been aware of save for the fact that an insane or, at the very least, self-destructively foolish, inhabitant of that world chose to attract its attention to it. It is known that in many of these cases, such a choice was the use of a gate or similar incantation

to call the creature and attempt to bind it to service. A powerful spell indeed, and one that requires a powerful caster, but even where the power of the caster proved sufficient to control it, or to banish the creature back to the Abyss once it had or had not performed what it was called to do, the damage was already done. Why? Because it also known that the iathovos does not require a calling to be able to leave the Outer Rifts! All of the known incarnations of the creature have been able to shift across the planes at their whim! And so, while the creature tends to primarily concern itself with the destruction of demons in the Abyss—a task that, I think it would be fair to state, we should all dearly like it to focus on exclusively—it surely remains aware that, in doing so, it is dealing with a symptom of its problem and not the cause. The cause, of course, being the existence of mortal sin, the élan vital of demonic life. And so, scouring worlds clean of mortal life are not the random acts of an entity that wants to punish mortals for disturbing it. They are directed, purposeful acts that are necessary to accomplish the creature's goal, which is the return of the Abyss to qliploth rule.

And so to my point. I reiterate that we are convinced that the iathavos has destroyed several worlds that it very likely would not have, at least not yet, had its attention not been attracted to them. But what leads us to believe this? What have we used as a basis for our estimation of the creature's awareness of specific mortal worlds? Well, of all the worlds that have been reduced to nyogoth-haunted wastelands by the iathavos, our research has concluded that either its attention was drawn by contact from that world, or the world was one in which a qliploth runestone was embedded, or both. I therefore respectfully submit that the presence of qliploth runestones on our world is a dire problem and one that, in my report to the Security Council, I recommend as one that must be dealt with. That recommendation is, of course, proffered in the full awareness that any ill-considered interference with a qliploth runestone, without the appropriate and necessary contingencies in place, may, again, have the opposite effect. And so, should a mandate be declared, we must be cer-



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tain that the removal of qliploth runestones from our world—a task that I do not wish to infer by my lack of focus upon it here today will be in any way trivial; the shards themselves are akin to artifacts—will not attract the attention that it is attempting to avoid.

Today, however, I wish to focus on another finding from the Akothiot Anchor Expedition, and that is the discovery of a new type of qliploth that we have named the ylyrgoi. We originally called the creature the Akothiotic, but decided upon ylyrgoi following discussions with advisors who were aware of legends that describe a similar creature and named it thus. The sighting occurred while we were encamped in a cave that overlooked a labyrinthine plateau of canyons. The rock there was a black crystalline substance that would occasionally and spontaneously melt into a pool of inky poison so cold it could freeze flesh in seconds. The wind that constantly rushed along the canyon walls howled like a thousand banshees, threatening to drive a listener insane. We had taken the necessary mundane and magical precautions and were settling down to sleep when our sharp-eyed avoral sentry alerted us to a peculiar sight on the plateau beneath us. A gang of eight babaus had emerged, presumably from somewhere in the canyons below, onto the plateau. We did not know what their purpose was, nor how they had entered Akothiot but theorize that perhaps it was via one of the buried paths. Whatever the case, they were the first demons that we had seen on the plane, and we had been there for several days by that time. They did not seem to be aware of us, nor even to be searching for us, so we have been encouraged to accept that our presence and theirs in that particular location just happened to be coincidental, no matter how remote that chance would seem. I am told by my colleagues more learned on the subject that the mathematics of coincidence leads to quite startling results and so, I will leave it at that. At least for today.

What the babaus did seem to be doing, however, was stalking something below them in one of the canyons. We couldn't see what it was—the canyon

was deep and our vantage point occluded our view of its depths—but there seemed to be a level of excitement among the demons as they crouched or laid at the top of the cliff, peering and pointing below. This went on for, perhaps, a couple of minutes before their actions—the way they gesticulated to one another, or walked or teleported to different viewpoints—started to suggest that they had lost sight of their quarry. At this point, a creature suddenly appeared in their midst; most likely, if the known abilities of other qliploth are any guide, via a dimension door effect.

Judging its size in relation to a babau, we estimated that the creature's serpentine body was around 30-feet long, although it was partially coiled when it appeared. This body, however, then split into four necks, each about another 10-feet long and capped with what our avoral guide assured us was a stinger, black and scorpion-like, rather than a head. Coruscating colors cascaded along the creature's body in a variety of complex patterns. Later, the sharper-eyed among us concluded that the effect seem to have been achieved by a multitude of spots, each of which was a color of the rainbow and blinked rapidly in a coordinated sequence. As there seemed to be no other analog in its form, we theorize that some or all of these spots also functioned as the creature's eyes, and this theory is further supported by the simultaneous multidirectionality of its physical attacks. Interspersed among the hundreds of, let us assume then, eyes on its body was also a multiplicity of mouths; tiny, snapping, fanged maws.

When the creature appeared, four of the babaus were still clustered at their original viewpoint, about 15-feet away from it. Two of this cluster were laid prone peering over the cliff edge, the others crouched by them. Another two of the eight were perhaps 40-feet away, on the other side of the creature, and the final two were around 30-feet away, further along the same cliff edge as the main cluster. All but maybe two of the babaus held the longspear typical of their kind, the others having laid theirs down as they laid prone at the edge of the cliff.

Upon seeing the creature appear, three of the clus-

ter of babaus near to it immediately stopped what they were doing and seemed to stare calmly at it, as though in a sort of trance, perhaps mesmerized by the shifting colors that scintillated along it. As the attack started, we could hear a keening sound that persisted for the duration of the fight and so assume it was a noise that the creature made, rather than the wind. If so, to the babaus it must have sounded like an endless, deafening scream that drowned out their own.

Two thin strands—tongues, we think—shot out from the ylyrgoi's body, struck the nearest two babaus that had failed to succumb to its hypnotic appearance, and pulled them toward it. As soon as the one from the cluster was next to it, and the one from further along the cliff was within reach, it struck with its stingers: one piercing the prone demon at its side, which could be seeing writhing in pain, and the other three all striking the one still being drawn in, which collapsed—unconscious or dead—under the onslaught. As each stinger pulled away, a pale, ooze-like substance could be seen dripping from it.

Incidentally, as this august and learned assembly will be aware, the babau, or blood demon as it is sometimes known, has an emaciated, almost skeletal, humanoid form, about the size of a grown human, that is covered in an acidic, red slime. The ylyrgoi showed no signs of discomfort from this, both when its tongues were attached and later, when it had coiled around one, and so another conclusion drawn was that it is at least as resistant to damage from acid as the other types of qliphoth are known to be.

As the four mesmerized babaus calmly walked toward the ylyrgoi, seemingly oblivious or uncaring of the fate of their fellow, the two farthest charged it with their longspear levelled. As they closed, however, one succumbed to the hypnotic effect and slowed to a walk. The other reacted quickly, cutting its charge as the ylyrgoi coiled defensively, and striking its mate with the shaft of its weapon, breaking its trance.


By now, the four entranced babaus had closed with the creature, standing calmly at its side, and gazing

at its shifting patterning even as it pressed its attack on the others. Two more tongues reached out from the flank that faced the duo and, although the demons tried to evade and then resist, succeeded in attaching and dragging them within reach of the stingers that immediately lashed out, two on each, all striking home, with the final assault impaling a head which burst open in a shower of red slime, the convulsing body dropping to the ground. Meanwhile, the ylyrgoi had curled its tail around the prone demon at its side, and was simultaneously crushing and devouring it—the jaws set in the ylyrgoi's coils biting and chewing its prey—until the babau ceased its feeble-looking attempts to escape, fell limp, and was dropped. And then something even worse happened.

The body of the first babau to fall suddenly bloated, its corpse distended by an undulating form within, before exploding apart to reveal an egg-shaped mass, dripping in crimson gore, about 4-ft across; clearly, not something that would have been capable of fitting inside the body of the demon. We therefore theorize that this was as much a transformation of the corpse, as a destruction of it. Whatever the case, there was not much left of the bodies this happened to when we later examined the area.

At the sight of this, the single babau left fighting just seemed to give up but it was later posited that perhaps it had tried to teleport away and, under the circumstances, that does seem a likely explanation. If so, it failed, and was pulled into the ylyrgoi's coils, where it was crushed and bitten to death just like its predecessor.

Having made short work of the resisters, the ylyrgoi next turned its attention to its thralls. Each was penetrated by a powerful strike from a stinger, staggering from the strength of the blow as they struggled to regain their senses, the pale ooze—an albumen-like substance, perhaps—splashing from their wounds as the stingers, which we now knew were also ovipositors, withdrew. The three still carrying a longspear were then caught by tongues; the other clutched the sides of its head as though affected by some sort of attack—sonic, perhaps—that we could



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not be sure about. As this was happening, two more corpses bloated up and the egg-shaped mass opened. By unfurling four tentacles, each of which had been curled up into itself, the mass slowly righted itself and stood up, becoming recognizable as a small shoggti, about half the size of a fully-grown adult.

Yes, quite. Well, I can say that your reaction was similar to mine. This is certainly a very interesting finding and another piece of the puzzle regarding the vectors of qliploth reproduction. We know already, of course, that the iathovos transforms other creatures into nyogoths, and that an augnagar that has gorged itself on enough of its own kind can transform itself into a thulgant. Some have even drawn parallels between the form of one type of qliploth and another, and hypothesised a potential transformational or evolutionary link between them. The thulgant's clutch of red eyes, for example, bears more than a passing resemblance to the form of the iathovos, leading some to speculate that the iathovos was a thulgant that the Abyss, in some way, ascended in form and power. There is speculation that the nyogoth is an immature form of the augnagar, with proponents pointing to the latter's claw-tipped tails as evolutions of the nyogoth's lamprey-like limbs. And some claim that the corpses of creatures killed by a chernobue's living poison have grown a bloom of cythnigots several days later. While it may be true that incontrovertible evidence for any of these claims or hypotheses has yet to be presented, their general case may be strengthened slightly by the observation that parallels in form and function exist between the shoggti and its progenitor. First, although most of its body was covered in eyes and mouths, the ylyrgoi's hide was the same pale-blue as the shoggti's. Second, the ylyrgoi's four stinger-tipped necks strongly resemble the shoggti's four pincer-tipped tentacles. Third, both creatures have mouths and eyes on their bodies rather than on a distinct head. Fourth, both creatures have a hypnotic appearance that seems to entrance their prey.

But back to the Abyss! Having recovered from its violent birth, the young shoggti rose up on its tentacles and scuttled close to its mother as she continued

to slay the babaus with devastating efficiency. One of the three caught by a tongue disappeared, apparently succeeding in teleporting away; we didn't see it again. The other two dropped their longspear and, with claws and teeth, attempted to sever the tongue holding them in place. We could not see if they managed to damage a tongue, but they did not succeed in severing one before they were both slain by multiple sting wounds. The remaining babau chose to flee by stepping back off the precipice where it fell from sight; whether it survived or died, we do not know.

Half a minute or so, then, after appearing, the ylyrgoi had slain six of the eight babaus, with the remaining two fleeing, albeit, in all likelihood, implanted with its eggs. And before the minute was over, the corpses of the six babaus had all transformed into shoggti which clustered around their mother, grooming each other and, we imagine, communicating telepathically.

We continued watching, silent and hidden at our vantage point, for several minutes before finally the ylyrgoi slithered off the far edge and we lost sight of it. The shoggti stood for a while longer, feeding on the remains of the corpses they emerged from, both from the ground and from each other, before they started to move away across the plateau in a sinuous single file. Eventually we lost sight of them too and, after discussing our observations and making detailed notes, finally settled down to an undisturbed rest. When we decamped several hours later, we cautiously approached the sight with an array of abjurations in place. A few bare smears of slime and minute scraps of flesh was all that remained of the slain babaus.

As a result of our observation of the ylyrgoi, we adjusted some of our exploration methodologies and concluded our mandate as swiftly as possible. We never saw it, or another of its kind again, although we did encounter other qliploth, some of which we killed, and others evaded.

