SWORD OF VALOR

SOLTENGREBBE **CR 10/MR 4**

XP 9,600
Male advanced mythic chimera (*Pathfinder RPG Bestiary 44, Pathfinder RPG Mythic Adventures*)
CE Large magical beast (demon, mythic)
Init +10/-10[M], dual initiative; **Senses** darkvision 60 ft., low-light vision, scent; Perception +17

DEFENSE

AC 24, touch 11, flat-footed 22 (+2 Dex, +13 natural, –1 size)
hp 142 (12d10+76)
Fort +11, **Ref** +10, **Will** +7
Defensive Abilities three brains; **DR** 10/epic and cold iron or epic and good; **Immune** electricity, poison; **Resist** acid 10, cold 10, fire 10; **SR** 21

OFFENSE

Speed 30 ft., fly 50 ft. (poor)
Melee bite +18 (2d6+6/19-20), bite +18 (1d8+6/19-20), gore +17 (1d8+6 plus trip), 2 claws +17 (1d6+6)
Space 10 ft.; **Reach** 5 ft.
Special Attacks mythic breath weapon, mythic power (4/day, surge 1d8), crushing jaws

STATISTICS

Str 22, **Dex** 14, **Con** 17, **Int** 4, **Wis** 13, **Cha** 10
Base Atk +12; **CMB** +18; **CMD** 30 (34 vs. trip)
Feats Ability Focus (mythic breath), Improved Critical (bite), Improved Initiative[M], Iron Will, Power Attack (-4/+12)[M], Weapon Focus (bite), Toughness[B]
Skills Fly +8, Perception +17, Stealth -2 (+2 in scrubland or brush); **Racial Modifiers** +2 Perception, +4 Stealth in scrubland or brush
Languages Draconic
SQ demonic

SPECIAL ABILITIES

Crushing Jaws (Ex)

If Soltengrebbe hits a creature with both bite attacks, it savages its prey as a free action. This deals 2d6+1d8+9 points of damage. In addition, the victim must succeed at a DC 22 Fortitude save to resist being staggered by the pain for 1d4 rounds. The save DC is Strength-based.

Demonic (Ex)

Soltengrebbe's transformation into a mythic creature has infused it with many demonic resistances and immunities. It counts as if it had the demon subtype for the purposes of effects that have additional effects against demons.

Mythic Breath Weapon (Su)

Soltengrebbe's breath weapon is usable once every 1d4 rounds, deals 6d8 points of cold damage and 2d8 piercing damage in a 40-foot cone, and allows a DC 21 Reflex save for half damage. The save DC is Constitution-based. If Soltengrebbe expends one use of mythic power, it can be used as a swift action.

Three Brains (Ex)

Anytime Soltengrebbe attempts a Will saving throw, it rolls twice and uses the better result.

EXORIUS **CR 10/MR 3**

XP 9,600
Male mythic incubus fighter 3 (*Pathfinder RPG Bestiary 3 73, Pathfinder RPG Mythic Adventures*)
CE Medium outsider (chaotic, demon, evil, extraplanar, mythic)
Init +10[M]; **Senses** darkvision 60 ft.; Perception +24

DEFENSE

AC 27, touch 13, flat-footed 24 (+5 armor, +3 Dex, +9 natural)
hp 159 (11d10+99)
Fort +15, **Ref** +8, **Will** +11
DR 10/epic and cold iron or epic and good; **Immune** electricity, poison; **Resist** acid 10, cold 10, fire 10; **SR** 21

OFFENSE

Speed 30 ft., fly 50 ft. (average)
Melee *+2 unholy keen shocking lance* +23/+23/+18 (1d8+15/19-20/x3) or *+1 unholy keen scimitar* +21/+21/+16 (1d6+14/15-20) or 2 slams +20 (1d4+9)
Special Attacks horde master, precision, mythic power (3/day, surge 1d6), pain redoubled (DC 21)
Spell-Like Abilities (CL 11th; concentration +17)
Constant—*tongues*
At will—*charm person* (DC 17), *detect thoughts* (DC 18), *greater teleport* (self plus mount plus 50 lbs. of objects only), *suggestion* (DC 19)
1/day—*crushing despair* (DC 20), summon (level 5, 5 brimoraks 80%)

STATISTICS

Str 28, **Dex** 17, **Con** 24, **Int** 16, **Wis** 15, **Cha** 23
Base Atk +11; **CMB** +20; **CMD** 33
Feats Improved Initiative[M], Iron Will, Lightning Reflexes, Mounted Combat, Power Attack (-3/+9;+6), Ride-By Attack[M], Spirited Charge, Weapon Focus (lance),
Skills Ride +16, Bluff +15, Diplomacy +18, Fly +14, Intimidate +25, Knowledge (planes) +14, Perception +24, Sense Motive +14, Stealth +14, Survival +14; **Racial Modifiers** +8 Intimidate, +8 Perception
Languages Abyssal, Celestial, Draconic, Common; telepathy 100 ft., *tongues*
SQ change shape (Small or Medium humanoid; *alter self*), infuse weapons
Other Gear *+1 hide*, *+1 shocking lance*, masterwork scimitar

SPECIAL ABILITIES

Horde Master (Su)

Exorius can inspire allies that are inside his telepathy range or can see him. They get a +2 competence bonus to attack rolls, damage rolls, saves, and skill checks. Brimoraks, drakes, dretches, incubi and schirs gain double the normal bonuses from this ability.

Infuse Weapon (Su)

Any weapon Exorius wields gains a +1 enhancement bonus to attack and damage, and also the *unholy* and *keen* weapon qualities.

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 21 Fortitude save or be wracked by pain, becoming sickened for 1d6 rounds. Multiple uses of this ability extend the duration. The save DC is Charisma-based.

Note: Exorius was a mythic character in my game because he was related to one of the characters' backstory. This statblock is not intended to be used in a direct fight against him after the Keeper's Canyon mass battle, as detailed in the module. You can use him as the battle comander (as I did), giving the enemy army the ability to benefit from his surges (just as the PCs can do with theirs). Make him face the PCs when they are at a higher level. My group finally defeated him at the Fallen Fane in Demon's Heresy, after encountering him several times.

RIFT DRAKE MOUNT **CR 10**

XP 9,600
Advanced rift drake (*Pathfinder RPG Bestiary 3 106*)
CE Large dragon (earth)
Init +9; **Senses** darkvision 60 ft., low-light vision, scent; Perception +17

DEFENSE

AC 31, touch 14, flat-footed 26 (+4 armor, +5 Dex, +13 natural, -1 size)
hp 148 (11d12+77)
Fort +14, **Ref** +12, **Will** +12
Immune paralysis, sleep; **Resist** acid 30

OFFENSE

Speed 30 ft., climb 20 ft., fly 60 ft. (average)
Melee bite +20 (2d8+13/17-20 plus bleed), tail slap +14 (1d10+4 plus trip)
Space 10 ft.; **Reach** 10 ft.
Special Attacks bleed (1d6), clinging corrosion, pounce, savage bite

STATISTICS

Str 29, **Dex** 21, **Con** 24, **Int** 12, **Wis** 16, **Cha** 15
Base Atk +11; **CMB** +21; **CMD** 36
Feats Flyby Attack, Improved Critical (bite), Improved Initiative, Iron Will, Power Attack (-3/+9;+3), Weapon Focus (bite)
Skills Climb +23, Fly +19, Intimidate +16, Perception +17, Sense Motive +17, Stealth +19, Survival +17
Languages Abyssal, Draconic
SQ share mythic power, speed surge (3/day, swift, additional move action)
Other Gear *+1 studded leather barding*

SPECIAL ABILITIES

Clinging Corrosion (Su)

As a standard action, a rift drake can spit a ball of caustic gas that bursts into a cloud upon impact. This attack has a range of 60 feet and deals 5d10 points of acid damage to all creatures within the resulting 15-foot-radius spread. Additionally, any creature damaged by this attack is affected as though by the spell *slow* for 1d4 rounds. A successful DC 22 Reflex save halves the damage and negates the slowing effect. Once a rift drake uses its breath weapon, it cannot do so again for 1d6 rounds. The save DC is Constitution-based.

Share Mythic Power (Su)

The rift drake gets the benefits of the Mythic Companion feat while mounted by Exorius.

KIRANDA **CR 11/MR 4**

XP 12,800
Female mythic succubus duelist 2 (*Pathfinder RPG Bestiary 68, Pathfinder RPG Mythic Adventures*)
CE Medium outsider (chaotic, demon, evil, extraplanar, mythic)
Init +12; **Senses** darkvision 60 ft., detect good; Perception +23

DEFENSE

AC 32, touch 19, flat-footed 23 (+2 armor, +6 Dex, +3 dodge, +11 natural)
hp 155 (10d10+100)
Fort +9, **Ref** +13, **Will** +9; evasion
Defensive Abilities canny defense +2, parry; **DR** 10/epic and cold iron or epic and good; **Immune** electricity, fire, poison; **Resist** acid 10, cold 10; **SR** 22

OFFENSE

Speed 60 ft., fly 100 ft. (average)
Melee *+1 frost rapier* +17/+12 (1d6+9/15-20/x3 plus 1d6 cold) or 2 claws +16 (1d6+8)
Special Attacks energy drain, mythic power (4/day, surge 1d8), precise strike +2, profane gift
Spell-Like Abilities (CL 16th; concentration +24)
Constant—*detect good, tongues*
At will—*charm monster* (DC 22), *detect thoughts* (DC 20), *ethereal jaunt* (self plus 50 lbs. of objects only), *suggestion* (DC 21), *greater teleport* (self plus 50 lbs. of objects only), *vampiric touch*
1/day—*dominate person* (DC 23), summon (level 5, 1 babau 90%)

STATISTICS

Str 17, **Dex** 23, **Con** 22, **Int** 20, **Wis** 14, **Cha** 27
Base Atk +10; **CMB** +13; **CMD** 32
Feats Dodge, Improved Critical (rapier)[M], Mobility, Power Attack (-3/+6), Weapon Finesse[M]
Skills Acrobatics +24, Bluff +29, Disguise +18, Fly +19, Intimidate +18, Knowledge (local) +15, Perception +23, Perform (dance) +17, Sense Motive +15, Sleight of Hand +16, Stealth +19; **Racial Modifiers** +8 Bluff, +8 Perception
Languages Abyssal, Celestial, Common, Draconic, Hallit; *tongues*, telepathy 100 ft.
SQ amazing initiative, change shape (*alter self*, Small or Medium humanoid), deadly dodge, improved reaction +2, perfect lie
Gear leather armor, *+1 frost rapier*, *boots of elvenkind*

SPECIAL ABILITIES

Energy Drain (Su)

A 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 one negative level. 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 22 Will save to negate the *suggestion*. The DC is 22 for the Fortitude save to remove a negative level. These save DCs are Charisma-based.

