



# MYTHIC MONSTERS: DEVILS

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WITH THE LEGENDARY GAMES DESIGN TEAM



MYTHIC PLUG-INS





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DEVILS





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**NOTE:** THE FOLLOWING NOTATIONS ARE USED IN THE STAT BLOCKS CONTAINED IN THIS PRODUCT:

<sup>MF</sup> = MYTHIC FEAT

<sup>MA</sup> = MYTHIC ABILITY

<sup>MMA</sup> = MAJOR MYTHIC ABILITY (COUNTING AS TWO ABILITIES)

UNDERLINED TEXT INDICATES A RULES ELEMENT THAT IS DESCRIBED IN PATHFINDER ROLEPLAYING GAME MYTHIC ADVENTURES.





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

**T**HIS SUPPLEMENT IS JUST ONE PART OF A LARGER RESOURCE FOR EVERY GAM-  
emaster 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 cham-  
pion, 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  
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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*.





## SPECIAL ELECTRONIC FEATURES

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 [d20pfsrd.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: DEVILS

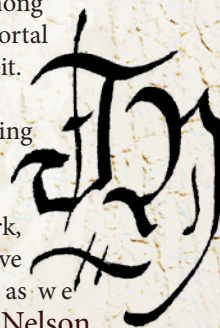
There is fear to be found in the ravaging hordes of the Abyss. Demons and their ilk, they are scary. They are the embodiment of raw, unbridled hunger, sin, and the urge to destroy. But it's the fear of a wild beast, of an unthinking savage. Even the most brilliant of demons cannot help betrayal and caprice; it is their nature. Demons represent that unpredictable element that at any given time disaster might strike. But it might not. You just never know.

Devils aren't like that. Instead, devils are terrifyingly predictable. Where the hordes of the Abyss are made up of misshapen monstrosities of every kind, devils have a chilling uniformity of body and mind, soul and spirit. Large or small, noble or base, when you see a devil you know it's a devil... at least, if they let you see their true face, which is usually far too late to escape from the trap they have laid for you (or for your immortal soul). Devils share a unity of purpose alongside a cold calculation of ruthless efficiency in everything they do and relentless determination to see their plans through to the end. They can be brutal, exacting pain and torment that would chill the blood of the foulest demon, but always for a reason, always to advance their goals. They may betray those that trust them, but always in service of a greater achievement that is best attained by sacrificing those that are no longer necessary. They lie whenever it is convenient to manipulate the foolish, but they are happier to let painful truth and inescapable logic drive the weak-minded to damnation. A devil may use sweetness and pain with equal skill in its bargains with mortals, but while a devil will always deliver exactly what it promises, those promises rarely mean what they seem and nearly always end in sorrow for everyone but the devil itself.

That's the spirit of sinister malevolence that infuses *Mythic Monsters: Devils*. From the bloodthirsty **barbaz** to the whispering **imps** that carry messages and favors from the greater powers in the diabolic hierarchy, we bring you a dozen dastardly devils run the gamut from Hellbound soldiers like the **warmonger devil** to the **pit fiend** generals that command them and stand among the dukes of Hell. Vicious **handmaiden devils** are matrons of misery in the lower planes and sow sorrow in the mortal realms as well, while **heresy devils** corrupt the faithful and **contract devils** ensnare any and all in their webs of deceit. As if a dozen mythic devils were not enough, we also bring you the sibilant serpentine **temptation devil**, the **lisslefer**, born and bound from the body and soul of a fallen angel into a form both beautiful and terrible, inveigling mortals into taking the tainted gifts of Hell and falling into wickedness and despair.

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





# THE CONFESSION

“Ah dinnae care n’more. Youse kin dae whit yer will t’m. Ah’ve hud *enough!* There’s nowt ah kin dae tae make it reet, ah know that. So youse kin stoap that starin’ at me, with yer fancy mask oan. It disnae frighten me, ken, n’all ah kin see’s mahsel anyways, and ah know well whit ah’ve become. Ah’m no afeart ay lookin’ at mahsel in yer mirror if thah’s whit you’re countin’ oan? Ah’ve seen much worse! *Much* worse, ken? So seein’ this wreckage disnae matter tae me. Ah know whit the drug does tae mah face, mah eyes. Oh aye, ah admit it! You’ll no’ be strugglin’ here tae get whit youse want tae know. As ah said: ah dinnae care n’more. Ah’ll tell ye whit you want. So just ask.”

## “WHO WAS HE?”

“Aye! ‘Who was he?’ Thah’s the question, reet enough. He used tae be mah friend, thah’s who. A man ah *knew*. A man ah could *trust*, ken? His name was Dowd. And yes, afore ye ask: ah kilt ‘im. Kilt ‘im where he lies. Ah hudnae choice. He came here tae kill *me*.”

## “WHY DID HE COME HERE TO KILL YOU?”

“Well, ah dinnae know fer sure, y’unnerstand? Ah kin only guess, though it’s an *educated* guess, ken? The sortay education you widnae or shouldnae wish on your worst enemy, mind. Mah guess is that he came here tae kill me ‘cause Jude told ‘im tae. Ah’m no sayin’ he wanted tae either. Ah’m sayin’ he wouldnae huv hud a choice, just like ah hudnae choice but tae defend mahsel aginst ‘im.”

## “WHY DID HE HAVE NO CHOICE?”

“Ah saw the *mark*, ken? Reet there it was, oan ‘is neck: the red flame. It’s gone noo, o’course; faded when he died, when it’s power ower him wis nae longer needed. The mark means that you’ve bought yer dream, ken? Aye, bought yer dream but yeh’ve still tae pay the price. And ah wis the price this time. Mah life. Mah life fer his dream. Y’see, if he didnae pay the price, he’d start tae wither away, ken? Ah know, ‘cause thah’s whit ‘appened tae me when ah refused tae pay—at first, in any case. Y’canna last long when the witherin’ starts. The weakness ‘n’ dullness take a grip, ‘n’ it’s all ye kin dae but tae pay the price afore too long. It wis as if all the darkness ay the addiction the holy light ay the goddess had burnt fae me hud come floodin’ reet back, ken? Thit the *inner light* hud been extinguished ‘n’ ah wis turnin’ fae her mercy back tae the life thit hud near kilt me. At least, thah’s whit ah thought at the time, ken? ‘N’ thah’s whit Jude hud me believin’ as well. But no’ now. Now ah know the truth ay it all. We wis *tricked!* Ivray last one ay us, tricked by thah *Jude*. Jude convinced all ay us twas fer the good ay the congregation ‘n’ it’d all work oot fer the best.”

## “WHO IS JUDE?”

“Jude’s the cause ay all this. He’s the one yer want less’n yer ready for mair killin’. Auld Mornfather Shamoon used tae lead oor congregation but one day, oot ay the blue, he telt all ay us thit he wis off oan a pilgrimage tae a holy place in the eastern deserts. He didnae look hisself in thaim last days. Like he wis not reet in his ain skin, ken? We were all reetly worried aboot the auld man but we knew somethin’ wis wrong, ‘n’ thah he needed tae dae this tae make it reet. He didnae look well, ‘n’ so we feart thah this pilgrimage wis perhaps tae seek some sort ay healin’ thah the goddess cudnae grant him.

But it wis Mornfather Shamoon thit telt us all aboot Jude afore he left fer the deserts. Telt all ay us that a new Mornfather called Jude wid arrive in the morn, that Jude wid lead us tae a new chapter in unnerstandin’ the mysteries ay life, ‘n’ sayin’ ‘*the dawn brings new light*’ like he eywis did. The next day he wis gone ‘n’ Jude hud arrived like he said. Jude wis a young man; handsome, wi’ a sortay *inner radiance*, ken? Like ye cud see the light ay the goddess shinin’ in him. ‘N’ when he spoke, it wis all ye cud dae tae listen tae his words ‘n’ the sound ay his voice. It wis like soft music playin’ tae ye and ye alone, ken? Like when he spoke tae all ay us in the congregation, it wis like he wis talkin’ directly tae ye, like it wis a *personal* thing, ken? No’ like the sermons Mornfather Shamoon hud led. Ye wanted tae jist *sit* and *listen* and *immerse* yersel in it all, ‘n’ yer foond yersel jist wantin’ tae dae whatever Jude asked, just so ye cud stay in his presence fer longer.

But thah’s the thing: he widnae stay aroond fer long. He wid stay alone in his chambers prayin’ fer oors oan end, or thah’s whit we thought. We thought he wis a very devout man, ‘n’ very humble, ‘n’ truth be told, all ay us jist craved ivray minute ay the short sermons he led jist tae hear ‘im speak ‘n’ be a part ay his followin’.

## “HOW DID THIS LEAD TO THE KILLINGS?”

“Ah wis jist gettin’ tae that! Yeh’ll git the story, mirror-mask, but yeh’ll git it in mah ain time. This story needs tae be telt reet, ‘n’ it willnae be rushed. Ye need tae unnerstand it all if youse want tae git tae the truth ay it all. Y’see, at the time, ah wis even lower than y’see me noo. Back then, mah life consisted ay the drug ‘n’ Jude ‘n’ thah’s it. Ah thought thit Jude wis mah chance at redemption, ken? Mah way ootay this life. Tae rebuild ivray thing ah’d lost. It hud been leadin’ up tae the matter fer a few weeks afore we finally suggested back tae Jude whit he’d been plantin’ in oor heids the whole time. His sermons hud been includin’ mair and mair references tae the power ay confession. With oor growin’ desire tae hear him mair often, ah huv nae idea hoo it took so long fer us tae demand a confessional. Jude—‘n’ it wis eywis Jude mind, no’ ‘Father’ or ‘Mornfather’, jist ‘Jude’—well, he agreed reet away ‘n’ we built a wee box aroond one ay the doors tae ‘is chambers fer the purpose. ‘N’ when it wis finished, thah wis the beginnin’ ay the end ay it all.”



“How so?”

“The sermons started tae change into mair ay a group discussion, ken? We wis encouraged tae talk aboot oor lives, ‘n’ oor problems, ‘n’ oor wishes fer the future, ‘n’ whit oor prayers tae the goddess wid be if we knew she wid answer thaim. ‘N’ it wis like a *release*, ken? Like things were startin’ tae git put intae some sortay order. The holy light ay redemption wis illuminatin’ the darkness in oor souls, as Jude wid say, ‘n’ we believed it. ‘N’ this carried oan into the confessional box, ken? In there, we cudnae see Jude—well, jist sortay his heid a bit through the wooden lattice—but we could talk tae him aboot oor sins, ‘n’ oor failüres, ‘n’ he wid listen ‘n’ grant us forgiveness ‘n’ salvation, ken? Yer jist wanted tae tell ‘im ivray thing, all the badness in yer soul revealed tae be cleansed by the beauty ay his voice and holiness. The greater the sin, the greater the salvation, ken? It wis as if the worse you were, the mair darkness there wis in yer soul for the light tae git tae—the mair *redeemed* ye could be. ‘N’ ah hud done some bad things, oan accoot ay the addiction, ken? Confessin’ lifted a great weight offay me, ‘n’ the gratitude ah felt tae Jude wis because it felt as though he hud lifted it offay me, ken? We’s all ay us felt that, ‘n’ it seemed as though there wis nuthin’ we widnae do fer the man e’en then.”

“Go on.”

“He telt all ay us—me, Blakley, Corrin, Willard, Dowd—how special we hud become in the eyes ay the church, in his eyes, because ay oor *unrestrained confessions* and hoo the goddess was speakin’ tae him aboot new paths fer all ay us who hud bared oor souls to her; paths thit wid help others tae step intae her *redemptive fire*! We felt *chosen*, ken? Like we hud been noticed by the *holy of holies* and risen above oor fellows tae an elevated place.

Then the offer came. If we agreed tae perform a future service for Jude, unreservedly, and whatever the demand, then the goddess wis willin’ tae manifest her magnificent power ay forgiveness and grant oor wishes fer a better life. No’ only thah—as if thah wisnae enough!—but if we agreed, we wid also become *special inquisitors*, workin’ wi’ Jude tae uncover corruption in the congregation ‘n’ lead others doon the path tae salvation: the path we were upon oorselves and hud almost completed.