And that concludes the lecture. Thank you once again for the honor and privilege of presenting these findings to you today. I will now take questions.

## Conjuring Qlippoth

As all qlippoth know that sentient mortals are the main source of the sin that gives rise to demons, they continually resist control and seek to gain their freedom when called to the Material Plane so that they can slay as many humanoids as they can. As a result, due to the sin in their souls, evil humanoid conjurers take a -6 penalty on opposed Charisma checks or similar mechanisms when attempting to exert control over a qlippoth, or to secure a qlippoth's aid.

There are several ways in which an evil spellcaster can fully or partially overcome this difficulty, however. Promising the qlippoth the opportunity to kill many humanoids is perhaps the most common approach. As the death of sinful mortals may contribute to the demonic plague, however, while qlippoth relish the chance to slay any mortal, they prefer the destruction of the young, including the unborn of pregnant or fertile females. The sacrifice of a pregnant or fertile female, or a child, therefore, is another way in which their conjurers seek to influence their favor. An extreme method of gaining influence with the qlippoth is willing obeisance to a qlippoth lord combined with a repugnant ritual of self-mutilation that commits the soul to its service. A conjurer can also use a qlippoth talisman. Qlippoth talismans are tiny shards of *qlippoth runestones* that are enchanted to aid in the conjuration and control of qlippoth.

### QLIPPOTH TALISMANS

Aura Moderate or strong conjuration (chaos, evil);

CL varies; Weight —;

Price varies: *Augnagar* 130,000 gp; *Chernobue* 110,000 gp; *Cythnigot* 30,000 gp; *Gongorinan* 100,000 gp; *Hydraggon* 40,000 gp; *Iathovos* 170,000 gp; *Nyogoth* 80,000 gp; *Shoggti* 60,000 gp; *Thulgant* 150,000 gp; *Ylyrgoi* 120,000 gp

Each of the several kinds of qlippoth talisman is a tiny shard of stone several inches long upon which is inscribed a strange symbol that, with a successful

DC 30 Knowledge (planes) or Linguistics check, can be recognized as being an ancient Abyssal rune associated with one type of qlippoth. When a talisman is held or worn, it provides advantages related to the conjuration and control of qlippoth, as well as other powers if the possessor makes certain sacrifices or willingly deforms her own body. A nonevil creature that holds, wears, or otherwise touches a qlippoth talisman is sickened for the duration.

The possessor of a qlippoth talisman is immune the horrific appearance of the related type of qlippoth and any other qlippoth that it permits the possessor to summon. As detailed with the information on the cythnigot qlippoth in *Pathfinder Roleplaying Game Bestiary 2*, a chaotic evil spellcaster of caster level 7th who has the Improved Familiar feat can gain a cythnigot as a familiar. If such a spellcaster possesses any type of qlippoth talisman, the ritual costs 100 gp per caster level (instead of the usual 200 gp per caster level), and the cythnigot that answers the call always has the *advanced simple template* (*Pathfinder Roleplaying Game Bestiary*).

**Augnagar Talisman:** The possessor of an augnagar talisman adds the *augnagar* (*Pathfinder Roleplaying Game Bestiary 2*) to the list of creatures it can summon with *summon monster IX*. Once per day, if the possessor consumes at least one pound of flesh from a living creature of its own species, sacrifices it, and then speaks a command word, an augnagar appears as if summoned by a *summon monster IX* spell. An augnagar talisman grants its possessor a +6 bonus on Charisma checks made to secure an augnagar's aid when casting *greater planar binding*. Strong conjuration (chaos, evil); CL 17th; Craft Wondrous Item, *greater planar binding*, *summon monster IX*.

**Chernobue Talisman:** The possessor of a chernobue talisman adds the *chernobue* (*Pathfinder Roleplaying Game Bestiary 2*) to the list of creatures she can summon with *summon monster IX*. Once per day, if the possessor aborts a pregnancy, sacrifices a pregnant or fertile female, or castrates a male humanoid, and then speaks a command word, a chernobue appears as if summoned by a *summon monster IX* spell. A chernobue talisman grants its

possessor a +6 bonus on Charisma checks made to secure a chernobue's aid when casting *planar binding* or *greater planar binding*. Strong conjuration (chaos, evil); CL 15th; Craft Wondrous Item, *greater planar binding*, *summon monster IX*.

**Cythnigot Talisman:** The possessor of a cythnigot talisman adds the *cythnigot (Pathfinder Roleplaying Game Bestiary 2)* to the list of creatures she can summon with *summon monster III*. Once per day, if the possessor tortures a tiny animal for at least 15 minutes and then speaks a command word, a cythnigot spore appears as if summoned by a *summon monster III* spell and immediately infests the tortured animal. A cythnigot talisman grants its possessor a +6 bonus on Charisma checks made to secure a cythnigot's aid when casting one of the planar binding spells. Moderate conjuration (chaos, evil); CL 7th; Craft Wondrous Item, *lesser planar binding*, *summon monster III*.

**Gongorinan Talisman:** The possessor of a gongorinan talisman adds the *gongorinan (Pathfinder Adventure Path #64)* to the list of creatures she can summon with *summon monster VIII*. Once per day, if the possessor removes and consumes the eyeball of a living humanoid, and then speaks a command word, a gongorinan appears as if summoned by a *summon monster VIII* spell. A gongorinan talisman grants its possessor a +6 bonus on Charisma checks made to secure a gongorinan's aid when casting *planar binding* or *greater planar binding*. Strong conjuration (chaos, evil); CL 14th; Craft Wondrous Item, *planar binding*, *summon monster VIII*.

**Hydraggon Talisman:** The possessor of a hydraggon talisman adds the *hydraggon (as described in The Book of Fiends from Green Ronin)* to the list of creatures she can summon with *summon monster IV*. Once per day, if the possessor drowns a humanoid and then speaks a command word, a hydraggon appears as if summoned by a *summon monster IV* spell. A hydraggon talisman grants its possessor a +6 bonus on Charisma checks made to secure a hydraggon's aid when casting one of the planar binding spells. Moderate conjuration (chaos, evil); CL 9th; Craft Wondrous Item, *lesser planar binding*, *summon monster IV*.

**Iathavos Talisman:** The possessor of an iathovos talisman adds the *chernobue iathavos (Pathfinder Roleplaying Game Bestiary 2)* to the list of creatures she can summon with *summon monster IX*, and the nyogoth to the list of creatures she can summon with *summon monster VII*. Once per day, if the possessor sacrifices at least 14 HD of demons or humanoids and then speaks a command word, a chernobue and 2-5 nyogoths appear as if summoned by *summon monster IX* spells. An iathovos talisman grants its possessor a +6 bonus on Charisma checks made to secure a qliphoth's aid when casting one of the planar binding spells. If the possessor of an iathovos talisman casts a *gate* spell to call the iathovos but does not have a caster level that would permit control of the creature, the possessor may make a caster level check with a DC equal to the HD of the creature in order to control it. Strong conjuration (chaos, evil); CL 19th; Craft Wondrous Item, *gate*, *greater planar binding*, *summon monster IX*.

**Nyogoth Talisman:** The possessor of a nyogoth talisman adds the *nyogoth (Pathfinder Roleplaying Game Bestiary 2)* to the list of creatures she can summon with *summon monster VII*. Once per day, if the possessor eviscerates a humanoid, and then speaks a command word, a nyogoth appears as if summoned by a *summon monster VII* spell. A nyogoth talisman grants its possessor a +6 bonus on Charisma checks made to secure a nyogoth's aid when casting *planar binding* or *greater planar binding*. Strong conjuration (chaos, evil); CL 13th; Craft Wondrous Item, *planar binding*, *summon monster VII*.

**Shoggti Talisman:** The possessor of a shoggti talisman adds the *shoggti (Pathfinder Roleplaying Game Bestiary 2)* to the list of creatures she can summon with *summon monster VI*. Once per day, if the possessor successfully charms or dominates a humanoid, and then speaks a command word, a shoggti appears as if summoned by a *summon monster VI* spell. A shoggti talisman grants its possessor a +6 bonus on Charisma checks made to secure an shoggti's aid when casting *planar binding* or *greater planar binding*. Moderate conjuration (chaos, evil); CL 11th; Craft Wondrous Item, *planar binding*, *summon monster VI*.

**Thulgant Talisman:** The possessor of a thulgant talisman adds the *augnagar thulgaunt* (*Pathfinder Roleplaying Game Bestiary 2*) to the list of creatures she can summon with *summon monster IX*. Once per day, if the possessor sacrifices at least 10 HD of demons or humanoids and then speaks a command word, an augnagar and 2-5 shoggtis appear as if summoned by a *summon monster IX* and a *summon monster VIII* spell respectively. A thulgant talisman grants its possessor a +6 bonus on Charisma checks made to secure a qlipth's aid when casting one of the planar binding spells. If the possessor of a thulgant talisman casts a *gate spell* to call the iathovos but does not have a caster level that would permit control of the creature, the possessor may make a caster level check with a DC equal to the HD of the creature in order to control it. Strong conjuration (chaos, evil); CL 18th; Craft Wondrous Item, *gate*, *greater planar binding*, *summon monster IX*.

**Ylyrgoi Talisman:** The possessor of an ylyrgoi talisman adds the ylyrgoi (*see page 35*) to the list of creatures she can summon with *summon monster IX*. Once per day, if the possessor sacrifices at least 6 HD of demons or humanoids and then speaks a command word, an ylyrgoi appears as if summoned by a *summon monster IX* spell. An ylyrgoi talisman grants its possessor a +6 bonus on Charisma checks made to secure an ylyrgoi's aid when casting *greater planar binding*. Strong conjuration (chaos, evil); CL 16th; Craft Wondrous Item, *greater planar binding*, *summon monster IX*.

#### CONSTRUCTION REQUIREMENTS

Cost varies: *Augnagar* 65,000 gp; *Chernobue* 55,000 gp; *Cythnigot* 15,000 gp; *Gongorinan* 50,000 gp; *Hydraggon* 20,000 gp; *Iathovos* 85,000 gp; *Nyogoth* 40,000 gp; *Shoggti* 30,000 gp; *Thulgant* 75,000 gp; *Ylyrgoi* 60,000 gp

Craft Wondrous Item, various spells (see text), creator must be evil

**MYTHIC BAREGARA**

CR 15/MR 6

XP 51,200

*Pathfinder Roleplaying Game Bestiary 3*

CE Large outsider (chaotic, evil, extraplanar, mythic)

Init +8; Senses darkvision 60 ft.; Perception +22

**DEFENSE**

AC 31, touch 13, flat-footed 27 (+4 Dex, +18 natural, -1 size)

hp 228 (16d10+140)

Fort +15, Ref +14, Will +10; second save<sup>MA</sup>

DR 10/epic and good; Immune electricity, poison, Resist acid 10, cold 10, fire 10; SR 26

**OFFENSE**

Speed 30 ft., climb 40 ft.

Melee bite +26 (1d8+5), 2 claws +26 (1d10+16 plus grab), gore +21 (1d8+11)

Space 10 ft.; Reach 10 ft.

Special Attacks beheading grapple<sup>MA</sup>, feral savagery (full attack)<sup>MA</sup>, terrifying challenge<sup>MA</sup>, mythic power (6/day, surge +1d8), one-armed lift<sup>MA</sup>, rend (2 claws 1d10+22)<sup>MA</sup>

Spell-Like Abilities (CL 16th; concentration +19)

Constant—see *invisibility*At will—*dispel magic*, *teleport* (self plus 50 lbs. of objects only)3/day—*quicken hold person* (DC 15)1/day—*summon* (level 4, 1d4 dire apes 50% or 1d2 giralons 35%), *unholy blight* (DC 17)**STATISTICS**

Str 32, Dex 19, Con 20, Int 15, Wis 16, Cha 17

Base Atk +16; CMB +28 (+32 grapple); CMD 42

Feats Critical Focus<sup>MF</sup>, Improved Initiative, Intimidating Prowess<sup>MF</sup>, Iron Will, Power Attack<sup>MF</sup>, Quicken Spell-Like Ability (hold person), Step Up, Throw Anything

Skills Acrobatics +15, Bluff +14, Climb +30, Diplomacy +11, Intimidate +39, Knowledge (nature) +10, Knowledge (planes) +13, Perception +22, Sense Motive +14, Stealth +19, Survival +19, Swim +19

Languages Abyssal, Celestial, Common, Draconic; telepathy 100 ft.