Profane Gift (Su)

Once per day as a full-round action, a succubus 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 succubus at a time. As long as the profane gift persists, the succubus can communicate telepathically with the target across any distance (and may use her *suggestion* spell-like ability through it). A profane gift is removed by *dispel evil* or *dispel chaos*. The succubus can remove it as well as a free action (causing 2d6 Charisma drain to the victim, no save).

STAUNTON VHANE **CR 11**

XP 12,800

Male dwarf antipaladin of Deskari 8/champion 4 (*Pathfinder RPG Advanced Player's Guide 118, Pathfinder RPG Mythic Adventures 20*)

CE Medium humanoid (dwarf)

Init +12[M]; **Senses** darkvision 60 ft.; Perception +1

Aura cowardice (10 ft., -4 vs. fear effects), despair (10 ft., -2 to saves)

DEFENSE

AC 24, touch 10, flat-footed 24 (+12 armor, +2 natural)

hp 140 (8d10+92)

Fort +16, **Ref** +5, **Will** +10; +2 vs. poison, spells and spell-like abilities

Defensive Abilities defensive training, hard to kill, stability; **Immune** disease

OFFENSE

Speed 50 ft.

Melee *Soulshear* +17/+17 (1d10+11/x3) or spiked armor +14/+14 (1d6+6/x3)

Ranged *+1 returning throwing axe* +9 (1d6+7)

Special Attacks champion's strike (sudden attack, +4), channel negative energy (DC 17, 4d6), ever ready (+4 attack and damage, 2 opp. attacks/round), dwarven hatred, fleet warrior, mythic power (11/day, surge 1d8), precision, smite good 3/day (+3 attack and AC, +8 damage)

Antipaladin Spell-Like Abilities (CL 8th; concentration +11)

At will—*detect good*

Antipaladin Spells Prepared (CL 5th; concentration +8)

2nd—*bull's strength**, *hold person* (DC 15)

1st—*command* (DC 14), *protection from good*

STATISTICS

Str 22, **Dex** 10, **Con** 24, **Int** 10, **Wis** 12, **Cha** 16

Base Atk +8; **CMB** +14; **CMD** 24 (28 vs. bull rush and trip)

Feats Improved Initiative[M], Power Attack[M] (-3/+12;+9), Toughness, Weapon Focus (glaive)

Skills Bluff +9, Intimidate +8, Linguistics +1, Perception +1 (+3 to notice unusual stonework), Ride +5, Sense Motive +7

Languages Abyssal, Common, Dwarven

SQ aura of evil, amazing initiative, code of conduct, cruelties (diseased, fatigued), exceptional stats, fiendish boon (weapon +2, 1/day), impossible speed, plague bringer, recuperation, touch of corruption (DC 17, 4d6, 7/day), unholy resilience, wealthy

Combat Gear *wand of blindness/deafness* (8 charges); **Other Gear** *+3 spiked full plate*, *+1 returning throwing axe*, *Soulshear*, *amulet of natural armor +2*, *belt of mighty constitution +4*, *headband of alluring charisma +2*, skeleton key to Citadel Drezen (works on all doors within the citadel and on his footlocker in area **F21**, but not on doors in the dungeon), 68 gp.

STAUNTON'S MOUNT CR 8

XP 3,200
Advanced warmonger wasp
CE Large construct (extraplanar)
Init +12; **Senses** darkvision 60 ft., low-light vision; Perception +15

DEFENSE

AC 25, touch 17, flat-footed 17 (+8 Dex, +8 natural, –1 size)
hp 105 (10d10+30+20); fast healing 10
Fort +7, **Ref** +11, **Will** +6
Immune electricity, construct traits

OFFENSE

Speed 30 ft., fly 30 ft. (good)
Melee bite +17 (1d8+6), 2 claws +17 (1d6+6), sting +17 (1d6+6/19–20 plus poison)
Space 10 ft.; **Reach** 10 ft.
Special Attacks static discharge, poison

STATISTICS

Str 22, **Dex** 27, **Con** —, **Int** 7, **Wis** 17, **Cha** 5
Base Atk +10; **CMB** +17; **CMD** 35
Feats Ability Focus (poison), Great Fortitude, Improved Critical (sting), Improved Initiative, Weapon Finesse
Skills Fly +16, Perception +15, Stealth +15; **Racial Modifiers** +8 Perception, +8 Stealth
Languages Abyssal (cannot speak)
SQ reinforced construction

SPECIAL ABILITIES

Poison (Ex)

Sting—injury; *save* Fort DC 19; *frequency* 1/round for 6 rounds; *effect* 1d4 Dex; *cure* 2 consecutive saves.

Reinforced Construction (Ex)

The improved materials used to build the wasp gives it +2 hit points per HD, fast healing 10, and a +2 racial bonus on its save DCs.

Static Discharge (Su)

Once every 1d4 rounds as part of a move action taken to fly at least 10 feet, a warmonger wasp's wings can discharge a bolt of electricity to a range of up to 60 feet.

The bolt explodes upon reaching its target, creating a 20-foot-radius burst that deals 6d6 points of electricity damage (Reflex DC 17 half).

EUSTOYRIAX **CR 11/MR 4**

XP 12,800
Male advanced mythic shadow demon (*Pathfinder RPG Bestiary 67, 294; Pathfinder RPG Mythic Adventures*)
CE Medium outsider; (chaotic, demon, evil, extraplanar, incorporeal, mythic)
Init +10; **Senses** darkvision 60 ft., see in darkness; Perception +25

DEFENSE

AC 30, touch 26, flat-footed 22 (+8 deflection, +4 natural, +6 Dex, +2 dodge)
hp 155 (10d10+100)
Fort +9, **Ref** +13, **Will** +11
Defensive Abilities endure sunlight, incorporeal; **DR** 10/cold iron and epic or epic and good; **Immune** cold, electricity, mind-affecting effects, paralysis, poison; **Resist** acid 10, fire 10; **SR** 22

OFFENSE

Speed fly 40 ft. (perfect)
Melee 2 claws +16 touch (1d6+8/19-20 plus 1d6 cold plus grab), bite +16 touch (1d8+8 plus 1d6 cold)
Special Attacks mythic power (4/day, surge 1d8), possession mastery, pounce, rake (2 claws +16 touch, 1d6+8), shadow blend, sprint
Spell-Like Abilities (CL 14th; concentration +22)
At will—*deeper darkness, fear* (DC 22), *greater teleport* (self only) *telekinesis* (DC 23), summon (level 5, 1d4 shadows 75%)
3/day—*magic jar* (DC 25), *shadow conjuration* (DC 22), *shadow evocation* (DC 23)
1/day—summon (level 5, 1 shadow demon 90%)

STATISTICS

Str —, **Dex** 22, **Con** 23, **Int** 18, **Wis** 18, **Cha** 26
Base Atk +10; **CMB** +16 (+20 grapple); **CMD** 36
Feats Ability Focus (*magic jar*), Arcane Strike (+3), Blind-Fight[M], Dodge[M], Improved Initiative
Skills Acrobatics +19 (+7 while jumping), Bluff +20, Fly +27, Intimidate +18, Knowledge (arcana) +17, Knowledge (local) +17, Knowledge (planes) +17, Perception +25, Sense Motive +17, Stealth +19; **Racial Modifiers** +8 Perception
Languages Abyssal, Common; telepathy 100 ft.
SQ improved shadow form, shadowblood

SPECIAL ABILITIES

Endure Sunlight (Ex)

Eustoyriax does not possess the standard shadow demon weakness of sunlight powerlessness.

Improved Shadow Form (Ex)

Eustoyriax adds his charisma modifier to all natural attack damage rolls. His claws become partially corporeal when attacking, allowing him to grapple opponents without being considered grappled. This ability also gives him a natural armor bonus to AC equal to his mythic rank, and additional immunities beyond those possessed by standard shadow demons.

Possession Mastery (Su)

Eustoyriax can use *magic jar* three times per day. If the target successfully saves against it, Eustoyriax can spend one use of mythic power to force the target to reroll, taking a -2 penalty. He can only do this once per casting. When he affects a creature with this ability, he can use all of its abilities, including spellcasting. If the target is protected against possession, he can try to dispel the effect as if he had cast *dispel magic* (CL 14th) on the target.

Sprint (Ex)

Once per minute, Eustoyriax can increase its fly speed to 240 feet for 1 round.

Shadow Blend (Su)

During any conditions other than bright light, Eustoyriax can disappear into the shadows as a move-equivalent action, effectively becoming invisible. Artificial illumination or light spells of 2nd level or lower do not negate this ability.

DEMON'S HERESY

THE LORD OF SWARMS **CR 12/MR 5**

XP 19,200
Mythic derakni (*Pathfinder Campaign Setting: The Worldwound 43; Pathfinder RPG Mythic Adventures*)
CE Large outsider (chaotic, demon, evil, extraplanar, mythic)
Init +15[M]; **Senses** darkvision 60 ft., scent; Perception +25
Aura abyssal swarm (10 ft., 4d6 damage plus poison, Fort DC 21 or nauseated 1 round)

DEFENSE

AC 30, touch 15, flat-footed 24 (+6 Dex, +15 natural, –1 size); concealment
hp 176 (11d10+116)
Fort +15, **Ref** +15, **Will** +10
Defensive Abilities abyssal swarm **DR** 10/epic and good; **Immune** electricity, poison; **Resist** acid 10, cold 10, fire 10; **SR** 23

OFFENSE

Speed 30 ft., fly 60 ft. (good)
Melee bite +19 (1d4+9 plus poison), 2 claws +19 (1d4+9), sting +19 (1d8+9/19–20/x3 plus poison)
Ranged swarm +16 touch (4d6 plus poison)
Space 10 ft.; **Reach** 10 ft.
Special Attacks drone, mythic power (5/day, surge 1d8), mythic spell-like abilities
Spell-Like Abilities (CL 17th; concentration +21)
At will—*contagion*[M] (DC 18), *greater teleport* (self plus 50 lbs. of objects only), *gust of wind*
3/day—quickened *enervation*[M], *summon swarm*[M]
1/day—*insect plague*, summon (level 4, 1 derakni or 1d4 vescavor swarms 90%)

STATISTICS

Str 28, **Dex** 23, **Con** 22, **Int** 9, **Wis** 17, **Cha** 18
Base Atk +11; **CMB** +21; **CMD** 37 (45 vs. trip)
Feats Flyby Attack, Improved Critical (sting)[M], Improved Initiative[M], Iron Will, Power Attack (-3/+9)[M], Quicken Spell-Like Ability (*enervation*)
Skills Acrobatics +20, Fly +22, Perception +25, Stealth +16, Survival +17; **Racial Modifiers** +8 Perception
Languages Abyssal, Celestial, Draconic; telepathy 100 ft.

SPECIAL ABILITIES

Abyssal Swarm (Ex)

The Lord of Swarms is surrounded by a swarm of locusts, wasps and vescavors. Any enemy that begins its turn within 10 feet of him takes 4d6 points of damage that bypasses any damage reduction plus poison, and must succeed at a DC 23 Fortitude save or be nauseated for 1 round. The Lord can direct the swarm to attack a creature within 60 ft. (no range increment) as a ranged touch attack, damaging it as if it had entered the swarm. The abyssal swarm also protects the Lord, giving him concealment against attacks and a +2 circumstance bonus on saving throws. Other Derakni demons are immune to this aura. The save DC is Constitution-based and includes a +2 racial bonus.

