



MYTHIC MONSTERS:
DEMONS

BY TOM PHILLIPS
WITH THE LEGENDARY GAMES DESIGN TEAM



MYTHIC PLUG-INS



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WELCOME TO ULTIMATE PLUG-INS: MYTHIC MONSTERS!

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

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

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



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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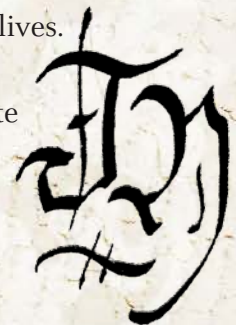
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WHAT YOU WILL FIND INSIDE MYTHIC MONSTERS: DEMONS

WITH THE ADVENT OF THE RIGHTEOUS CRUSADE ADVENTURE PATH, YOUR PCS are going to be fighting demons. LOTS of demons. It's an apocalyptic showdown with the forces of life, hope, and goodness against the embodiment of insensate evil, boundless depravity, and wanton destruction - and we love it. We loved them long before this Adventure Path, and we'll still love them years from now. Demons are just classic villains, ferocious, merciless, and truly iconic. The only problem is that the *Pathfinder Roleplaying Game Mythic Adventures* hardback, beautiful and amazing resource that it may be, had room for only THREE kinds of demons in it: the malevolent marilith, the nihilistic nalfeshnee, and the vile vroek. A great beginning, but you need more. Lots more. You need to pit your favorite classic demons against those meddling do-gooder player characters. From the insidious **quasit** to the lordly **balor**, the reeking **hezrou** to the stealthy soul-devouring **shadow demon**. Demons are equal-opportunity seducers of all that is good and true, with mythic versions of the **incubus** and **sucubus**, and to top it all off, a brand-new addition to the Abyssal arsenal, the titanic two-headed **gulgerak**, a demonic war machine that will have your PCs running for their lives.

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



- Jason Nelson

MYTHIC DEMONS

THE MONSTER APPENDICES TELL US THAT demons exist for one reason—to destroy. Demons seek only to maim, ruin, and feed. Demons are the most prolific and among the most destructive of the fiendish races. For mythic demons, the most primal and powerful of their kin, you might consider using one or more of the following special abilities to play up their demonic nature.

Breaching: To represent both the ease with which demons allow themselves to be summoned (in order to gain the opportunity to wreak havoc upon the mortal plane), and their essential nature as forces of breakdown and devastation, you might consider granting them a greater ability to break through non-mythic barriers against planar travel, summoning, and teleportation, such as *forbiddance* and *magic circle against chaos*. This could be as simple as granting them a +2 circumstance bonus to their spell resistance against such effects, or as dramatic as allowing them the ability to shatter such protections by expending their mythic power to cast a specialized form of *dispel magic* that affects only effects that would prevent demons from entering an area. An interesting twist on this effect could be to allow multiple demons to expend one use of their mythic power to assist one of their number in tearing down such a barrier, either as a specialized use of the aid another action (providing a flat +2 bonus to the leader's attempt to breach the barrier), or by allowing them to contribute the result of their mythic surge to the die roll of another demon. In some ways the idea of cooperation between demons goes against their essentially chaotic nature, but their urge to invade and conquer can overwhelm their natural tendency towards dissension.

Demonic Bargains: Calling or summoning a mythic demon normally requires a mythic version of a *planar ally*, *planar binding*, *summon monster*, or *gate* spell; however, rituals of obeisance to demonic powers are certainly a staple of fiction and gaming that allow an ordinary person to claim mighty and terrible power beyond that of ordinary mortals.

Mythic demons can allow themselves to be called into the material plane by arcane rituals that are similar in effect to *planar binding* spells, but which require no actual spellcasting ability and contain no provisions for actually binding or trapping the demon once it is called. Such rituals should require the demon's true name and some kind of living sacrifice to draw the demon's attention, and they call only the demon's consciousness into the Material Plane, not its physical body. Once in communion with foolish mortals, however, they may use Bluff, Diplomacy, or Intimidate to manipulate a mortal into allowing the demon to possess them. Mythic demons can be entirely truthful in their promises of what they can offer, though they rarely discuss the cost involved in the resulting demonic possession (see below). A mythic demon cannot use its exceptional, spell-like, or supernatural abilities across planar boundaries, so they cannot magically compel a creature to accept a demonic bargain.

Demonic Possession: While shadow demons are the masters of possession, any mythic demon with a caster level of 8th or above could have the ability to possess a non-mythic creature as if using *magic jar* at its normal caster level by spending one use of its mythic power. Unlike most spell-like abilities, this ability can function across planar boundaries as part of a calling ritual. The save DC of this ability is equal to 5 plus the mythic demon's Charisma modifier, plus its mythic tier. It can extend the duration of this *magic jar* effect to 24 hours by spending one additional use of its mythic power.

While possessing a creature, a mythic demon often allows the target to act freely, though once per day per mythic tier it can use one of the following spell-like abilities on the possessed creature: *detect thoughts*, *dream*, *modify memory*, *nightmare*, or *suggestion*; the save DCs are Charisma-based. While possessing a creature, a mythic demon grants a +2 profane bonus to any one ability score of the target for every 3 mythic ranks it possesses. The demon can share its mythic surges with the possessed creature, and if the demon knows the mythic version of a feat which the possessed creature also has, the possessed creature can use

the mythic feat as well by expending uses of the demon's mythic power if required.

Being possessed by a mythic demon creates a strain on both body and mind. After a number of days equal to the target's Hit Dice plus its Wisdom modifier, the target must make a Fortitude save each day or contract *cackle fever*. Likewise, after a number of days equal to the target's Hit Dice plus its Constitution modifier, it must succeed at a Fortitude save each day or contract *demon fever*. If the possessed creature falls unconscious or dies as a result of ability damage from either disease, its soul is forfeit to the possessing demon, as if that demon had used a *soul bind* spell. In addition, the mythic demon can roll 1d20, adding its mythic tier plus the number of days it has maintained the possession against a DC of 30 plus 1d10. If this check succeeds, the demon can emerge bodily into the Material Plane as if called, but unbound and uncontrolled by any mortal.

Mythic Templates: If you wish to further enhance the strength of mythic demons, you can apply the **agile**, **invincible**, or **savage** simple creature templates described in the Mythic Monster Advancement section of Chapter 6 of *Pathfinder Roleplaying Game Mythic Adventures*. The agile template is a perfect fit for mythic demons legendary for their agility and stealth, like a babau, nabasu, or shadow demon. The invincible template is ideal for mythic demons known for their toughness, like a balor or gulgerak. Finally, the savage template is ideal for mythic demons that are legendary for their ferocity and bloodlust like the glabrezu or hezrou.

Mythic Abilities: Each demon's mythic abilities are noted in their stat block with a superscript ^{MA}; abilities marked ^{MMA} are major mythic abilities that count as two abilities, while ^{MF} indicates mythic feats. In some cases, their mythic abilities are improved versions of existing abilities rather than entirely new powers. Mythic abilities that are underlined are described in Chapter 6 of *Pathfinder Roleplaying Game Mythic Adventures*.

MYTHIC BABAU

CR 7/MR3

XP 3,200

Pathfinder Roleplaying Game Bestiary

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

Init +8^{MF}; Senses darkvision 60 ft., *see invisibility*; Perception +19

DEFENSE

AC 22, touch 11, flat-footed 21 (+1 Dex, +11 natural)

hp 103 (7d10+65)

Fort +10, Ref +6, Will +5

Defensive Abilities protective slime^{MA} (DC 18); **DR** 10/cold iron and epic and good; **Immune** electricity, poison; **Resist** acid 10, cold 10, fire 10; **SR** 18

OFFENSE

Speed 30 ft.

Melee 2 claws +13 (1d6+6), bite +13 (1d6+6) or +1 *unholy wounding longspear* +14/+9 (1d8+10/x3), bite +8 (1d6+3)

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

Special Attacks *mythic power* (3/day, surge 1d6), sneak attack +4d6, vomit slime^{MA} (DC 18)

Spell-Like Abilities (CL 7th; concentration +10)

Constant—*see invisibility*

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

1/day—*summon* (level 3, 1 babau 40%)

STATISTICS

Str 23, **Dex** 13, **Con** 20, **Int** 14, **Wis** 13, **Cha** 16

Base Atk +7; **CMB** +13; **CMD** 24

Feats Combat Reflexes, Improved Initiative^{MF}, Iron Will, Skill Focus (Stealth)^{MF}

Skills Acrobatics +11, Climb +13, Disable Device +11, Escape Artist +11, Perception +19, Sense Motive +11, Sleight of Hand +11, Stealth +22; **Racial Modifiers** +8 Perception, +8 Stealth

Languages Abyssal, Celestial, Draconic; telepathy 100 ft.