Well, ah hardly need tell ye hoo we all ay us jumped at the offer. The covenant, as Jude called it, wis sealed in the confessional. The first thing we felt wis a burnin’, somewhere oan oor bodies. Ah felt it oan mah chest ‘n’ sure enough, there it wis: the mark ay the flame, like a red arrowheid. Jude telt us it wis the mark thit confirmed us as warriors ay the goddess, ‘n’ with the magic ay his beautiful voice, oor prayers were answered. Jude already knew whit each ay us wished fer, oan account ay the congregational discussions ‘n’ the confessions but we spoke oor wishes alood ‘n’ solemnly accepted the terms ay the deal. Ah know seein’ as we talked aboot it eftir ‘n’ it went the same fer all ay us. Ah mean, we thought we wis oan the path tae righteousness, ken? Whit sortay service tae be performed widnae be somethin’ wed gladly dae fae the goddess ‘n’ Jude e’en *withoot* oor prayers bein’ answered?”

“WHAT HAPPENED WHEN THIS... COVENANT WAS SEALED?”

“Aye, reet! *Covenant*! Pah! Oor prayers were answered, reet enough, but no’ by the goddess, ah’ll warrant. Mah wish wis tae be free ay the addiction, ken? Tae be able tae git well again so thit ah could git back oan mah ain two feet ‘n’ start tae rebuild mah life. ‘N’ it happened, ken? *Reet there and then*! Ah felt the pain ay the addiction lift fae me and ah knew ah didnae need the drug n’more. But it wis *mair* than that! Ah wis *well! Hale and healthy!* All the damage ay the drug instantly cured ‘n’ ah felt like the light ay the goddess ‘n’ the soothin’ tones ay Jude’s voice hud wiped mah slate *clean*, ken? E’en though ah know the truth ay it noo, it still sends shivers up mah spine tae think aboot how wonderful ah felt in thah moment.”

“WHAT WAS THE TRUTH OF IT?”

“Ah’ll git tae that! Noo, all ay us were *overwhelmed* by the glory ay the goddess, ken, ‘n’ ay Jude as her holy instrument. We wis *zealous*, ken? *Evangelical*, but Jude widnae huv any ay it. We wanted tae shoot oot in the streets aboot the merciful act bestowed upon us but Jude widnae let us. We wis forbidden tae speak directly aboot it—Jude said we must ‘demonstrate oor salvation by submittin’ tae the orders ay the church’ ‘n’ show others the way by ‘lettin’ oor inner light be a guide fer thaim’. We wis given clean robes ‘n’ swords ‘n’ spears. We guarded the holy hall ‘n’ the congregation saw us ‘n’ marvelled at oor transformations. They asked us whit hud happened but we could only say that through the power ay oor faith, we who hud chosen tae be blind noo could see.

‘N’ then the secret ceremonies started, where only the most desperate ay the congregation were invited tae witness the true glory ay the goddess and tae step ontae the path tae salvation. At first, Jude wid test their faith by makin’ them hud their hands ower flames fer as long as they could afore the pain wis too much. All ay thum burnt they’selves badly in the end, but Jude telt us thit a burn wis a mark ay the goddess, ken? ‘N’ he wid prove the power ay his true faith by huddin’ his hands in the flame fer minutes at a time and it widnae burn him at all. He said he hud transcended the power ay fire tae burn ‘im by huvin’ stepped through the *redemptive flame* intae her glory.

‘N’ then he brought deadly vipers fae the markets and wid hud thaim aloft while he wis speakin’, declarin’ thah his faith protected ‘im fae their awfay venom. ‘N’ the snakes wid bite him, all ower his airms, ‘n’ sometimes oan his face ‘n’ neck, but the poison widnae hurt ‘im.

Thah’s when the deaths started. Sometimes, the most *desperate* in the ceremonies wid be overcome wi’ a sortay *frenzy*, ‘n’ wid rush intae the fire or up tae grab a snake tae try tae prove their faith and enter intae salvation. ‘N’ we as the guards were tae let them try. No’ all ay thum, mind—jist the ones thit Jude hud telt us, in secret, tae let through if they tried. The others we kept back in their seats ‘n’ telt them they wisnae ready fae the test.”



“WHAT HAPPENED TO THE ONES THAT WERE ALLOWED TO TRY THESE... TESTS?”

“Well, they wis eywis harmed badly, ‘n’ they wid scream in agony fae the fire or the poison. Sometimes, in the test ay fire, they wid suddenly burst intae flames—like, their *whole bodies*, ken? One moment huddin’ their hands intae a fire ‘n’ the next they’re burnin’ fae heid tae toe! ‘N’ Jude wid cry oot ‘Behold! The fire ay redemption!’ ‘n’ it wid seem as though they burnt tae death reet there in front ay ivray one, writhin’ in awfay pain, but the next day, they wis *resurrected*, ken? They hud passed through the fire ay the goddess ‘n’ hud foond salvation. They wid deliver the sermon the next day ‘n’ then leave the city tae spread the word ay the goddess. Usually, we widnae see thum again, but sometimes they’d come back tae tell us whit they’d been up tae ‘n’ take another sermon or such when Jude wisnae available.”

“YOU SAW THESE RESURRECTIONS?”

“No. We wid all ay us huv tae leave eftir it seemed like one ay them hud died. Jude said that he hud tae spend the neet in prayer, ‘n’ then when we came back the next day, the one who hud burnt wis resurrected. ‘N’ the resurrected were eywis full ay *passion*, ken? They all ay thum wis *diff’rent* wi’ an *anger* burnin’ in their eyes, sayin’ they could see the darkness in the hearts ay the congregation. ‘N’ then the resurrected started tae demand ay us inquisitors, sayin’ they brought the word ay the goddess fae the afterlife back wi’ thaim, ‘n’ that as her *searin’ flames* we wis tae slay the unrepentant evil in oor midst. ‘Course, we didnae know who the unrepentant evil wis, but the returned telt us each time.

The first wis Callow, a drunk ‘n’ a thief. He’d been comin’ tae the sermons fer a few weeks but Sacha, the first ay the returned—which is whit we called the resurrected—telt us thit Callow harbored an *unpenetrable blackness* inside ay him, ‘n’ that ah must kill ‘im tae prove mah devotion tae the goddess. Noo, as ah said, ah’d din some bad things in mah time but no’ like that—ah’d never *kilt* a man! ‘N’ while ah knew well thit thah goddess wis a warrior, ah didnae expect this tae be asked ay me. When Sacha hud left, ah spoke tae Jude about this charge, ‘n’ Jude seemed mighty concerned as well, sayin’ if ah didnae think thah the goddess wid truly ask this ay me, then ah should wait fer a sign. So ah waited, but sure enough, afore too long, the weakness took a hud ay me. As ah said, it wis like ah wis plunged back intae the pains ay the addiction, ‘n’ ah realized thit the goddess hud given her sign ‘n’ ah wis tae dae her biddin’. So ah started oot tae find Callow ‘n’ bring ‘im tae the hall fer a *special ceremony*’ as Jude telt me tae call it. ‘N’ ah knew ah wis daein the reet thing ‘cause as soon as ah set off tae find Callow, ah started tae feel good again, like the pains and weakness jist disappeart, ken? So ah foond Callow ‘n’ brought ‘im back tae the hall ‘n’ thah’s where we kilt ‘im. He wis desperat tae get well agin, ‘n’ he didnae know whit wis comin’. He jist knelt doon in prayer, like Jude asked ‘im tae, ‘n’ then ah ran him through wi’ a spear. Ah wis shakin’ like a leaf, ken? Ah didnae know if ah could dae it, but the fear ay displeasin’ the goddess ‘n’ Jude ‘n’ losin’ mah place as a searin’ flame spurred me tae carry it

through ‘n’ ah kilt the man where he knelt in front ay the altar. The fact it wis a *holy act* wis proven, though, oan accoot ay the fact thah whin ah dealt the killin’ blow, mah hands suddenly flushed wi’ red marks ‘n’ ah realized thit they wis *sunburnt*—a sign ay the goddess, ken? The mark ay the flame oan mah chest disappeart then as well. Like ah hud din mah duty.”

“HOW MANY OTHERS DID YOU KILL?”

“Well, it wisnae jist me, ken? Corrin kilt the next ‘un, ey... it wis a lassie called Meg, ah think. A whore fae the docks. Aye. ‘N’ Willard kilt a man who wisnae e’en a member ay the congregation, then. Ah cannae recall ‘is name, but he wis a thug fae the docks as well. A pimp, maybe? Blakley wis sent off oan one ay these special missions too, but he didnae return. Ah think maybe he wis kilt by the unrepentant. Thah’s whit the returned used tae call the ones thit we hud tae kill fer the goddess. Eh, all in all, ah think maybe ten or mair.

‘N’ yes, afore ye ask, ah kilt some ay ‘em. Y’see, ah hud tae oan accoot ay mah weakness in goin’ back tae the drug, ken? Ah wis the first up fer a sortay promotion, ‘n’ ah hud tae prove thit ah hud overcome mah longin’ fer the drug. Noo, ah hudnae hud any desire tae use again—ah hudnae e’en thought aboot it since ah was healed—but when Jude held oot a pipe, ah jist *couldnae resist!* Ah felt a sortay tingling sensation ‘n’ jist an *irresistible compulsion* tae take it fae him ‘n’ smoke it there and then. ‘N’ so ah did. Jude wis disappointed, but he wisnae angry wi’ me. Ah jist *couldnae* believe hoo weak ah hud been, and ah wis owercome wi’ the shame ay it all. ‘N’ so ah jist did whit Jude said fae thah point oan.”

“AND HOW MANY OF THE CONGREGATION... FAILED JUDE’S TESTS AND WERE... RETURNED?”

“Six. It started tae get mair strange towards the end, ken? The tests... they didnae seem like tests after a while. The last one, auld Jeremiah, he wis dyin’ ay some disease ‘n’ hud come tae the hall fer healin’. Jude wis oan wi’ the snakes agin, ‘n’ wis no’ jist bein’ bitten by thaim, he wis *bitin’ thaim back*, ken? Sayin’ he wis suckin’ oot the poison tae show hoo the goddess destroyed the evil in the creatures but auld Jeremiah, he wis owerwhelmed wi’ the ceremony ‘n’ staggered up oan stage tae take the test but Jude jist sortay spat the poison he’d sucked ootay the viper intae Jeremiah’s face! Well! The auld man jist sortay stood there, like he didnae know whit was happenin’ ‘n’ sortay *confused*, ken? ‘N’ then he kept tryin’ tae reach oot fer the snake but Jude widnae let him be struck and after a while he jist collapsed ‘n’ passed oot. Jude said that he didnae know if the test hud been passed ‘n’ thit we’d huv tae come back agin the next day as he needed tae pray.

When we left though, ivray one wis clearly very disturbed by whit they hud seen happen tae auld Jeremiah, ‘n’ it wis sortay the last straw, ken? There wis lots ay strange things aboot these sermons noo ‘n’ they didnae seem like they wis much tae dae with the goddess n’more. ‘N’ so as ah wis the most senior and as ah wis the one tellin’ thaim all tae jist *trust* Jude—ah mean, it wisnae as if we





hudnae seen ‘im perform *miracles*, ken?—they demanded thit ah go back tae the hall tae ask ‘im fae sortay explain mair about whit all ay this meant ‘n’ hoo it wis a part ay the goddess’s teachings. ‘N’ while ah knew well thit Jude didnae permit visitors ootside ay the sermons, it hud only been a few minutes since we hud left ‘n’ the congregation wis so steadfast ah decided tae nip back ‘n’ see if ah could quickly talk tae ‘im.

“WHAT DID YOU DISCOVER?”

“Well, the main doors tae the hall wisnae barred ‘n’ so ah entered but their wisnae any sign ay Jude or the body ay auld Jeremiah. Ah wis a bit afeart ay bein’ in the hall when ah wisnae supposed tae be, ‘n’ ah almost left, but ah knew ah hud tae give the congregation an answer ‘n’ so ah started tae walk ower tae the pulpit—the doors tae Jude’s chambers were behind it, ken? But as ah wis walkin’ across, ah passed the confessional box ‘n’ ah heard a sortay thuddin’ noise come fae beyond it—like, in Jude’s chambers oan t’other side ay it, ken?—‘n’ ah jist stepped ower ‘n’ pulled back the curtain. Ah recall bein’ worried that ah hud heard Jude fall or somethin’, ‘n’ bein’ concerned. There wisnae anyone in the box but ah could see light shinin’ through fae the other side ay the lattice—Jude’s side, ken—where their usually wisnae. ‘N’ so ah stepped intae the box and peered through the lattice. The curtain oan Jude’s side wisnae drawn ‘n’ ah could see intae his chambers beyond ‘n’ whit ah saw will stay in mah nightmares fer the rest ay whit is likely to be mah short ‘n’ sorry life.

“WHAT DID YOU SEE?”