SQ powerful blows (claw)<sup>MA</sup>**ECOLOGY**

Environment warm forests (Abyss)

Organization solitary, pair, or troop (1 mythic baregara and 3–5 baregaras)

Treasure standard

**SPECIAL ABILITIES**

**Beheading Grapple (Ex)** The mouth at the center of a mythic baregara's chest automatically deals 2d8+5 points of damage per round to any creature the baregara successfully grapples. If the mythic baregara's grapple check against a non-mythic creature succeeds by 20 or more, it can expend one use of mythic power as a free action to bite off the creature's head, instantly killing it (Fort DC 23 negates). If the creature makes its saving throw, it instead takes 4d8+10 points of damage. The save DC is Constitution-based.

**Terrifying Challenge (Su)** As a standard action three times per day, a mythic baregara can make an Intimidate check to demoralize all opponents in a 30 ft. radius that can see or hear it. If this check succeeds in demoralizing at least one opponent, the mythic baregara surges with power and gains a +4 enhancement bonus to Strength and Constitution for 10 minutes. If any target would be shaken for 4 or more rounds, that target is instead frightened for 1 or more rounds (the shaken duration less 3 rounds), and the mythic baregara instead gains a +6 enhancement bonus to Strength and Constitution for 10 minutes. A mythic baregara can expend one use of mythic power as a swift action to advance the fear condition of an opponent affected by the mythic baregara's terrifying challenge by one step: shaken creatures become frightened, and frightened creatures become panicked. This is a mind-affecting fear effect.

**One-Armed Lift (Ex)** A mythic baregara's huge arms allow it to initiate and maintain a grapple without the standard -4 penalty for not having both hands free. If a mythic baregara's grapple check against a non-mythic opponent succeeds by 10 or more, the mythic baregara can choose to avoid gaining the grappled condition from that grapple. A mythic baregara can expend one use of mythic power as a swift action to avoid gaining the grappled condition from any successful grapple, including against a mythic opponent.



**MYTHIC BEBILITH****CR 13/MR 5**

XP 25,600

*Pathfinder Roleplaying Game Bestiary*CE Huge **outsider** (chaotic, evil, extraplanar, mythic)Init +5; Senses darkvision 60 ft., **scent**; **Perception** +16**DEFENSE**

AC 27, touch 9, flat-footed 26 (+1 Dex, +18 natural, -2 size)

hp 212 (12d10+146)

Fort +16, Ref +11, Will +7

Defensive Abilities block attacks<sup>MA</sup>; DR 10/epic and good**OFFENSE**

Speed 60 ft., climb 30 ft.

Melee bite +20 (2d6+10 plus withering rot<sup>MA</sup>) and 2 claws  
+20 (2d4+15/19-20/x3 plus negate armor<sup>MA</sup>)

Space 15 ft.; Reach 15 ft.

Special Attacks mythic power (5/day, surge +1d8), penetrating strike, pounce<sup>MA</sup>, **web** (+11 ranged touch, DC 24, 12 hp)

Spell-Like Abilities (CL 12th)

At will—*plane shift* (bebilith only)**STATISTICS**

Str 30, Dex 12, Con 26, Int 11, Wis 13, Cha 13

Base Atk +12; CMB +24; CMD 35 (47 vs. trip)

Feats **Cleave**<sup>MF</sup>, **Improved Critical** (claws)<sup>MF</sup>, **Improved Initiative**, **Iron Will**, **Lightning Reflexes**, **Power Attack**<sup>MF</sup>Skills **Acrobatics** +16, **Climb** +33, **Perception** +16, **Sense Motive** +16, **Stealth** +16, **Survival** +16; **Racial Modifiers** +8 **Stealth**Languages Abyssal (cannot speak); **telepathy** 100 ft.SQ powerful blows (claw)<sup>MA</sup>**ECOLOGY**

Environment any (the Abyss)

Organization solitary or band (1 mythic bebilith and 2-6 bebiliths)

Treasure standard

**SPECIAL ABILITIES**

**Negate Armor (Ex)** If a mythic bebilith hits a foe with a claw attack, it can attempt to peel away the target's armor or shield as a free action by making a CMB check. If the mythic bebilith is successful, the target's armor or shield is torn from his body and dismantled, falling

to the ground. Armor or shields subjected to this attack lose half their hit points and gain the broken condition if the foe fails a DC 26 Reflex save. Alternatively, if a mythic bebilith hits a foe with both claw attacks, it can attempt to assess the target's natural armor by making a CMB check. If the mythic bebilith is successful, it gains an insight bonus equal to half the target's natural armor bonus on its attacks rolls against that target. If the mythic bebilith expends one use of its mythic power as a free action, the insight bonus is instead equal to the target's natural armor bonus. The insight bonus remains until the mythic bebilith uses this version of its negate armor ability on a different opponent. The save DC is Strength-based.

**Penetrating Strike (Su)** A mythic bebilith's natural weapons are treated as chaotic, epic, and magical for the purposes of penetrating damage reduction. Against creatures with the demon type, its natural weapons are also treated as cold iron and good.

**Withering Rot (Su)** A mythic bebilith's bite causes a horrible withering and weakening of the flesh, resulting in a hideous melting and foul rotting effect. This catastrophic withering begins on the round the creature is bitten and continues for an additional 4 rounds thereafter. At the end of each of the five rounds the rot persists, the target must succeed on a DC 24 Fortitude save or take 2 points of Strength and Constitution damage. The mythic bebilith can expend one use of mythic power as a free action when it delivers the bite to make the ability damage drain instead. A **heal** spell halts the rot effect but the caster must succeed on a DC 24 caster level check or cast a mythic version of the **heal** spell. The save DC is Constitution-based.

**DEMODAND, MYTHIC SHAGGY**

CR 23/MR 9

XP 819,200

*Pathfinder Roleplaying Game Bestiary 3*CE Medium outsider ([chaotic](#), [demodand](#), [evil](#), [extraplanar](#)), mythicInit +20<sup>M</sup>/+0, dual initiative<sup>MA</sup>; Senses blindsense 30 ft., darkvision 60 ft., *detect good*, *detect magic*, faith sense<sup>MA</sup>, *see invisibility*; Perception +36

Aura channel blocking (50 ft., DC )

**DEFENSE**

AC 41, touch 17, flat-footed 34 (+7 Dex, +24 natural)

hp 352 (25d10+215)

Fort +19, Ref +17, Will +18; +8 vs. divine spells; second save<sup>MA</sup>Defensive Abilities block attacks<sup>MA</sup>; DR 15/epic, good and magic; Immune acid, poison; Resist cold 10, fire 10; SR 34**OFFENSE**

Speed 40 ft., fly 50 ft. (average)

Melee +2 *unholy morningstar* +38/+33/+28/+23 (1d8+13), bite +34 (2d6+5), claw +34 (1d6+5) or bite +36 (2d6+11), 2 claws +36 (1d6+11)Special Attacks daunting presence<sup>MA</sup>, faith-destroying strike<sup>MA</sup>, mythic power (9/day, surge +1d10), mythic spell-like abilities<sup>MA</sup>, smite faith<sup>MA</sup>

Spell-Like Abilities (CL 20th; concentration +27)

Constant—*detect good*, *detect magic*, *see invisibility*At will—*detect thoughts* (DC 19), *fear* (DC 21), *gaseous form*, *greater dispel magic*, *invisibility* (self only), *magic circle against good*3/day—empowered *cloudkill* (DC 22), *fog cloud*, quickened *ray of enfeeblement* (DC 18), *stinking cloud* (DC 20)1/day—*blasphemy* (DC 24), *chaos hammer* (DC 21), *mass charm monster* (DC 25), summon (level 6, 1d6 tarry demodands or 1d4 slimy demodands 60%)**STATISTICS**

Str 33, Dex 24, Con 21, Int 19, Wis 18, Cha 24

Base Atk +25; CMB +36; CMD 53

Feats Alertness, Cleave<sup>MF</sup>, Combat Casting, Combat Reflexes<sup>MF</sup>, Empower Spell-Like Ability (*cloudkill*), Flyby Attack, Great Cleave, Improved Initiative<sup>MF</sup>, Intimidating Prowess<sup>MF</sup>, Lightning Reflexes, Multiattack, Power Attack<sup>MF</sup>, Quicken Spell-Like Ability (*ray of enfeeblement*)Skills Acrobatics +35 (+39 when jumping), Bluff +30, Diplomacy +30, Fly +35, Intimidate +46<sup>M</sup>, Knowledge (arcana) +26, Knowledge (planes) +15, Knowledge (religion) +15, Perception +36, Sense Motive +36, Spellcraft +29, Use Magic Device +32

Languages Abyssal, Celestial, Common

SQ blasphemous soul<sup>MA</sup>**ECOLOGY**

Environment any (Abyss)

Organization solitary or warband (1 mythic shaggy [demodand](#) plus 2–5 tarry demodands)Treasure double (+2 *unholy morningstar*, other treasure)**SPECIAL ABILITIES**

**Aura of Channel Blocking (Su)** A mythic shaggy demodand radiates an aura in a 40-foot radius that blocks channeling. Any creature in this area that attempts to channel positive or negative energy, such as by casting a cure or inflict spell, or by using a channel energy class feature, must succeed at a DC 29 Will save or fail in the attempt and lose that spell or that use of the ability. The save DC is Charisma-based.

**Blasphemous Soul (Ex)** A mythic shaggy demodand gains a +8 bonus on saving throws against divine spells, and any divine spells and spell-like effects that target a mythic shaggy demodand are turned back upon the original caster as per *spell turning*. In addition, any attempts to scry on a mythic shaggy demodand using divine magic automatically fail. The caster can see the scryed area normally, but the mythic shaggy demodand simply does not appear.

**Daunting Presence (Su)** As a standard action three times per day, a mythic shaggy demodand can make an Intimidate check to demoralize all opponents in a 30 ft. radius that can see or hear it. If any target would be shaken for 4 or more rounds, that target is instead frightened for 1 or more rounds (the shaken duration less 3 rounds). A mythic shaggy demodand can expend one use of mythic power as a swift action to advance the fear condition of opponents affected by its daunting presence by one step: shaken creatures become frightened, and frightened creatures become panicked. In addition, any creature capable of casting divine spells that is affected by a mythic shaggy demodand's daunting presence must succeed at a DC 29 Will save or be unable to cast any divine spells or use any divine



spell-like abilities for 1 round. This is a mind-affecting fear effect and the save DC is Charisma-based.

**Faith-Destroying Strike (Su)** When a mythic shaggy demodand's natural attack or melee weapon damages a creature capable of casting divine spells, or using divine spell-like abilities, that creature must make a DC 29 Will saving throw or be unable to cast any divine spells for 1d3 rounds. In addition, a non-mythic creature that fails its saving throw loses the use of one of its prepared or known divine spells for 1 minute. The spell lost is random, but it is always of the highest level that the creature can currently cast. The save DC is Charisma-based.

**Faith Sense (Su)** A mythic shaggy demodand automatically senses whether any creature in a 40 ft. radius has any divine spellcasting or spell-like abilities, and the strength of the most powerful spell or spell-like ability the creature currently has available for use.