Drone (Su)

As a full-round action, the Lord of Swarms can beat his wings to create a droning buzz in a 60-foot-radius spread. Each creature in this area must succeed on a DC 19 Will save or fall asleep for 2d10 rounds. A creature that makes this save is immune to the drone of that derakni for 24 hours. Demons, vescavors, and vescavor queens are immune to this effect. This is a sonic mind-affecting effect. The save DC is Charisma-based. If the Lord of Swarms spends one use of mythic power, that round drone can be used as a move action.

Mythic Spell-Like Abilities (Su)

The Lord of Swarms can cast the mythic version of some of his spell-like abilities. He can do this without having to spend uses of mythic power a number of times per day equal to his mythic rank (5). If he spends one use of mythic power, any of his spell-like abilities can be cast as a swift action.

Poison (Ex)

Bite, sting or swarm—injury; *save* Fort DC 21; *frequency* 1/ round for 6 rounds; *effect* 2d4 Con; *cure* 2 consecutive saves. The save DC is Constitution-based, and increases by +2 on a confirmed critical hit.

Encounter: 1 mythic derakni plus 3 vescavor queens.

SKULGRYM **CR 14**

XP 38,400
Mature nabassu (*Pathfinder RPG Bestiary 64*)
CE Medium outsider (chaotic, demon, evil, extraplanar)
Init +9; **Senses** darkvision 60 ft., low-light vision, *true seeing*; Perception +31
Aura *unholy aura* (DC 24)

DEFENSE

AC 35, touch 19, flat-footed 30 (+5 Dex, +4 deflection, +16 natural)
hp 217 (15d10+135); regeneration 5 (good spells and weapons)
Fort +20, **Ref** +20, **Will** +20; improved evasion
DR 10/cold iron and good; **Immune** death effects, electricity, energy drain, paralysis, poison; **Resist** acid 10, cold 10, fire 10; **SR** 25

OFFENSE

Speed 60 ft., fly 90 ft. (perfect)
Melee *+2 vicious battleaxe* +26/+21/+16 (1d8+11/x3 plus 2d6), bite +22 (2d8+4), claw +22 (1d8+4) or bite +24 (2d8+9), 2 claws +24 (1d8+9)
Special Attacks consume life, death-stealing gaze, sneak attack +6d6, vampiric link
Spell-Like Abilities (CL 15th; concentration +21; +24 touch, +20 ranged touch)
Constant--*true seeing, unholy aura* (DC 24)
At will--*deeper darkness*, *enervation*, *greater dispel magic*, *greater teleport* (self plus 50 lbs. of objects only), *hold monster* (DC 21), *telekinesis* (DC 21), *unholy blight* (DC 20)
3/day--quickened *enervation*, *regenerate*, *silence* (DC 18), *vampiric touch*
1/day--*mass hold monster* (DC 25), summon (level 7, 1 nabasu 50% or 1d4 babaus 75%)

STATISTICS

Str 28, **Dex** 20, **Con** 28, **Int** 20, **Wis** 21, **Cha** 23
Base Atk +15; **CMB** +24; **CMD** 39
Feats Blind-Fight, Flyby Attack, Improved Initiative, Lightning Reflexes, Multiattack, Power Attack (-4/+8), Quicken Spell-Like Ability (*enervation*), Vital Strike
Skills* Acrobatics +23, Fly +31, Intimidate +24, Knowledge (arcana) +23, Knowledge (planes) +23, Perception +31, Sense Motive +23, Spellcraft +23, Stealth +23 (+31 in shadowy areas), Survival +23, Use Magic Device +24; **Racial Modifiers** +8 Perception, +8 Stealth in shadowy areas
Languages Abyssal, Celestial, Draconic; telepathy 100 ft.
Gear *+2 vicious battleaxe*

SPECIAL ABILITIES

Death-Stealing Gaze (Su)

1d4 permanent negative levels, 30 ft., Fort DC 23 negates. Creatures slain by these negative levels become ghouls under Skulgrym's control. As a standard action, Skulgrym can actively use his gaze to kill a single creature within range. A creature that fails the Fortitude save against this killing gaze is immediately slain. The save DC is Charisma-based. This is a gaze attack and a death effect.

Vampiric Link (Su)

As a swift action, Skulgrym can establish a vampiric link between himself and any living creature within 30 feet that he can see. The targeted creature can resist the link with a DC 23 Will save; otherwise the link remains in place until the target moves out of range or Skulgrym targets a different creature. A creature affected by a vampiric link finds that whenever he damages Skulgrym, be it with spell or weapon, he takes the same amount of damage. Additionally, if the creature targets Skulgrym with a spell, the effects of that spell are duplicated and affect the caster as well, even if the spell fails to penetrate Skulgrym’s spell resistance or he makes his saving throw. This is a necromancy effect. The save DC is Charisma-based.

Encounter: Skullgrym plus 1-2 fallen crusaders (controlled by the nabassu after devouring their bones and ashes) and/or 1-2 drocha swarms.

SVENNAROBETH

Male quadruped eidolon
CE Large outsider (extraplanar)
Init+4; **Senses** darkvision 60 ft.; Perception +12

DEFENSE

AC 30, touch 14, flat-footed 25 (+4 Dex, +16 natural, +1 dodge, -1 size)
hp 144 (9d10+45+50)
Fort +10, **Ref** +10, **Will** +5 (+9 vs. enchantment)
Defensive Abilities evasion

OFFENSE

Speed 50 ft., fly 50 ft. (good)
Melee bite +16 (1d8+8), gore +16 (1d6+8), 2 hooves +14 (1d4+4)

STATISTICS

Str 26, **Dex** 18, **Con** 19, **Int** 7, **Wis** 10, **Cha** 11
Base Atk +9; **CMB** +18; **CMD** 33 (41 vs. trip)
Feats Dodge, Improved Natural Attack (bite), Iron Will, Multiattack[B], Power Attack (-3/+6;+3), Toughness
Skills Acrobatics +16, Fly +18, Perception +12, Stealth +12
Languages Abyssal, Common, Hallit
SQ blessing of Baphomet, devotion, evolutions 17 points (ability increase [+2 Dex], bite, flight, gore, hooves, improved natural armor [+4], large, limbs [6 legs], pounce), link, quadruped base form, share spells

SPECIAL ABILITIES

Blessing of Baphomet (Su)

While Svennarobeth is inside the Fane, his natural attacks are considered magic, chaotic and evil. He is considered a native outsider, gets and additional 50 hit points and doesn't get banished if Zanedra is unconscious or killed. As long as he is alive, Zanedra cannot be truly slain. She is resurrected at midnight every day after her death (as per the *true resurrection* spell).

ZANEDRA **CR 10**

Summoner Spells Prepared (CL 11th; concentration +15)
4th (3/day)—*acid pit*[APG] (DC 20), *hold monster* (DC 18), *teleport*
3rd (5/day)—*dispel magic*, *greater invisibility*, *heroism*, *stoneskin* (110 points)
2nd (5/day)—*barkskin* (+4), *bear's endurance*, *create pit* (DC 18), *glitterdust* (DC 18), *haste*
1st (6/day)—*endure elements*, *mage armor*, *mount*, *lesser rejuvenate eidolon*[APG],

protection from good, *shield*
0 (at will)—*arcane mark*, *detect magic*, *light*, *mage hand*, *mending*, *read magic*

Feats: Extra Evolution (x2), Greater Spell Focus (conjuration), Improved Initiative, Iron Will, Spell Focus (conjuration), Toughness

Encounter: This is supposed to be a trap to imprison or kill the PCs. The forces of the Fallen Fane are as follows: Zanedra and Svennarobeth plus 6 Templars of the Ivory Labyrinth plus one glabrezu sent by Jerribeth. The statue of Baphomet is in fact a unique clay golem that animates as the combat starts. Exorius will ambush the PCs in the tunnel once they reach the Fane, teleporting behind them. If he has time, he'll try to summon brimoraks first so they get the bonuses from his horde master aura.

Combat can be divided in two waves:

1- Exorius, brimoraks and Templars (CR 12)
2- Zanedra, Svennarobeth, glabrezu and golem (CR 15)

The Fallen Fane is protected by *unhallow* (as detailed in the adventure), and all worshippers of Baphomet get a +2 profane bonus to AC, saves, attack rolls and damage rolls. The clay golem is the focus of both effects, and they are dispelled if it is destroyed.

STATUE OF BAPHOMET **CR 12/MR 1**

XP 19,200
Unique clay golem (*Pathfinder RPG Bestiary; Pathfinder RPG Mythic Adventures 224*)
N Large construct
Init +20/+0, dual initiative; **Senses** darkvision 60 ft., *see invisibility*, low-light vision; Perception +0

DEFENSE

AC 32, touch 16, flat-footed 24 (+7 dodge, +16 natural, –1 size)
hp 170 (13d10+40); fast healing 20
Fort +4, **Ref** +9, **Will** +4; evasion
DR 10/adamantine, epic and bludgeoning; **Immune** construct traits, magic

OFFENSE

Speed 90 ft., *air walk*
Melee glaive +26/+26/+21/+16 (2d10+12/x3 plus cursed wound)
Space 10 ft.; **Reach** 10 ft.
Special Attacks glaive, mythic haste

STATISTICS

Str 24, **Dex** 10, **Con** —, **Int** —, **Wis** 11, **Cha** 1
Base Atk +13; **CMB** +21; **CMD** 31
Feats Power Attack (-4/+12)[B]
SQ magic enhancement

SPECIAL ABILITIES

Cursed Wound (Ex)

The damage a clay golem deals doesn't heal naturally and resists magical healing. A character attempting to use magical healing on a creature damaged by a clay golem must succeed on a DC 26 caster level check, or the healing has no effect on the injured creature.

Glaive (Su)

The statue of Baphomet is sculpted wielding a glaive made of clay, resembling *Aizerghaul*. It has a +2 enhancement bonus and counts as epic and evil for the purpose of applying damage reduction.

Mythic Haste (Su)

The statue of Baphomet is supernaturally fast, and is always considered to be under the effects of a mythic *haste* spell, but instead of the usual bonuses, it gets a +5 bonus to its attack rolls, and a +5 dodge bonus to its AC and Reflex saves.

Immunity to Magic (Ex)

A clay golem is immune to any spell or spell-like ability that allows spell resistance. In addition, certain spells and effects function differently against the creature, as noted below.

- A mythic *move earth* spell drives the golem back 120 feet and deals 3d12 points of damage to it (no save).
- A mythic *disintegrate* spell slows the golem (as the *slow* spell) for 1d6 rounds and deals 1d12 points of damage (no save).
- A mythic *earthquake* spell cast directly at a clay golem stops it from moving on its next turn and deals 5d10 points of damage (no save).
- Any magical attack against a clay golem that deals acid damage heals 1 point of damage for every 3 points of damage it would otherwise deal. If the amount of healing would cause the golem to exceed its full normal hit points, it gains any excess as temporary hit points. A clay golem gets no saving throw against magical attacks that deal acid damage.