SQ death throes^{MA} (DC 18), fang of the Abyss^{MA}

ECOLOGY

Environment any (Abyss)

Organization solitary, pair, or gang (1 mythic babau and 2–8 non-mythic babaus)

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

SPECIAL ABILITIES

Death Throes (Su) When killed, a mythic babau explodes in a spray of gore and acid that deals 4d8 points of damage to anything within 30 feet (Reflex DC 18 for half). Half the damage is acid damage, but the other half results directly from the corruptive power of the Abyss and is therefore not subject to being reduced by resistance to acid-based attacks. The save DC is Constitution-based.

Fang of the Abyss (Su) Any piercing weapon a mythic babau wields for at least one hour (including its standard **+1 longspear**) gains the unholy and wounding weapon qualities. Weapons retain these qualities for one hour after the mythic babau releases the weapon, but after this the weapon reverts to its standard magical qualities, if any. Additionally, a mythic babau can expend one use of mythic power as part of a full attack action to gain an extra attack with its **+1 longspear** at its full base attack bonus.

Protective Slime (Su) A layer of acidic slime coats a mythic babau's skin. Any creature that strikes a mythic babau with a natural attack or unarmed strike takes 2d6 points of acid damage from this slime if it fails a DC 18 Reflex save. A creature that strikes a mythic babau with a melee weapon must succeed on a DC 18 Reflex save or the weapon takes 2d6 points of acid damage; if this damage penetrates the weapon's hardness, the weapon gains the broken condition.

Vomit Slime (Su) A mythic babau can expend one use of mythic power as a standard action to vomit forth a 30-foot cone of acidic slime. Creatures caught in the effect take 4d8 points of acid damage (DC 18 Fortitude half); creatures that fail their save are also nauseated for 1d6 rounds. The save DC is Constitution-based.

MYTHIC BALOR

CR 25/MR 10

XP 1,638,400

Pathfinder Roleplaying Game Bestiary

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

Init +21/+1^{MF}; **dual initiative**^{MA} **Senses** darkvision 60 ft., fiery hunter,^{MA} low-light vision, **true seeing**; Perception +38

Aura shadow and flame (DC 34), **unholy aura** (DC 27)

DEFENSE

AC 46, touch 20, flat-footed 39 (+4 deflection, +7 Dex, +26 natural, -1 size)

hp 490 (20d10+380); fast healing 5

Fort +30, **Ref** +17, **Will** +25

Defensive Abilities **block attacks**^{MA}, **fortification** (50%)^{MA}; **DR** 15/cold iron and epic and good; **Immune** fire, electricity, poison; **Resist** acid 10, cold 10; **SR** 36

OFFENSE

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

Melee **+1 vorpal unholy longsword** +36/+31/+26/+21 (2d6+15/19–20 plus 1d6 bleed and 2d6 unholy), **+1 vorpal flaming whip** +29/+24/+19/+14 (1d4+8 plus 1d6 bleed and 1d6 fire and entangle) or 2 slams +33 (1d10+14 plus 1d6 fire)

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

Special Attacks conflagrating roar^{MA} (DC 34), dragging lash^{MA}, dread oppressor^{MA} (DC 29), **feral savagery** (full attack)^{MA}, **mythic power** (10/day, surge 1d12)

Spell-Like Abilities (CL 20th; concentration +29)

Constant—**true seeing**, **unholy aura** (DC 28)

At will—**dominate monster** (DC 28), **greater dispel magic**, **greater teleport** (self plus 50 lbs. of objects only), **power word stun**, **telekinesis** (DC 24)

3/day—**quicken telekinesis** (DC 24)

1/day—**blasphemy** (DC 26), **fire storm** (DC 27), **implosion** (DC 28), summon (level 9, any 1 CR 19 or lower demon 100%)

STATISTICS

Str 39, **Dex** 25, **Con** 38, **Int** 26, **Wis** 24, **Cha** 29

Base Atk +20; **CMB** +35; **CMD** 56

Feats Cleave^{MF}, Combat Reflexes^{MF}, Greater Two-Weapon Fighting, Improved Initiative^{MF}, Improved Two-Weapon Fighting, Iron Will^{MF}, Power Attack, Quicken Spell-Like Ability (telekinesis), Two-Weapon Fighting, Weapon Focus (longsword)^{MF}

Skills Acrobatics +27, Bluff +32, Diplomacy +32, Fly +32, Intimidate +32, Knowledge (arcana) +18, Knowledge

(history) +28, Knowledge (nobility) +28, Knowledge (planes) +31, Knowledge (religion) +28, Perception +38, Sense Motive +30, Spellcraft +18, Stealth +26, Use Magic Device +32; Racial Modifiers +8 Perception

Languages Abyssal, Aklo, Auran, Celestial, Draconic, Ignan, Infernal, Terran; telepathy 100 ft.

SQ death throes^{MA} (DC 33), incinerate^{MA}, shadow and flame^{MA} (DC 34), vorpal strike, whip mastery

ECOLOGY

Environment any (Abyss)

Organization solitary or warband (1 mythic balor, 1-2 succubi, and 2-12 glabrezus)

Treasure double standard (+1 *unholy longsword*, +1 *flaming whip*, other treasure)

SPECIAL ABILITIES

Conflagrating Roar (Su) A mythic balor can expend one use of mythic power as a standard action to emit a terrible roar that manifests as a 30-foot cone of unholy fire. Any creature caught in the effect takes 5d6 points of fire damage, 5d6 points of sonic damage, and 5d6 points of damage from the corruptive power of the Abyss. A successful DC 34 Reflex save halves this damage. The save DC is Constitution-based.

Death Throes (Su) When killed, a mythic balor explodes in a blinding flash of fire that deals 100 points of damage to anything within 100 feet (Reflex DC 33 halves). Half the damage is fire damage, but the other half results directly from the corruptive power of the Abyss and is therefore not subject to being reduced by resistance to fire-based attacks. The save DC is Constitution-based.

Dragging Lash (Ex) If a mythic balor strikes a Medium or smaller foe with its whip, it balor can immediately attempt a grapple check without provoking an attack of opportunity. If the balor wins the check, it draws the foe into an adjacent square. The foe gains the grappled condition, but the balor does not. If the target is Large, the balor instead may attempt a drag combat maneuver as a free action that does not provoke attacks of opportunity; a Large target gains the grappled condition only if dragged into an adjacent square. Larger creatures are unaffected. If the target is protected by a spell or spell-like ability (including the effects of magical items) that provide freedom of movement or a similar effect that prevents grappling, a mythic balor can spend one use of its mythic power as a swift action while making this grapple check to use greater dispel magic to negate that effect; this dispelling does not affect other effects. This ability replaces entangle.

Dread Oppressor (Su) A mythic balor can expend one use of mythic power as a standard action to impose its crushing will on a single creature within 100 feet, forcing the creature to attempt a DC 29 Will save. If the creature fails the save it immediately falls prone and is cowering for 1 minute. Each round on its turn, the victim may attempt a new Will save to end the effect; this is a full-round action that does not provoke attacks of opportunity. A creature that recovers from this effect early after being affected by it for at least 1 round takes 1d6 points of Wisdom drain and is staggered for 1d6 rounds. A creature that succeeds on the initial save to resist this effect is merely stunned for 1 round. This is a mind-affecting insanity effect and the save DC is Charisma-based.

Fiery Hunter (Su) A mythic balor can see perfectly in magical darkness. It can also see perfectly in smoky conditions caused by fire, and can see through normal and magical fire effects, such as those created by *wall of fire*.

Incinerate (Su) Any creature killed by fire damage from a mythic balor is entirely destroyed, leaving behind only a trace of fine ash. The creature's magical equipment is unaffected. Creatures destroyed in this way can only be restored to life through *true resurrection*, or a carefully worded *wish* spell followed by *resurrection*, or *miracle*. This is a fire and death effect.

Shadow and Flame (Su) A mythic balor's body is wreathed in unholy flames intermingled with night-black shadows. Creatures that begin their turn adjacent to a mythic balor take 2d6 points of damage (half the damage is fire damage, but the other half results directly from the corruptive power of the Abyss and is therefore not subject to being reduced by resistance to fire-based attacks), and must succeed on a DC 34 Fortitude save or are blinded for 1d4 rounds. The save DC is Constitution-based. Additionally, anyone hitting a mythic balor with a natural weapon or unarmed strike takes 4d6 points of damage (half fire, half Abyssal). A creature that grapples a mythic balor or is grappled by one takes 8d6 points of damage (half fire, half Abyssal) each round the grapple persists.