**Smite Faith (Su)** As a swift action up to seven times per day, a mythic shaggy demodand can choose one target within sight to smite. If this target has divine spellcasting or spell-like abilities, the mythic shaggy demodand's attacks automatically bypass any DR the creature might possess, and it adds its Charisma bonus to its attack rolls and its HD to its damage rolls against that target. If the target of smite faith is an outsider with the good subtype, the bonus to damage on the mythic shaggy demodand's first successful attack increases to twice its HD. If the mythic shaggy demodand targets a creature that does not possess divine spellcasting or spell-like abilities, the smite is wasted with no effect. The smite faith effect remains for up to 10 minutes but ends if the target of the smite is slain.





**DEMODAND, MYTHIC SLIMY****CR 20/MR 8**

XP 307,200

*Pathfinder Roleplaying Game Bestiary 3*

CE Medium outsider (chaotic, demodand, evil, extraplanar, mythic)

Init +5; Senses darkvision 120 ft., *detect good*, *detect magic*, *see invisibility*; Perception +2Aura channel-stealing<sup>MA</sup> (20 ft., DC 24), stench (DC 27, 1d6 rounds)**DEFENSE**

AC 41, touch 14, flat-footed 37 (+8 armor, +4 Dex, +19 natural)

hp 342 (21d10+227)

Fort +19, Ref +14, Will +14; +4 vs. divine spells

Defensive Abilities protective slime<sup>MA</sup>, slippery<sup>MA</sup>; DR 10/epic, good, and magic; Immune acid, poison; Resist cold 10, fire 10; SR 31**OFFENSE**

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

Melee bite +31 (1d10+10 plus 2d6 acid), 2 claws +31 (2d6+15/19–20 plus 2d6 acid and grab)

Special Attacks acid, caustic agony<sup>MA</sup> (DC 27), crushing demoralization<sup>MA</sup>, dread claws, enslave<sup>MA</sup> (DC 24), faith-stealing strike<sup>MA</sup> (DC 24), rend<sup>MA</sup> (2 claws, 2d6+15), where is your god now?<sup>MA</sup> (DC 24)

Spell-Like Abilities (CL 16th; concentration +20)

Constant—*detect good*, *detect magic*, *see invisibility*At will—*detect thoughts* (DC 16), *fear* (DC 18)3/day—*acid fog*, *greater dispel magic*

1/day—summon (level 6, 1d4 tarry demodands 50%)

**STATISTICS**

Str 30, Dex 20, Con 25, Int 14, Wis 15, Cha 19

Base Atk +21; CMB +31 (+35 grapple); CMD 46 (56 vs. grapple)

Feats Bleeding Critical<sup>MF</sup>, Blind-Fight, Critical Focus<sup>MF</sup>, Flyby Attack, Greater Vital Strike, Improved Critical (claw), Improved Vital Strike, Intimidating Prowess<sup>MF</sup>, Lightning Reflexes, Power Attack<sup>MF</sup>, Vital Strike

Skills Acrobatics +9 (+5 when jumping), Bluff +28, Climb +17, Escape Artist +15, Fly +23, Intimidate +38, Knowledge (arcana) +13, Knowledge (planes) +13, Sense Motive +26, Spellcraft +20, Stealth +23, Survival +20; Racial Modifiers +10 Escape Artist

Languages Abyssal, Celestial, Common


SQ heretical soul

Gear +2 *mithral breastplate***ECOLOGY**

Environment any (Abyss)

Organization solitary or slaving party (1 mythic slimy demodand, 1d4 non-mythic slimy demodands, and 2–12 tarry demodands)

Treasure standard (+2 *mithral breastplate*, other treasure)**SPECIAL ABILITIES****Acid (Su)** A mythic slimy demodand is coated in an ever-dripping layer of acid that deals an extra 2d6 points of acid damage on a successful natural attack. In addition, opponents that successfully strike a mythic slimy demodand with an unarmed strike or natural attack take 2d6 points of acid damage.**Aura of Channel-Stealing (Su)** A mythic slimy demodand radiates an aura in a 20-foot radius that absorbs and subverts divine channeling. Any creature in this area that attempts to channel positive or negative energy, such as by casting a cure or inflict spell or by using a channel energy class feature, must succeed at a DC 24 Will save or the mythic slimy demodand harmlessly absorbs the channeled energy and immediately gains the benefit of a *greater heroism* spell for 1d6 rounds. Each time a mythic slimy demodand absorbs channeled energy, an additional 1d6 rounds are added to the duration of the greater heroism effect. The save DC is Charisma-based.**Caustic Agony (Ex)** A creature that takes acid damage and bleed damage in the same round from a mythic slimy demodand's claw or bite attacks must succeed on a DC 27 Fortitude save or be stunned for one round due to the intense pain. Creatures immune to critical hits are immune to this effect. The save DC is Constitution-based.**Crushing Demoralization (Ex)** When a mythic slimy demodand uses the Intimidate skill to successfully demoralize a creature, the creature is also dazed for one round.**Dread Claws (Ex)** A mythic slimy demodand adds 1-1/2 times its strength bonus on all attack rolls made when using its claws.**Enslave (Sp)** Once per hour as a standard action, a mythic slimy demodand can expend one use of mythic power



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to focus its will on a single creature currently dazed by its crushing demoralization ability and bend the creature to the demodand's will. The target of this effect must succeed at a DC 24 Will save or suffer the effects of a *dominate monster* spell. This is a mind-affecting compulsion effect and the save DC is Charisma-based.

**Faith-Stealing Strike (Su)** When a mythic slimy demodand's natural attack or melee weapon damages a creature capable of casting divine spells, that creature must succeed on a DC 24 Will save or be unable to cast any divine spells for 1d6 rounds. Additionally, a mythic slimy demodand can expend one use of mythic power as a swift action to force its opponent to make two Will saves to resist this effect and take the lower result. Once a creature makes its Will save, it is immune to further faith-stealing strikes from that particular demodand for 24 hours. The save DC is Charisma-based.

**Protective Slime (Ex)** A mythic slimy demodand's slimy coating seals wounds and enhances the creature's natural healing. Mythic slimy demodands are immune to bleed damage and they automatically stabilize if their hit points drop below 0 (but not if the damage is enough to kill the demodand). Additionally, once per hour as a standard action, a mythic slimy demodand can expend one use of mythic power to heal itself 3d8+15 hit points.

**Slippery (Ex)** A mythic slimy demodand's slime-coated skin is exceptionally slick. This grants a +10 bonus on all Escape Artist checks and to its CMD against grapple attempts. Additionally, a mythic slimy demodand that expends one use of mythic power as a swift action when attempting to escape a grapple can make three d20 rolls and take the highest result.

**Where is Your God Now? (Su)** Once per day, a mythic slimy demodand can expend two uses of mythic power as a standard action to designate a creature currently unable to cast divine spells due to any demodand's faith-stealing strike or faith-destroying strike ability as unclean. This automatically triples the length of time the target creature is unable to cast divine spells. Additionally, the unclean creature must succeed at a DC 24 Will save or suffer a -4 penalty to all attack rolls, saving throws, skill checks, and ability checks and cannot benefit from curative magic (including cure spells, healing potions, and positive energy channelling) for as long as they are unable to cast divine spells. This is a curse effect and the save DC is Charisma-based.

**DEMODAND, MYTHIC TARRY****CR 16/MR 6**

XP 76,800


*Pathfinder Roleplaying Game Bestiary 3*CE Medium outsider ([chaotic](#), [demodand](#), [evil](#), [extraplanar](#), mythic)**Init** +9/ 11 dual initiative<sup>MA</sup>; **Senses** darkvision 120 ft., [detect good](#), [detect magic](#), faith sense<sup>MA</sup>, [Perception](#) +22**DEFENSE****AC** 32, touch 13, flat-footed 29 (+6 armor, +3 Dex, +13 natural)**hp** 249 (18d10+150)**Fort** +16, **Ref** +11, **Will** +12; +8 vs. divine spells**Defensive Abilities** block attacks<sup>MA</sup>; **DR** 10/epic, good and magic; **Immune** acid, poison; **Resist** cold 10, fire 10; **SR** 27**OFFENSE****Speed** 40 ft., fly 40 ft. (average)**Melee** mwk short sword +28/+23/+18/+13 (1d6+10/19–20), mwk short sword +28/+23/+18 (1d6+5/19–20), bite +23 (1d8+5)**Special Attacks** entangling adhesion<sup>MA</sup>, faith-destroying strike<sup>MA</sup>, mythic power (6/day, surge +1d8), smith faith<sup>MA</sup>**Spell-Like Abilities** (CL 13th; concentration +24)Constant—[detect good](#), [detect magic](#)3/day—[dispel magic](#)1/day—[chaos hammer](#) (DC 17), [summon](#) (level 4, 1d2 tarry demodands 40%)**STATISTICS****Str** 30, **Dex** 21, **Con** 20, **Int** 12, **Wis** 13, **Cha** 19**Base Atk** +18; **CMB** +28; **CMD** 43 (47 vs. disarm)**Feats** Combat Reflexes, Greater Two-Weapon Fighting, Improved Bull Rush, Improved Initiative, Improved Two-Weapon Fighting, Lunge, Power Attack<sup>MF</sup>, Two-Weapon Fighting<sup>MF</sup>, Weapon Focus (short sword)<sup>MF</sup>**Skills** Bluff +17, Climb +20, Fly +23, Intimidate +25, Knowledge (arcana) +14, Knowledge (planes) +14, Perception +22, Sense Motive +14, Stealth +17, Survival +14**Languages** Abyssal, Celestial, Common**SQ** blasphemous soul<sup>MA</sup>**ECOLOGY****Environment** any (Abyss)**Organization** solitary, pair, or patrol (1 mythic tarry demodand and 3–8 tarry demodands)**Treasure** standard (masterwork breastplate, 2 masterwork short swords, other treasure)**SPECIAL ABILITIES**

**Entangling Adhesion (Ex)** A creature striking a mythic tarry [demodand](#) with a manufactured weapon must make a DC 26 Reflex save; failure means the weapon sticks to the [demodand](#) and cannot be used to make attacks until freed. Freeing a stuck weapon requires a successful grapple check. This adhesion grants a +4 racial bonus to CMD against disarm attempts. In addition, whenever a mythic tarry demodand enters melee, it exudes thick and stringy ropes of black tar that whirl around it. All adjacent creatures except other tarry demodands must make a DC 26 Reflex save or become entangled. The save DCs are Constitution-based and include a +2 racial bonus.

**Blasphemous Soul (Ex)** A mythic tarry demodand gains a +8 bonus on saving throws against divine spells, and any divine spells and spell-like effects that target a mythic tarry demodand are turned back upon the original caster as per *spell turning*. In addition, any attempts to scry on a mythic tarry demodand using divine magic automatically fail. The caster can see the scryed area normally, but the mythic tarry demodand simply does not appear.

**Faith-Destroying Strike (Su)** When a mythic tarry demodand's natural attack or melee weapon damages a creature capable of casting divine spells, that creature must make a DC 23 Will saving throw or be unable to cast any divine spells for 1d3 rounds. In addition, a non-mythic creature that fails its saving throw loses the use of one of its prepared or known divine spells for 1 minute. The spell lost is random, but it is always of the highest level that the creature can currently cast. The save DC is Charisma-based.

**Faith Sense (Su)** A mythic tarry demodand automatically senses whether any creature in a 40 ft. radius has any divine spellcasting or spell-like abilities, and the strength of the most powerful spell or spell-like ability the creature currently has available for use.



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**Smite Faith (Su)** As a swift action up to seven times per day, a mythic tarry demodand can choose one target within sight to smite. If this target has divine spellcasting or spell-like abilities, the mythic tarry demodand's attacks automatically bypass any DR the creature might possess, and it adds its Charisma bonus to its attack rolls and its HD to its damage rolls against that target. If the target of smite faith is an outsider with the good subtype, the bonus to damage on the mythic tarry demodand's first successful attack increases to twice its HD. If the mythic tarry demodand targets a creature that does not possess divine spellcasting or spell-like abilities, the smite is wasted with no effect. The smite faith effect remains for up to 10 minutes but ends if the target of the smite is slain.