Magic Enhancement (Su)

The statue of Baphomet is under the effect of *air walk* and *see invisibility*. These effects cannot be dispelled.

SCORIZSCAR **CR 15**

XP 51,200
Female variant woundwyrm (*Pathfinder Campaign Setting: Inner Sea Bestiary 61*)
CE Huge dragon (chaotic, evil)
Init +5; **Senses** blindsight 120 ft.; Perception +22

DEFENSE

AC 30, touch 10, flat-footed 28 (+1 Dex, +1 dodge, +20 natural, –2 size)
hp 225 (18d12+108)
Fort +17, **Ref** +14, **Will** +12
Defensive Abilities acidic scales; **DR** 10/good and lawful; **Immune** acid, dragon traits, gaze attacks, illusions, paralysis, poison, polymorph, sleep, visual effects; **SR** 26

OFFENSE

Speed 30 ft., burrow 30 ft., fly 60 ft. (average), swim 30 ft.
Melee bite +26 (2d8+15 plus grab), 2 claws +26 (2d6+10 plus grab), tail slap +24 (2d8+15 plus grab), 2 wings +24 (1d8+5)
Space 15 ft.; **Reach** 10 ft. (15 ft. with bite)
Special Attacks breath weapon (100-ft. line, 16d6, Reflex DC 25 for half, usable every 1d4 rounds), constrict (2d6+15), entropic breath, maw of the Abyss, rake (2 claws +26, 2d6+10)
Spell-Like Abilities (CL 18th; concentration +23)
Constant–*entropic shield*, *freedom of movement*
1/day–*polymorph any object* (DC 23)

STATISTICS

Str 31, **Dex** 13, **Con** 22, **Int** 14, **Wis** 13, **Cha** 20
Base Atk +18; **CMB** +30; **CMD** 42 (46 vs. trip)
Feats Critical Focus, Dodge, Flyby Attack, Improved Initiative, Lightning Reflexes, Multiattack, Power Attack (-5/+15;+10;+5), Staggering Critical, Stunning Critical
Skills Acrobatics +19, Bluff +18, Diplomacy +15, Fly +18, Intimidate +26, Knowledge (planes) +23, Perception +22, Spellcraft +23, Survival +22, Swim +22
Languages Abyssal, Common, Draconic
SQ tenacious grapple

SPECIAL ABILITIES

Acidic Scales (Ex)

Scorizscar produces a highly caustic mucus that coats her entire body. Whenever Scorizscar is hit with a weapon or weapon-like effect (such as *spiritual weapon*), the attacker suffers 5d8 points of acid damage (no save). The acid spray can reach up to 10 feet away from the woundwyrm, so even attackers using a reach weapon can be affected by it. Scorizscar's acid is so strong that it ignores up to 10 points of acid resistance, and

deals double damage to *protection from energy* (acid) spells. This benefit also applies to her breath weapons.

Entropic Breath (Su)

Instead of a line of acid, a woundwyrm can exhale a 30-foot cone of *acid fog* (as the spell) that persists for 1 minute. Any creature that begins its turn within the entropic breath becomes confused (Will DC 25 negates) for as long as it remains within the cloud and for 1d6 rounds thereafter.

Maw of the Abyss (Su)

As a full-round action, a woundwyrm can attempt to suck creatures and unattended objects in a 15-foot cone into a vortex in its maw. This acts as a drag combat maneuver (CMB +30) against creatures, and acts as a Strength check with a +10 bonus to break objects. Unattended objects weighing less than 100 pounds are automatically drawn into its maw. Creatures and objects alike take 1d12 points of sonic damage per round within the cone. While using this ability, a woundwyrm cannot speak, use its breath weapon, or make attacks or attacks of opportunity with its bite attack.

Encounter: Scorizscar's lair is filled with unstable planar rifts due to the long exposure to her own chaotic energies. There is a rift at the lair's entrance that the characters have to cross in order to enter the cave, and the cave can be seen clearly through the rift. If a character crosses the rift, it attempts to devour the magic affecting the character at that moment. Make a caster level check with a +15 bonus as if using *greater dispel magic* (the rift can dispel up to 4 spells). After that, the character appears on the cave, at a random location (roll 1d4; 1-north, 2-south, 3-east, 4-west). Since the character appears in the air a few feet over the floor, he will fall prone unless he succeeds on a DC 15 Acrobatics check.

If a character tries to use a teleportation effect (such as *dimension door*) to go through the rift to the other side, the chaotic energies will tear him apart during the teleportation, allowing him to cross to the other side without losing any active spells, but suffering 5 points per caster level of the teleportation effect.

At the start of each round of combat, every character has to make a DC 25 Fortitude save or be affected by the chaotic energies inside the cave. Roll on the warpwave effect table (keketar protean, *Bestiary 2*) for each character that fails the save and apply the effect. Change the result on a 20 to the following: "Portions of target’s body are disintegrated (as the spell, 30d6 damage)". All the effects are at CL 15th. The save DC is Constitution-based.

VORIMERAAK **CR 13/MR 5**

XP 25,600
Female advanced mythic vrock (*Pathfinder RPG Bestiary 69, 294; Pathfinder RPG Mythic Adventures 184*)
CE Large outsider (chaotic, demon, evil, extraplanar, mythic)
Init +14[M]; **Senses** darkvision 60 ft.; Perception +27

DEFENSE

AC 32, touch 14, flat-footed 27 (+5 Dex, +18 natural, –1 size)
hp 209 (11d10+149)
Fort +16, **Ref** +14, **Will** +10
Defensive Abilities block attacks; **DR** 10/epic and good; **Immune** electricity, poison; **Resist** acid 10, cold 10, fire 10; **SR** 24

OFFENSE

Speed 30 ft., fly 50 ft. (average)
Melee bite +18 (1d8+8/18-20), 2 claws +18 (2d6+8/18-20), 2 talons +18 (1d6+8/18-20)
Space 10 ft.; **Reach** 10 ft.
Special Attacks entrapping vines, fleet warrior, greater stunning screech, manic dance of ruin, mythic power (5/day, surge +1d8)
Spell-Like Abilities (CL 15th; concentration +20)
At will—*greater teleport* (self plus 50 lbs. of objects only), *telekinesis* (DC 20)
1/day—*heroism*[M], *mirror image*[M], summon (level 3, 1 vrock 75%)

STATISTICS

Str 27, **Dex** 21, **Con** 29, **Int** 18, **Wis** 20, **Cha** 20
Base Atk +11; **CMB** +20; **CMD** 35
Feats Blind-Fight[M], Combat Reflexes, Improved Initiative[M], Iron Will, Lightning Reflexes, Power Attack (-3/+9)[M]
Skills Acrobatics +19, Fly +17, Intimidate +19, Knowledge (arcana) +18, Knowledge (planes) +18, Perception +27, Sense Motive +19, Spellcraft +18, Stealth +15, Survival +19; **Racial Modifiers** +8 Perception
Languages Abyssal, Celestial, Common; telepathy 100 ft.
SQ augmented critical (natural weapons)

SPECIAL ABILITIES

Entrapping Vines (Ex)

Vorimeraak can release a cloud of spores from her body once every 3 rounds as a free action, affecting all adjacent non-demons. If she expends one use of mythic power as a swift action, this attack can be used before the 3 rounds have passed. The spores deal 2d8 points of damage on the first round as they grow into ugly vines; for the next 10 rounds, they deal 1d6 points of damage, entrap the affected creatures (10 rounds,

hardness 5, hp 10), and make them go blind, lose the ability to speak, or go deaf (determine randomly). A Fortitude save DC 24 negates the entrap effect and the condition. The vines can be destroyed by casting *bless* on the creatures or by sprinkling them with holy water. This is a disease effect. The save DC is Constitution-based.

Greater Stunning Screech (Su)

Once per hour, Vorimeraak can emit a shrill screech. All non-demons within a 30-foot radius spread must succeed at a DC 24 Fortitude save or be stunned for 1 round and staggered for 1d4 rounds after the sun ends. If Vorimeraak expends one use of mythic power, this power can be used as a swift action. The save DC is Constitution-based.

Manic Dance of Ruin (Su)

Vorimeraak can expend one use of mythic power to dance and chant as a full-round action, after which she releases a crackling wave of energy, dealing 5d6 points of electricity damage to all creatures within 100 feet (Reflex DC 20 for half). Each additional vrock that joins in the dance adds 1 to the DC and an additional 5d6 points of damage, up to a maximum of 20d6. The dance immediately ends and must be started anew if any of the participating vrocks is slain, stunned, or otherwise prevented from dancing. The save DC is Charisma-based.

Encounter: Vorimeraak plus 3 vrocks. Until Vorimeraak flees or dies, a new vrock joins the fight when one of the two initial ones is killed.

A large group of vrocks lair in several caves on the walls near the island, chanting and dancing to support the ritual. Every 3 rounds, at initiative count 16, a group of three vrocks release a wave of energy (15d6 electricity damage, DC 19 Reflex save for half damage).

The strong abyssal taint infuses demons in the Molten Scar with great power, allowing them to act as if under the effects of a *heroism* spell.

THE BRAZEN BULL **CR 15/MR 2**

XP 51,200
Advanced variant invincible gorgon (*Pathfinder RPG Bestiary 165, 294; Pathfinder RPG Mythic Adventures 224*)
CE Large magical beast
Init +6; **Senses** darkvision 60 ft., low-light vision, scent; Perception +21

DEFENSE

AC 30, touch 11, flat-footed 28 (+2 Dex, +19 natural, –1 size)
hp 232 (15d10+150)
Fort +18, **Ref** +11, **Will** +14; second save
Defensive Abilities block attacks, *freedom of movement*, light fortification (25%); **DR** 10/epic and adamantine; **Immune** petrification, polymorph; **Resist** all types of energy 15

OFFENSE

Speed 30 ft., burrow 30 ft., *air walk*, earth glide
Melee gore +24 (2d8+10), bite +24 (2d6+10/19-20 plus grab), 2 hooves +22 (1d6+5)
Space 10 ft.; **Reach** 5 ft.
Special Attacks breath weapon (60-foot cone, turn to stone, Fortitude DC 26 negates), fast swallow, pounce, swallow whole (4d10 fire damage, AC 19, 23 hp), trample (2d8+15, DC 27)
Spell-Like Abilities (CL 20th)
Constant—*air walk, freedom of movement*

STATISTICS

Str 30, **Dex** 14, **Con** 28, **Int** 6, **Wis** 24, **Cha** 13
Base Atk +15; **CMB** +26 (+30 grapple); **CMD** 38
Feats Improved Critical (bite), Improved Initiative, Improved Natural Attack (bite), Iron Will, Multiattack, Power Attack (-4/+8;+4), Skill Focus (Perception), Toughness
Skills Perception +21
Languages Abyssal, Common (cannot speak)

SPECIAL ABILITIES

Breath Weapon

A gorgon can use its breath weapon once every 1d4+1 rounds to create a 60-foot cone of green gas. Those caught in the area of the gas can attempt a DC 26 Fortitude save to resist the effects, but those who fail the save are immediately petrified. Creatures that save are slowed for 1 round (as per the spell). This petrification is temporary—each round, a petrified creature can attempt a new DC 26 Fortitude save to recover from the petrification as long as it is not caught within the area of effect of the gorgon's breath weapon a second time while petrified. A creature exposed to the gorgon's breath a

second time while already petrified becomes permanently petrified, and can no longer attempt to make additional Fortitude saves to recover naturally. The save DC is Constitution-based.