Vorpal Strike (Su) Any slashing weapon a mythic balor wields for at least one hour (including its standard +1 *unholy longsword* and +1 *flaming whip*) gains the vorpal weapon quality. Weapons retain this quality for one hour after the mythic balor releases the weapon, but after this the weapon reverts to its standard magical qualities, if any. Additionally, a mythic balor can expend one use of mythic power as part of a full attack action to gain an extra attack with its +1 *unholy longsword* at its full base attack bonus.

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



MYTHIC BODAK

CR 10/MR 4

XP 9,600

Pathfinder Roleplaying Game Bestiary 2

CE Medium undead (extraplanar, mythic)

Init +10^{MF}; Senses darkvision 60 ft.; Perception +14

DEFENSE

AC 25, touch 13, flat-footed 22 (+2 Dex, +1 dodge, +12 natural)

hp 155 (10d10+100); fast healing 5

Fort +8, Ref +7, Will +8

DR 10/cold iron and epic; **Immune** electricity, undead traits; **Resist** acid 10, fire 10

Weaknesses vulnerable to sunlight^{MA}

OFFENSE

Speed 40 ft.

Melee 2 slams +9 (1d8+1)

Special Attacks death gaze^{MA} (DC 20), hungry mist^{MA} (DC 20); **mythic power** (4/day, surge 1d8), sneak attack +4d6^{MA}

STATISTICS

Str 13, Dex 15, Con —, Int 6, Wis 13, Cha 20

Base Atk +7; CMB +8; CMD 21

Feats Dodge, Improved Initiative^{MF}, Lightning Reflexes^B, Mobility^{MF}, Toughness, Weapon Focus (slams)

Skills Intimidate +13, Perception +14, Stealth +18; **Racial Modifiers** +8 Stealth

Languages Abyssal, Common

SQ fiendish alacrity^{MA}

ECOLOGY

Environment any land (evil outer plane)

Organization solitary or gang (1 mythic bodak and 2–12 non-mythic bodaks)

Treasure none

SPECIAL ABILITIES

Death Gaze (Su) A mythic bodak's death gaze attack has a 30-foot range and causes creatures meeting its gaze to gain 1d6 negative levels (DC 20 Fortitude save negates). A humanoid slain by a bodak's death gaze rises as a bodak 24 hours later. Additionally, a mythic bodak can expend two uses of mythic power to affect all creatures within 30 feet with its death gaze. This is a death effect and the save is Charisma-based.

Fiendish Alacrity (Ex) Unlike normal bodaks, a mythic bodak is extraordinarily fast and stealthy. It has a base speed of 40 feet, receives Lightning Reflexes as a bonus

feat, receives a +8 racial modifier to Stealth checks, and has the fast stealth rogue talent.

Hungry Mist (Su) A mythic bodak can expend one use of mythic power to expel sulfurous smoke from its eyes and mouth that quickly forms into a thick mist, similar to *obscuring mist* except the mist cloud spreads in a 60-foot radius from the mythic bodak and is 60 feet high. The bodak's vision is not impeded by the hungry mist. A creature beginning its turn inside the mist takes 1d6 points of acid damage and must succeed on a DC 20 Fortitude save or take 2 points of Constitution damage as the mist leeches away its life force. The mist lasts for 1 minute. The save DC is Charisma-based.

Vulnerability to Sunlight (Ex) Mythic bodaks loathe sunlight, for its merest touch burns their impure flesh. Each round of exposure to direct sunlight deals 2d6 points of damage to a mythic bodak. A mythic bodak can spend one use of its mythic power to suppress this vulnerability for 1 minute.



MYTHIC GLABREZU**CR 16/MR 6**

XP 76,800

Pathfinder Roleplaying Game Bestiary

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

Init +0/20, **dual initiative**^{MA}; Senses darkvision 60 ft., **true seeing**; Perception +26**DEFENSE**

AC 34, touch 8, flat-footed 34 (+26 natural, -2 size)

hp 258 (12d10+192)

Fort +19, Ref +4, Will +11

DR 10/epic and good; **Immune** electricity, poison; **Resist** acid 10, cold 10, fire 10; SR 27**OFFENSE**

Speed 40 ft.

Melee 2 vorpal pincers +21 (2d8+11/19-20 plus 1d6 bleed), 2 claws +21 (1d6+11), bite +21 (1d8+11)

Space 15 ft.; Reach 15 ft. (20 ft. with pincers)

Special Attacks ensnaring eye^{MA} (DC 24), mythic spelllike abilities^{MA}, **mythic power** (6/day, surge 1d8), rend (2 pincers, 2d8+16), traitor's whisper^{MA} (DC 24), vorpal pincers^{MA}

Spell-Like Abilities (CL 14th; concentration +20)

Constant—**true seeing**At will—**chaos hammer** (DC 20), **confusion** (DC 20), **detect thoughts** (DC 18), **dispel magic**, **glibness**, **illusory script** (DC 19), **mirror image**, **modify memory** (DC 20), **reverse gravity** (DC 23), **greater teleport** (self plus 50 lbs. of objects only), **veil** (self only), **unholy blight** (DC 20)1/day—**mind blank**, **power word stun**, **greater scrying** (DC 22), summon (level 4, 1 glabrezu 20% or 1d2 vrocks 50%)1/month—**wish** (granted to a mortal creature only)**STATISTICS**

Str 33, Dex 11, Con 33, Int 16, Wis 16, Cha 22

Base Atk +12; CMB +25; CMD 35

Feats Cleave^{MF}, Great Cleave, Improved Critical (pincers), Persuasive^{MF}, Power Attack^{MF}, Vital Strike^{MF}

Skills Bluff +29, Diplomacy +25, Intimidate +25, Knowledge (history) +18, Knowledge (local) +18, Perception +26, Sense Motive +18, Stealth +7, Use Magic Device +18; Racial Modifiers +8 Bluff, +8 Perception

Languages Abyssal, Celestial, Draconic; telepathy 100 ft.

SQ master of secrets^{MA}**ECOLOGY**

Environment any (Abyss)

Organization solitary or troop (1 mythic glabrezu, 1 succubus, and 2-12 vrocks)

Treasure standard

SPECIAL ABILITIES

Ensnaring Eye (Su) A mythic glabrezu can expend one use of mythic power as a standard action to focus its soul-crushing gaze on a single creature within 60 feet. The target creature must succeed on a DC 24 Will save or become paralyzed by nightmarish visions of itself performing vile acts and atrocities on its friends and loved ones for a number of rounds equal to the mythic glabrezu's mythic rank. Each round on the target creature's turn, it may attempt another Will save to end the effect with a cumulative -2 penalty to the roll. After the effect ends (whether or not the target creature made a successful Will save), the target creature takes 1d4 points of Wisdom drain. This is a mind-affecting insanity effect. The DC is Charisma-based and includes a +2 racial bonus.

Master of Secrets (Su) A mythic glabrezu gains the following additional spelllike abilities: **detect thoughts**, **glibness**, **illusory script**, **mind blank**, **modify memory**, and **greater scrying**.

Mythic Spelllike Abilities (Su) Three times per day when a mythic glabrezu uses a spelllike ability, it can expend one or more uses of its mythic power to duplicate the mythic version of that spell. It can augment such spells as a 6th-tier mythic character.

Traitor's Whisper (Su) A mythic glabrezu can expend one use of mythic power as a standard action to utter a suggestive telepathic whisper heard only by a single creature within 100 feet. The target creature must succeed on a DC 24 Will save or it is compelled to attack its closest ally with its most powerful melee weapon or natural attack for a number of rounds equal to the mythic glabrezu's mythic rank. This is a mind-affecting compulsion affect. The DC is Charisma-based and includes a +2 racial bonus.

Vorpal Pincers (Su) When a mythic glabrezu makes a pincer attack and rolls a natural 20 (followed by a successful roll to confirm the critical hit), the glabrezu can spend one use of mythic power as a part of the attack to sever its opponent's head (if it has one) as if the pincer had the vorpal weapon quality. Additionally, a mythic glabrezu's pincers have a 20-foot reach.

**MYTHIC HEZROU****CR 13/MR 5**

XP 25,600

Pathfinder Roleplaying Game Bestiary

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

Init +9^{MF}; Senses darkvision 60 ft.; Perception +23

Aura stench (DC 25, 10 rounds)

DEFENSE

AC 30, touch 9, flat-footed 30 (+21 natural, -1 size)

hp 205 (10d10+150); fast healing^{MA} 5 (in water)

Fort +17, Ref +3, Will +9

DR 10/epic and good; Immune electricity, poison; Resist acid 10, cold 10, fire 10; SR 24

OFFENSE

Speed 30 ft., swim 30 ft.