“Their wis a chamber beyond with lotsay strange lines ‘n’ patterns carved intae the floor. ‘N’ all around the chamber ‘n’ oan diff’reent parts ay the pattern oan the floor there wis candles burnin’—black candles—thit burnt wi’ a red flame...”

“... AND?”

“...ey, ah kin still see in mah mind what ah saw in that room as though ah wis lookin’ reet at it noo. It wis a snake—no’ like the wee vipers that hud been used in the sermons—it wis *big*! Like, *really big*, ken? Thicker’n mah chest. Ah couldnae make oot much ay the detail—cause ay the light, ken?—but it wis a sortay pale white color ‘n’ it looked sortay like skin, no’ like scales. Maist ay it wis stretched ootay sight but parts ay it ah could see towards the back ay the room. It wis about *thirty foot long*, at a guess! Nae word ay a lie! But that wisnae the worst thing. Y’see, it didnae huv a heid like a snake’s; it’s heid wis Jude’s! It wis bigger, aye—like twice as big—but it wis *Jude*! ‘N’ thah’s no’ all either; it wis *eatin*! His mooth hud opened really wide—wider’n it should—‘n’ it hud started tae swallay auld Jeremiah, *head first*! Jeremiah’s body wis laid oot oan the ground oan his back, and all ay Jeremiah’s heid and one ay his shoulders were already inside it’s mooth, and it wis sortay slowly stretchin’ it’s mooth tae try tae fit his other shoulder inside too! It wis *horrific*! I could see hoo Jeremiah’s head wis sortay making a big lump at the side ay it’s throat, and ah could

see its huge black backwards-curvin’ fangs diggin’ intae the body as it opened ‘n’ closed its mooth each time it swallayed a little bit mair ay him. Blood wis pourin’ ootay the puncture wounds all ower Jeremiah’s chest ‘n’ poolin’ oan the ground around him.

It cannae be mair than a few seconds that ah watched whit wis happenin’ but it seemed like time wis sortay frozen, ken? Ah cannae git thah sight ootay mah heid. Ah think ah must’ve made a wee gasp or somethin’, ‘cause then it’s eyes flicked taewards the box ‘n’ oor gazes locked. ‘N’ whin ah looked in it’s eyes ah knew fer sure it wis Jude! It *recognized me*, ken?; and ah *recognized him*! Well, ah jist high-tailed it ootay there as fast as ah could ‘n’ intae the streets. Some ay the congregation were waitin’ around ootside—ah mind ay their yellin’ at me tae stoap—but ah jist kept runnin’ ‘n’ runnin’. ‘N’ ah’ve been runnin’ ever since, keepin’ mah heid doon, ‘n’ not goin’ anywhere near the hall or any of the congregation. Ah thought ah might leave the city altogether, but ah cannae afford to leave.”

“DID YOU TELL ANYONE ABOUT WHAT YOU SAW?”

“No’ until noo, mirror-mask. Whit wis the point? Nae-one wid believe me ‘n’ it wid only get me back mixed intae all ay that business, anyhoo. Ah didnae think they’d try to *kill* me, but that wis obviously whit was demanded ay Dowd in return fae which ay his dreams he needed grantin’.

“‘N’ so, mirror-mask, ah ken whit yer game is ‘n’ ah know fine well thah ye kin see intae ay man’s soul and hear the truth ay things in his words. So it’s noo time fer ye tae tell *me* somethin’. Eftir all that, ‘n’ ah think we kin agree that ah didnae hud anythin’ back fae ye, tell me: did ah speak a word ay a lie?”





## CREATING A DEVILBOUND CREATURE

“Devilbound creature” is a template described in *Pathfinder RPG Bestiary 4*. The following additional rules cover types of devils not included in that source and how being bound to a mythic devil alters the template. All other aspects of the template remain unchanged.

**Defensive Abilities:** A weapon must be both epic and good to cause the regeneration ability of a devilbound creature that is bound to a mythic devil to cease functioning.

**Weaknesses:** The devil-bound creature gains the Contract Bound weakness with the following difference. As long as the contract remains in effect, a slain victim can't be restored to life after death except by a mythic wish. This is the case whether or not the mythic devil is dead or alive when the creature dies.

**Special Attacks:** If the creature is bound to a mythic devil, it can summon a single one of the most powerful kind of devil available to it, 1d3 of the second most powerful devil available to it, or 1d4+1 of the third or lower most powerful devil available to it, once per day with a 100% chance of success. For example, a mythic-devilbound creature with a caster level of 9 can summon 1 erinyes, 1-3 bearded devils, or 2-5 lemures with this ability.

**Spell-Like Abilities:** The creature gains the following spell-like abilities, depending on the kind of devil it is bound to. The creature uses its Hit Dice or caster level, whichever is higher, as the caster level for its spell-like abilities. Save DCs are based on the creature's Intelligence, Wisdom, or Charisma, whichever is highest.

Apostate: 3/day—*calm emotions, nightmare*; 1/day—*blasphemy*

Heresy: 3/day—*summon monster V* (evil, lawful, or no subtypes only)

Lisslefer: 3/day—*beguiling gift, glibness*

Salikotal: 3/day—*locate creature, rest eternal*

Warmonger: 3/day—*feather step (self only), resist energy* (acid, cold or fire; self only)

**Abilities:** Adjust the base creature's ability scores according to the kind of devil it is bound to.

Devil	Str	Dex	Con	Int	Wis	Cha
Apostate	—	2	2	—	—	2
Heresy	2	—	2	2	—	—
Lisslefer	2	2	—	2	—	—
Salikotal	—	2	—	—	2	2
Warmonger	2	2	2	—	—	—



## MYTHIC ACCUSER DEVIL (ZEBUB) CR 4/ MR 1

XP 1,200

*Pathfinder Roleplaying Game Bestiary 2*

LE Small outsider (devil, evil, extraplanar, lawful, mythic)

**Init** +8/-12, **dual initiative**; **Senses** darkvision 60 ft.; Perception +9

### DEFENSE

**AC** 18, touch 15, flat-footed 14 (+4 Dex, +3 natural, +1 size)

**hp** 40 (4d10+18)

**Fort** +6, **Ref** +10, **Will** +3

**DR** 5/epic and good, or epic and silver; **Immune** fire, poison;

**Resist** acid 10, cold 10

### OFFENSE

**Speed** 20 ft., fly 60 ft. (perfect)

**Melee** bite +5 (1d6 plus 1d6 acid and disease)

**Special Attacks** infernal horrors<sup>MA</sup> (DC 15), **mythic power** (1/day, surge +1d6)

**Spell-Like Abilities** (CL 8th; concentration +9)

At will—*greater teleport* (self plus 50 lbs. of objects only), invisibility (self only)

3/day—*grease*, *summon swarm*, *whispering wind*

1/day—*summon* (level 3, 1 nonmythic zebub or 1d4 lemures, 40%)

### STATISTICS

**Str** 11, **Dex** 18, **Con** 14, **Int** 9, **Wis** 15, **Cha** 12

**Base Atk** +4; **CMB** +3; **CMD** 17

**Feats** Improved Initiative, Lightning Reflexes<sup>MF</sup>

**Skills** Bluff +8, Fly +21, Knowledge (planes) +6, Perception +9, Stealth +15

**Languages** Celestial, Draconic, Infernal; telepathy 100 ft.

**SQ** infernal eye

### ECOLOGY

**Environment** any (Hell)

**Organization** solitary, or swarm (1 mythic zebub and 2–40 nonmythic zebubs)

**Treasure** standard

### SPECIAL ABILITIES

**Disease (Ex)** *Devil Chills*: Bite—injury; *save* Fort DC 14; *onset* 1d4 days; *frequency* 1 day; *effect* 1d4 Str damage; *cure* 3 consecutive saves.

**Infernal Eye (Su)** A mythic zebub records all that it sees and may pass its visions on to another creature. By remaining in contact with a willing creature, it can replay up to 24 hours of witnessed events, or shorter incidents if it so chooses. It takes a mythic zebub 1 round to replay 1 hour of recorded images, which the target receives in a flash of information, without sound or other sensory information.

After relaying its findings, the mythic zebub cannot replay its visions of those events again.

**Infernal Horrors (Su)** Having experienced and witnessed firsthand the unspeakable cruelties of Hell, a mythic zebub can replay these specially preserved visions for an unwilling creature. As a standard action, a mythic zebub can expend one use of mythic power to force these unholy visions into the minds of living creatures within 30 feet, stunning them for one round and then staggering them for 1d4 rounds. Creatures that succeed on a DC 15 Will save are only staggered for 1 round. Good-aligned creatures suffer a -2 penalty to this save. This is a mind-affecting fear effect. The save DC is Charisma-based and includes a +2 racial bonus.



**MYTHIC BARBED DEVIL (HAMATA) CR 13/MR 5**

XP 25,600

Pathfinder Roleplaying Game Bestiary

LE Medium outsider (devil, evil, extraplanar, lawful, mythic)

**Init** +6; **Senses** darkvision 60 ft., see in darkness; **Perception** +21**DEFENSE****AC** 31, touch 16, flat-footed 25 (+6 Dex, +15 natural)**hp** 188 (12d10+122)**Fort** +14, **Ref** +14, **Will** +8**Defensive Abilities** mythic barbed defense<sup>MA</sup>; **DR** 10/epic and good; **Immune** fire, poison; **Resist** acid 10, cold 10; **SR** 27**OFFENSE****Speed** 30 ft.**Melee** 2 claws +20 (2d8+8/19–20/x3 plus cow foes and grab)**Special Attacks** barb fling<sup>MA</sup>, barbed blight<sup>MA</sup>, impale 3d8+12, **mythic power** (5/day, surge +1d8), sickening strike<sup>MA</sup>**Spell-Like Abilities** (CL 12th)At will—*greater teleport* (self plus 50 lbs. of objects only), *hold person* (DC 17), *major image* (DC 17), *produce flame*, *pyrotechnics* (DC 16), *scorching ray* (2 rays only)1/day—*order's wrath* (DC 18), *summon* (level 4, 1 barbed devil 35%), *unholy blight* (DC 18)**STATISTICS****Str** 27, **Dex** 23, **Con** 22, **Int** 12, **Wis** 15, **Cha** 18**Base Atk** +12; **CMB** +20 (+24 grapple); **CMD** 36**Feats** Alertness, Cleave, Combat Reflexes<sup>MF</sup>, Improved Critical (claws)<sup>MF</sup>, Iron Will<sup>MF</sup>, Power Attack**Skills** Acrobatics +15, Diplomacy +13, Intimidate +19, Knowledge (planes) +16, Perception +21, Sense Motive +21, Spellcraft +12, Stealth +13, Survival +14**Languages** Celestial, Common, Draconic, Infernal; telepathy 100 ft.**ECOLOGY****Environment** any (Hell)**Organization** solitary, pair, team (1 mythic barbed devil and 2–4 nonmythic barbed devils), or squad (2 mythic barbed devils and 4–9 nonmythic barbed devils)**Treasure** standard**SPECIAL ABILITIES**

**Barb Fling (Su)** As a standard action, a mythic hamatula can cause barbs to shoot out from its body in all directions. All creatures within 20 feet take 2d8+8 points of piercing damage (DC 22 Reflex half), plus 2 hit points of bleed damage. This bleed damage stacks with itself but not other sources of bleed damage. If the mythic hamatula spends one use of its mythic power, it can barb fling as a swift action, but it cannot use this ability twice in the same round.

**Barbed Blight (Su)** Whenever a mythic hamatula casts *unholy blight*, it may expend one use of mythic power to cause barbs to burst up through the ground in the area of the spell. All creatures in the radius take 1d8+8 points of piercing damage when the barbs appear, and the area is affected as *spike stones* for 1d4 rounds. Damage dealt by this ability is considered epic, evil, and lawful. Good or chaotic outsiders are sickened as long as they remain within the area and for 1 round thereafter (mythic good or chaotic outsiders can attempt a DC 22 Fortitude save to negate this effect).

**Barbed Grapple (Ex)** A mythic hamatula who is grappling an opponent may maintain the grapple with a move action instead of a standard action. If it maintains the grapple as a standard action it gains a +4 competence bonus to its CMB.

**Cow Foes (Su)** Any creature damaged by a mythic hamatula's claws is cowering for 1 round (DC 22 Will negates). If a creature fails its save, a mythic hamatula may expend one use of its mythic power as a free action to increase the duration to 1d4+1 rounds. This is a mind-affecting fear effect. The save DC is Charisma-based and includes a +2 racial bonus.

**Impale (Ex)** A mythic hamatula deals 3d8+12 points of piercing damage to a grabbed opponent with a successful grapple check.