Swallow Whole (Ex)

The brazen bull can trap creatures inside it, roasting them to death. If a swallowed creature cuts its way out, the bull's metallic plates close the hole, allowing it to use swallow whole again. Every round that a creature is inside the bull, horrific screams come out of it as if bellowing, forcing non-evil creatures in a 60' radius spread to make a DC 26 Will save or be shaken for as long as the bellowing continues. This is a mind-affecting fear effect. The save DC is Constitution-based.

SCION OF BAPHOMET **CR 10/MR 2**

XP 9,600
Advanced half-fiend mythic minotaur antipaladin of Baphomet 2 (*Pathfinder RPG Advanced Player's Guide 118, Pathfinder RPG Bestiary 171, 294, Pathfinder RPG Mythic Adventures*)
CE Large outsider (mythic, native)
Init +9 (+13 inside the Sanctum); **Senses** darkvision 60 ft.; Perception +17

DEFENSE

AC 29, touch 12, flat-footed 26 (+7 armor, +3 Dex, +10 natural, –1 size)
hp 132 (8d10+78)
Fort +16, **Ref** +14, **Will** +16
Defensive Abilities natural cunning; **DR** 5/epic and magic; **Immune** poison; **Resist** acid 10, cold 10, electricity 10, fire 10; **SR** 21

OFFENSE

Speed 30 ft., fly 60 ft. (good) (20 ft., fly 40 ft. in armor)
Melee *+1 glaive* +19/+14 (2d8+17/×3), bite +13 (1d8+5), gore +13 (1d6+5) or 2 claws +18 (1d6+11), bite +18 (1d8+11), gore +18 (1d6+11)
Space 10 ft.; **Reach** 10 ft. (20 ft. with glaive)
Special Attacks mythic power (2/day, surge 1d6), oubliette, powerful charge (gore +20, 2d6+16), smite good 2/day (+4 to attacks and AC, +8/+2 damage)
Antipaladin Spell-Like Abilities (CL 2nd; concentration +6)
At will—*detect good*
Spell-Like Abilities (CL 8th; concentration +12)
3/day—*darkness, poison* (DC 18)
1/day—*desecrate*, *unholy blight* (DC 18)

STATISTICS

Str 33, **Dex** 20, **Con** 24, **Int** 13, **Wis** 18, **Cha** 18
Base Atk +8; **CMB** +20; **CMD** 35
Feats Ability Focus (oubliette), Improved Initiative, Power Attack (-3/+9;+6), Vital Strike[M]
Skills Fly +16, Intimidate +13, Knowledge (religion) +12, Perception +17, Sense Motive +13, Stealth +12 (+20 inside the Sanctum), Survival +17; **Racial Modifiers** +4 Perception, +4 Survival
Languages Abyssal, Giant
SQ aura of evil, code of conduct, maze mastery, touch of corruption (1d6, 5/day), unholy resilience
Other Gear *+1 breastplate, +1 glaive*, silver unholy symbol of Baphomet worth 25 gp

SPECIAL ABILITIES

Maze Mastery (Su)

The scion of Baphomet has designated the Ivory Sanctum as its personal lair. As a move action, the scion can *teleport* from one point in its lair to any other point in its lair, as if using *greater teleport*. Inside the lair, it receives a +4 bonus on initiative checks and a +8 racial bonus on Stealth checks. In addition, whenever the scion must make a saving throw while inside its lair, it can roll twice and take the higher result. A scion can share its lair with other creatures without interfering with this ability.

Natural Cunning (Ex)

The scion possesses innate cunning and logical ability. This gives it immunity to *maze* spells and prevents it from ever becoming lost. Further, it is never caught flat-footed.

Oubliette (Su)

Whenever a scion of Baphomet hits a creature with its gore attack as part of a powerful charge, the target must succeed at a DC 22 Will save or be sent into an extradimensional prison, as the *maze* spell but lasting for 1d4+1 rounds. The save DC is Wisdom-based and includes a +2 racial modifier.

JERRIBETH **CR 16/MR 6**

XP 25,600
Female mythic glabrezu (*Pathfinder RPG Bestiary 61; Pathfinder RPG Mythic Adventures*)
CE Huge outsider (chaotic, demon, evil, extraplanar, mythic)
Init +10/-10[M], dual initiative; **Senses** darkvision 60 ft., *true seeing*; Perception +26

DEFENSE

AC 34, touch 8, flat-footed 34 (+26 natural, –2 size)
hp 246 (12d10+180)
Fort +22, **Ref** +10, **Will** +15; +8 resistance vs. mind-affecting
DR 10/epic and good; **Immune** fire, electricity, poison; **Resist** acid 10, cold 10; **SR** 27

OFFENSE

Speed 40 ft., fly 60 ft. (average)
Melee 2 pincers +21 (2d8+16/19–20), 2 claws +21 (1d6+16), bite +21 (1d8+16)
Space 15 ft.; **Reach** 15 ft.
Special Attacks corrupting whispers, mythic spell-like abilities, mythic power (6/day, surge +1d8), rend (2 pincers, 2d8+16)
Spell-Like Abilities (CL 16th, concentration +23)
Constant—*true seeing*, *fly*, *mind blank*
At will—*chaos hammer*[M] (DC 21), *confusion*[M] (DC 21), *dispel magic*[M], *greater teleport* (self plus 50 lbs. of objects only), *mirror image*[M], *reverse gravity*[M] (DC 24), *unholy blight*[M] (DC 21), *veil* (self only)
5/day—*power word stun*[M]
1/day—summon (level 4, 1 glabrezu 50% or 1d2 vrocks 100%)
1/month—*wish* (granted to a mortal humanoid only)

Cleric Spells Prepared (CL 16th; concentration +23)
7th—*destruction* (DC 24), *greater scrying* (DC 24)
6th—*heal*
4th—*divine power* (+5, 16 temp. hp)
2nd—*barkskin* (+5), *bull's strength*, *eagle's splendor*
1st—*obscuring mist*, *shield of faith* (+5)

STATISTICS

Str 33, **Dex** 11, **Con** 31, **Int** 16, **Wis** 16, **Cha** 24
Base Atk +12; **CMB** +25; **CMD** 35
Feats Improved Critical (pincer), Improved Initiative[M], Lightning Reflexes, Persuasive, Power Attack (-4/+16)[M], Vital Strike[M]
Skills Bluff +28, Diplomacy +24, Disguise +23, Intimidate +9, Knowledge (arcana, local) +9, Knowledge (planes) +12, Knowledge (religion) +18, Linguistics +9, Perception +26, Sense Motive +18, Spellcraft +18; **Racial Modifiers** +8 Bluff, +8 Perception

Languages Abyssal, Celestial, Common, Draconic, Dwarven, Elven, Hallit, Necril, Undercommon; telepathy 100 ft.
SQ change shape (any humanoid form, *alter self*), powerful blows (pincers, claws, bite), simple divine spellcasting
Other Gear *cloak of resistance +4, jailer's dungeon ring*[UE], *prisoner's dungeon ring*[UE], iron key (works on all doors within the Ivory Sanctum except those to areas **Q12A** and **Q19**), bejeweled key worth 1,000 gp (opens the secret door into area **Q12A**), mithral key worth 600 gp (opens the door to area **Q5**).

SPECIAL ABILITIES

Change Shape (Su)

Jerribeth can use this ability as an immediate action to either assume humanoid form or return to her true form.

Corrupting Whispers (Su)

As a free action, Jerribeth can force one humanoid creature inside her telepathy range to make a Will save (DC 23) or be dominated for 1d6+1 rounds, as per the mythic *dominate person* spell. If the target fails, it is considered to be Chaotic Evil for the purpose of establishing what actions are against its nature. Jerribeth can only have one creature dominated in this way at a given time. The save DC is Charisma-based.

Mythic Spell-Like Abilities (Su)

Jerribeth can cast the mythic version of some of her spell-like abilities. She can do this without having to spend uses of mythic power a number of times per day equal to her mythic rank (6). If she spends one use of mythic power, any of her spell-like abilities can be cast as a swift action. This quickening can be done only once per round.

GREATER THANADAEMON **CR 16**

XP 76,800

NE Medium outsider (daemon, evil, extraplanar)

Init +9; **Senses** darkvision 60 ft., *true seeing*; Perception +31

DEFENSE

AC 36, touch 21, flat-footed 30 (+5 Dex, +1 dodge, +15 natural, +5 insight)

hp 256 (19d10+152)

Fort +19, **Ref** +23, **Will** +23; improved evasion

Defensive Abilities prescient deflection; **DR** 10/good and silver; **Immune** acid, cold, death effects, disease, energy drain, poison; **Resist** electricity 10, fire 10; **SR** 27

OFFENSE

Speed 30 ft.

Melee *+3 quarterstaff* +31/+26/+21/+16 (1d6+15 plus energy drain plus forgetfulness plus stun) or 2 claws +27 (1d4+8 plus energy drain plus forgetfulness)

Special Attacks draining weapon, energy drain (1 level, DC 25), fear gaze, forgetfulness, quarterstaff mastery, soul crush, stun (Fort DC 27, 1 round), summon the River Styx

Spell-Like Abilities (CL 18th; concentration +23)

Constant—*air walk*, *true seeing*

At will—*greater teleport* (self plus skiff and passengers only), *plane shift* (self plus skiff and passengers only, Astral, Ethereal, and evil-aligned planes only)

3/day—*animate dead*, *desecrate*, *enervation*

1/day—summon (level 8, 1d4 hydrodaemons 80% or 1 thanadaemon 35%)

STATISTICS

Str 26, **Dex** 20, **Con** 27, **Int** 21, **Wis** 21, **Cha** 22

Base Atk +19; **CMB** +27; **CMD** 48

Feats Alertness, Blind-Fight, Dodge, Improved Initiative, Iron Will, Lightning Reflexes, Mobility, Power Attack (-5/+15;+10), Spring Attack, Weapon Focus (quarterstaff)

Skills Acrobatics +27, Bluff +28, Diplomacy +28, Intimidate +28, Knowledge (planes) +27, Knowledge (religion) +27, Perception +31, Sense Motive +31, Spellcraft +27, Stealth +27, Survival +24

Languages Abyssal, Draconic, Infernal; telepathy 100 ft.