Melee bite +18 (4d4+18/18-20 plus grab), 2 claws +18 (1d8+9 plus grab)

Space 10 ft.; Reach 10 ft.

Special Attacks *feral savagery* (full attack)^{MA}, inflict mutation^{MA} (DC 25), *mythic power* (5/day, surge 1d8), nausea^{MA} (DC 27), quagmire^{MA} (DC 25), savage bite^{MA}

Spell-Like Abilities (CL 14th; concentration +18)

At will—*chaos hammer* (DC 18), *greater teleport* (self plus 50 lbs. of objects only), *unholy blight* (DC 18)5/day—*gaseous form*1/day—*blasphemy* (DC 21), summon (level 4, 1 hezrou 35%)**STATISTICS**

Str 29, Dex 11, Con 31, Int 14, Wis 14, Cha 18

Base Atk +10; CMB +20 (+24 grapple); CMD 30

Feats Blind-Fight, Cleave^{MF}, Great Cleave^{MF}, Improved Initiative^{MF}, Power Attack^{MF}

Skills Climb +22, Escape Artist +10, Intimidate +17, Knowledge (arcana) +15, Perception +23, Spellcraft +15, Stealth +9, Swim +30; Racial Modifiers +8 Perception

Languages Abyssal, Celestial, Draconic; telepathy 100 ft.

ECOLOGY

Environment any aquatic (Abyss)

Treasure standard

Organization solitary or gang (1 mythic hezrou and 2-5 non-mythic hezrous)

SPECIAL ABILITIES**Fast Healing (Su)** A mythic hezrou has fast healing 5 when fully immersed in water.**Inflict Mutation (Su)** A mythic hezrou can expend one use of mythic power as a standard action to perform a ranged touch attack with its tongue (using its bite attack roll) and target a single creature within 15 feet. If the attack succeeds, the hezrou's victim is dazed for 1 round and must succeed on a DC 25 Fortitude save or its body and limbs become twisted, gnarled, and bent. The creature takes a -2 penalty on attack and damage rolls, a -6 penalty to its Dexterity score, and its movement speed is halved. This effect lasts for a number of minutes equal to the hezrou's mythic rank. Amorphous creatures (such as elementals and oozes), plants, and gaseous or incorporeal creatures are immune. This is a polymorph effect and the save DC is Constitution-based.**Nausea (Ex)** The noxious vapors and foul fluids that constantly weep and seethe from a mythic hezrou's body are particularly heinous to those the creature grapples. A creature grappled by a mythic hezrou must succeed at a DC 27 Fortitude save each round at the end of his turn or become nauseated. Once nauseated, he can continue making a new save each round to end the condition. The nausea ends 1 minute after he ceases being grappled by the mythic hezrou, regardless of the result of his saving throws. The save DC is Constitution-based and includes a +2 racial bonus.**Quagmire (Su)** A mythic hezrou can expend one use of mythic power as a standard action to transform the ground in a 60-foot radius around it into a swampy acidic quagmire. Creatures trapped inside the quagmire must succeed on a DC 25 Reflex save or become entangled and glued to the floor as if it had failed its save against a tanglefoot bag. Even on a successful save, creatures inside the quagmire can move only at half speed. A creature that is glued to the floor can break free by making a DC 25 Strength check (a move action). Additionally, all creatures inside the quagmire take 1d6 points of acid damage at the beginning of their turn. The quagmire remains for a number of minutes equal to the hezrou's mythic rank. This is a transmutation affect. The DC is Constitution-based.**Savage Bite (Su)** A mythic hezrou adds twice its Strength modifier to its bite damage and its critical threat range with its bite 18-20.

MYTHIC INCUBUS**CR 7/MR 3**

XP 3,200

Pathfinder Roleplaying Game Bestiary 3

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

Init +2; Senses darkvision 60 ft.; Perception +20

DEFENSE

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

hp 106 (8d10+62).

Fort +10, Ref +6, Will +8

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

Speed 30 ft., fly 50 ft. (average)

Melee+1 *keen unholy scimitar* +14/+9 (1d6+6/15–20 plus 2d6 unholy) or 2 slams +13 (1d4+5)Special Attacks ecstasy or agony^{MA} (DC 22), iniquitous blade^{MA}, mythic power (3/day, surge 1d6), pain redoubled^{MA} (DC 20), seductive whisper^{MA}

Spell-Like Abilities (CL 8th; concentration +14)

Constant—*tongues*At will—*charm person* (DC 17), *detect thoughts* (DC 18), *greater teleport* (self plus 50 lbs. of objects only), *suggestion* (DC 19)1/day—*crushing despair* (DC 20), *summon* (level 3, 2 schirs 40%)**STATISTICS**

Str 20, Dex 15, Con 18, Int 16, Wis 15, Cha 23

Base Atk +8; CMB +13; CMD 25

Feats Flyby Attack^{MF}, Lightning Reflexes^{MF}, Power Attack, Vital StrikeSkills Acrobatics +6, Bluff +17, Diplomacy +17, Escape Artist +11, Fly +13, Intimidate +18, Knowledge (planes) +14, Perception +20, Sense Motive +13, Spellcraft +14, Stealth +11; **Racial Modifiers** +8 Intimidate, +8 PerceptionLanguages Abyssal, Celestial, Common; telepathy 100 ft., *tongues***ECOLOGY**

Environment any (Abyss)

Organization solitary, pair, or wing (1 mythic incubus and 2–8 non-mythic incubi)

Treasure standard (+1 *scimitar*, other treasure)**SPECIAL ABILITIES**

Ecstasy or Agony (Su) A mythic incubus can expend one use of mythic power as a standard action to telepathically whisper seductive words of profane power only heard by a single target creature within 100 feet. The target of the profane whisper must succeed on a DC 22 Will save or become immediately smitten by the incubus (as the *charm monster* spell) for 24 hours. If the target creature succeeds on its Will save, it is pummeled by a wave of mental and emotional trauma and takes 5d6 points of nonlethal damage and is staggered for one round. This is a mind-affecting compulsion effect. The save DC is Charisma-based and includes a +2 racial bonus.

Iniquitous Blade (Su) Any light slashing weapon a mythic incubus wields for at least one hour (including its standard +1 *scimitar*) gains the unholy and keen weapon qualities. Weapons retain these qualities for one hour after the mythic incubus releases the weapon, but after this the weapon reverts to its standard magical qualities, if any. Additionally, a mythic incubus can expend one use of mythic power as part of a full attack action to gain an extra attack with its +1 *scimitar* at its full base attack bonus.

Seductive Whisper (Su) A mythic incubus can spend one use of its mythic power when using one of its mind affecting spelllike abilities, forcing nonmythic creatures to save twice and take the worse roll. Mythic creatures need save only once but take a 2 penalty on their saving throw.

Pain Redoubled (Su) When an incubus confirms a critical hit with a melee weapon or a natural weapon, that attack deals an additional 2d6 points of nonlethal damage and the target must succeed at a DC 20 Fortitude save or be wracked by pain, becoming sickened for 1d6 rounds. Multiple uses of this ability extend the duration. Additionally, a mythic incubus can expend one use of mythic power as a free action to increase the nonlethal damage to 5d6. The save DC is Charisma-based.

Seductive Whisper (Su) A mythic incubus can spend one use of its mythic power when using one of its mind-affecting spell-like abilities, forcing non-mythic creatures to save twice and take the worse roll. Mythic creatures need only save once but take a -2 penalty on their saving throw.

MYTHIC KALAVAKUS

CR 12/MR 5

XP 19,200

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

Init +1; Senses darkvision 60 ft.; Perception +24

DEFENSE

AC 30, touch 11, flat-footed 29 (+1 Dex, +19 natural)

hp 175 (10d10+120)

Fort +14, Ref +4, Will +10

DR 10/epic and good; Immune electricity, poison; Resist acid 10, cold 10, fire 10; SR 23

OFFENSE

Speed 30 ft.