**Mythic Howler****CR 4/MR 1**

XP 1,200

*Pathfinder Roleplaying Game Bestiary 2*

CE Large outsider (chaotic, evil, extraplanar, mythic)

Init +7<sup>M</sup>; Senses darkvision 60 ft.; Perception+13**DEFENSE**

AC 16, touch 11, flat-footed 14 (+2 Dex, +5 natural, -1 size)

hp 47 (5d10+20)

Fort +6, Ref +6, Will +3

Defensive Abilities quill defense; DR 5/epic

**OFFENSE**

Speed 60 ft.

Melee bite +8 (1d8+4), quills +3 (1d4+2 plus pain)

Space 10 ft.; Reach 5 ft.

Special Attacks howl (DC 14), maddening quills<sup>MA</sup> (DC 14), pain (DC 14), sanity vampire<sup>MA</sup>**STATISTICS**

Str 18, Dex 15, Con 15, Int 6, Wis 14, Cha 11

Base Atk +5; CMB +10; CMD 22

Feats Combat Reflexes, Improved Initiative<sup>MF</sup>, Skill Focus (Perception)

Skills Acrobatics +10 (+22 jump), Climb +12, Perception +13, Stealth +6

Languages Abyssal

**ECOLOGY**

Environment any (Abyss)

Organization solitary or pack (1 mythic howler, 2-4 non-mythic howlers)

Treasure incidental

Special Abilities

**SPECIAL ABILITIES**

**Howl (Su)** A mythic howler's constant howling is a grating, exhausting baying that can drive listeners insane. All beings other than outsiders within 120 feet of a howling mythic howler must succeed on a DC 14 Will save or become cursed by the creature's howl. Once a creature becomes cursed in this way, she takes no additional penalty for being exposed to additional howlers' howls until the current howler curse is lifted. This is a sonic mind-affecting effect. The save DC is Charisma-based and includes a +2 racial bonus.

**Howler Howl:** Curse—howl; save Will DC 14 negates; frequency 1/hour; effect 1 Wis damage; cure 1 save.

**Maddening Quills (Su)** Each round a mythic howler's quill remains inside a victim, the victim must succeed on a DC 14 Will save or take 2 points of Wisdom damage. A victim impaled by multiple quills must make a separate save for each quill. This is a mind-affecting insanity effect. The save DC is Charisma-based and includes a +2 racial bonus.

**Pain (Ex)** Whenever a creature takes damage from a mythic howler's quill attack or its quill defense, that creature must make a successful DC 14 Reflex save or one quill breaks off in its flesh, causing the target to become sickened until all embedded quills are removed. Removing one quill requires a DC 15 Heal check made as a full-round action. For every 5 by which the check is exceeded, one additional quill can be removed. On a failed check, a quill is still removed, but the process deals 1d4+1 points of damage to the victim. The save DC is Dexterity-based.

**Quill Defense (Ex)** Any creature that strikes a mythic howler with a non-reach melee weapon, unarmed strike, or natural weapon takes 1d4+1 points of piercing damage from the mythic howler's quills and suffers from the mythic howler's pain attack.

**Sanity Vampire (Su)** A mythic howler gains 5 temporary hit points for 1 hour (up to a maximum number of temporary hit points equal to its full normal hit points) for each point of Wisdom damage its opponents take from either its howl or maddening quills special attacks. Additionally, when a mythic howler gains temporary hit points in this fashion, it can spend 1 use of mythic power as a free action to gain the effects of a *haste* spell for 10 rounds.

**MYTHIC KAKUEN-TAKA****CR 18/MR 7****XP 153,600**

CE Huge outsider (chaotic, evil, extraplanar, mythic, swarm)

**Init** +17<sup>MF</sup>; **Senses** darkvision 60 ft.; Perception +31**Aura** maddening oculuxation<sup>MA</sup> (30 ft., DC 21)**DEFENSE****AC** 24, touch 16, flat-footed 16 (+6 Dex, +2 dodge, +8 natural, -2 size)**hp** 353 (21d10+238)**Fort** +20, **Ref** +20, **Will** +10**Defensive Abilities** fleshy shield; swarm traits; **DR** 10/epic; **Immune** poison; **Resist** acid 10, cold 10, electricity 10, fire 10; **SR** 29**OFFENSE****Speed** 30 ft.**Melee** swarm (5d6 plus dimensional snare and distraction), 2 slams +19 (5d6)**Ranged** 1d6 soul splinters +25 (2d6 plus sickened)**Space** 15 ft.; **Reach** 0 ft.**Special Attacks** blinding blight<sup>MA</sup>, consume flesh, create carrionstorm, dimensional snare, mythic power (7/day, surge 1d10), soul splinters<sup>MA</sup>, trample (5d6, DC 20), unleash the feast hounds<sup>MA</sup>, wildwrack<sup>MA</sup>**STATISTICS****Str** 10, **Dex** 23, **Con** 22, **Int** 6, **Wis** 13, **Cha** 13**Base Atk** +21; **CMB** +23; **CMD** 40 (can't be tripped)**Feats** Ability Focus (consume flesh), Dodge<sup>MF</sup>, Great Fortitude<sup>MF</sup>, Improved Initiative<sup>MF</sup>, Improved Iron Will, Iron Will, Lightning Reflexes, Point-Blank Shot, Skill Focus (Perception), Step Up, Toughness<sup>MF</sup>**Skills** Acrobatics +30, Intimidate +25, Perception +31, Stealth +12, Survival +11**Languages** Abyssal**SQ** carrion cloud<sup>MA</sup>, flesh mansion, scorched earth<sup>MA</sup>, shambling mansions<sup>MA</sup>**ECOLOGY****Environment** any (the Wounded Demonlands)**Organization** solitary, patrol (1 swarm with 1 flesh mansion, 1d4 carrionstorms, and 1d4+1 patal-kan), or gang (1d3 patrols)**Treasure** incidental**SPECIAL ABILITIES**

**Blinding Blight (Su)** The mere sight of the kakuen-taka brings a maddening blight to the eyes of those that behold it, causing their eyes to physically rot and decay. This functions as a gaze attack in a 30-foot radius, though a mythic kakuen-taka can spend one use of its mythic power as a swift or immediate action to increase this radius to 60 feet for 1 minute. Any creature within this radius with line of sight to a mythic kakuen-taka is instantly dazzled and contracts blinding sickness. A successful DC 26 Fortitude save reduces the duration of the dazzled effect to 1 minute and prevents blinding sickness. Repeated saves are not required for continued exposure to the sight of a mythic kakuen-taka, though if more than one is present a save is required for each one. This is a disease effect. The save DC is Constitution-based.

**Carrion Cloud (Ex)** When a mythic kakuen-taka uses its create carrionstorm ability, it can spend one additional use of its mythic power to add the agile or savage mythic simple template to each [carrionstorm](#). In addition, each carrionstorm constantly molts decaying feathers that fill its space and all adjacent squares with moldering chaff that obscures vision as *obscuring mist*. The carrionstorm and the kakuen-taka can see through this chaff without difficulty.

**Consume Flesh (Su)** Once per round, when a mythic kakuen-taka kills or reduces a creature to negative hit points with its swarm attack, it automatically attempts to consume the target's flesh as a free action (Fortitude DC 24 negates). If the target fails its save, its body is destroyed and the mythic kakuen-taka gains the benefits of a *death knell* spell. This is a death attack.

**Create Carrionstorm (Ex)** As a full-round action at sunrise, a mythic kakuen-taka (a bhoga swarm with a flesh mansion) can create 1d4 [carrionstorms](#). These carrionstorms have a blinding poison in addition to their swarm attack. The carrionstorms are not under the control of the mythic kakuen-taka but instinctively follow it, attacking minor foes while the mythic kakuen-taka destroys greater threats. If the flesh mansion is destroyed and the mythic kakuen-taka does not create another one within 24 hours, the carrionstorms are destroyed. Any carrionstorms in excess of four wander away from the mythic kakuen-taka and are automatically destroyed 24 hours later. These carrionstorms are

immune to the mythic kakuen-taka's blinding blight and maddening oculuxation abilities.

**Carrionstorm Poison (Ex)** Swarm—injury; save Fort DC 12, frequency 1/round for 6 rounds, effect permanent blindness, cure 2 consecutive saves. The save DC is Constitution-based (using the carrionstorm's Constitution).

**Dimensional Snare (Su)** Any creature affected by the mythic kakuen-taka's swarm attack must succeed at a DC 21 Will save or be affected by *dimensional anchor* for 1 round. This save is Charisma-based.

**Flesh Mansion (Ex)** A mythic kakuen-taka's bhoga swarm normally inhabits a hollowed-out reconfigured corpse called a flesh mansion, which it uses as a shelter, vehicle, and war machine. When the swarm wears a flesh mansion, it uses the above stat block (unlike a normal swarm, the flesh mansion's slam attacks have reach and threaten squares within its reach). As a standard action, the swarm can abandon its flesh mansion (which falls inert in its square), inhabit an empty flesh mansion, hide within its flesh mansion (gaining cover against all opponents but still being able to use its swarm attack), or stop hiding within the flesh mansion. If the flesh mansion is destroyed, the swarm can create another by performing a ritual that requires 1 hour and the corpse of a Huge creature. The flesh mansion is not a separate creature, nor is it undead; it is merely a corpse the swarm manipulates. Without a flesh mansion, the bhoga swarm's statistics are CE Diminutive outsider (chaotic, evil, extraplanar, swarm); AC 22, touch 21, flat-footed 15; Defensive Abilities swarm traits; Melee swarm (5d6 plus dimensional snare and distraction); Reach 0 ft.; Str 1; CMB —; CMD — (can't be tripped); Stealth +32.


**Fleshy Shield (Ex)** A newly created flesh mansion has 150 hit points. The swarm takes only half damage from all attacks that deal hit point damage, with the remainder taken by the flesh mansion. Because a swarm of Diminutive creatures is immune to all weapon damage, apply half of all weapon damage to the fleshy shield and ignore the half that would be applied to the swarm. When the flesh mansion reaches 0 hit points, it is destroyed and the swarm functions like a normal swarm (see Flesh Mansion above). A mythic kakuen-taka can repair a damaged flesh mansion by spending a full-round action grafting a corpse into it (restoring 5 hit points for a Small corpse, 10 for Medium, 20 for

Large, 50 for Huge).

**Maddened Oculuxation (Su)** Creatures drawing near to a mythic kakuen-taka may be overcome by its mind-bending awfulness, madly clawing at their own eyes to expunge the awful visage of the kakuen-taka from their sight and memory. Creatures that have averted or closed their eyes are nevertheless deluged with disturbing hallucinations of the kakuen-taka, though they gain a +2 circumstance bonus on their saving throw, while blind creatures are immune to this ability. Each round a creature is within 30 feet of a mythic kakuen-taka at any point during its turn, it is affected as *confusion* (DC 21 Will negates) until the beginning of its next turn. Creatures that deal damage to themselves while confused take 1 point of bleed damage (this bleed damage stacks with itself and other sources of bleed damage) and are permanently blinded (DC 21 Fortitude negates blinding but not bleed damage) as they claw their own eyes out. If a mythic kakuen-taka spends one use of its mythic power, this ability affects creatures that fail their save as *mythic confusion* rather than *confusion* for 1 minute. This is a mind-affecting insanity effect. The save DC is Charisma-based.

**Scorched Earth (Su/Sp)** The passage of a mythic kakuen-taka devastates the landscape in a manner similar to *diminish plants* in any square through which it passes. Any non-mythic plant-based spells have no effect within its space and are immediately suppressed and dispelled within any space it occupies as soon as a mythic kakuen-taka moves into the area, without impeding its movement. By spending one use of its mythic power, a mythic kakuen-taka can use *blight* and *diminish plants* as spell-like abilities (caster level 21st), and it can spend additional uses of its mythic power to use the mythic version of these effects, treating its mythic rank as its mythic tier.