SPECIAL ABILITIES

Draining Weapon (Su)

A thanadaemon's energy drain and forgetfulness attacks function through any melee weapon it wields.

Fear Gaze (Su)

Cower in fear for 1d6 rounds, 60 feet, Will DC 25 negates. This is a mind-affecting fear effect. The save DC is Charisma-based.

Forgetfulness (Su)

Any creature touched by a greater thanadaemon must make a DC 25 Will save or be feebleminded, as the spell. This is a mind-affecting effect. The save DC is Charisma-based.

Prescient Defense (Su)

A greater thanadaemon adds his Intelligence modifier as an insight bonus to his AC and saving throws.

Quarterstaff Mastery (Su)

A greater thanadaemon has mastered the use of the quarterstaff as a tool to navigate the waters of the Styx, and also as a weapon. In combat, he can instantaneously elongate the quarterstaff so it reaches up to 15 feet. When he attacks in this way, he hits every creature in his reach each time an attack roll exceeds that creature's AC. If any such attack roll results in a possible critical hit, the critical is applied to one creature of the thanadaemon's choosing. The thanadaemon must wield the quarterstaff as a two-handed weapon to benefit from quarterstaff mastery.

Soul Crush (Su)

A thanadaemon can crush a soul gem (see cacodaemon) as a standard action to gain fast healing 15 for 15 rounds. This action condemns the crushed soul to Abaddon—resurrecting this victim requires a DC 31 caster level check.

Summon the River Styx (Sp)

Once per day as a swift action, a greater thanadaemon can summon an elder water elemental (*Pathfinder RPG Bestiary 127*) formed from the waters of the River Styx. This creature is the same as the standard elemental except that each time it touches a creature, that creature must make a DC 22 Will save or be feebleminded, as the spell. This elemental never attacks the greater thanadaemon, even if it is controlled by an enemy.

VANG'S RETRIEVER **CR 12**

XP 19,200
Advanced variant retriever (*Pathfinder RPG Bestiary 234, 294*)
CE Huge construct (extraplanar)
Init +9; **Senses** blindsense 60 ft., darkvision 60 ft., low-light vision; Perception +17
Aura *dimensional lock* (60 ft.)

DEFENSE

AC 29, touch 13, flat-footed 24 (+5 Dex, +16 natural, –2 size)
hp 167 (15d10+85); fast healing 10
Fort +11, **Ref** +12, **Will** +7; +8 resistance vs. spells and sp-like abilities
Defensive Abilities construct traits; **SR** 27

OFFENSE

Speed 50 ft., burrow 50 ft., earth glide
Melee bite +21 (1d8+8 plus grab), 4 claws +21 (2d6+8/19–20)
Space 15 ft.; **Reach** 15 ft.
Special Attacks eye rays (+18 ranged touch)
Spell-Like Abilities (CL 20th)
Constant—*protection from spells*
At will—*discern location*

STATISTICS

Str 26, **Dex** 20, **Con** —, **Int** 7, **Wis** 15, **Cha** 5
Base Atk +15; **CMB** +25 (+29 grapple); **CMD** 40 (44 vs. trip)
Feats Blind-Fight, Ability Focus (eye rays), Great Fortitude, Improved Critical (claw), Improved Initiative, Lightning Reflexes, Power Attack (-4/+8), Toughness
Skills Perception +17
Languages Abyssal (cannot speak)
SQ reinforced construction, relentless, tenacious grapple

SPECIAL ABILITIES

Eye Rays (Su)

A retriever's eyes can produce six different magical rays, each with a range of 100 feet. Each round, it can fire two rays as a free action. A particular ray is usable only once every 4 rounds. A retriever can fire the eye rays in the same round that it makes physical attacks—firing an eye ray does not provoke attacks of opportunity. The save DC for eye rays is 23—the save DC is Constitution-based. The eye ray effects are the following:

Fire: Deals 14d6 fire damage (Reflex half).
Cold: Deals 14d6 cold damage (Reflex half).
Electricity: Deals 14d6 electricity damage (Reflex half).
Acid: Deals 14d6 acid damage (Reflex half)
Petrification: Target must succeed on a Fortitude save or turn to stone permanently.
Disintegrate: The target must succeed on a Fortitude save or be affected as though by the spell (CL 12th).

Reinforced Construction (Ex)

The improved materials used to build the retriever gives it +2 hit points per HD, fast healing 10, and a +4 racial bonus on its Fortitude save and eye rays save DCs.

Relentless (Su)

A retriever is constantly under the effects of *air walk*, *spider climb* and *water walk*; these abilities cannot be dispelled.

Dimensional Lock (Su)

The retriever radiates a *dimensional lock* aura, as the spell. It can deactivate or activate it again as an immediate action.

GREATER APOCALYPSE LOCUST — CR 12/MR 4

XP 19,200
Advanced variant apocalypse locust (*Pathfinder RPG Bestiary 4 12*, *288*)
CE Large outsider (evil, extraplanar, mythic)
Init +11; **Senses** darkvision 60 ft., lifesense; Perception +18

DEFENSE

AC 26, touch 12, flat-footed 23 (+3 Dex, +14 natural, –1 size)
hp 166 (12d10+100)
Fort +13, **Ref** +9, **Will** +11
Defensive Abilities block attacks and spells; **DR** 10/epic; **Immune** poison, mind-affecting effects; **SR** 23

OFFENSE

Speed 30 ft., fly 60 ft. (good)
Melee sting +19 (1d6+8 plus poison), 4 pincers +19 (1d8+4 plus grab)
Space 10 ft.; **Reach** 10 ft.
Special Attacks abyssal torment, breath weapon (60-ft. line, 12d6 fire damage plus accursed brand, Reflex DC 21 half and Will DC 21 negates, usable every 1d4 rounds), constrict (1d8+12), maddening buzz, mythic power (4/day, surge +1d8), rend (2 pincers 2d8+12; 3 pincers 3d8+12; 4 pincers 4d8+12)
Spell-Like Abilities (CL 12th; concentration +17)
1/day—*summon swarm* (locusts only)

STATISTICS

Str 26, **Dex** 16, **Con** 20, **Int** 15, **Wis** 17, **Cha** 21
Base Atk +12; **CMB** +22 (+26 grapple); **CMD** 34
Feats Flyby Attack, Improved Initiative, Lightning Reflexes, Multiattack, Power Attack (-4/+12;+8)[M], Weapon Focus (pincer)[M]
Skills Acrobatics +18, Bluff +17, Fly +16, Intimidate +20, Perception +18, Sense Motive +18, Stealth +18, Survival +18
Languages Abyssal, Aklo, Common
SQ amazing initiative, tenacious grapple

SPECIAL ABILITIES

Abyssal Torment (Su)

An apocalypse locust's sting is designed to torment its victims with wracking pain. A victim of the creature's venomous sting also takes a –4 penalty on attack rolls, skill checks, and ability checks. The effects of abyssal torment last until the sting's poison is cured.

Accursed Brand (Su)

Whenever a victim fails its save against an apocalypse locust's breath weapon, the unholy fire burns an accursed brand into his flesh. For the next 24 hours, the branded victim is subjected to auditory hallucinations of foul desires and sinful deeds. The hallucinations cause lawful and good victims to become tainted; good-aligned clerics, druids, paladins, and even lawful monks are treated as though they've temporarily broken their codes of conduct. Each round at the end of their turn branded creatures may attempt new saving throws to end the effect. Any character marked by the accursed brand that has a class that's restricted to a good alignment or lawful alignment is treated as an ex-member of that class for 24 hours; an *atonement* spell can end this effect. The save DC is Charisma-based.

Block Attacks and Spells (Ex and Su)

Once per round, when the apocalypse locust or and adjacent ally is hit by a melee or ranged attack; or targeted by a spell (must be a ray, single-target spell, or a spell that creates an effect targeting one creature; must have attack roll or save DC) up to 4th level, it can attempt a melee attack using its highest attack bonus. If this result exceeds the result from the attack against it or the spell's save DC, the creature is unaffected by the attack (as if the attack had missed) or the spell (though other targets from the same spell, such as multiple targets of *scorching ray*, are affected normally).

Maddening Buzz (Su)

When three or more apocalypse locusts in a group simultaneously flap their wings, they create a loud buzzing sound capable of driving other creatures mad. Any creature within a range of 100 feet + 10 additional feet per locust must succeed at a DC 21 Will save or go mad as if affected by a *confusion* spell (caster level equal to the locusts' CR plus the number of locusts present). This is a sonic mind-affecting effect. The DC for the save is Charisma-based.

Poison (Ex)

Sting—injury; *save* Fort DC 21; *frequency* 1/round for 6 rounds; *effect* 4 Con plus abyssal torment; *cure* 2 consecutive saves. The save DC is Constitution-based.

Encounter: Xanthir Vang plus 2 apocalypse locusts

THE MIDNIGHT ISLES

DESKARI GOLEM **CR 12**

XP 19,200
Advanced stone golem
N Large construct
Init +1; **Senses** darkvision 60 ft., low-light vision; Perception +2

DEFENSE

AC 30, touch 10, flat-footed 28 (+1 Dex, +20 natural, –1 size)
hp 170 (14d10+30)
Fort +6, **Ref** +5, **Will** +6
DR 10/adamantine; **Immune** construct traits, magic

OFFENSE

Speed 20 ft.
Melee stone scythe +27/+22/+17 (2d10+19/19-20/x4 plus corruption)
Space 10 ft.; **Reach** 10 ft.
Special Attacks slow, stone scythe

STATISTICS

Str 32, **Dex** 13, **Con** —, **Int** —, **Wis** 15, **Cha** 5
Base Atk +14; **CMB** +26; **CMD** 37
Feats Power Attack (-4/+12)[B]

SPECIAL ABILITIES

Immunity to Magic (Ex)

A stone golem is immune to any spell or spell-like ability that allows spell resistance. In addition, certain spells and effects function differently against the creature, as noted below.

- A *transmute rock to mud* spell slows a stone golem (as the *slow* spell) for 2d6 rounds, with no saving throw, while *transmute mud to rock* heals all of its lost hit points.
- A *stone to flesh* spell does not actually change the golem's structure but negates its damage reduction and immunity to magic for 1 full round.

Slow (Su)

A stone golem can use a slow effect, as the spell, as a free action once every 2 rounds. The effect has a range of 10 feet in a burst centered on the golem and a duration of 7 rounds, requiring a DC 23 Will save to negate. The save DC is Constitution-based and includes a +6 racial bonus.

Stone Scythe (Su)

The Deskari stone golem is sculpted wielding a scythe made of stone. The golem uses it as a *+3 keen scythe*. A creature struck by the scythe must succeed at a DC 23 Fortitude save or take 1d8 points of Constitution drain, as thousands of rot grubs materialize inside the victim's body. The save DC is Constitution-based and includes a +6 racial bonus.