**Mythic Barbed Defense (Su)** A creature that strikes a mythic hamatula with a melee weapon, an unarmed strike, or a natural weapon takes 2d8+8 points of epic piercing damage and 2 points of bleed from the devil's barbs. Melee weapons with reach do not endanger a user in this way.

**Sickening Strike (Su)** When a mythic hamatula confirms a critical hit with its claw attack the target is sickened for one round (or staggered for 1 round if the target is already sickened). Multiple critical hits in a round against a single foe do not increase the duration of the sickened or staggered condition.



## MYTHIC BEARDED DEVIL (BARBAZU) CR 6/ MR 2

XP 2,400

*Pathfinder Roleplaying Game Bestiary*

LE Medium outsider (devil, evil, extraplanar, lawful, mythic)

**Init** +6; **Senses** darkvision 60 ft., see in darkness; Perception +10

### DEFENSE

AC 21, touch 12, flat-footed 19 (+2 Dex, +9 natural)

hp 77 (6d10+44)

**Fort** +9, **Ref** +7, **Will** +3

**Defensive Abilities** glaive parry<sup>MA</sup>; **DR** 5/epic and good, or epic and silver; **Immune** fire, poison; **Resist** acid 10, cold 10; **SR** 17

### OFFENSE

**Speed** 40 ft.

**Melee** +1 glaive +14/+9 melee (1d10+8 plus infernal wound<sup>MA</sup>) or 2 claws +11 melee (1d6+5)

**Space** 5 ft.; **Reach** 5 ft. (10 ft. with +1 glaive)

**Special Attacks** beard, lunging sweep<sup>MA</sup> (DC 18), mythic power (2/day, surge +1d6)

**Spell-Like Abilities** (CL 12th)

At will—*greater teleport* (self plus 50 lbs. of objects only)  
1/day—*summon* (level 3, 1 nonmythic bearded devil or 6 lemures, 50%)

### STATISTICS

**Str** 21, **Dex** 15, **Con** 19, **Int** 6, **Wis** 12, **Cha** 10

**Base Atk** +6; **CMB** +11; **CMD** 23

**Feats** Improved Initiative, Power Attack, Weapon Focus (glaive)  
MF

**Skills** Climb +14, Intimidate +7, Perception +10, Sense Motive +6, Stealth +11

**Languages** Celestial, Common, Draconic, Infernal; telepathy 100 ft.

**SQ** hellfury<sup>MA</sup>

### ECOLOGY

**Environment** any (Hell)

**Organization** solitary, squad (1 mythic barbazu and 2–12 nonmythic barbazu), or troop (1 mythic barbazu and 10–40 nonmythic barbazu)

**Treasure** standard (+1 glaive, other treasure)

### SPECIAL ABILITIES

**Beard (Ex)** If a mythic barbazu hits a single opponent with both claw attacks, it also lashes at the same target with its spiky, filthy beard. The victim takes 1d8+2 points of damage and must succeed on a DC 17 Fortitude save or contract devil chills. The save DC is Constitution-based. *Devil Chills*: Disease—injury; *save* Fort DC 17; *onset* 1d4 days; *frequency* 1/day; *effect* 1d4 Str damage; *cure* 3 consecutive saves.

**Glaive Parry (Ex)** This ability functions like the block attacks Universal Monster ability, as described in *Pathfinder Roleplaying Game Mythic Adventures*, though the mythic barbazu must be wielding its glaive to use the ability. However, a mythic barbazu can also use this ability to block an attack against itself or against an ally within reach of its glaive by spending one use of its mythic power as an immediate action. This use is in addition to the normal usage of block attacks once per round.

**Hellfury (Su)** Once per hour, a mythic barbazu can slip into a ferocious battle-frenzy that lasts 2 minutes. While in this frenzied state, the mythic barbazu gains a +2 bonus to all melee attacks, melee damage, Fortitude and Will saves, and Strength- and Constitution-based ability checks and skill checks. Additionally, while under the effect of its hellfury, if a mythic barbazu is hit with a melee attack, it can expend 1 use of its mythic power as an immediate action to make a melee attack against the creature that hit it. This melee attack is at the mythic barbazu's highest attack bonus, even if the mythic barbazu already attacked in the round.

**Infernal Wound (Su)** The damage a mythic barbazu deals with its glaive inflicts persistent wounds that cause 2 points of bleed damage. Bleed caused from an infernal wound is particularly difficult to stanch—a DC 17 Heal check stops the damage, and any attempt to heal a creature suffering from an infernal wound must succeed on a DC 16 caster level check or the spell does not function. Success indicates the healing works normally and stops all bleed effects on the victim. The infernal wounds caused by a mythic barbazu are a supernatural ability of the devil, not of the weapon.

**Lunging Sweep (Ex)** As a special full attack action, a mythic barbazu can make one melee attack with its glaive at its highest base attack bonus against each opponent it threatens with its glaive; it cannot attack adjacent foes with this ability. The mythic barbazu must make a separate attack roll against each opponent. Creatures damaged by this attack are knocked prone and staggered for 1d4 rounds (DC 18 Fortitude negates). If the mythic barbazu expends one use of its mythic power when using this ability, it can attack adjacent opponents with this ability and the save DC is increased by 2. The save DC is Strength-based.



**MYTHIC CONTRACT DEVIL (PHISTOPHILUS) CR 12/MR 5**

XP 19,200

Pathfinder Roleplaying Game Bestiary 3

LE-Medium outsider (devil, evil, extraplanar, lawful, mythic)

**Init** +17<sup>MF</sup>; **Senses** darkvision 60 ft., see in darkness; Perception +27**DEFENSE****AC** 31, touch 19, flat-footed 22 (+8 Dex, +1 dodge, +12 natural)**hp** 186 (13d10+115)**Fort** +9, **Ref** +16, **Will** +17**Defensive Abilities** adjourn<sup>MA</sup>; **DR** 10/epic and good; **Immune** fire, mind-affecting effects, poison; **Resist** acid 10, cold 10; **SR** 23**OFFENSE****Speed** 30 ft.**Melee** binding contract (+2 *unholy whip*) +24/+19/+14 (1d4+10 plus 1d6 bleed plus 2d6 vs. good), gore +11 (2d6+3)**Space** 5 ft.; **Reach** 5 ft. (15 ft. with binding contract)**Special Attacks** binding contract<sup>MA</sup>, bleed (1d6), impale (2d8+4), mythic power (5/day, surge +1d8), mythic spell-like abilities<sup>MA</sup>**Spell-Like Abilities** (CL 13th; concentration +19)Constant—*tongues*At will—*bestow curse* (DC 20), *detect thoughts* (DC 18), *dimension door*, *erase*, *identify*, *major image* (DC 19), *produce flame*, *sending*3/day—*arcane eye*, *break enchantment*, *greater teleport* (self plus 50 lbs. of objects only), *hold person* (DC 18), *locate creature*, *mage's private sanctum*, *scorching ray*, *silence* (DC 18), *vision*1/day—*contact other plane*, *delayed blast fireball* (DC 23), *dismissal* (DC 21), *plane shift* (DC 23), *summon* (level 4, 1d6 bearded devils or 1 bone devils 50%), *symbol of pain* (DC 21)**STATISTICS****Str** 17, **Dex** 27, **Con** 20, **Int** 24, **Wis** 25, **Cha** 22**Base Atk** +13; **CMB** +17; **CMD** 35**Feats** Alertness, Deceitful, Dodge, Improved Initiative<sup>MF</sup>, Iron Will<sup>MF</sup>, Mobility, Persuasive<sup>MF</sup>**Skills** Bluff +26, Diplomacy +26, Disguise +8, Intimidate +26, Knowledge (arcana) +23, Knowledge (nobility) +23, Knowledge (planes) +23, Knowledge (religion) +23, Linguistics +20, Perception +26, Profession (scribe) +19, Sense Motive +26, Sleight of Hand +20, Spellcraft +20**Languages** Abyssal, Aklo, Aquan, Auran, Celestial, Common, Draconic, Dwarven, Elven, Giant, Gnome, Goblin, Gnoll, Halfling, Ignan, Infernal, Orc, Sylvan, Terran, Undercommon; telepathy 100 ft., *tongues***SQ** infernal contract<sup>MA</sup>, infernal investment<sup>MA</sup>**ECOLOGY****Environment** any (Hell)**Organization** solitary or infernal court (1 mythic contract devil and 2–12 nonmythic contract devils)

Treasure double standard

**SPECIAL ABILITIES**

**Adjourn (Su)** Once per hour, a mythic contract devil can expend 1 use of its mythic power as an immediate action in response to a melee or ranged attack that hits it or an effect that affects it. The mythic contract devil is unaffected by the attack or effect as it steps out of phase with the natural flow of time for the next 2 rounds. During this time, the mythic contract devil can act but cannot creatures or objects in the normal time stream or be perceived by them, and it is unaffected by virtually all effects that exist in the normal time stream, as a creature using *time stop*.

**Binding Contract (Su)** A mythic contract devil carries numerous lengthy contracts draped over its horns or within its numerous carrying cases. A mythic contract devil can wield these contracts like +2 *unholy whips* (with a reach of 15 feet), but deal lethal damage regardless of the armor bonus of their target. A mythic contract devil modifies attack and damage rolls when using a binding contract by its Intelligence modifier, not its Strength modifier, and wields these contracts as if it had the Whip Mastery, Improved Whip Mastery, and Greater Whip-Mastery feats. Wounds created by a binding contract resemble horrifically deep paper cuts and cause 1d6 points of bleed damage.

**Impale (Ex)** As a swift action, a mythic contract devil can impale an opponent grappled by its binding contract, dealing 2d8+4 points of piercing damage.

**Infernal Contract (Su)** As a standard action, a mythic contract devil can produce an infernal contract for a single living mortal creature. This contract can grant a wide range of abilities and effects, as detailed in the contract devil's entry (*Pathfinder Roleplaying Game Bestiary 3*), including the granting of a mythic *wish*. To receive any of these bonuses, however, the mortal must sign its true name to the document of its own free will. Upon doing so, that mortal's soul is sworn to the mythic contract devil, condemning the soul to an eternity of servitude in Hell rather than whatever fate would naturally befall it upon the mortal's death. Breaking a contract with a mythic contract devil is difficult and dangerous; as long as the infernal contract remains in effect, the victim cannot be restored to life after death by any means.

**Infernal Investment (Su)** As a subclause of all infernal contracts, a mythic contract devil can use *detect thoughts* and *greater scrying* at will upon any creature with which it has a contract. The target creature always fails its save against the devil's divinations—this ability otherwise functions at caster level 25th.

**Mythic Spell-Like Abilities (Su)** Three times per day a mythic contract devil may cast the mythic spell version of any of its corresponding spell-like abilities. A mythic contract devil 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.