**Shambling Mansions (Sp)** In addition to animating a Huge corpse into its own fleshy mansion, a mythic kakuen-taka can animate other flesh piles into quivering, shambling engines of destruction. This functions as *animate objects* (caster level 21st), but it affects only objects of flesh and bone. Using this ability requires a mythic kakuen-taka to spend one minute and one use of its mythic power. In addition, it can spend additional uses of its mythic power to enhance the spell's effects as mythic animate objects, treating its mythic rank as its mythic tier.



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**Soul Splinters (Su)** The bhogas that make up a mythic kakuen-taka wield tiny ectoplasmic tridents made of magical force. Its swarm attack deals full damage to incorporeal creatures, creatures on the Ethereal plane, and creatures using *blink* or similar effects. In addition, as a standard action at the beginning of a mythic kakuen-taka's turn, some of its bhogas can hurl their soul splinters in pricking volleys. This reduces the damage from the mythic kakuen-taka's swarm attack to 4d6 until the bhogas can create new soul splinters, which the kakuen-taka can do as a swift action. Hurling these soul splinters allows the kakuen-taka to make 1d6 ranged attacks with a range increment of 10 feet. These ranged attacks do not provoke attacks of opportunity. Each attack that hits deals 2d6 points of force damage and sickens the target for 1 round. A DC 26 Fortitude negates the sickened effect but not the damage, and if a creature fails multiple saves the duration of the sickened effect stacks. This is a disease effect. The save DC is Constitution-based.

**Unleash the Feast Hounds (Sp)** If a mythic kakuen-taka successfully uses its consume flesh ability to devour a single Large or larger creature (or at least 5 Medium creatures), it can spend two uses of its mythic power and 1 minute gestating and disgorging a pack of 1d4+1 eyeless hounds called patal-kan. These hounds are identical to either advanced [hell hounds](#) or [retch hounds](#) but are CE in alignment and are blind but have blindsight out to a range of 30 feet. If the mythic kakuen-taka spends three uses of its mythic power, it can impart either the [agile or savage mythic simple template](#) on the patal-kan. The patal-kan can communicate telepathically with the mythic kakuen-taka at a range of up to 1 mile and they are deadly trackers by scent, gaining a +7 profane bonus to Survival checks made to follow tracks and being able to move at full speed with no penalty on Stealth and Survival checks. The patal-kan are under the complete control of the kakuen-taka that created them and cannot be compelled to attack it by any mind-affecting effect (though they may be forced to attack other kakuen-taka). The patal-kan remain in existence for 24 hours or until slain, after which they collapse into piles of tangled and bloated flesh, organs, and bone. If a kakuen-taka creates a new pack of patal-kan, any remaining members of the previous pack are

instantly killed, regardless of their distance from their creator. This is a conjuration (creation) effect and is equivalent to a 7th-level spell.

**Wildwrack (Su)** A kakuen-taka represents the demonic corruption of nature, and the weapons of nature are weakened as their powers wither and are twisted by its malign influence. Any animal, fey, or plant beginning its turn within a mythic kakuen-taka swarm gains a negative level (DC 26 Fortitude save to remove after 24 hours). The save DC is Constitution-based.

**QLIPPOTH, MYTHIC CHERNOBUE****CR 15/MR 6**

XP 51,200

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CE Large outsider (chaotic, evil, extraplanar, mythic, qliploth)

Init +4; Senses darkvision 60 ft., scent; Perception +18

Aura misery (30 ft.)<sup>MA</sup>**DEFENSE**

AC 33, touch 13, flat-footed 29 (+4 Dex, +20 natural, -1 size)

hp 234 (12d10+168)

Fort +17, Ref +10, Will +11

Defensive Abilities poisonous blood (chernobue milt)<sup>MA</sup>; DR 10/epic and lawful; Immune cold, mind-affecting effects, poison; Resist acid 10, electricity 10, fire 10; SR 26

Weaknesses light vulnerability

**OFFENSE**

Speed 40 ft.

Melee 2 slams +19 (1d6+8/19-20/x3 plus 1 Con damage), bite +19 (2d6+8 plus chernobue filth), 2 tentacles +14 (1d6+4 plus grab<sup>MA</sup>)

Space 10 ft.; Reach 5 ft. (10 ft. with slams and tentacles)

Special Attacks constrict (1d6+4)<sup>MA</sup>, horrific appearance (DC 21), mythic power (6/day, surge +1d8), mythic spell-like abilities<sup>MA</sup>, strangle

Spell-Like Abilities (CL 12th; concentration +17)

Constant—*air walk*, *arcane sight*At will—*chaos hammer* (DC 19), *darkness*3/day—*confusion* (DC 19), quickened *darkness*, *dispel magic*, *protection from law*1/day—*plane shift* (DC 22)**STATISTICS**

Str 26, Dex 18, Con 28, Int 13, Wis 17, Cha 21

Base Atk +12; CMB +21 (+25 grapple); CMD 35 (39 vs. trip)

Feats Blind-Fight<sup>MF</sup>, Improved Critical (slam)<sup>MF</sup>, Lightning Reflexes, Power Attack<sup>MF</sup>, Quicken Spell-Like Ability (*darkness*), Vital Strike

Skills Acrobatics +19 (+23 jump), Escape Artist +19, Intimidate +20, Knowledge (planes) +16, Perception +18, Sense Motive +18, Stealth +15

Languages Abyssal; telepathy 100 ft.

**ECOLOGY**

Environment any (the Abyss)

Organization solitary, pair, or gang (1 mythic chernobue and 3-6 chernobue)

Treasure standard

**SPECIAL ABILITIES**


**Aura of Misery (Su)** A mythic chernobue radiates an aura of evil malaise to a radius of 30 feet. All lawful or good creatures in this area take a -2 penalty on attack rolls and weapon damage rolls, while lawful good creatures take a -4 penalty and upon first entering the aura must make a DC 21 Fortitude save or be sickened for as long as they remain in the area. The DC is Charisma-based. In addition, as an immediate action, a mythic chernobue can force a creature within 30 feet that is affected by its aura of misery to reroll any single d20 roll that the creature has just made. The creature must take the result of the reroll, even if it's worse than the original roll. The mythic chernobue can target the same creature again but it must then expend one use of its mythic power each time it does so.

**Horrific Appearance (Su)** Creatures that succumb to a mythic chernobue's horrific appearance become paralyzed with disgust for 2d6 rounds; a paralyzed creature gets a new save each round to recover from the effect, provided he is no longer aware of the mythic chernobue or within 30 feet of it.

**Light Vulnerability (Ex)** A mythic chernobue within an area of bright light takes 1 point of Constitution damage per minute it remains in the area.

**Mythic Spell-Like Abilities (Su)** Three times per day a mythic chernobue may cast the mythic spell version of any of its corresponding spell-like abilities. A mythic chernobue must expend the same amount of mythic power that would normally be required to cast a mythic spell, treating its mythic rank as its mythic tier for the purpose of qualifying to use augmented versions of mythic spells.

**Chernobue Milt (Su)** Bite—contact; *save* Fort DC 25; *frequency* 1/round for 6 rounds; *effect* 1d4 Con drain; *cure* 1 save. The thick, orange poison injected by a mythic chernobue is semi-alive. As soon as the poisoned victim is cured of the poison (by making a save,



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being targeted with an effect like *neutralize poison*, or enduring the full duration of the poison), the orange fluid bursts from the victim's body, causing 1d6 Charisma damage and rendering the victim unconscious for 2d6 rounds unless he succeeds at a DC 25 Fortitude save. In addition, any creatures within 10 feet of the victim when this happens must succeed at a DC 25 Fortitude save or contract the poison. The save DCs are Constitution-based.

If the victim is not cured of the poison and dies, the fluid fertilizes its corpse which spawns a bloom of 2-12 cythnigots over the course of the following 24 hours. The corpse gains the energy immunity and resistances of the qliphoth subtype during this time. A *remove disease* spell (or similar effect; DC 25), however, destroys the growing spores, neutralizes the poison, and renders the fluid inert. Alternatively, the growing spores can be cut out one at a time with DC 30 Heal checks (each attempt takes 10 minutes). If a check fails, the healer can try again, but each attempt (successful or not) exposes the healer to the poison. If the cythnigot spores reach maturity, they fly off in search of host bodies and the fluid becomes inert.

**QLIPPOTH, MYTHIC CYTHNIGOT****CR 3/MR 1**

XP 800

*Pathfinder Roleplaying Game Bestiary 2*

CE Tiny outsider (chaotic, evil, extraplanar, mythic, qliploth)

Init +1; Senses darkvision 60 ft., *detect law*, *detect magic*; Perception +5**DEFENSE**

AC 15, touch 13, flat-footed 14 (+1 Dex, +2 natural, +2 size)

hp 26 (3d10+10)

Fort +1, Ref +6, Will +2

DR 5/cold iron or lawful; Immune cold, mind-affecting effects, poison; Resist acid 10, electricity 10, fire 10

**OFFENSE**

Speed 40 ft., fly 60 ft. (good)

Melee bite +6 (1d6+1 plus 1d3 bleed<sup>MA</sup> and entrapping spores<sup>MA</sup>)

Space 2-1/2 ft.; Reach 0 ft.

Special Attacks horrific appearance (10 feet, DC 9), mythic power (3/day, surge +1d6)

Spell-Like Abilities (CL 6th, concentration +4)

Constant—*detect law*, *detect magic*, *fly*1/day—*soften earth and stone*, *warp wood*1/week—*commune* (six questions)**STATISTICS**

Str 12, Dex 12, Con 11, Int 11, Wis 8, Cha 7

Base Atk +3; CMB +2; CMD 13 (21 vs. trip)

Feats Extra Mythic Power<sup>MF</sup>, Lightning Reflexes, Weapon Finesse

Skills Acrobatics +7 (+11 jump), Fly +15, Knowledge (nature) +6, Knowledge (planes) +6, Perception +5, Stealth +15

Languages Abyssal; telepathy (touch)

**ECOLOGY**

Environment any (Abyss)

Organization solitary or bloom (1 mythic cythnigot and 2–12 cythnigots)

Treasure standard

**SPECIAL ABILITIES**

**Horrific Appearance (Su)** Creatures that succumb to a cythnigot's horrific appearance become sickened for 1 round—a cythnigot's horrific appearance only functions to a range of 10 feet. Once a creature makes a saving throw against a particular cythnigot's horrific appearance, that creature is immune to the horrific appearance of all cythnigots for 24 hours. A spellcaster that has a cythnigot as a familiar is immune to the horrific appearance of all cythnigots, and also gains a +4 bonus on saving throws made against any qliploth's horrific appearance.

**Entrapping Spores (Su)** Any creature bitten by a mythic cythnigot must make a DC 13 Fortitude save or become infested by the creature's otherworldly spores. These spores cause twitching spikes and hideous pallid growths of hair-like fibers to erupt from the bite wound and to writhe and wrap around the target's limbs. A creature suffering from these spores is entangled, and can attempt a new DC 13 Fortitude save each round thereafter as a standard action to rip the tendrils free and escape the entangled condition. If a target is already entangled by entrapping spores, or if the mythic cythnigot expends one use of its mythic power as a swift action, the victim is entrapped (DC 13, d4+1 rounds, hardness 0, hp 5) instead of entangled. A target made helpless by this ability is conscious but can take no physical actions (except attempting to break free) until the fibers are removed. The target can use spells with only verbal components or spell-like abilities if it can succeed at a DC 20 concentration check. An entangled creature can attempt a DC 13 Strength check as a full-round action to break free; the DC is 18 for a helpless creature. Destroying the entrapping material frees the creature. Plant creatures take a –4 penalty on saves against this effect. This is a disease effect. The save DC is Constitution-based and includes a +2 racial bonus.