Melee bite +17 (1d6+7), 2 claws +17 (1d8+7), gore +17 (2d6+7 plus 1d6 bleed^{MA})Special Attacks enslave soul^{MA} (DC 19), horns,^{MA} mythic power (5/day, surge 1d8), mythic spell-like abilities^{MA}, powerful charge (gore, 4d6+14), slaver's majesty^{MA} (DC 19), slaves to fodder^{MA} (DC 19)

Spell-Like Abilities (CL 12th; concentration +16)

At will—*command* (DC 15), *greater teleport* (self plus 50 lbs. of objects only), *telekinesis* (DC 19)3/day—*air walk*, *quicken dominate person* (DC 19), *haste*1/day—*greater command* (DC 19), *summon* (level 4, 1 kalavakus 40%), *symbol of persuasion* (DC 20)**SQ Mythic Spelllike Abilities (Su)** Three times per day when a mythic kalavakus uses a spelllike ability, it can expend one or more uses of its mythic power to duplicate the mythic version of that spell. It can augment such spells as a 6th-tier mythic character.**STATISTICS**

Str 24, Dex 13, Con 24, Int 15, Wis 17, Cha 18

Base Atk +10; CMB +17 (+19 bull rush, +23 disarm, +19 trip); CMD 30 (32 vs. bull rush, 36 vs. disarm, 32 vs. trip)

Feats Combat Expertise^{MF}, Improved Bull Rush, Improved Disarm, Improved Trip, Power Attack^{MF}, Extra Mythic Power^{MF}Skills Acrobatics +14, Climb +20, Intimidate +17, Knowledge (planes) +15, Perception +24, Sense Motive +16, Stealth +14, Use Magic Device +17; **Racial Modifiers** +8 Perception

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

ECOLOGY

Environment any (Abyss)

Organization solitary, pair, or slaver gang (1 mythic kalavakus, 2-5 non-mythic kalavakuses, plus 10-60 slaves)

Treasure standard

SPECIAL ABILITIES**Enslave Soul (Su)** A mythic kalavakus can attempt to enslave the soul of any mortal creature within 60 feet as a swift action. The kalavakus must have line of sight to the target. The target can resist this special attack with a DC 19 Will save, but is staggered for 1 round even if the save is successful. If the save is successful, the creature is immune to this ability for 24 hours. If the target fails the save, the target's soul is enslaved—this creature takes a -6 penalty on all attack rolls and saving throws against that kalavakus. If a creature with an enslaved soul is slain by that kalavakus or by the kalavakus' slaves to fodder ability, the soul immediately infuses the demon's body, affecting it as a *heal* spell (CL 12th). A mythic kalavakus can have up to 13 mortal souls enslaved at a time—if it enslaves a 14th soul, the first is released. This is a mind-affecting death effect. The save DC is Charisma-based.**Horns (Ex)** A mythic kalavakus' horns bypass all DR, including epic DR. Additionally, the horns can easily catch weapons and yank them away from opponents. The demon gains a +4 racial bonus on all disarm attempts as a result.**Mythic Spell-like Abilities (Su)** Three times per day when a mythic kalavakus uses a spell-like ability, it can expend one or more uses of its mythic power to duplicate the mythic version of that spell. It can augment such spells as a 6th-tier mythic character.**Slaver's Majesty (Su)** A mythic kalavakus can expend one use of mythic power as a standard action to force all creatures within 60 feet to grovel before it in awe and fear. All creatures within 60 feet of the kalavakus that do not succeed on a DC 19 Will save immediately drop to the ground and cower for 1 round. If a creature successfully saves, it is instead staggered for 1 round. Additionally, the kalavakus can expend another use of mythic power as a swift action to extend the duration of the cowering condition for creatures that failed their Will save by an additional round. This is a mind-affecting compulsion effect. The save DC is Charisma-based.**Slaves to Fodder (Su)** A mythic kalavakus can expend one use of mythic power as a free action to command a mortal whose soul it has enslaved to commit suicide. If the enslaved mortal fails a DC 19 Will save, he draws a weapon and attempts a coup de grace action on himself. If the target does not have a weapon in immediate reach, he attempts a coup de grace action on himself by bashing his head against a nearby wall or floor and takes 2d4 points of damage. If the enslaved mortal survives the suicide attempt, the effect ends and he is dazed for 1 round. This is a mind-affecting compulsion effect. The save DC is Charisma-based.

MYTHIC NABASU**CR 10/MR 4**

XP 9,600

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CE Medium outsider (chaotic, demon, evil, mythic, native)

Int +11^{MF}; **Senses** darkvision 60 ft.; **Perception** +23**DEFENSE****AC** 26, touch 14, flat-footed 22 (+3 Dex, +1 dodge, +12 natural)**hp** 152 (9d10+103)**Fort** +13, **Ref** +9, **Will** +9**DR** 10/cold iron and epic and good; **Immune** death effects, electricity, poison; **Resist** acid 10, cold 10, fire 10; **SR** 19**OFFENSE****Speed** 30 ft., fly 60 ft. (average)**Melee** 2 claws +16 (1d6+7), bite +16 (1d8+7)**Special Attacks** blood drain^{MA} (1d4 Constitution), cannibal hunger^{MA}, consume life^{MA}, death-stealing gaze^{MA}, mythic power (4/day, surge 1d8), sneak attack +4d6^{MA}**Spell-Like Abilities** (CL 8th; concentration +12)At will—*deeper darkness*, *greater teleport* (self plus 50 lbs. of objects only), *telekinesis* (DC 19)3/day—*enervation*, *silence* (DC 16), *vampiric touch*1/day—*mass hold person* (DC 21), *regenerate*, *summon* (level 4, 1 nabasu 30% or 1d4 babaus 30%)**STATISTICS****Str** 24, **Dex** 17, **Con** 24, **Int** 15, **Wis** 16, **Cha** 19**Base Atk** +9; **CMB** +16; **CMD** 30**Feats** Cleave^{MF}, Combat Expertise, Dodge, Improved Initiative^{MF}, Power Attack**Skills** Acrobatics +15, Fly +15, Knowledge (arcana) +14, Knowledge (planes) +14, Perception +23, Sense Motive +15, Stealth +15 (+23 in shadowy areas), Survival +15; **Racial Modifiers** +8 Perception, +8 Stealth in shadowy areas**Languages** Abyssal, Celestial; telepathy 100 ft.**ECOLOGY****Environment** any land**Organization** solitary or brood (1 mythic nabasu and 2-4 non-mythic nabasus)**Treasure** standard**SPECIAL ABILITIES****Cannibal Hunger (Su)** Once per day, a mythic nabasu can expend one use of mythic power as a standard action

to telepathically project terrible images of cannibalism into the minds of all creatures with an Intelligence score of 3 or higher within 60 feet. The target creatures must succeed on a DC 20 Will save or be compelled to attack their closest ally with a natural attack or melee weapon (whichever attack is the most damaging). If a compelled creature manages to slay an ally, the compelled creature immediately spends the next minute feasting on the corpse. A creature can attempt a new save to end this effect each round at the end of its turn. A creature that recovers from this effect early after being affected by it for at least 1 round takes 1d4 points of Wisdom damage. A creature that succeeds on the initial save against cannibal hunger is merely staggered for 1 round. This is a mind-affecting insanity effect. The save DC is Charisma-based and includes a +2 racial bonus.

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

Death-Stealing Gaze (Su) As a free action once per day per growth point (minimum of 1/day), a mythic nabasu can activate its death-stealing gaze for a full round. All living creatures within 30 feet must succeed on a DC 18 Fortitude save or gain two negative levels. A humanoid slain in this manner immediately transforms into a ghost under the mythic nabasu's control. Normally, a mythic nabasu's gaze can only create one ghost per round—if multiple humanoids perish from the gaze in a round, the mythic nabasu picks which humanoid becomes a ghost. However, if multiple humanoids perish from the gaze in a round, a mythic nabasu can expend two uses of mythic power as a free action to transform all of the slain humanoids into ghosts. When a mythic nabasu transforms multiple humanoids into ghosts in the same round, it still only gains a single growth point. This is a death effect and the DC is Charisma-based.