URSATHELLA **CR 17/MR 6**

XP 102,400
Female mythic lamia matriarch fighter 1/eldritch knight 5 (*Patfinder RPG Bestiary 2 175, Pathfinder RPG Mythic Adventures*)
CE Large monstrous humanoid (mythic, shapechanger)
Init +20[M]; **Senses** darkvision 60 ft., low-light vision; Perception +4

DEFENSE

AC 35, touch 14, flat-footed 30 (+7 armor, +4 Dex, +1 dodge, +14 natural, –1 size)
hp 267 (18 HD; 12d10+1d10+5d10+169)
Fort +16, **Ref** +16, **Will** +16
Immune mind-affecting effects, poison; **DR** 10/epic; **SR** 28

OFFENSE

Speed 40 ft., climb 40 ft., swim 40 ft.
Melee *+3 unholy scythe* +29/+29/+24/+19 (2d4+17/19–20/x4 plus 1 wisdom or mythic power drain on first hit each round) or touch +22 (1d4 Wisdom or mythic power drain)
Space 10 ft.; **Reach** 5 ft.
Special Attacks archmage arcana (wild arcana), fleet warrior, mythic power (8/day, surge +1d8), precision, wisdom drain (DC 28)
Spell-Like Abilities (CL 12th; concentration +21)
At will—*charm monster* (DC 23), *ventriloquism* (DC 20)
3/day—*deep slumber* (DC 22), *dream*, *major image* (DC 22), *mirror image*, *suggestion* (DC 22)
Spells Known (CL 12th; concentration +21)
6th (4/day)—*chain lightning*[M] (DC 26)
5th (7/day)—*cloudkill*[M] (DC 24), *wall of force*
4th (8/day)—*death ward*, *freedom of movement*, *unholy blight*[M] (DC 24)
3rd (8/day)—*fireball*[M] (DC 23), *fly*, *haste*[M], *heroism*
2nd (8/day)—*cure moderate wounds*, *glitterdust* (DC 21), *invisibility*, *misdirection*, *scorching ray*
1st (9/day)—*alarm*, *cure light wounds*, *divine favor*, *magic missile*[M], *shield*
0 (at will)—*bleed* (DC 19), *acid splash*, *detect magic*, *dancing lights*, *ghost sound* (DC 19), *mage hand*, *mending*, *message*, *read magic*

STATISTICS

Str 26, **Dex** 19, **Con** 20, **Int** 16, **Wis** 18, **Cha** 29
Base Atk +18; **CMB** +27; **CMD** 42 (can't be tripped)
Feats Blind-Fight, Craft Magic Arms and Armor, Dodge, Improved Critical (scythe), Improved Initiative[M], Improved Vital Strike, Power Attack (-5/+15)[M], Quicken Spell, Spell Focus (evocation), Vital Strike[M], Weapon Specialization (scythe), Weapon Focus (scythe)
Skills Climb +27, Fly +22, Intimidate +30, Knowledge (arcana) +24, Knowledge (dungeoneering) +12, Profession (miner) +25, Spellcraft +24, Swim +27; **Racial**

Modifiers +4 Acrobatics, +4 Bluff, +4 Use Magic Device
Languages Abyssal, Common, Draconic
SQ amazing initiative, change shape (fixed Medium humanoid form, *alter self*), component freedom (somatic), diverse training, extra mythic power, mythic spellcasting, undersized weapons
Other Gear *scrolls of sending* (3); **Combat Gear** *+3 chain shirt*, *+3 unholy scythe*, *cloak of resistance +2*, facial piercings worth 750 gp in all, key to cage

SPECIAL ABILITIES

Wisdom Drain (Su)

Ursathella drains 1d4 points of Wisdom or mythic power uses each time she hits with her melee touch attack. Whenever she strikes a foe with a melee weapon, she also drains 1 point of Wisdom or 1 use of mythic power. A DC 28 Will save negates the drain. Unlike with other kinds of ability drain attacks, Ursathella does not heal damage when she uses her Wisdom drain. The save DC is Charisma-based.

Encounter: Ursathella plus 1-2 ash giant thugs

GORISTRO THUG **CR 16**

XP 76,800

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

Init +3; **Senses** darkvision 60 ft., *true seeing*; Perception +35

DEFENSE

AC 29, touch 7, flat-footed 29 (-1 Dex, +22 natural, –2 size)

hp 324 (24d10+192); fast healing 10

Fort +18, **Ref** +13, **Will** +18

DR 15/cold iron and good; **Immune** electricity, poison; **Resist** acid 10, cold 10, fire 10; **SR** 27

OFFENSE

Speed 40 ft.; *spider climb*

Melee 2 slams +35 (3d6+24/19-20 plus pull or push)

Ranged rock +22 (6d6+18)

Space 15 ft.; **Reach** 15 ft.

Special Attacks pounce, pull (slam, 15 ft.), push (slam, 15 ft), rend (2 slams, 3d6+18), rock throwing (150 ft.), stamp

Spell-Like Abilities (CL 12th, concentration +13)

Constant—*spider climb*, *true seeing*

At will—*fear* (DC 15), *levitate*

STATISTICS

Str 34, **Dex** 8, **Con** 27, **Int** 5, **Wis** 15, **Cha** 13

Base Atk +24; **CMB** +38; **CMD** 47

Feats Blind-Fight, Critical Focus, Great Fortitude, Improved Critical (slam), Improved Initiative, Improved Vital Strike, Iron Will, Power Attack (-7/+21), Staggering Critical, Stunning Critical, Vital Strike, Weapon Focus (slam)

Skills Acrobatics +26 (+30 to jump), Intimidate +28, Perception +35; **Racial Modifier** +8 on Perception

Languages Abyssal; telepathy 100 ft.

SQ powerful blows (slam, 2x Str bonus)

SPECIAL ABILITIES

Stamp (Su)

Up to three times per day, a goristro can produce a shock wave that sends its foes careening off-balance by stamping on the ground as a standard action. The shock wave lasts for 1 round and duplicates the effects of an *earthquake* spell in an 80-foot radius around the goristro. The goristro and others of its kind is unaffected by the earthquake.

MINAGHO **CR 20**

XP 307,200
Female lilitu rogue 6 (*Pathfinder Campaign Setting: The Worldwound 48*)
CE Medium outsider (chaotic, demon, evil, extraplanar)
Init +15; **Senses** darkvision 60 ft., *true seeing*; Perception +34
Aura *unholy aura* (DC 28)

DEFENSE

AC 40, touch 24, flat-footed 34 (+6 armor, +4 deflection, +5 Dex, +1 dodge, +10 natural, +4 profane)
hp 379 (17d10+6d8+253)
Fort +22, **Ref** +30, **Will** +22; +2 vs. traps
Defensive Abilities evasion, fortification (75%), profane grace, trap sense +2, uncanny dodge; **DR** 10/cold iron and good; **Immune** electricity, poison; **Resist** acid 10, cold 10, fire 10; **SR** 31; **Weaknesses** Baphomet's displeasure

OFFENSE

Speed 60 ft., fly 60 ft. (good)
Melee 4 claws +33 (2d8+12/19–20), tail slap +28 touch (1d6+7 plus branding)
Special Attacks create husk, husk link, profane pact, sneak attack +3d6, swift claws
Spell-Like Abilities (CL 17th; concentration +27)
Constant—*fly*, *tongues*, *true seeing*, *unholy aura* (DC 28)
At will—*charm monster* (DC 24), *detect thoughts* (DC 22), *greater teleport* (self plus 50 lbs. of objects only), *suggestion* (DC 23), *telekinesis*
3/day—quickened *charm monster* (DC 24), *persistent image* (DC 25), *seeming* (DC 25)
1/day—*demand* (DC 28), *dominate monster* (DC 29), *project image* (DC 27)
1/week—*binding* (DC 28), *wish* (granted to a mortal humanoid only)

STATISTICS

Str 30, **Dex** 24, **Con** 32, **Int** 21, **Wis** 23, **Cha** 30
Base Atk +21; **CMB** +31; **CMD** 57
Feats Ability Focus (branding), Arcane Strike (+4), Blind-Fight, Blinding Critical (DC 31), Critical Focus, Deceitful, Dodge, Improved Critical (claws), Improved Initiative, Mobility, Power Attack (-6/+12), Quicken Spell-Like Ability (*charm monster*), Spring Attack
Skills Acrobatics +30, Bluff +40, Diplomacy +28, Disguise +29, Fly +39, Intimidate +25, Knowledge (local) +25, Knowledge (nobility) +25, Knowledge (planes) +25, Knowledge (religion) +22, Linguistics +9, Perception +35, Sense Motive +26, Stealth +33; **Racial Modifiers** +8 Bluff, +8 Perception
Languages Abyssal, Aklo, Celestial, Common, Draconic, Hallit; telepathy 100 ft., *tongues*
SQ change shape (*alter self*, Small or Medium humanoid), profane wishcraft, rogue talents (fast stealth, stand up, combat trick [Arcane Strike]), trapfinding +3

Combat Gear *dust of disappearance* (3), *potions of cure serious wounds* (2); **Other Gear** *+3 heavy fortification studded leather*, *amulet of mighty fists +2*, *portable hole*, *ring of spell storing* (*cure critical wounds*, *cure light wounds*)

SPECIAL ABILITIES

Branding (Su)

Each time a lilitu damages a living creature with her tail slap, the wound leaves an angry and permanent red brand. In addition, the creature struck becomes staggered for 1 round from the pain. A successful DC 33 Will save negates the staggered condition and reduces the duration of the brand from permanent to 1 hour. The save DC is Charisma-based. Removing brands is difficult—each casting of *restoration*, *dispel chaos*, or *dispel evil* removes 1 brand. *Heal* removes 1d4+4 brands. *Greater restoration* removes a number of brands equal to the spell's caster level. *Miracle* and *wish* can remove all brands at once. The number of brands a creature gains in this manner has a cumulative series of effects, as summarized below.

Number of Brands	Effect
1–3	The lilitu can affect the branded creature with its create husk, husk link, and profane pact abilities.
4–6	The branded creature takes a –2 penalty on all Will saves made against a lilitu's spells, spell-like abilities, and supernatural abilities. The branded creature's aura now radiates chaos and evil.
7–9	The branded creature's Wisdom score is reduced by 4. A chaotic evil creature is immune to this effect.
10+	The penalties to the creature's Will saves and Wisdom score listed above double. In addition, the branded creature automatically fails all Will saves made against a lilitu's spells, spell-like abilities, and supernatural abilities. A chaotic evil creature is immune to this effect.

Create Husk (Su)

Once per day as a swift action, when a lilitu deals enough damage with a weapon, spell, or spell-like ability to kill a humanoid within 30 feet, she can instead opt to transform that slain humanoid into a husk. A successful DC 31 Fortitude save negates this effect, allowing the victim to die normally. A humanoid transformed into a husk withers away into an immobile and desiccated corpse, but does not actually die—in this state, the creature remains aware of its surroundings but can take no actions at all. A husk is essentially treated as an object with hardness 15 and 60 hit points. If a husk is destroyed, the effect ends and the body dies. This is a curse effect— removing this curse restores the victim to life at a number of negative hit points equal to the creature's Constitution –1; a husk restored to life in this way has 1 round to stabilize or be saved before it dies. A lilitu can maintain a number of husks simultaneously equal to her Charisma modifier (10 husks for Minagho); if she creates one too many husks, a previously created husk is released and immediately dies. Minagho currently keeps six

other husks in her portable hole, but she must remove one from this extradimensional space before she can use her husk link ability. Her current favored husk is the body of the famous heroine Yaniel, which she keeps in an armoire in her lair (see page 15). Her other husks are various other crusaders—you can customize these husks into specific characters if you wish. The save DC is Charisma-based. The save DC is Charisma-based.