**QLIPPOTH, MYTHIC NYOGOTH****CR 13/MR 5**

XP 25,600

*Pathfinder Roleplaying Game Bestiary 2*

CE Medium outsider (chaotic, evil, extraplanar, mythic, qliploth)

**Init** +7/ 13, dual initiative<sup>MA</sup>; **Senses** darkvision 60 ft.; **Perception** +17**DEFENSE****AC** 31, touch 17, flat-footed 24 (+7 Dex, +14 natural)**hp** 175 (10d10+120)**Fort** +14, **Ref** +14, **Will** +7**Defensive Abilities** poisonous acid spray<sup>MA</sup>; **DR** 10/epic and lawful; **Immune** acid, cold, poison, mind-affecting effects; **Resist** electricity 10, fire 10**OFFENSE****Speed** 5 ft., fly 30 ft. (good)**Melee** 4 bites +17 (1d6+7/19–20/x3 plus 1d4 acid and attach<sup>MA</sup>), bite +17 (2d6+7/19–20/x3 plus 1d4 acid)**Special Attacks** horrific appearance (DC 18), mythic power (5/day, surge +1d8), pounce<sup>MA</sup>**Spell-Like Abilities** (CL 10th; concentration +13)At will—*acid arrow*7/day—*fear* (DC 17), *protection from law*1/day—*acid fog*, *dimension door***STATISTICS****Str** 16, **Dex** 25, **Con** 24, **Int** 9, **Wis** 19, **Cha** 16**Base Atk** +10; **CMB** +17 (+25 grapple); **CMD** 30 (can't be tripped)**Feats** Agile Maneuvers<sup>B</sup>, Combat Reflexes, Improved Critical (bite)<sup>MF</sup>, Power Attack<sup>MF</sup>, Vital Strike, Weapon Finesse<sup>MF</sup>**Skills** Fly +24, Intimidate +16, Knowledge (planes) +12, Perception +17, Stealth +20**Languages** Abyssal; telepathy 100 ft.**SQ** flight**ECOLOGY****Environment** any (the Abyss)**Organization** solitary or brood (1 mythic nyogoth and 2–8 nyogoths)**Treasure** standard**SPECIAL ABILITIES**

**Attach (Ex)** When a mythic nyogoth hits with an intestinal limb bite attack, it latches onto its target, automatically grapples, and unless it expends one use of mythic power as a free action, gains the grappled condition (although the target does not). The mythic nyogoth holds on with great tenacity, automatically inflicting that limb's bite and acid damage each round. A nyogoth has a +8 racial bonus to maintain its grapple on a foe once it is attached. An attached mythic nyogoth can be struck with a weapon or grappled itself—if its prey manages to win a grapple check or Escape Artist check against it, the mythic nyogoth is removed.

**Poisonous Acid Spray (Su)** A mythic nyogoth's body is full of highly corrosive digestive fluid. Every time a mythic nyogoth is damaged by a piercing or slashing weapon, all creatures adjacent to the mythic nyogoth take 1d6 points of acid damage (or 2d6 if the attack is a confirmed critical hit), and must succeed at a DC 22 Fortitude save or take 1 point of Constitution damage from poisonous fumes. This is a poison effect and the save DC is Constitution-based. The mythic nyogoth can expend one use of mythic power as an immediate action to affect all creatures within 10 feet with its poisonous acidic spray, increasing the damage to 2d6 (or 4d6 on a confirmed critical hit).

**Horrific Appearance (Su)** Creatures that succumb to a mythic nyogoth's horrific appearance become nauseated for 1d8 rounds.



**QLIPPOTH, MYTHIC SHOGGTI****CR 9/ MR 3****XP 6,400***Pathfinder Roleplaying Game Bestiary 2*

CE Large outsider (chaotic, evil, extraplanar, mythic, qliphoth)

**Init** +10<sup>M</sup>; **Senses** darkvision 60 ft.; Perception +18**DEFENSE****AC** 24, touch 12, flat-footed 21 (+3 Dex, +12 natural, -1 size)**hp** 110 (7d10+72)**Fort** +11, **Ref** +5, **Will** +9**Defensive Abilities** uncanny dodge; **DR** 10/epic and cold iron or lawful; **Immune** cold, mind-affecting effects, poison; **Resist** acid 10, electricity 10, fire 10**OFFENSE****Speed** 30 ft.**Melee** bite +12 (1d8+6), 4 tentacles +8 (1d4+3 plus grab)**Space** 10 ft.; **Reach** 10 ft.**Special Attacks** braincloud<sup>MA</sup>, constrict (1d4+6), horrific appearance (DC 16), mind wrack<sup>MA</sup> (DC 16), mental subjugation<sup>MA</sup> (DC 18), murderous fascination<sup>MA</sup> (DC 16)**Spell-Like Abilities** (CL 7th; concentration +10)Constant—*tongues*At will—*command* (DC 14)3/day—*charm person* (DC 14), *protection from law*1/day—*charm monster* (DC 17), *dimension door***STATISTICS****Str** 22, **Dex** 16, **Con** 23, **Int** 12, **Wis** 19, **Cha** 17**Base Atk** +7; **CMB** +14 (+18 grapple); **CMD** 27 (31 vs. trip)**Feats** Combat Reflexes<sup>MF</sup>, Improved Initiative<sup>MF</sup>, Skill Focus (Use Magic Device), Weapon Focus (tentacles)**Skills** Escape Artist +13, Intimidate +17, Knowledge (planes) +11, Perception +18, Sense Motive +14, Stealth +9, Use Magic Device +20; **Racial Modifiers** +4 Intimidate, +4 Perception, +4 Use Magic Device**Languages** Abyssal; telepathy 100 ft.**ECOLOGY****Environment** any (Abyss)**Organization** solitary or slaver band (1 mythic shoggti, 2–12 non-mythic shoggti, and 6–12 slaves of various races)**Treasure** standard**SPECIAL ABILITIES****Braincloud (Su)** Once per round, in place of a melee attack with a tentacle, a shoggti can make a melee touch

attack with the pincer on the end of that tentacle. If it hits, the target takes 1d4 points of Wisdom damage. Shoggti use this ability to mentally debilitate their victims so they can more easily use their charm spell-like abilities against them. A mythic shoggti can expend one use of mythic power as part of a full attack action to use this ability with each of its four tentacle attacks in the same round.

**Horrific Appearance (Su)** Creatures that succumb to a shoggti's horrific appearance become fascinated by the creature's hypnotically wriggling tentacles and the strange, shimmering colors in its eyes. This effect persists for 1d6 rounds (but can be ended by the normal methods of defeating the fascinated condition).

**Mind Wrack (Su)** When a creature takes Wisdom damage from a mythic shoggti's braincloud attack, it must succeed on a DC 16 Will save or be stunned for 1 round. This is a mind-affecting effect and the save DC is Charisma-based.

**Mental Subjugation (Su)** When a mythic shoggti stuns a creature with its mind wrack attack, it can expend one use of mythic power as a swift action to attempt to enslave the stunned creature. The stunned creature must succeed at a DC 18 Will save or suffer a domination effect identical to the *dominate monster* spell. This is a mind-affecting compulsion effect. The save DC is Charisma-based and includes a +2 racial bonus.

**Murderous Fascination (Su)** When a victim of a mythic shoggti's horrific appearance ability is shaken free of the fascination effect by an ally, the victim must succeed on a DC 16 Will save or attack the ally that freed them from the fascination effect with a melee weapon or natural attack for the next 1d3 rounds. Additionally, a mythic shoggti can expend one use of mythic power as a free action to force the victim to make two Will saves against this effect and take the lower result. This is a mind-affecting compulsion effect and the save DC is Charisma-based.

**MYTHIC XACARBA****CR 19/MR 7**

XP 204,800

*Pathfinder Roleplaying Game Bestiary 2*

CE Gargantuan outsider (chaotic, evil, extraplanar, mythic)

Init +16<sup>M</sup>/-4, dual initiative<sup>MA</sup>; Senses *arcane sight*, darkvision 120 ft., *detect good*, low-light vision, scent, *true seeing*; Perception +29**DEFENSE**

AC 38, touch 12, flat-footed 32 (+5 Dex, +1 dodge, +26 natural, -4 size)

hp 280 (20d10+170)

Fort +18, Ref +13, Will +20

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

**OFFENSE**

Speed 40 ft., climb 20 ft.

Melee bite +27 (3d8+11 plus *poison admixture*<sup>MA</sup>), 3 tail slaps +22 (2d8+16 plus *grab*<sup>MA</sup>)

Space 20 ft.; Reach 15 ft.

Special Attacks *constrict* (2d6+11), mythic power (7/day, surge +1d10), *redirect spell*<sup>MA</sup>, *spray poison*<sup>MA</sup>

Spell-Like Abilities (CL 18th; concentration +25)

Constant—*arcane sight*, *detect good*, *true seeing*At will—*detect thoughts* (DC 19), *greater teleport* (self plus 50 lbs. of objects only), *invisibility*, *suggestion* (DC 20)3/day—*charm monster* (DC 21), *mass suggestion* (DC 23), *scrying* (DC 21), *symbol of pain* (DC 22), *touch of idiocy*, *vision*1/day—*summon* (level 5, 1 hezrou or 1d4 succubi, 50%)**STATISTICS**

Str 33, Dex 21, Con 23, Int 26, Wis 22, Cha 24

Base Atk +20; CMB +35 (+39 grapple); CMD 51 (can't be tripped)

Feats Combat Reflexes, Dodge, Improved Initiative<sup>MF</sup>, Improved Iron Will, Improved Vital Strike, Iron Will, Lightning Reflexes<sup>MF</sup>, Mobility, Spring Attack<sup>MF</sup>, Vital Strike<sup>MF</sup>

Skills Acrobatics +25 (+29 jump), Bluff +30, Climb +19, Diplomacy +27, Disguise +27, Intimidate +27, Knowledge (arcana) +31, Knowledge (any two) +31, Linguistics +28, Perception +29, Sense Motive +29, Spellcraft +31, Stealth +16, Use Magic Device +27

Languages Abyssal, Common, Draconic; telepathy 100 ft.  
SQ *change shape* (any humanoid as a swift action, but always retains one serpentine trait that negates the bonus to *Disguise* checks; *alter self*), powerful blows (tail slap)<sup>MA</sup>**ECOLOGY**

Environment any land (Abyss)

Organization solitary

Treasure standard

**SPECIAL ABILITIES****Controlling Grab (Ex)** If a mythic xacarba's grapple check against a non-mythic opponent succeeds by 10 or more, the mythic xacarba can choose to avoid gaining the grappled condition from that grapple. A mythic xacarba can expend one use of mythic power to avoid gaining the grappled condition from any successful grapple, including against a mythic opponent.**Poison Admixture (Su)** Bite—injury or spray—contact; *save* Fort DC 28; *frequency* 1/round for 6 rounds; *effect* two effects chosen by the xacarba from three options; *cure* 3 consecutive saves. The save DC is Constitution-based and has a +2 racial bonus.  
**Fiendish Bite:** *effect* 1d6 Str damage (good-aligned creatures also take 3d8 points of damage).  
**Mysterious Blood:** *effect* 1d6 Dex and 1d6 Wis damage plus confusion for 1d3 rounds.  
**Vile Disjunction:** *effect* creature affected as though by *mage's disjunction* (CL 18th).**Redirect Spell (Su)** Any creature that attempts to cast a spell within 60 feet of a xacarba must cast the spell defensively with a -4 penalty to the concentration check. If the concentration check fails (or if the caster opts to not cast defensively), the xacarba can, as an immediate action, choose a new creature (including the caster) as the new target of the spell.**Spray Poison (Ex)** A mythic xacarba can spray its poison admixture in a 40-foot cone as a standard action. Creatures in the area that fail a DC 26 Reflex save must succeed at a DC 28 Fortitude save or be affected by the mythic xacarba's poison admixture. The save DC is Constitution-based.