MYTHIC ELITE NABASU**CR 17/MR 7**

XP 307,200

Pathfinder Roleplaying Game Bestiary

CE Medium outsider (chaotic, demon, evil, mythic, native)

Init +13/-7^{MF}, **dual initiative**^{MA}; **Senses** darkvision 60 ft.; Perception +23**DEFENSE****AC** 35, touch 16, flat-footed 29 (+5 Dex, +1 dodge, +19 natural)**hp** 292 (9d10+103+140)**Fort** +27, **Ref** +26, **Will** +23**DR** 10/cold iron and epic and good; **Immune** death effects, electricity, poison; **Resist** acid 10, cold 10, fire 10; **SR** 28**OFFENSE****Speed** 30 ft., fly 60 ft. (average)**Melee** 2 claws +30 (1d6+7), bite +30 (1d8+7)**Special Attacks** blood drain^{MA} (1d4 Constitution), **cannibal hunger**^{MA}, consume life^{MA}, death shriek^{MA} (DC 20), death-stealing gaze^{MA}, **mythic power** (4/day, surge 1d8), sneak attack +8d6^{MA}**Spell-Like Abilities** (CL 9th; concentration +26)At will—*deeper darkness*, *greater teleport* (self plus 50 lbs. of objects only), *telekinesis* (DC 19)3/day—*enervation*, *silence* (DC 16), *vampiric touch*1/day—*mass hold person* (DC 21), *regenerate*, *summon* (level 4, 1 nabasu 30 % or 1d4 babaus 30%)**STATISTICS****Str** 24, **Dex** 19, **Con** 24, **Int** 15, **Wis** 16, **Cha** 19**Base Atk** +23; **CMB** +32; **CMD** 32**Feats** Cleave^{MF}, Combat Expertise^{MF}, Dodge, Improved Initiative^{MF}, Power Attack^{MF}**Skills** Acrobatics +31, Fly +31, Knowledge (arcana) +28, Knowledge (planes) +28, Perception +37, Sense Motive +29, Stealth +31 (+39 in shadowy areas), Survival +29;**Racial Modifiers** +8 Perception, +8 Stealth in shadowy areas**Languages** Abyssal, Celestial; telepathy 100 ft.**SQ** scorched earth^{MA}**ECOLOGY****Environment** any land**Organization** solitary**Treasure** standard**Note:** This mythic elite nabasu is a mythic nabasu that has gained 14 growth points with its consume life ability, but has not yet matured.**SPECIAL ABILITIES**

Cannibal Hunger (Su) Once per day, a mythic nabasu can expend one use of mythic power as a standard action to telepathically project terrible images of cannibalism into the minds of all creatures with an Intelligence score of 3 or higher within 60 feet. The target creatures must succeed on a DC 20 Will save or be compelled to attack their closest ally with a natural attack or melee weapon (whichever attack is the most damaging). If a compelled creature manages to slay an ally, the compelled creature immediately spends the next minute feasting on the corpse, after which time the effect ends. Each round on its turn, a compelled creature may attempt a new Will save to end the effect; this is a full-round action that does not provoke attacks of opportunity. A creature that recovers from this effect early after being affected by it for at least 1 round takes 1d4 points of Wisdom damage. A creature that succeeds on the initial save to resist this effect is merely dazed for 1 round. This is a mind-affecting insanity effect. The save DC is Charisma-based and includes a +2 racial bonus.

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

Death Shriek (Su) As a standard action, a mythic elite nabasu can expend two uses of mythic power to unleash a soul-shredding wail. Any living creature within 30 feet that hears the death shriek is reduced to -1 hit points and begins dying (DC 20 Fortitude negates). Creatures that successfully save gain permanent immunity to the death shriek of that mythic elite nabasu. This is a death effect and the save DC is Charisma-based.

Death-Stealing Gaze (Su) As a free action once per day per growth point (minimum of 1/day), a mythic nabasu can activate its death-stealing gaze for a full round. All living creatures within 30 feet must succeed on a DC 18 Fortitude save or gain two negative levels. A human-

oid slain in this manner immediately transforms into a ghost under the mythic nabasu's control. Normally a mythic nabasu's gaze can only create one ghost per round—if multiple humanoids perish from the gaze in a round, the mythic nabasu picks which humanoid becomes a ghost. However, if multiple humanoids perish from the gaze in a round, a mythic nabasu can expend two uses of mythic power as a free action to transform all of the slain humanoids into ghosts. When a mythic nabasu transforms multiple humanoids into ghosts in the same round, it still only gains a single growth point. This is a death effect and the DC is Charisma-based.

Improved Sneak Attack (Ex) A mythic elite nabassu deals 8d6 points of sneak attack damage to creatures that it flanks or that are denied their Dexterity bonus against its attacks.

Scorched Earth (Su) When a mythic elite nabasu reaches maturity using its consume life ability and plane shifts to the Abyss, its departure from the Material Plane ignites a fiery explosion. Any creature within 60 feet of the spot from which the mythic elite nabasu plane shifted takes 8d6 points of fire damage and 8d6 points of damage from the corruptive power of the Abyss. A successful DC 23 Reflex save halves this damage. A humanoid creature killed by this effect is immediately transformed into a free-willed mohrg. The save DC is Constitution-based.

MYTHIC QUASIT

CR 2/MR 1

XP 800

Pathfinder Roleplaying Game Bestiary

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

Init +7^{MF}; Senses darkvision 60 ft.; Perception +7

DEFENSE

AC 17, touch 14, flat-footed 15 (+2 Dex, +3 natural, +2 size)

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

Fort +3, Ref +5, Will +2

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

OFFENSE

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

Melee 2 claws +7 (1d3–1 plus poison), bite +7 (1d4–1)

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

Special Attacks insidious poison^{MA}, mythic power (1/day, surge 1d6)

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

At will—*detect good*, *detect magic*, *greater invisibility* (self only)

1/day—*cause fear* (30-foot radius, DC 11)

1/week—*commune* (six questions)

STATISTICS

Str 8, Dex 14, Con 11, Int 11, Wis 12, Cha 11

Base Atk +3; CMB +3; CMD 12

Feats Improved Initiative^{MF}, Weapon Finesse

Skills Bluff +6, Fly +20, Intimidate +6, Knowledge (planes) +6, Perception +7, Stealth +16; **Racial Modifiers** +8 Fly

Languages Abyssal, Common; telepathy (touch)

SQ change shape (3 of the following forms: bat, small centipede, toad, dog, or wolf; polymorph), mythic master^{MA}

ECOLOGY

Environment any (Abyss)

Organization solitary or murder (1 mythic quasit and 2–16 non–mythic quasits)

Treasure standard

SPECIAL ABILITIES

Insidious Poison (Su) When a creature fails its Fortitude save against a mythic quasit's poison, the creature takes a -4 penalty on all saves against the quasit's spell-like abilities for as long as the creature remains poisoned. If the quasit is a familiar for a spellcaster, the -4 penalty on saves extends to its master's spells and spell-like abilities as well. Additionally, a mythic quasit can expend one use of mythic power as a swift action to make a creature it has hit with a claw attack roll its poison save twice and take the lower result.

Mythic Master (Su) A chaotic evil, chaotic neutral, or neutral evil spellcaster with the mythic Improved Familiar feat can call a mythic quasit as a familiar. A mythic quasit's master gains Mythic Spell Lore as a bonus feat as long as the mythic quasit is adjacent. However, the spells its master selects with this feat must have the chaotic 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 chaotic 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 chaotic or evil descriptor.

At the GM's option, instead of selecting any spells with the chaotic 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 Abyssal sorcerer bloodline and/or the domain spells of the Chaos or Evil cleric domain or the *Demon* subdomain.

If a mythic quasit's master is killed, the mythic quasit 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 quasit 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 the Abyss and gifted to the mythic quasit's demonic masters.

Poison (Ex) Claw—injury; *save* Fortitude DC 13; *frequency* 1/round for 6 rounds; *effect* 1d2 Dexterity; *cure* 2 consecutive saves.

MYTHIC SHADOW DEMON

CR 8/MR 3

XP 4,800

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

Init +11^{MF}; Senses darkvision 60 ft.; Perception +20

DEFENSE

AC 22, touch 19, flat-footed 18 (+5 deflection, +4 Dex, +3 natural)

hp 89 (7d10+51)

Fort +5, Ref +11, Will +7

Defensive Abilities incorporeal; DR 10/cold iron and epic and good; Immune electricity, poison; Resist acid 10, cold 10, fire 10; SR 19

Weaknesses sunlight powerlessness^{MA}

OFFENSE

Speed fly 40 ft. (perfect)

Melee 2 claws +11 (1d6 plus 1d6 cold), bite +11 (1d8 plus 1d6 cold)

Special Attacks *mythic power* (3/day, surge 1d6), pounce, sprint, shadow ambush^{MA}, shadow blend, soul consumption^{MA} (DC 18)

Spell-Like Abilities (CL 10th; concentration +15)

At will—*deeper darkness*, *fear* (DC 19), *greater teleport* (self only), *telekinesis* (DC 20)3/day—*magic jar* (DC 22), *possess object* (DC 20), *shadow conjuration* (DC 19), *shadow evocation* (DC 20)1/day—*summon* (level 3, 1 shadow demon 50%)

STATISTICS

Str —, Dex 18, Con 17, Int 14, Wis 14, Cha 21

Base Atk +7; CMB +11; CMD 26

Feats Blind-Fight, Combat Reflexes^{MF}, Improved Initiative^{MF}, Lightning Reflexes

Skills Acrobatics +14, Bluff +15, Fly +22, Knowledge (local) +12, Knowledge (planes) +12, Perception +20, Sense Motive +12, Stealth +14; Racial Modifiers +8 Perception

Languages Abyssal, Common; telepathy 100 ft.