**MYTHIC FURY DEVIL (ERINYES) CR 10/MR 4**

XP 9,600

Pathfinder Roleplaying Game Bestiary

LE Medium outsider (devil, evil, extraplanar, lawful, mythic)

**Init** +8; **Senses** darkvision 60 ft., see in darkness, *true seeing*;

Perception +16

**DEFENSE****AC** 29, touch 19, flat-footed 20 (+8 Dex, +1 dodge, +10 natural)**hp** 134 (9d10+85)**Fort** +11, **Ref** +14, **Will** +7**DR** 5/epic and good; **Immune** fire, poison; **Resist** acid 10, cold 10; **SR** 23**OFFENSE****Speed** 30 ft., fly 50 ft. (good)**Melee** +1 *longsword* +15/+10 (1d8+8/17–20)**Ranged** +1 *flaming burst composite longbow* +16/+16/+11 (1d8+6/×3 plus 1d6 fire) or rope +17 touch (entangle)**Special Attacks** entangling triptych<sup>MA</sup>, mythic power (4/day, surge +1d8)**Spell-Like Abilities** (CL 12th)Constant—*true seeing*At will—*fear* (single target, DC 19), *greater teleport* (self plus 50 lbs. of objects only), *minor image* (DC 17), *unholy blight* (DC 19)

1/day—summon (level 3, 2 bearded devils, 50%)

**STATISTICS****Str** 20, **Dex** 27, **Con** 21, **Int** 14, **Wis** 18, **Cha** 21**Base Atk** +9; **CMB** +14; **CMD** 33**Feats** Combat Reflexes, Dodge<sup>B</sup>, Mobility<sup>B</sup>, Point-Blank Shot<sup>MF</sup>, Precise Shot, Rapid Shot<sup>MF</sup>, Shot on the Run**Skills** Acrobatics +20, Bluff +17, Diplomacy +14, Escape Artist +14, Fly +21, Intimidate +17, Knowledge (planes) +8, Knowledge (religion) +8, Perception +16, Sense Motive +10, Stealth +17**Languages** Celestial, Common, Draconic, Infernal; telepathy 100 ft.**SQ** entangled suppression<sup>MA</sup>, final flight<sup>MA</sup>, infernal desecration<sup>MA</sup>, locate quarry<sup>MA</sup>**ECOLOGY****Environment** any (Hell)**Organization** solitary or trio**Treasure** triple (+1 *keen longsword*, +1 *flaming burst composite longbow* [+5 Str bonus], 3 ropes)**SPECIAL ABILITIES****Entangled Suppression (Su)** Any creature entangled by a mythic erinyes' rope must overcome the devil's spell resistance to cast any spell.**Entangling Triptych (Su)** A mythic erinyes is attended by three 50-foot-long ropes that writhe in her wake as she moves and form images of her prey when she is stationary. Each rope can entangle an opponent of any size as an *animate rope* spell (CL 16th, DC 22). An erinyes can hurl one of its ropes 30 feet with no range penalty, and she may direct a rope to entangle an adjacent enemy as a move action. A mythic erinyes's ropes function only for the mythic erinyes who made them and no other. The save DC is Dexterity-based.**Final Flight (Su)** A mythic erinyes may move any creature entangled in one of its ropes as if the creature was only 50 lbs.**Infernal Desecration (Su)** A mythic erinyes automatically suppresses a *consecrate* effect as long as she remains within it. As a swift action, she can expend one use of her mythic power to dispel a *magic circle against chaos*, *magic circle against evil*, or *hallow effect*, adding her mythic tier to her caster level check to dispel. In addition, positive energy effects are halved within 30 feet of a mythic erinyes.**Locate Quarry (Su)** A mythic erinyes may choose one creature whose name it knows. The mythic erinyes knows which direction that creature is in as long as they are on the same plane. A mythic erinyes select a new the target of this ability until the existing target is dead.



## MYTHIC HANDMAIDEN DEVIL (GyLou) CR17/MR 7

XP 102,400

Pathfinder Roleplaying Game Bestiary 2

LE Medium outsider (devil, evil, extraplanar, lawful, mythic)

**Init** +18/−2, **dual initiative**; **Senses** darkvision 60 ft., *true seeing*; Perception +23

### DEFENSE

**AC** 38, touch 17, flat-footed 31 (+7 Dex, +21 natural)

**hp** 257 (15d10+175)

**Fort** +16, **Ref** +16, **Will** +10

**DR** 10/epic and good; **Immune** fire, poison; **Resist** acid 10, cold 10; **SR** 28

### OFFENSE

**Speed** 40 ft., fly 60 ft. (average)

**Melee** 2 claws +24 (2d8+9/19–20/×3), 4 tentacles +22 (1d6+4 plus grab)

**Space** 5 ft.; **Reach** 5 ft. (10 ft. with tentacle)

**Special Attacks** blood drain<sup>MA</sup> (1d4 Con), constrict<sup>MA</sup> (1d6+4), *mythic power* (7/day, surge +1d10), rend<sup>MA</sup> (2 claws, 2d8+13), strangle<sup>MA</sup>, tentacle cage (4d8+18 bludgeoning plus blood drain<sup>MA</sup>, AC 20, 25 hp)

**Spell-Like Abilities** (CL 17th; concentration +23)

Constant—*spider climb*, *true seeing*

At will—*alter self*, *dispel good* (DC 21), *enthrall* (DC 18),

*greater teleport* (self plus 1 entrapped creature and 50 lbs. of goods only), *persistent image* (DC 21)

3/day—*black tentacles*, *charm monster* (DC 20)

1/day—summon (level 5, 3 erinyes 65%)

### STATISTICS

**Str** 28, **Dex** 25, **Con** 25, **Int** 22, **Wis** 21, **Cha** 22

**Base Atk** +15; **CMB** +24 (+26 trip, +28 grapple); **CMD** 41 (can't be tripped)

**Feats** Acrobatic Steps, Combat Expertise<sup>MF</sup>, Combat Reflexes<sup>MF</sup>, Improved Initiative<sup>MF</sup>, Improved Trip<sup>MF</sup>, Multiattack, Nimble Moves, Strike Back

**Skills** Acrobatics +25 (+29 jump), Bluff +24, Diplomacy +24, Disguise +24, Escape Artist +22, Fly +14, Knowledge (arcana) +21, Knowledge (planes) +24, Perception +23, Perform (sing) +24, Sense Motive +23, Spellcraft +21, Stealth +25

**Languages** Celestial, Common, Draconic, Infernal, telepathy 100 ft.

**SQ** agile grappler, inescapable grasp<sup>MA</sup>

### ECOLOGY

**Environment** any (Hell)

**Organization** solitary, retinue (1 mythic gylou and 2d4 erinyes), or cortege (1 mythic gylou, 1–4 nonmythic gylous and 2d10 erinyes) **Treasure** double

### SPECIAL ABILITIES

**Agile Grappler (Ex)** A mythic gylou does not gain the grappled condition if she grapples a foe.

**Inescapable Grasp (Su)** A creature grappled by a mythic gylou is treated as though it is affected by *dimensional anchor*. In addition, a mythic gylou can spend 1 point of its mythic power as a free action to suppress *freedom of movement* and magical bonuses to Escape Artist or on checks to escape a grapple on an opponent that she is grappling or has transferred to her tentacle cage.

**Tentacle Cage (Su)** A gylou can transfer one creature that she is grappling into her lower body's nest of cage-like tentacles as a free action. This works like swallow whole with fast swallow, but the creature can be up to the same size as the gylou. The gylou's tentacles are AC 20 and have 25 hp for the purpose of an entrapped creature cutting itself out. A gylou's tentacles heal quickly, allowing her to use this ability 1 round after a creature cuts itself free.



**MYTHIC HERESY DEVIL (AYNGAVHAUL) CR 15/MR 6**

XP 51,200

LE Huge outsider (devil, evil, extraplanar, lawful, mythic)

**Init** +9<sup>MF</sup>; **Senses** darkvision 60 ft., see in darkness; **Perception** +21**DEFENSE****AC** 39, touch 9, flat-footed 39 (+6 armor, -1 Dex, +2 profane, +24 natural, -2 size)**hp** 248 (13d10+177); fast healing 5**Fort** +17, **Ref** +3, **Will** +13; **second save****Defensive Abilities** *fortification* (50%); **DR** 10/epic and good; **Immune** fire, poison; **Resist** acid 10, cold 10; **SR** 26 (36 vs. spells cast by a good-aligned divine spellcaster)**OFFENSE****Speed** 10 ft., fly<sup>MA</sup> 40 ft. (perfect)**Melee** 2 slams +18 (2d8+7), bite +18 (2d6+7)**Ranged** 3 searing words +10 touch (3d6 half fire, half unholy)**Space** 15 ft.; **Reach** 5 ft.**Special Attacks** blasphemous bile<sup>MA</sup>, lingering breath<sup>MA</sup> (2d8 half acid, half unholy; 6 rounds), *mythic power* (6/day, surge +1d8)**Spell-like Abilities** (CL 13th; concentration +20)At will—*deathwatch*, *greater teleport* (self plus 50 lbs. of objects only), *illusory script* (DC 19), *mage hand*, *major image* (DC 19), *message*3/day—*contagion* (DC 21), *deeper darkness*, *dispel good*, *dispel magic*, *invisibility purge*, *magic circle against good*, *speak with dead* (DC 20), *telekinesis* (DC 22), *stinking cloud* (DC 19), *summon monster V*, *unholy blight* (DC 21), *zone of silence*1/day—*blasphemy* (DC 22), *legend lore*, *mislead*, *summon* (level 6, 2d6 imps 80%, 1d4 bearded devils 80%, 2 bone devils 80% or 1 contract devil 45%), *unhallow***STATISTICS****Str** 24, **Dex** 8, **Con** 26, **Int** 22, **Wis** 21, **Cha** 24**Base Atk** +13; **CMB** +18; **CMD** 37**Feats** Diehard, Endurance, Great Fortitude<sup>MF</sup>, Improved Initiative<sup>MF</sup>, Persuasive<sup>MF</sup>, Toughness**Skills** Bluff +23, Diplomacy +29, Fly +14, Intimidate +26, Knowledge (arcana) +22, Knowledge (history) +19, Knowledge (planes) +22, Knowledge (religion) +22, Perception +21, Perform (oratory) +20, Profession (librarian) +10, Sense Motive +21, Spellcraft +22**Languages** Abyssal, Celestial, Draconic, Infernal**SQ** corpulence, devil summoner, mythic spell-like abilities<sup>MA</sup>**ECOLOGY****Environment** Hell**Organization** solitary, pair, or lecture (1 mythic ayngavhaul, and 3–8 nonmythic ayngavhauls)**Treasure** double (*robes of lead*, other treasure)**SPECIAL ABILITIES****Corpulence (Ex)** Mythic ayngavhauls are greasy and grossly obese. This extraordinary bulk provides them with a +10 bonus on their combat maneuver defense.**Blasphemous Bile (Su)** 30-ft. cone, once per hour; damage 8d6 (half acid, half unholy), Reflex DC 26 half. Those damaged by this bile, including from its lingering effect, find themselves drenched in liquid corruption so profound it impedes the power of non-evil divine magic for 10 minutes. Any non-evil divine spellcaster who casts a spell targeting a creature soaked in a mythic ayngavhaul's bile must make a DC 26 caster level check or have the spell fail. A creature affected by this bile may wash off the sludge by spending a round using at least a gallon of fluid and at least one vial of holy water to cleanse itself. The save DC is Constitution-based and includes a +2 racial bonus. A mythic ayngavhaul can spend one use of its mythic power as a free action to use this ability again before the 1d4 hour duration has elapsed.**Devil Summoner (Su)** Mythic ayngavhauls know the secrets of all breeds of devils, utilizing such leverage in the summoning of their kind. When a devil within 30 feet of a mythic ayngavhaul uses its summon ability, that devil may choose to increase its chance of success by half (for example, an osyluth's usual 35% chance to summon another bone devil increases to 52%) or, if summoning multiple creatures, to increase the number summoned by half (rounding down). Summoning bonuses provided by multiple ayngavhauls (mythic or not) do not stack. Mythic ayngavhauls are immune to this ability, from both themselves and others (mythic and non-mythic) of their kind.**Mythic Spell-Like Abilities (Su)** Three times per day, a mythic ayngavhaul may cast the mythic spell version of any of its corresponding spell-like abilities. It 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.**Searing Words (Su)** A mythic ayngavhaul can speak words of torment, giving them shape and sending them streaking toward their enemies in the form of diabolical sigils. A mythic ayngavhaul does not provoke attacks of opportunity when using this ranged touch attack. Any good-aligned creature struck by one of these infernal words takes 3d6 points of hellfire damage (half fire, half unholy); non-good creatures take half damage. These words cannot affect creatures affected by *mythic protection from evil* or within an area of *mythic silence*. By spending one use of its mythic power, a mythic ayngavhaul can speak these searing words as a swift action.





## ROBE OF LEAD

Aura strong varied; CL 14th

Slot body; Price 30,000 gp; Weight 900 lbs.

### DESCRIPTION

The eldest ayngavhaul, as well as their mythic counterparts, garb themselves in a *robe of lead*, massive suits of armor imbued with diabolical runes and profane symbols. These hulking, blasphemous vestments do little to impede the corpulent fiends' already encumbered movement, yet grant them significant defense against servants of the divine. Only an ayngavhaul can fully realize this potent magic item's powers once the robe is donned. These powers are as follows:

- +6 armor bonus to AC
- +2 profane bonus to AC
- +10 spell resistance against spells cast by a good-aligned divine spellcaster.

Any Huge creature can wear a *robe of lead*, but non-ayngavhails must contend with the robe's crushing, 900-pound weight. Any non-evil creature that attempts to wear a *robe of lead* gains one negative level until the vestments are removed.