## QLIPPOTH, MYTHIC YLYRGOI

*This huge, hydra-like monster has four stinger-like heads on long necks and hundreds of shrieking, fanged maws and blinking eyes, each a color of the rainbow, covering its pale-blue, serpentine body.*

### QLIPPOTH, MYTHIC YLYRGOI

CR 16/MR 6

XP 76,800

CE Huge outsider (chaotic, evil, extraplanar, mythic, qliploth)

Init +7; Senses all-around vision, darkvision 60 ft., tremorsense 60 ft.; Perception +25

Aura gestation (30 ft.)<sup>MA</sup>

### DEFENSE

AC 34, touch 11, flat-footed 31 (+3 Dex, 2 size, +23 natural)

hp 248 (13d10+177); fast healing 8

Fort +17, Ref +11, Will +9

DR 10/epic and lawful; Immune cold, mind-affecting effects, poison; Resist acid 10, electricity 10, fire 10

### OFFENSE

Speed 40 ft., climb 20 ft., swim 40 ft.

Melee 4 stings +20 (1d8+9/19-20/x3 plus implant), 4 tongues +15 touch (pull), tail slap +15 (2d6+4 plus grab)

Space 15 ft.; Reach 15 ft. (30 ft. with tongues)

Special Attacks constrict (2d6+9), draining maws, horrific appearance (DC 20), mythic power (6/day, surge +1d8), pounce<sup>MA</sup>, pull (tongue<sup>MA</sup>, 15 feet), stunning shriek<sup>MA</sup>

Spell-Like Abilities (CL 13th; concentration +17)

At will—*piercing shriek* (DC 16)

3/day—*dimensional anchor*, quickened *piercing shriek* (DC 16), *protection from law*

1/day—*dimension door*, *hold monster* (DC 19)

### STATISTICS

Str 28, Dex 16, Con 28, Int 11, Wis 20, Cha 18

Base Atk +13; CMB +24 (+28 grapple, +28 pull); CMD 37 (can't be tripped)

Feats Combat Reflexes, Critical Focus<sup>MF</sup>, Improved Critical (sting)<sup>MF</sup>, Improved Initiative, Power Attack<sup>MF</sup>, Quickened Spell-Like Ability (*piercing shriek*), Staggering Critical

Skills Acrobatics +19 (+23 jump), Climb +17, Escape Artist +19, Intimidate +20, Perception +25, Stealth +11, Swim +17, Use Magic Device +20

Languages Abyssal; telepathy 100 ft.

SQ demon hunter, regenerate sting<sup>MA</sup>, ylyrgoi traits<sup>MA</sup>

### ECOLOGY

Environment any (Abyss)

Organization solitary

Treasure standard

### SPECIAL ABILITIES

**Demon Hunter (Ex)** A mythic ylyrgoi gains a +10 racial bonus on caster level checks to penetrate the spell resistance of any demon. Its attacks are treated as cold iron, epic, and good against demons.

**Draining Maws (Ex)** The fanged maws that cover a mythic ylyrgoi's body automatically deal 2d4+4 points of damage plus 1d4 points of Constitution damage per round to any creature the mythic ylyrgoi constricts.

**Fast Healing (Ex)** A mythic ylyrgoi's fast healing ability is equal to twice its current number of stingers (minimum fast healing 8). This fast healing applies only to damage inflicted on the mythic ylyrgoi's body.

**Gestation Aura (Su)** A mythic ylyrgoi's aura accelerates diseases and biological infestations, including pregnancies. All such afflictions and conditions active within the mythic ylyrgoi's 30-foot aura have the onset time reduced to 1 round and the frequency reduced to 1/minute. Impregnated creatures inside this aura gestate completely in 2d4 minutes. As a swift action once per round, a mythic ylyrgoi can expend one use of mythic power to accelerate the frequency of all diseases and biological infestations, and the gestation period of impregnated creatures by 1 minute. If the affliction is still during its onset period, the onset period automatically ends, and the creature immediately suffers the affliction's effects. Saves made due to the mythic ylyrgoi's gestation aura ability do not count toward curing a creature's original affliction, nor do failures count when determining consecutive saves.

**Horrific Appearance (Su)** Creatures that succumb to a mythic ylyrgoi's horrific appearance become captivated for 1d4+1 rounds by the scintillating rainbow of colors that cascades across its form as hundreds of its eyes blink in an array of mind-bending patterns. A captivated creature takes no actions save to approach the mythic ylyrgoi, which it does not regard as a threat, via the most direct route possible and remain adjacent to

it. If this path leads it into a dangerous area, such as through fire or off a cliff, that creature receives a second saving throw to end the effect before moving into peril. A victim that is attacked by the mythic ylyrgoi gets a new saving throw as a free action during each of the mythic ylyrgoi's attacks to overcome the effect. A captivated creature's ally may attempt to shake it free of the effect as a standard action, which provides the captivated creature another saving throw to end the effect.

**Implant (Ex)** A mythic ylyrgoi's stingers contain eggs that it can inject into Medium or larger creatures when it strikes with a sting attack. The target can resist being implanted with a successful DC 24 Fortitude save. If the save is unsuccessful, the egg gestates and becomes a fetal shoggti qlipthoth that begins consuming its host after the onset period. When the host is reduced to 0 Con, a shoggti bursts from the host's body in a shower of viscera and gore, as much a transformation of the host body as a destruction of it. Creatures killed in this fashion can only be restored to life by *miracle*, *wish*, or similar magic. The egg or fetal shoggti can be cut free of the host's body with a successful DC 25 Heal check, which takes 1 hour and deals 3d6 points of slashing damage to the host creature regardless of success or failure. *Remove disease* (or any similar effect; DC 24) also kills an implanted egg or fetal shoggti.

**Ylyrgoi Egg:** Infestation—injury; *save* Fort 24; *onset* 1 day; *frequency* 1/day; *effect* 1d4 Con damage until host dies, then a shoggti emerges. When the shoggti emerges from the host, it is stunned for 1 round. The save DC is Constitution-based.

**Regenerate Stinger (Ex)** When a mythic ylyrgoi's stinger is severed, two stingers regrow in 1d2 rounds. A mythic ylyrgoi cannot have more than twice its original number of stingers at any one time. To prevent new stingers from growing, at least 16 points of acid or fire damage must be dealt to the stump (a touch attack to hit) before they regrow. Attackers must overcome the mythic ylyrgoi's resistance to these types of energy to inflict this damage. Acid or fire damage from area attacks can affect stumps and the body simultaneously. A mythic ylyrgoi doesn't die from losing its stingers until all are cut off and the stumps seared by acid or fire. As an immediate action, a mythic ylyrgoi can expend one use of its mythic power to immediately regrow two stingers from a stump.

**Stunning Shriek (Su)** A mythic ylyrgoi can emit a stunning shriek in a 30-foot-radius burst centered on itself as a standard action. All creatures in the area, other than the mythic ylyrgoi, must succeed on a DC 24 Fortitude save to avoid being stunned by intense pain for 1 round and deafened for 1d6 rounds. A mythic ylyrgoi can expend one use of mythic power to emit a stunning shriek as a swift action. The save DC is Constitution-based.

**Tongues (Ex)** All of the maws that cover a mythic ylyrgoi's body can extend a thin, sticky tongue. These tongues are secondary attacks with reach equal to twice the mythic ylyrgoi's normal reach (30 feet for a huge mythic ylyrgoi). A tongue deals no damage on a hit, but can be used to pull Large or smaller creatures closer. While it has a tongue attached, a creature cannot move away from a mythic ylyrgoi. As a standard action, a creature can escape from a tongue with a successful DC 20 Strength check, DC 25 Escape Artist check, or by severing the tongue. A tongue has AC 21, 12 hp, and DR 10/epic, lawful, and slashing. At any one time, a mythic ylyrgoi can only use a number of its tongues equal to its current number of stings.

As a free action, a mythic ylyrgoi can chew through a tongue that has caught a creature. Severed from the mythic ylyrgoi's maw, the tongue wraps around the captured creature and attaches to the ground or other nearby hard surface or object (such as a wall, large rock, or tree). The creature is no longer subject to that tongue's pull attack but must succeed at a DC 24 Reflex save or be entangled for 1d6 rounds. Even with a successful save, the creature can move only at half speed. Huge or larger creatures are unaffected by this attack. A flying creature is not immobilized, but it must succeed at a DC 24 Reflex save or be unable to fly (assuming it uses wings to fly) and fall to the ground. The save DC is Constitution-based. A mythic ylyrgoi regenerates a severed tongue over the course of 24 hours.

**Ylyrgoi Traits (Ex)** A mythic ylyrgoi can be killed by severing all of its stingers or slaying its body. Any attack that is not an attempt to sever a stinger affects the body, including area attacks or attacks that cause piercing or bludgeoning damage. To sever a stinger, an opponent must succeed at a sunder attempt with a slashing weapon. A stinger is considered a separate target with hardness 10 and hit points equal to the mythic ylyrgoi's HD; slashing weapons that are both



epic and lawful ignore the sting's hardness. To sever a stinger, an opponent must inflict enough damage to reduce the stinger's hit points to 0 or less. Severing a stinger deals damage to the mythic ylyrgoi's body equal to the mythic ylyrgoi's current HD. A mythic ylyrgoi can't attack with a severed stinger, but takes no other penalties. If a severed stinger remains within the gestation aura of a mythic ylyrgoi for 1 round, one of the eggs it contains gestates. The gestation period is 1 day; if the severed stinger remains within the aura for another round, however, it transforms into a shoggti in an explosion of ichor.

Ylyrgois are enormous, pale-blue, hydra-like worms that writhe up from the depths of the Abyss to slay demons and use demon corpses to spawn more qliploth. Their serpentine bodies are 30-foot long and riddled with hundreds of tiny, fanged jaws interspersed with blinking eyes, each a color of the rainbow. The shrieking maws covering their bodies begin devouring any creature caught in an ylyrgoi's coils even as it is still being crushed to death. Each of these mouths can also extend a thin, sticky blue-gray tongue that an ylyrgoi uses to pull its prey within range of the dripping black stingers that, instead of heads, top each of its 10-foot long necks. They weigh 2,000 pounds.

Advancing an ylyrgoi by increasing its Hit Dice also gives it one additional stinger and a +2 increase to its natural armor for each added HD, in addition to the standard increases to the ylyrgoi's statistics. An ylyrgoi's CR increases by +1 for each Hit Die it gains.

The ylyrgoi's purpose on the Abyss is the extermination of the demonic scourge. They contribute to this goal not only by efficiently slaying most demons they encounter, but by infesting their opponents' bodies with eggs that swiftly gestate into fetal shoggtis. Typically, if the demon survives the encounter with the ylyrgoi, the fetal shoggti feeds on the demon for several days before finally emerging, shortly after its host dies, as a fully-grown shoggti. If the demon doesn't survive the encounter, the transformation from corpse to shoggti is swifter, occurring after around 2 days. The ylyrgoi is a disinterested mother; it doesn't care for the shoggtis, but nor does it consume them.

Ylyrgois are solitary creatures, and typically remain in the deepest qliploth-held layers of the Abyss. Following their recent discovery, it is theorized that the fates of the poor souls enslaved by shoggtis in other realms and dragged back to the Abyss may be as offerings to the shoggtis' ylyrgoi progenitors.

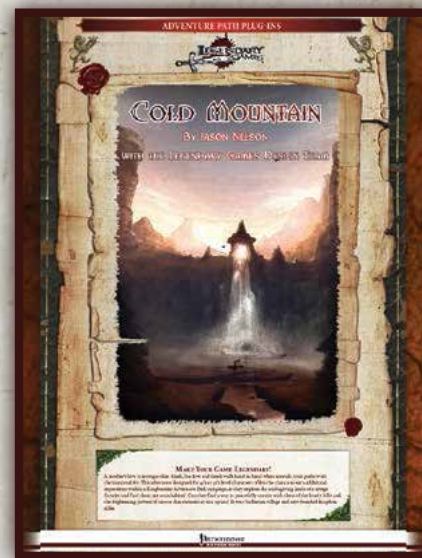




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