SQ possession mastery^{MA}

ECOLOGY

Environment any (Abyss)

Organization solitary or haunt (1 mythic shadow demon and 2–8 non-mythic shadow demons)

Treasure standard

SPECIAL ABILITIES

Possession Mastery (Su) A mythic shadow demon adds +2 to the DC for Will saves against its *magic jar* spell-like ability. Additionally, a mythic shadow demon can expend one use of mythic power to make a target of its *magic jar* spell-like ability roll its Will save twice and take the lower result.

Shadow Ambush (Su) A mythic shadow demon that attacks foes in a surprise round can take a full round of actions if it begins the combat by emerging from the shadows with its shadow blend ability.

Shadow Blend (Su) During any conditions other than bright light, a mythic shadow demon can disappear into the shadows as a move action, effectively becoming invisible. Artificial illumination or light spells of 2nd level or lower do not negate this ability.

Soul Consumption (Su) A mythic shadow demon can gradually consume the soul of any mortal creature it possesses with its *magic jar* spell-like ability. Each round the mythic shadow demon remains inside a mortal host, the mythic shadow demon can attempt to feed. The host creature must succeed on a DC 18 Will save or take 1 point of Wisdom drain. A creature reduced to a Wisdom score of 0 by this attack is immediately slain; the creature's body crumbles to dust and its soul is utterly annihilated. Creatures destroyed in this way can only be restored to life through *true resurrection*, or a carefully worded *wish* spell followed by *resurrection*, or *miracle*. Additionally, each time a shadow demon consumes a point of Wisdom, it heals 20 hit points (up to its maximum hit point total). This is a death effect and the DC is Charisma-based.

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

Sunlight Powerlessness (Ex) A mythic shadow demon is utterly powerless in bright light or natural sunlight and flees from it. A mythic shadow demon caught in such light cannot attack and can take only a single move or standard action. A mythic shadow demon that is possessing a creature using *magic jar* is not harmed by sunlight, but if it is struck by a *sunbeam* or *sunburst* spell while possessing a creature, the mythic shadow demon is driven out of its host automatically. As a free action, a mythic shadow demon can spend one use of its mythic power to suppress its sunlight powerlessness until the end of its next turn.

MYTHIC SUCCUBUS

CR 8/MR 3

XP 4,800

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

Init +3; Senses darkvision 60 ft., *detect good*; Perception +21

DEFENSE

AC 23, touch 13, flat-footed 20 (+3 Dex, +10 natural)

hp 114 (8d10+70)

Fort +7, Ref +9, Will +10

DR 10/cold iron and epic and good; Immune fire, electricity, poison; Resist acid 10, cold 10, fire 10; SR 19

OFFENSE

Speed 30 ft., fly 50 ft. (average)

Melee 2 claws +11 (1d6+1)

Special Attacks dark mistress^{MA}, demonic glory^{MA}, energy drain^{MA}, *mythic power* (3/day, surge 1d6), profane gift^{MA}

Spell-Like Abilities (CL 12th; concentration +21)

Constant—*detect good*, *tongues*

At will—*charm monster* (DC 24), *detect thoughts* (DC 21), *ethereal jaunt* (self plus 50 lbs. of objects only), *suggestion* (DC 23), *greater teleport* (self plus 50 lbs. of objects only), *vampiric touch*

1/day—*dominate person* (DC 24), *summon* (level 3, 1 babau 50%)

STATISTICS

Str 13, Dex 17, Con 20, Int 18, Wis 14, Cha 29

Base Atk +8; CMB +11; CMD 22

Feats Agile Maneuvers, Combat Reflexes^{MF}, Iron Will^{MF}, Weapon Finesse

Skills Bluff +28, Diplomacy +20, Disguise +20, Escape Artist +14, Fly +14, Intimidate +17, Knowledge (local) +15, Perception +21, Sense Motive +13, Stealth +14; Racial Modifiers +8 Bluff, +8 Perception

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

SQ change shape (*alter self*; Small or Medium humanoid)


ECOLOGY

Environment any (Abyss)

Organization solitary, pair, or harem (1 mythic succubus and 2–12 non-mythic succubi)

Treasure standard





SPECIAL ABILITIES

Dark Mistress (Su) A mythic succubus can expend two uses of mythic power as a full round action to force a mortal creature or another demon within 30 feet to fall madly in love with her, as if the creature consumed a *philter of love* (DC 23 Will negates). The creature's attitude toward the mythic succubus becomes helpful. If a romantic attraction is possible toward the mythic succubus, the creature falls in love with her. Otherwise, the creature's love is a platonic adoration. This is a curse effect and is permanent. It cannot be dispelled but can be removed with *break enchantment*, *limited wish*, *miracle*, *remove curse*, or *wish*. The save DC is Charisma based.

Demonic Glory (Su) Once per day, and only when revealing its true form, a mythic succubus can expend one use of mythic power as a full round action to inspire incredible awe to all creatures within 60 feet that can see her. A creature that fails a DC 23 Will save immediately falls to the ground and prostrates itself before the mythic succubus. A flying creature incapable of hovering must land immediately in order to prostrate itself. These creatures are dazed for the duration of the effect, though the effect is broken if the creature is attacked by the mythic succubus or any of her allies or if the succubus moves more than 60 feet away. Each round on its turn, a victim of this effect may attempt a new saving throw to end the effect; this is a move action that does not provoke attacks of opportunity. A creature that recovers from this effect early after being affected by it for at least 1 round takes 1d4 points of Charisma damage and is staggered for 1d4 rounds. A creature that makes the initial save to resist this effect is merely staggered for 1 round. This is a mind-affecting compulsion effect and the save DC is Charisma-based.

Energy Drain (Su) A mythic succubus drains energy from a mortal she lures into an act of passion, such as a kiss. An unwilling victim must be grappled before the succubus can use this ability. The succubus's kiss bestows two negative levels. The kiss also has the effect of a *suggestion* spell, asking the victim to accept another act of passion from the succubus. The victim must succeed on a DC 25 Will save to negate the suggestion. The DC is 25 for the Fortitude save to remove a negative level. Additionally, a mythic succubus can expend one use of mythic power as a swift action to make a creature it has kissed roll its Will save to resist the suggestion effect twice and take the lower result. These save DCs are Charisma-based and include a +2 racial bonus.

Profane Gift (Su) Up to three times per day as a full-round action, a mythic succubus may grant a profane gift to a willing humanoid creature by touching it for 1 full round. The target gains a +4 profane bonus to an ability score of his choice, electricity resistance 10, and a +4 bonus on all saving throws against poison. A single creature may have no more than one profane gift from a mythic succubus at a time. As long as the profane gift persists, the mythic succubus can communicate telepathically with the target across any distance on the same plane (and may use her *suggestion* spell-like ability through it). A profane gift is removed by *dispel evil* or *dispel chaos*. The mythic succubus can also remove it as a free action (causing 2d6 Charisma drain to the victim, no save).

This towering six-legged creature lumbers across the battlefield with a horde of demons clinging to its shaggy back like a swarm of fiendish ticks. As the beast's cloven hooves pulverize trees, buildings, and enemies with equal ease, its twin blind, wolf-like heads take turns belching forth tarry acidic sludge, expelling waves of concussive force, and howling battle-cries in a cruel language not meant for mortal ears.

GULGERAK DEMON**CR 22/MR 9****XP 614,400**

CE Colossal outsider (chaotic, demon, evil, extraplanar, mythic)