### CONSTRUCTION

**Requirements** Craft Wondrous Item, *antimagic field*, *shield of faith*, creator must be an ayngavhaul devil; **Cost** 15,000 gp





**MYTHIC HORNED DEVIL (CORNUGON) CR 20/MR 8**

XP 307,200

Pathfinder Roleplaying Game Bestiary

LE-Large outsider (devil, evil, extraplanar, lawful, mythic)

**Init** +8; **Senses** darkvision 60 ft., see in darkness; Perception +24**Aura** cowering fear<sup>MA</sup> (15 ft., DC 25, 2d4 rounds)**DEFENSE****AC** 43, touch 17, flat-footed 35 (+8 Dex, +26 natural, -1 size)**hp** 297 (15d10+215); regeneration 5 (epic and good weapons, good spells)**Fort** +18, **Ref** +17, **Will** +13**Defensive Abilities** block attacks; **DR** 10/epic, good, and silver;**Immune** fire, poison; **Resist** acid 10, cold 10; **SR** 31**OFFENSE****Speed** 30 ft., fly 50 ft. (average)**Melee** +2 *keen unholy spiked chain* +30/+25/+20 (2d6+20/19-20 plus stun<sup>MA</sup>), bite +24 (2d8+6), gore +24 (2d6+6/18-20/x3 plus infernal wound<sup>MA</sup>), tail +24 (2d6+6 plus infernal wound<sup>MA</sup> and trip<sup>MA</sup>) or 2 claws +26 (2d6+12), bite +26 (2d8+12), gore +26 (2d6+12 plus infernal wound<sup>MA</sup>), tail +24 (2d6+6 plus infernal wound<sup>MA</sup> and trip<sup>MA</sup>)**Ranged** 4 spikes +23 (1d6+12 plus infernal wound<sup>MA</sup>)**Space** 10 ft.; **Reach** 10 ft.**Special Attacks** mythic power (8/day, surge +1d10), powerful charge<sup>MA</sup> (gore, 4d6+24/18-20/x3 plus infernal wound<sup>MA</sup> and stun<sup>MA</sup>)**Spell-Like Abilities** (CL 20th; concentration +26)At will—*dispel chaos* (DC 23), *dispel good* (DC 23), *magic circle against good*, *greater teleport* (self plus 50 lbs. of objects only), *persistent image* (DC 23)3/day—*fireball* (DC 21), *lightning bolt* (DC 21)1/day—*summon* (level 6, 3 barbed devils, 35%)**STATISTICS****Str** 35, **Dex** 27, **Con** 28, **Int** 14, **Wis** 22, **Cha** 27**Base Atk** +15; **CMB** +28 (+30 bull rush, +30 sunder); **CMD** 46 (48 vs. bull rush, 48 vs. sunder)**Feats** Improved Bull Rush, Improved Sunder, Improved Vital Strike, Iron Will<sup>MF</sup>, Multiattack, Power Attack<sup>MF</sup>, Vital Strike<sup>MF</sup>, Weapon Focus (spiked chain)<sup>MF</sup>**Skills** Bluff +26, Diplomacy +23, Fly +15, Intimidate +26, Knowledge (planes) +20, Perception +24, Sense Motive +21, Spellcraft +20, Stealth +22**Languages** Celestial, Common, Draconic, Infernal; telepathy 100 ft.**ECOLOGY****Environment** any (Hell)**Organization** solitary, pair, or wing (1 mythic cornugon, 3–10 nonmythic cornugons)**Treasure** standard (+2 *keen unholy spiked chain*, other treasure)**SPECIAL ABILITIES****Aura of Cowering Fear (Su)** A mythic cornugon is surrounded by a 15-ft. radius aura of fear that causes opponents to cower for 2d4 rounds when they enter this area; a successful DC 25 Will save reduces this effect to being shaken. By spending one use of its mythic power as a free action, a mythic cornugon can cause all creatures within 5 feet that are normally immune to fear to lose that immunity while within 5 feet of it for 24 hours (DC 25 Will negates for mythic creatures or reduces the duration to 1d4 rounds for non-mythic creatures).**Infernal Wound (Su)** The damage a mythic cornugon deals with its gore, tail, and tail spikes causes persistent wounds that deal 2d6 points of bleed damage plus 1d3 points of Con bleed. Bleeding caused in this way is difficult to staunch—a DC 30 Heal check stops the damage, and any attempt to heal a creature suffering from an infernal wound must succeed on a DC 30 caster level check or the spell does not function. Success indicates the healing works normally and stops all bleed effects.**Spikes (Ex)** With a snap of its tail, a mythic cornugon can loose a volley of four spikes as a standard action (make an attack roll for each spike). This attack has a range of 180 feet with no range increment. All targets must be within 30 feet of each other. If the mythic cornugon targets a single opponent with all four spikes, it can choose to make a single attack roll with a +4 bonus. If the attack hits, all four spikes hit. Precision-based damage (such as sneak attack) and critical hit damage apply only once for this attack. Damage bonuses apply to each spike. Damage reduction and resistances apply separately to each spike. If a mythic cornugon spends one use of its mythic power as a free action, and targets a single opponent with all four spikes as a single attack, it can make the ranged attack as a swift action that does not provoke attacks of opportunity.**Stun (Su)** Whenever a mythic cornugon hits with a spiked chain attack or with a powerful charge, the opponent must succeed on a DC 31 Fortitude save or be stunned for 1d4 rounds. If a mythic cornugon spends 1 use of mythic power as a free action, the opponent must roll two saving throws and take the lowest. An opponent stunned by this ability must also make a DC 31 Reflex save or be knocked prone. This ability is a function of the mythic cornugon, not of the spiked chain. The save DCs are Strength-based and include a +2 racial bonus.



## MYTHIC IMP

CR 3/MR 1

XP 800

*Pathfinder Roleplaying Game Bestiary*

LE Tiny outsider (devil, evil, extraplanar, lawful, mythic)

**Init** +3; **Senses** darkvision 60 ft., *detect good*, *detect magic*, see in darkness; Perception +7

### DEFENSE

**AC** 18, touch 16, flat-footed 14 (+3 Dex, +1 dodge, +2 natural, +2 size)

**hp** 26 (3d10+10); fast healing 2

**Fort** +1, **Ref** +6, **Will** +4

**DR** 5/good or silver; **Immune** fire, poison; **Resist** acid 10, cold 10

### OFFENSE

**Speed** 20 ft., fly 50 ft. (perfect)

**Melee** sting +8 (1d4+3 plus poison)

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

**Special Attacks** *mythic power* (1/day, surge +1d6)

**Spell-Like Abilities** (CL 6th; concentration +8)

Constant—*detect good*, *detect magic*

At will—*invisibility* (self only)

1/day—*augury*, *suggestion* (DC 15)

1/week—*commune* (6 questions, CL 12th)

### STATISTICS

**Str** 10, **Dex** 17, **Con** 10, **Int** 13, **Wis** 12, **Cha** 14

**Base Atk** +3; **CMB** +1; **CMD** 15

**Feats** Dodge, Weapon Finesse<sup>MF</sup>

**Skills** Acrobatics +8, Bluff +8, Fly +19, Knowledge (arcana) +7, Knowledge (planes) +7, Perception +7, Spellcraft +4, Stealth +17

**Languages** Common, Infernal

**SQ** change shape (boar, giant spider, rat, or raven, *beast shape I*), diabolical bargain<sup>MA</sup>, mythic master<sup>MA</sup>

### ECOLOGY

**Environment** any (Hell)

**Organization** solitary, pair, or flock (1-4 mythic imps and 2-8 imps)

**Treasure** standard

### SPECIAL ABILITIES

**Diabolical Bargain (Su)** Once per day, a mythic imp can create a magical effect in exchange for a gift or service from a humanoid. It can communicate with the creature with whom it bargains as if using the *tongues* spell (caster level 6th) for up to 6 minutes. The power of this effect is no greater than what can be done with a 3rd-level spell. The creature accepting the diabolical bargain becomes more susceptible to the mythic imp's corruption, taking a -2 penalty on saving throws against any effect the imp cre-

ates, and if it must make any opposed roll or check against the imp the creature must roll twice and take the worse result.

If the mythic imp expends one use of mythic power when making a diabolical bargain, it may grant a profane gift to a willing humanoid creature by touching it for 1 full round. The target gains a +2 profane bonus to an ability score of his choice. A single creature may have no more than one profane gift from a mythic imp at a time. As long as the diabolic bargain persists, the mythic imp can communicate telepathically with the target across any distance as if they shared a common language and may use its *suggestion* spell-like ability through this telepathic link. A diabolic bargain can be removed with *dispel evil* or *dispel law*. The mythic imp can remove it as well as a free action (causing 1d6 Charisma drain to the victim, no save).

**Mythic Master (Su)** A lawful evil, lawful neutral, or neutral evil spellcaster with the mythic Improved Familiar feat can call a mythic imp as a familiar. A mythic imp's master gains Mythic Spell Lore as a bonus feat as long as the mythic imp is adjacent. However, the spells its master selects with this feat must have the lawful or evil descriptor. Spells which can have multiple descriptors, such as *summon monster* and *planar binding*, can be selected with this feat but can be cast as mythic spells only when cast with the lawful or evil descriptor. Its master also gains 1 additional use of mythic power per day, but this use can only be used to augment a spell with the lawful or evil descriptor.

At the GM's option, instead of selecting any spells with the lawful or evil descriptor you wish, you could instead choose the spells you gain from this Mythic Spell Lore feat from the bloodline spells of the Infernal sorcerer bloodline and/or the domain spells of the Law or Evil cleric domain or the *Devil subdomain*.

If a mythic imp's master is killed, the mythic imp will move within range as quickly as it can in order to use *soul bind* (DC 19) upon its former master, which it can use once as a spell-like ability upon its master's death. If the mythic imp has not used its mythic power that day, it can spend one use of its mythic power to increase the save DC by 1d6. It must use this ability within 6 rounds of its master's death or it has no effect. If the save is failed, the mythic master's soul is taken to Hell and gifted to the mythic imp's diabolic masters.

**Poison (Ex)** Sting-injury; *save* Fort DC 13; *frequency* 1/round for 6 rounds; *effect* 1d2 Dex; *cure* 1 save. The save DC is Constitution-based and includes a +2 racial bonus.



**MYTHIC PIT FIEND****CR 25/MR 10**

XP 1,638,400

*Pathfinder Roleplaying Game Bestiary*

LE Large outsider (devil, evil, extraplanar, lawful, mythic)