Init -3/-23, dual initiative^{MA}; **Senses** blindsight 120 ft.; Perception +9**Aura** aura of slaughter (60 ft.)**DEFENSE****AC** 37, touch 3, flat-footed 37 (+4 deflection, -3 Dex, +34 natural, -8 size)**hp** 477 (25d10+340)**Fort** +26, **Ref** +5, **Will** +13; **second save**^{MA}**Defensive Abilities** major fortification (75%)^{MA}; **DR** 15/cold iron and epic; **Immune** electricity, poison; **Resist** acid 10, cold 10, fire 10; **SR** 29**Weaknesses** vulnerable to sonic**OFFENSE****Speed** 40 ft.**Melee** 2 bites +35 (4d8+17 plus grab), 2 stomps +35 (4d8+17)**Space** 30 ft.; **Reach** 20 ft. (30 ft. with bite)**Special Attacks** breath weapon (60-ft. cone, 20d8 acid or 20d8 force, Reflex DC 32 for half, usable every 1d4 rounds), **feral savagery** (full attack)^{MA}, **mythic power** (9/day, surge 1d10), **stomp**^{MA} (DC 39), **swallow whole**^{MA} (8d8 acid damage, AC 27, 47 hp), **trample** (4d8+25, DC 39)**Spell-Like Abilities** (CL 25th; concentration +25)Constant—**unholy aura** (DC 18)At will—**greater teleport**1/day—**summon** (level 5, 2d8 babaus 80%)**STATISTICS****Str** 44, **Dex** 5, **Con** 31, **Int** 4, **Wis** 9, **Cha** 10**Base Atk** +25; **CMB** +50 (+54 bull rush, +54 grapple); **CMD** 61 (63 vs. bull rush, 69 vs. trip)**Feats** Awesome Blow^{MF}, Blind-Fight, Cleave^{MF}, Critical Focus, Great Fortitude, Greater Bull Rush, Improved Bull Rush^{MF}, Lunge, Power Attack^{MF}, Vital Strike^{MF}, Weapon Focus (bites), Weapon Focus (stomps), Quick Bull Rush**Skills** Climb +26, Intimidate +28, Knowledge (engineer-

ing) +10, Knowledge (planes) +10, Perception +9, Sense Motive +13, Swim +26

Languages Abyssal; telepathy 100 ft.**SQ** blind, lifedrinker^{MA}, unstoppable beast of war^{MA}**ECOLOGY****Environment** any (Abyss)**Organization** solitary, pair, or ruin (3-6)**Treasure** incidental**SPECIAL ABILITIES**

Aura of Slaughter (Su) A gulgerak's presence instills demons with increased ferocity and bloodlust. All creatures of the demon subtype within 60 feet of a gulgerak receive a +2 morale bonus on attack rolls, damage rolls, Strength checks, and Strength-based skill checks. Additionally, whenever a demon within 60 feet of a gulgerak makes a full attack action, it can make an additional attack at its full base attack bonus. This additional attack is not cumulative with similar effects, such as *haste* or weapons with the speed special ability.

Blind (Ex) Gulgeraks are blind and are immune to all sight-based effects and attacks, including gaze attacks. A gulgerak's highly evolved hearing enables it to vaguely sense objects and movement out to a distance of 10 feet, though for the purposes of combat and determining line of sight the creature is effectively blind. Gulgeraks have formed a special telepathic bond with demons and have grown to rely on them to act as their sensory surrogates. A gulgerak in contact with a creature of the demon subtype gains blindsight out to a distance of 120 feet. A gulgerak not in contact with a demon is effectively blind and cannot use any of its melee or breath weapon attacks. A deaf gulgerak is effectively blinded as well, and if a gulgerak takes more than 20 points of sonic damage in one round it is automatically deafened for 1 round.

Breath Weapons (Su) A gulgerak has two breath weapons. Its right head can breathe a 60-foot cone of acidic tar-like sludge that deals 20d8 points of acid damage (DC 32 Reflex for half). A creature that fails its Reflex save takes another 10d8 points of acid damage the following round and becomes entangled by the sludge. Entangled creatures can free themselves with a successful DC 32 Reflex save (a move action). A gulgerak's left head can breathe a 60-foot cone of kinetic energy that deals 20d8 points of force damage (DC 32 Reflex for half). Creatures caught inside the cone's area of effect are affected by an immediate bull rush attack using the gulgerak's bull rush CMB (+53). Additionally, a

gulgerak can expend two uses of mythic power as part of a breath weapon attack to completely ignore a single creature's DR (including epic DR). Once a gulgerak uses a breath weapon that particular breath weapon is unavailable for 1d4 rounds.

Lifedrinker (Su) Whenever a mortal creature or outsider dies within 60 feet of a gulgerak, it absorbs the dying creature's lifeforce and heals an immediate number of hit points equal to the dying creature's CR, up to its maximum hit point total. A gulgerak does not gain healing from creatures with a CR less than 1.

Major Fortification (Ex) The gulgerak's monstrous size and thick hide gives it a 75% chance to treat any critical hit or sneak attack as a normal hit, as if the gulgerak was wearing major fortification armor. Additionally, a gulgerak can expend one use of mythic power as an immediate action to change a confirmed critical hit made against it to a normal hit. **Stomp (Ex)** A gulgerak can perform a special stomp attack as a full round action, bringing its four front hooves down upon its foes. All creatures smaller than the

gulgerak in an adjacent 20-foot square take 4d8+32 points of damage (DC 39 Reflex save for half) and are staggered for 1 round. Creatures that fail the Reflex save are knocked prone and staggered for 1d6+1 rounds. The save DC is Strength-based.

Stomp (Ex) A gulgerak can perform a special stomp attack as a full round action, bringing its four front hooves down upon its foes. All creatures smaller than the gulgerak in an adjacent 20-foot square take 4d8+32 points of damage (DC 39 Reflex save for half) and are staggered for 1 round. Creatures that fail the Reflex save are knocked prone and staggered for 1d6+1 rounds. The save DC is Strength-based.

Unstoppable Beast of War (Ex) A gulgerak is a living siege engine, trained to carry hordes of demons into battle. The massive demon can carry any combination of Huge-sized or smaller creatures within the 30 foot long by 30 foot wide area that makes up its back. Creatures riding atop a gulgerak occupy the same square as the gulgerak and cannot be engaged in melee unless their opponent is also riding atop the gulgerak. Medium-sized or smaller creatures riding a gulgerak gain partial cover (+2 AC, +1 to Reflex saves) from the gulgerak's many spikes, spines, and bony ridges. Additionally, a gulgerak's movement is never impeded by difficult terrain or by bogs, pits, water, walls, or open gaps up to 10 feet deep, 10 feet wide, and 10 feet high. A gulgerak can always charge, even through such terrain or if its movement is impeded or its path is blocked by creatures smaller than it. It gains a +10 racial bonus on combat maneuver checks to overrun and Strength checks to break or destroy objects. Furthermore, a gulgerak's natural attacks deal double damage against inanimate objects, vehicles, and buildings and can threaten and confirm critical hits against them.



Gulgeraks, also known as siege demons, are titanic creatures used as living war machines. Thankfully rare, gulgeraks form from the souls of thousands of evil warriors that die en masse on a mortal battlefield. When these entangled, continuously fighting souls reach the Abyss, they are absorbed into the raw, protoplasmic flesh of the Abyss and form a massive, scab-like clot that slowly festers even as it grows. Certain powerful demon lords have learned how to extract and incubate these disgusting fleshy globs and instill in them a terrible demonic hunger and thirst for war. Under constant cultivation, these putrescent masses eventually form enormous boils of writhing demon-flesh. Finally, after several millennia, a fully formed gulgerak bursts forth, ready for battle.

Gulgeraks know only war; they crave battle and grow increasingly restless (and dangerous) when they are not storming a battlefield, crushing their enemies beneath their gigantic hooves. Because they feed on the life force of any mortal or outsider that dies near them, gulgeraks are notoriously indiscriminate killers. Unless reined in by a powerful demon handler, a gulgerak is just as likely to stomp an allied babau into paste as it is to smash asunder a unit of enemy devils or angels.

Regardless of their unpredictable nature or perhaps because of it, gulgeraks are prized by demonkind, who see in them the living embodiment of the awesome destructive might of the Abyss. This has made gulgerak ownership a sign of prestige among the demonic elite. Many powerful demon lords covet the secret of nurturing and rearing gulgeraks, and often parade them before their peers much like a proud mortal owner displays a prized bull or thoroughbred.

A gulgerak stands nearly 60 feet tall at the shoulder and is roughly 50 feet long. Its massive shaggy body weighs 40 tons.

PRIMAL GULGERAKS AND WOLVES-IN-IRON

Gulgeraks continue to grow, albeit only a few inches each century, and some of the creatures have grown to truly monstrous proportions. Though only five are thought to exist, these primal gulgeraks are some of the largest and most destructive entities ever spawned in the multiverse (add the advanced and giant simple templates and the invincible mythic template) and are the personal steeds of the mightiest demon princes.

Thought to be the first gulgerak ever spawned, the legendary Wolves-in-Iron (CE primal gulgerak sorcerer 10) is a massive 80-foot tall behemoth encased in an armored shell of smoldering, white-hot iron plates. This unique gulgerak has a grown quite intelligent in its long life (Intelligence score of 16) and is rumored to possess powerful spell-casting abilities and an immunity to fire. A true mercenary, Wolves-in-Iron does not serve a single demonic master. Instead, the treacherous creature plays the various demon princes and demon lords off one another in a perpetual game of war and intrigue. When it takes to the battlefield, Wolves-in-Iron leads a devastating army of 13 gulgeraks known throughout the Abyss as the Thundering Doom.

MYTHIC DEMONS ORGANIZED BY CR

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MYTHIC MONSTERS:
DEMONS



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MYTHIC PLUG-INS