**Init** +23/+3, **dual initiative**; **Senses** darkvision 60 ft., see in darkness; Perception +33**Aura** fear (20 ft., DC 24)**DEFENSE****AC** 48, touch 18, flat-footed 39 (+9 Dex, +30 natural, -1 size)**hp** 470 (20d10+360); regeneration 5 (epic and good weapons, good spells)**Fort** +25, **Ref** +21, **Will** +18**Defensive Abilities** **fortification** (50%), unholy blood<sup>MA</sup>; **DR** 15/epic, good, and silver; **Immune** fire, poison; **Resist** acid 10, cold 10; **SR** 36**OFFENSE****Speed** 40 ft., fly 60 ft. (average)**Melee** 2 claws +35 (2d8+16 plus 2d6 hellfire<sup>MA</sup>), 2 wings +33 (2d6+8 plus 2d6 hellfire<sup>MA</sup>), bite +35 (4d6+16 plus 2d6 hellfire<sup>MA</sup>, poison, and disease), tail slap +33 (2d8+9 plus 2d6 hellfire<sup>MA</sup> and grab)**Space** 10 ft., **Reach** 10 ft.**Special Attacks** burn for me<sup>MA</sup> (DC 28), constrict (2d8+24 plus 2d6 hellfire<sup>MA</sup>), cremation<sup>MA</sup>, devil shaping, hellfire<sup>MA</sup>, **feral savagery** (full attack), ineffable damnation<sup>MA</sup>, infernal conflagration<sup>MA</sup> (DC 33), **mythic power** (10/day, surge +1d12), unholy perspicacity<sup>MA</sup>**Spell-Like Abilities** (CL 18th; concentration +27)At will—*blasphemy* (DC 26), *create undead*, *fireball* (DC 22), *greater dispel magic*, *greater teleport* (self plus 50 lbs. of objects only), *greater scrying* (DC 26), *invisibility*, *magic circle against good*, *mass hold monster* (DC 28), *persistent image* (DC 24), *power word stun*, *scorching ray*, *trap the soul* (DC 27), *unholy aura* (DC 27), *wall of fire*3/day—*quicken fireball* (DC 22)1/day—*meteor swarm*, *summon* (level 9, any 1 CR 20 or lower devil, 100%)1/year—*wish***STATISTICS****Str** 43, **Dex** 29, **Con** 37, **Int** 26, **Wis** 30, **Cha** 28**Base Atk** +20; **CMB** +37 (+41 grapple); **CMD** 56**Feats** Cleave<sup>M</sup>, Great Cleave, Improved Initiative<sup>M</sup>, Improved Iron Will, Improved Vital Strike, Iron Will<sup>M</sup>, Multiattack, Power Attack<sup>M</sup>, Quicken Spell-Like Ability (*fireball*), Vital Strike<sup>M</sup>**Skills** Appraise +17, Bluff +32, Diplomacy +32, Disguise +28, Fly +30, Intimidate +32, Knowledge (arcana) +28, Knowledge (planes) +31, Knowledge (religion) +31, Perception +33, Sense Motive +33, Spellcraft +31, Stealth +28, Survival +22, Use Magic Device +29**Languages** Celestial, Common, Draconic, Infernal; telepathy 100 ft.SQ mythic spell-like abilities<sup>MA</sup>**ECOLOGY****Environment** any (Hell)**Organization** solitary or council (1 mythic pit fiend and 2-8 nonmythic pit fiends)**Treasure** triple**SPECIAL ABILITIES****Burn for Me (Su)** A mythic pit fiend can expend 1 use of mythic power as a move action to strip away the fire resistance or fire immunity of a creature within 60 feet for 1 minute. If that fire resistance or immunity is gained from a temporary effect, including a polymorph effect, that effect is automatically suppressed. If it is a permanent ability, a DC 28 Will save negates this ability if the target is mythic or reduces the duration to 1d4 rounds if the target is non-mythic. The save DC is Charisma-based.**Cremation (Su)** A creature reduced to fewer than 0 hit points by any of a mythic pit fiend's attacks that cause fire damage must succeed a DC 35 Fortitude save or be instantly slain, its body reduced to ash. Only spells that do not require a portion of the corpse, such as *true resurrection*, may return the victim to life. The save DC is Constitution-based and includes a +2 racial bonus.**Devil Shaping (Su)** Three times per day, a mythic pit fiend can spend a minute to transform nearby lemures into other lesser devils. A mythic pit fiend can transform one lemure for every Hit Die the mythic pit fiend possesses. It can then reshape these lemures into a number of Hit Dice's worth of devils equal to the number of lemures affected. For example, a typical 20 Hit Dice mythic pit fiend could transform 20 lemures into two bone devils (10 HD each), or three bearded devils (6 HD each, leaving two lemures unchanged), or any other combination of lesser devils. Lemures to be reshaped must be within 50 feet of the mythic pit fiend, becoming stationary and unable to move once the shaping begins. After a minute passes, the lemures reform into the shape of a new lesser devil ready to follow the orders of the mythic pit fiend. Although a mythic pit fiend can, technically, elevate a mass of 20 lemures into a new pit fiend, most are hesitant to do so since they have no special control over a devil created in this manner.**Disease (Su)** *Devil Chills*: Bite—injury; *save* Fort DC 33; *onset* immediate; *frequency* 1/day; *effect* 1d4 Str damage; *cure* 3 consecutive saves. The save DC is Constitution-based.





**Hellfire (Su)** A mythic pit fiend burns with the ravenous fires of Hell. Each of its melee attacks and its constrict attack deal an additional 2d6 points of hellfire damage (half fire, half unholy), plus an additional 2d6 points of hellfire damage (half fire, half unholy) each subsequent round until the victim succeeds at a DC 33 Reflex save. The save DC is Constitution-based. Additionally, when a mythic pit fiend deals fire damage to an opponent with any of its attacks, special abilities, or spell-like abilities, it treats the target's fire resistance as 15 points lower than normal (minimum 0).

**Ineffable Damnation (Su)** A mythic pit fiend can expend 1 use of mythic power as a standard action to consume a soul it has trapped in a gem with its *trap the soul* spell-like ability. The mythic pit fiend immediately heals 1d8 hit points per Hit Die of the soul and regains 1 use of mythic power plus an additional use of mythic power for each mythic rank the consumed soul possessed (up to the mythic pit fiend's maximum amount of mythic power). This destroys the gem and the soul within, such that only a *miracle* or *wish* cast or granted by a mythic creature can restore the dead creature to life.

**Infernal Conflagration (Su)** A mythic pit fiend can expend 1 use of mythic power as a standard action to create a fiery explosion up to 1,000 feet away that deals 20d6 points of hellfire damage (half fire, half unholy) to all creatures and unattended objects in a 30-foot radius, and 10d6 points of hellfire damage to targets past 30 feet but within 60 feet (DC 33 Reflex half). The explosion leaves behind a 60-foot diameter cloud of searing brimstone and thick ash that lingers for 3d6 rounds and mimics the effects of *incendiary cloud* (DC 33 Reflex half), though the cloud deals hellfire damage (half fire, half unholy). The save DCs are Constitution-based.

**Mythic Spell-Like Abilities (Su)** Three times per day, a mythic pit fiend may cast the mythic spell version of any of its corresponding spell-like abilities. A mythic pit fiend 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.

**Poison (Ex)** Bite—injury or blood—contact; *save* Fort DC 33; *frequency* 1/round for 10 rounds; *effect* 1d6 Con damage; *cure* 3 consecutive saves. The save DC is Constitution-based.

**Unholy Blood (Su)** A mythic pit fiend's blood and other fluids are infused with hellfire and deadly poison. Each time a mythic pit fiend is damaged by a piercing or slashing weapon, the attacking creature and its weapon take 3d6

points of hellfire damage (which is doubled if the attack is a critical threat). The attacking creature is also sprayed with the mythic pit fiend's poison. Using a reach weapon does not endanger the attacker in this way, though the attacker's weapon is still affected.

**Unholy Perspicacity (Su)** As a swift action, a mythic pit fiend can expend 1 use of mythic power to gain a +20 insight bonus to a single attack roll, saving throw, skill check, or ability check.





**MYTHIC VENGEANCE DEVIL (SALIKOTAL) CR 9/MR 3**

XP 6,400

LE Medium outsider (devil, evil, extraplanar, lawful, mythic)

**Init** +14; **Senses** darkvision 60 ft., low-light vision, see in darkness; Perception +4**DEFENSE****AC** 27, touch 18, flat-footed 19 (+7 Dex, +1 dodge, +9 natural)**hp** 106 (9d10+57)**Fort** +9, **Ref** +13, **Will** +7**DR** 5/epic and good; **Immune** fire, poison; **Resist** acid 10, cold 10; **SR** 20**OFFENSE****Speed** 30 ft., fly 60 ft. (good)**Melee** +1 *keen dagger* +17/+12 (1d4+8/17–20), tail +11 (1d4+3) or 2 claws +16 (1d4+7); tail +11 (1d4+3)**Ranged** +1 *keen dagger* +17 (1d4+8/17–20)**Special Attacks** death attack<sup>MA</sup> (DC 16), mark for death<sup>MA</sup>, **mythic power** (3/day, surge +1d6), sneak attack +3d6**Spell-Like Abilities** (CL 9th; concentration +13)Constant—*spider climb*At will—*greater teleport* (self plus 50 pounds of objects only), *locate creature*, *knock*3/day—*blur* (self only), *darkness*, *dimension door*, *dispel magic*, *silence* (DC 16), *suggestion* (DC 17)1/day—*mislead* (DC 20), *passwall*, *statue* (self only), summon (level 3, 4 imps, 35%)**STATISTICS****Str** 18, **Dex** 24, **Con** 17, **Int** 15, **Wis** 19, **Cha** 18**Base Atk** +9; **CMB** +13; **CMD** 31**Feats** Dodge, Improved Initiative<sup>MF</sup>, Mobility, Wind Stance, Weapon Finesse<sup>MF</sup>**Skills** Acrobatics +16, Disable Device +19, Disguise +16, Escape Artist +19, Knowledge (local) +11, Perception +4, Sense Motive +16, Sleight of Hand +19, Stealth +19**Languages** Celestial, Common, Infernal; telepathy 100 ft.**SQ** death throes<sup>MA</sup>, murder curse<sup>MA</sup>**ECOLOGY****Environment** any (Hell)**Organization** solitary or team (1 mythic salikotal and 2–8 nonmythic salikotals)**Treasure** standard (+1 *keen dagger*, other treasure)**SPECIAL ABILITIES**

**Death Attack (Ex)** A mythic salikotal knows the art of killing or paralyzing a foe with a careful strike. This ability functions as the assassin's death attack ability with an effective assassin level equal to half the mythic salikotal's HD. If the mythic salikotal has levels in a class that grants the death attack ability, those levels stack

with this ability to determine the DC and duration of its death attack. If the foe has been marked for death by the mythic salikotal, the DC of its death attack gains a +2 profane bonus.

**Death Throes (Su)** When killed, a mythic salikotal erupts in a burst of destructive energy. Any creatures within 30 feet is damaged by a blast of metal shards and needle-like scales, taking 10d6 points of damage (DC 19 Reflex half). The save DC is Constitution-based and includes a +2 racial bonus.

**Mark for Death (Su)** A mythic salikotal gains a +2 bonus on attack and damage rolls and its dagger is treated as having the appropriate bane special quality when attacking a specific individual it has marked for death. At the beginning of each day, a mythic salikotal determines a number of individuals up to its mythic rank to serve as its targets and which of its three murder curses it will apply to each that day. It may not change a target or murder curse until the next day unless it spends one use of mythic power. The targets may be any specific creatures the salikotal knows of, even if it has not seen those targets before. These targets are treated as being known to the mythic salikotal for the purposes of using its *locate creature* ability, even if the devil has never seen its victims before.

**Murder Curse (Su)** While seeking its victims, a mythic salikotal prepares itself daily, honing its will to effectively slaughter its intended quarry. On a given day, chosen as part of its mark for death ability, a mythic salikotal may assign one of the following murder curses to each victim it has marked for death, one it feels will most aid it against that victim or whichever one its summoner requests it uses against that victim. These murder curses can only be assigned to living creatures, and come into effect when the mythic salikotal kills the target.

**Fideicide:** The victim's soul is immediately shunted to a infernal prison on Erebus, the third layer of Hell. The soul can be returned to life, but upon casting the spell, the spellcaster attempting the resurrection takes an amount of damage (half fire, half unholy damage) equal to 2d6 × the victim's number of Hit Dice, and must make an immediate concentration check (DC 10 + damage dealt + spell level) or lose the spell.

**Necroicide:** After 1 round, the victim's body animates as a juju zombie under the salikotal's control. The devil may permanently grant control of the juju zombie to any sentient creature as a free action.

**Omnicide:** The victim's body is utterly destroyed, disintegrating without a trace. Its clothing and possessions remain unharmed. Only spells that do not require a portion of the corpse may return the victim to life, but the caster must make a caster level check with a DC equal to 15 + the mythic salikotal's HD or the spell fails and the material component is wasted. If a creature affected by a mythic salikotal's murder curse is restored to life, the devil immediately senses the name and location (as *discern location*) of the creature responsible.



## MYTHIC WARMONGER DEVIL (LEVALOCH) CR 9/MR 3

XP 6,400

LE Large outsider (devil, evil, extraplanar, lawful, mythic)

**Init** +7; **Senses** darkvision 60 ft., see in darkness; Perception +14

### DEFENSE

**AC** 25, touch 12, flat-footed 22 (+3 Dex, +13 natural, -1 size)

**hp** 114 (8d10+70)

**Fort** +10, **Ref** +9, **Will** +5

**Defensive Abilities** construct form, mythic spell resistance<sup>MA</sup>; **DR** 5/epic and good; **Immune** fire, poison; **Resist** acid 10, cold 10; **SR** 20

### OFFENSE

**Speed** 40 ft., climb 40 ft.

**Melee** mwk trident +14/+9 (2d6+9) and 2 legs +8 (1d8+3); mwk net +14/+9 touch (entangle and 1d6 bleed) and 2 legs +8 (1d8+3); or 2 claws +13 (1d6+6) and 2 legs +8 (1d8+3)

**Ranged** mwk trident +11 (2d6+9), mwk net +11 touch (entangle and 1d6 bleed)

**Space** 10 ft.; **Reach** 10 ft. (20 ft. with net)

**Special Attacks** cordon of chains<sup>MA</sup>, infernal net<sup>MA</sup>, master tactician<sup>MA</sup>, merciless blow, **mythic power** (3/day, surge 1d6), trample (1d8+7, DC 20)

**Spell-Like Abilities** (CL 12th; concentration +14)

At will—*greater teleport* (self plus 50 lbs. of objects only)

1/day—*summon* (level 4, 1d4 lemures or 1 bearded devil 40%)

### STATISTICS

**Str** 22, **Dex** 17, **Con** 19, **Int** 14, **Wis** 16, **Cha** 15

**Base Atk** +8; **CMB** +15; **CMD** 28 (32 vs. bull rush, 40 vs. trip)

Feats Combat Reflexes<sup>MF</sup>, Improved Initiative, Power Attack<sup>MF</sup>, Net Adept<sup>B</sup>, Precise Strike<sup>B</sup>, Toughness

**Skills** Acrobatics +14 (+18 when jumping), Bluff +13, Climb +18, Craft (weapons) +9, Intimidate +13, Knowledge (dungeoneering) +9, Knowledge (engineering) +9, Knowledge (planes) +13, Perception +14, Stealth +10

**Languages** Celestial, Draconic, Infernal; telepathy 100 ft

**SQ** hellstrider, phalanx, stability

### ECOLOGY

**Environment** any (Hell)

**Organization** solitary, pair, or troop (3 mythic levalochs plus 3–18 non-mythic levalochs)

**Treasure** standard (masterwork trident, masterwork net, other treasure)

### SPECIAL ABILITIES

**Construct Form (Ex)** Despite being true devils, levalochs possess a number of immunities common to constructs, including immunity to ability damage, ability drain, death effects, death from massive damage, disease, energy drain,

exhaustion, fatigue, necromancy effects, nonlethal damage, paralysis, sleep effects, and stunning. Upon being reduced to 0 hit points, they are immediately destroyed.

**Cordon of Chains (Sp)** Once per day, a mythic warmonger devil can create an entangling barricade of razor-sharp coils of wire and barbed chains. This functions like *mythic entangle* (DC 16), save that the barricade is made of metal instead of plant matter. A mythic warmonger can move through the cordon of chains without impediment. When it activates this ability, any creature it threatens that is entangled by the cordon of chains provokes an attack of opportunity from the mythic levaloch. In addition, any creature beginning its turn entangled by a cordon of chains and threatened by a mythic levaloch demon provokes an attack of opportunity from the mythic levaloch. If a mythic warmonger devil has already used this ability, it can use it one or more additional times each day by expending one use of its mythic power. The save DC is Charisma-based.

**Hellstrider (Su)** A levaloch is not impeded by rough terrain, and can move or charge through such squares as normal. It can also cross areas covered with deadly impediments (such as caltrops or thorns) without being damaged or hindered. In addition to being entirely immune to fire, the creature's legs are immune to acid and cold, allowing it to cross even rivers of acid or lava without being damaged or hindered as long as the material is less than 4 feet deep. This ability does not protect a levaloch against magical hindrances like black tentacles, web, or similar spells.

**Infernal Net (Ex)** A mythic warmonger devil can wield its net as a melee reach weapon, gaining Net Adept as a bonus feat. In addition, in a levaloch's hands a net sprouts slashing barbs and burrs that deal 1d6 points of bleed damage on a successful hit. In addition, as long as a creature remains entangled within a levaloch's net any conjuration (healing) effect used on that creature fails unless the creator of the effect succeeds on a DC 20 caster level check. If the healing effect is supernatural, the creator of the effect must succeed at a caster level check using its Hit Dice in place of its caster level. The DC for Heal checks is increased by 5 as long as a creature is entrapped within an infernal net.

**Master Tactician (Ex)** Mythic warmonger devils are consummate strategists, always able to come up with the ideal tactic for the situation. A mythic warmonger devil gains one teamwork feat as a bonus feat, and three times per day as a swift action they can provide this bonus feat to all allies within 60 feet for up 8 rounds. By spending one use of their mythic power as a free action, a mythic warmonger devil can exchange one teamwork feat it knows for any



other teamwork feat for which it qualifies. The teamwork feat it exchanges must not be a prerequisite for any other feat. The mythic warmonger devil always gains the benefits of teamwork feats as if its allies possessed the same teamwork feats.

**Merciless Blow (Su)** Levalochs show no mercy to the vulnerable. Any trident attacks they make against entangled creatures (including those entangled by its net) deal an extra 2d6 points damage.

**Mythic Spell Resistance (Su)** A mythic warmonger devil's spell resistance is increased to an amount equal to 11 plus its adjusted CR (including its mythic ranks). In addition, when it is targeted with a non-mythic spell that allows spell resistance, as an immediate action the devil can expend one use of its mythic power to force the caster to roll twice and take the worse result when making a caster level check to overcome its spell resistance; if the caster has an ability that allows it to roll two or more times and take the better roll, that ability is suppressed when resolving the spell in question. This reroll affects only the caster level check to overcome the devil's spell resistance, not the spell resistance of other creatures.

**Phalanx (Ex)** Devils gain a +1 morale bonus on attacks and to AC while adjacent to a levaloch.

**Stability (Ex)** Levalochs receive a +4 racial bonus to their CMD when resisting a bull rush or trip attempt while standing on the ground.



## TEMPTATION DEVIL (LISSLEFER)

A beautiful angelic head crowns a humanoid body that has been fused and molded into a muscular serpentine form. Its toes splay into an arrow-head shape with sharp, black nails that, like the serpentine fangs in its jaws, drip black venom.

### LISSLEFER

CR 7/MR 3

XP 3,200

LE Large outsider (devil, evil, extraplanar, lawful, mythic)

**Init** +9; **Senses** darkvision 60 ft., *detect good*, *detect magic*, see in darkness; **Perception** +13

### DEFENSE

**AC** 21, touch 14, flat-footed 16 (+5 Dex, +7 natural, -1 size)

**hp** 96 (7d10+58)

**Fort** +6, **Ref** +10, **Will** +10

**DR** 5/epic and good; **Immune** fire, poison; **Resist** acid 10, cold 10; **SR** 18

### OFFENSE

**Speed** 20 ft., climb 20 ft., swim 20 ft.

**Melee** bite +13 (1d6+7 plus grab and profane venom<sup>MA</sup>) and sting +13 (1d4+7 plus profane venom<sup>MA</sup>)

**Ranged** spit +11 touch (profane venom<sup>MA</sup>)

**Space** 10 ft.; **Reach** 5 ft.

**Special Attacks** constrict (1d6+3), mythic power (3/day, surge +1d6)

**Spell-Like Abilities** (CL 12th; concentration +15)

Constant—*detect good*, *detect magic*

At will—*charm person* (DC 14), *greater teleport* (self plus 50 lbs. of objects only), *invisibility*, *minor image* (DC 15)

3/day—*beguiling gift* (DC 14), *dispel magic*, *glibness*, *infernal healing*, *spontaneous immolation* (DC 15), *suggestion* (DC 16)

1/day—*denounce* (DC 17), *pernicious poison*, *slow* (DC 16), *summon* (level 4, 1 *salikotal* 50%)

### STATISTICS

**Str** 25, **Dex** 21, **Con** 19, **Int** 20, **Wis** 16, **Cha** 17

**Base Atk** +7; **CMB** +15 (+19 grapple); **CMD** 30 (can't be tripped)

**Feats** Deceitful<sup>MF</sup>, Improved Initiative, Iron Will, Persuasive<sup>MF</sup>

**Skills** Bluff +17, Climb +15, Diplomacy +17, Disguise +17, Intimidate +14, Knowledge (arcana, planes, religion) +15, Perception +13, Sense Motive +13, Spellcraft +12, Stealth +11, Swim +15

**Languages** Celestial, Draconic, Infernal; telepathy 100 ft., truespeech

**SQ** change shape<sup>MA</sup> (*alter self*; Small or Medium humanoid consumed), devil's deal, devil's mark<sup>MA</sup>, mythic spell-like

abilities<sup>MA</sup>, swallow corpse

### ECOLOGY

**Environment** any (Hell)

**Organization** solitary

**Treasure** double

### SPECIAL ABILITIES

**Change Shape (Su)** Once per day, a lisslefer can assume the form of any individual Small or Medium humanoid that it has successfully used its swallow corpse ability on, but requires 1 uninterrupted minute to alter its body. Performing this transformation is painful, and the lisslefer can only maintain its new form for 1 hour once it has achieved it. It can change back to its true form as a swift action. A lisslefer gains a +10 bonus on Disguise checks to appear as the individual humanoid that was swallowed when they are used in conjunction with this ability. By spending one use of mythic power as a free action, a lisslefer can maintain its new form for 24 hours.

**Devil's Deal (Su)** Once per week, a lisslefer can make a deal with a mortal humanoid. The mortal must enter the agreement willingly (without magical compulsion). The lisslefer grants the mortal one *limited wish* but the mortal must agree to accept a *geas* from the lisslefer, which the lisslefer can invoke from any distance up to a year and a day after granting the *limited wish*. This specialized *geas* does not allow spell resistance, and if the *geas* is removed before the task specified by the lisslefer is completed, the benefits of the *limited wish* are immediately ended (or undone, if the effect of the *limited wish* has already ended). If the *limited wish* cannot reasonably be reversed or negated, the wish recipient instead is affected as *major curse* (no saving throw, no SR) when the *geas* is broken. If the target is killed before the *geas* is completed, its soul is automatically imprisoned in a gem, which immediately appears in Hell as one of the lisslefer's belongings. If the lisslefer is dead when the mortal dies, the mortal's soul is destroyed, and can't be restored to life except by *miracle* or *wish*. If the mortal fails to perform the task in the allotted time, its soul is still damned. If the mortal is restored to life, the lisslefer immediately senses the name and location (as *discern location*) of the person responsible.

**Devil's Mark (Su)** A mortal that has entered into a devil's deal with a lisslefer is marked with a unique symbol that cannot be removed for the duration of the deal. The lisslefer can telepathically communicate with the bearer over any distance while on the same plane. Once per day, a lisslefer can share the senses of the bearer, hearing, seeing, smelling, tasting, and touching everything the bearer



does, for up to 1 round per HD of the lisslefer. There is no range to this effect, but the bearer and the lisslefer must be on the same plane. The lisslefer can end this effect as a free action. If the lisslefer has an ongoing devil's deal with more than one mortal, it can share senses with each once per day. If the lisslefer spends one use of mythic power, it can share senses with one marked mortal one additional time that day. Alternatively, it can share senses with one marked mortal for up to 1 hour.

**Mythic Spell-Like Abilities (Su)** Three times per day, a lisslefer may cast the mythic spell version of any of its corresponding spell-like abilities. It 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.

**Profane Venom (Su)** Bite or sting—injury or spit—contact (range 30 feet); *save* Fort DC 19; *frequency* 1/round for 6 rounds; *effect* 1d4 Wis plus special; *cure* 1 save. A lisslefer's profane venom impedes the power of non-evil divine magic while it is in effect. Any non-evil divine spellcaster who is poisoned by a lisslefer's profane venom or who casts a divine spell targeting a creature poisoned by a lisslefer's profane venom must succeed at a DC 19 caster level check or have the spell fail. The save DC is Constitution-based and includes a +2 racial bonus. A lisslefer retains its ability to spit venom when in humanoid form. If a lisslefer spends one use of mythic power as a free action while delivering a bite or sting, the target is also affected by *pernicious poison*.

**Swallow Corpse (Su)** Once per day, a lisslefer can devour the corpse of a Small or Medium non-evil humanoid that it has slain within the last day. The lisslefer slowly swallows the whole corpse over the course of 1 hour, during which the devil can use its spell-like abilities but is otherwise treated as helpless. Consuming a corpse grants a lisslefer the benefits of either *cure critical wounds* or *restoration* (caster level 7th). A corpse that is consumed in this way is utterly destroyed without a trace. Only spells that do not require a portion of the corpse may return the victim to life. A lisslefer that is interrupted while consuming a corpse typically teleports away as soon as possible, leaving the corpse behind.

It is very rare for angels to fall from grace, but when they do, they are exiled from the empyreal realms and face an existence being hunted by celestials and fiends alike. Only the strongest or cleverest manage to forge a future for themselves and sometimes, this future is as a servant to the diabolical powers they once opposed. Most who succeed in joining the legions of Hell become erinyes, furies that channel their hatred of mortals into battle prowess. Rarely, however, some of the most powerful angels, forced to slither upon their bellies and use their forked tongues to tempt mortals to eternal damnation.

Lisslefers retain elements of their angelic heritage—their heads and faces, for instance, are untouched—humanoid, symmetrical, flawless, and breathtakingly beautiful. But the rest of their former humanoid forms are transformed—wings ripped out, arms fused to their sides, legs fused together, and their whole mass elongated and rounded into a muscular, hairless, serpentine shape. Their toes, bent or lengthened into a flat arrow-head shape, sprout sharp black nails. Their jaws, unnaturally capable of opening far wider than it would appear—wide enough to swallow a human adult given enough time—are filled with serpentine fangs that, just like the arrow-head sting at the tip of their tails, drip a noxious black venom. They are typically 25 feet long and weigh 500 lbs.







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