Husk Link (Su)

By spending a minute in blasphemous contact with a husk she created, a lilitu can establish a supernatural link to that husk. As long as she and that husk remain on the same plane, divination spells reveal the linked husk's alignment to be the same as the lilitu's alignment (chaotic evil). The husk link allows a lilitu to use her change self ability to assume a husk's original form—when she does, she gains a +20 bonus on Disguise checks made to impersonate that person. If a lilitu with an active husk link ever takes enough damage to be slain, the husk takes the killing-blow's damage instead and is destroyed, instantly severing the active husk link; if the lilitu is disguised in the husk's original form, she instantly reverts to her true form.

Profane Grace (Su)

A lilitu gains a +4 profane bonus to AC and on Initiative checks and Reflex saves.

Profane Pact (Su)

Once per day as a full-round action, a lilitu may forge a profane pact with a willing humanoid creature bearing at least one lilitu brand by touching the creature for 1 full round. A single creature may have no more than one profane pact from a lilitu at one time. This functions identically to a succubus's profane gift ability, save that it grants a +4 profane bonus to an ability score of the humanoid's choice, and it does not grant a telepathic link to the target.

Profane Wishcraft (Su)

A creature that accepts a *wish* from a lilitu immediately becomes chaotic evil unless it makes a successful DC 31 Will save. A creature that becomes chaotic evil in this way gains the benefits of a *good hope* spell for 24 hours, followed by the effects of *crushing despair* for 1d6 days (these spell effects function at CL 17th). The save DC is Charisma-based.

Swift Claws (Ex)

When a lilitu makes a full-round attack action, she can attack twice with each of her claws, for a total of four attacks a round.

Baphomet's Displeasure (Su)

Minagho has lost her mythic power until she can convince Baphomet to forgive her for allowing the PCs to destroy the Kenabres *wardstone* fragment.

IBAHENIEL **CR 18/MR 7**

XP 153,600
Mythic advanced nalfeshnee (*Pathfinder RPG Bestiary 294, Pathfinder RPG Mythic Adventures 183*)
CE Huge outsider (chaotic, demon, evil, extraplanar, mythic)
Init +21[M]; **Senses** darkvision 60 ft., *true seeing*; Perception +34
Aura *unholy aura* (DC 27)

DEFENSE

AC 40, touch 15, flat-footed 37 (+4 deflection, +3 Dex, +25 natural, –2 size)
hp 317 (15d10+235); fast healing 20
Fort +24, **Ref** +12, **Will** +23; second save
DR 10/epic and good; **Immune** fire, electricity, poison; **Resist** acid 10, cold 10; **SR** 29

OFFENSE

Speed 30 ft., fly 40 ft. (poor)
Melee bite +30 (3d8+17/19–20), 2 claws +30 (2d6+17/19–20/x3 plus blackfire)
Space 15 ft.; **Reach** 15 ft.
Special Attacks demonic knowledge, feral savagery (full attack), mythic power (9/day, surge +1d10), mythic spell-like abilities, unholy nimbus
Spell-Like Abilities (CL 15th; concentration +24)

Constant—*detect thoughts* (DC 21), *true seeing*, *unholy aura* (DC 27)
At will—*chain lightning*[M] (DC 25), *feeblemind* (DC 24), *greater dispel magic*, *greater teleport* (self plus 50 lbs. of objects only), *move earth*[M], *slow*[M] (DC 22), *stone shape*[M], *stone tell*
3/day—*scrying*
1/day—*contact other plane*, summon (level 5, 1 nalfeshnee 65%, 1d4 hezrous 85%, or 1d4 vrocks 100%)

STATISTICS

Str 44, **Dex** 17, **Con** 33, **Int** 27, **Wis** 26, **Cha** 28
Base Atk +15; **CMB** +34 (+36 bull rush); **CMD** 51 (53 vs. bull rush)
Feats Blind-Fight, Extra Mythic Power[B], Improved Critical (bite), Improved Critical (claws)[M], Improved Initiative[M], Improved Vital Strike, Iron Will, Power Attack (-4/+12)[M], Vital Strike[M]
Skills Bluff +27, Diplomacy +27, Fly +13, Intimidate +24, Knowledge (arcana) +26, Knowledge (dungeoneering) +23, Knowledge (local) +23, Knowledge (planes) +26, Knowledge (religion) +23, Perception +34, Sense Motive +26, Spellcraft +26, Stealth +13, Use Magic Device +27; **Racial Modifiers** +8 Perception
Languages Abyssal, Celestial, Common, Draconic, Infernal; telepathy 100 ft.
SQ amazing initiative

SPECIAL ABILITIES

Blackfire (Su)

Ibaheniel's claws are tainted with a powerful ebon flame. When he hits with a claw attack, the target is infused with chaotic and evil energies. The target suffers the effects of the Touch of Chaos domain power (no save) and takes 5d8 points of damage if he is good-aligned (Will DC 26 for half damage). Good outsiders take 10d6 points of damage instead. This damage comes from the power of the Abyss and is therefore not subject to being reduced in any way. Creatures who are neither evil nor good take only half damage (one-quarter if they save). Ibaheniel can spend one use of mythic power when he hits to augment the damage to 5d12 (10d10 to good outsiders). The save DC is Charisma-based.

Demonic Knowledge (Su)

By expending one use of mythic power as a free action, Ibaheniel learns the weaknesses and vulnerabilities of an opponent within sight. This allows him to automatically confirm all critical threats against the target and ignore the effects of one spell, extraordinary ability, supernatural ability or spell-like ability the target possesses. The effects last for 1 day.

Mythic Spell-Like Abilities (Su)

Ibaheniel can cast the mythic version of some of his spell-like abilities. He can do this without having to spend uses of mythic power a number of times per day equal to his mythic rank (7). If he spends one use of mythic power, any of his spell-like abilities can be cast as a swift action.

Unholy Nimbus (Su)

Five times per day as a free action, Ibaheniel can create writhing colored lights on his body. One round later, the light bursts in a 60-foot radius. Any non-demon caught within this area must succeed at a DC 26 Will save or be dazed for 1d10 rounds as visions of madness hound it. A creature that saves is staggered for 1 round. The save DC is Charisma-based.

NEZIRRIUS **CR 19/MR 4**

XP 204,800
Mythic half-invidiak ankou (*Pathfinder RPG Bestiary 4 10, Pathfinder Campaign Setting: Demons Revisited 30, Patfinder RPG Mythic Adventures*)
CE Large outsider (augmented fey, extraplanar, mythic)
Init +12; **Senses** blindsense 120 ft., low-light vision; Perception +22

DEFENSE

AC 38, touch 21, flat-footed 26 (+12 Dex, +17 natural, –1 size)
hp 227 (14d6+178)
Fort +14, **Ref** +21, **Will** +14
DR 10/cold iron, epic and magic; **Immune** poison; **Resist** acid 10, cold 10, electricity 10, fire 10; **SR** 30

OFFENSE

Speed fly 90 ft. (perfect)
Melee bite +27 (1d8+14), 2 claws +27 (1d6+14), tail slap +25 (1d8+8 plus bleed), 2 wings +25 (1d8+8 plus bleed)
Ranged *stalker's crossbow* +29/+29 (2d6+15/19-20)
Space 10 ft.; **Reach** 5 ft.
Special Attacks bleed (2d6), cold iron killer, crossbow master, martial calling, mythic power (4/day, surge +1d8), precision, improved shadow doubles, smite good 1/day (+9 to attacks and AC, +14 damage), sneak attack +4d6
Ankou Spell-Like Abilities (CL 15th; concentration +24)
At will—*deeper darkness*, *ray of exhaustion* (DC 22), *silence* (self only)
3/day—*dimensional anchor*, *greater teleport*, *true seeing*
1/day—*circle of death* (DC 25), *discern location*, *prismatic spray* (DC 26)
Half-Invidiak Spell-Like Abilities (CL 14th; concentration +23)
3/day—*darkness, shadow conjuration* (DC 23), *unholy aura* (DC 27)
1/day—*blasphemy* (DC 26), *blur*, *greater teleport*, *magic jar* (DC 24), *unholy blight* (DC 23)

STATISTICS

Str 26, **Dex** 34, **Con** 30, **Int** 19, **Wis** 21, **Cha** 29
Base Atk +7; **CMB** +16; **CMD** 36
Feats Flyby Attack, Multiattack[B], Point Blank Shot, Precise Shot[B], Rapid Reload (light crossbow), Rapid Shot[M], Toughness, Weapon Finesse[M], Weapon Focus (light crossbow)
Skills Acrobatics +29, Bluff +26, Fly +35, Intimidate +26, Knowledge (local) +21, Knowledge (planes) +21, Knowledge (religion) +21, Perception +22, Sense Motive +22, Stealth +25
Languages Abyssal, Common, Sylvan (can't speak any language); telepathy 100 ft.
SQ ghostly form

Combat Gear 10 *+1 human-bane bolts*, 10 *+1 elf-bane bolts*, 10 *+1 good-outsider-bane bolts*; **Other Gear** *stalker's crossbow* with 20 bolts, *amulet of mighty fists +2*, *ring of spell storing* (*cure critical wounds*, *cure light wounds*)

SPECIAL ABILITIES

Cold Iron Killer (Su)

All of an ankou's natural weapons and crossbow bolts are treated as cold iron for the purpose of overcoming damage reduction.

Crossbow Master (Ex)

When making a full-attack, Nezirrius can forego one of her claw attacks to make all her crossbow attacks. She does not provoke attacks of opportunity when doing so or when reloading her crossbow. Additionally, if she can clearly perceive her target, she aims for her victim's weak points, dealing additional damage equal to her Dexterity modifier (already included in her statistics above).

Ghostly Form (Su)

Nezirrius can become incorporeal (including all of her gear) for 14 rounds per day as a swift action- returning to solid form is a free action. The rounds per day need not be consecutive. This ability cannot be activated in areas of bright light, and while in ghostly form she cannot enter such an area.

Improved Shadow Doubles (Su)

Once per day as a free action, Nezirrius can conjure up to four shadowy duplicates, which appear anywhere within 60 feet of her and last a number of rounds equal to her Charisma modifier (9 rounds). These shadow doubles are identical to the original in all respects except that when conjured they have a number of hit points equal to 80% of Nezirrius' total hit points (181 hit points if conjured when she has full hit points). The doubles have all of Nezirrius' melee attacks and abilities, except they can't create more shadow doubles or use her spell-like abilities except for *deeper darkness*. Unlike a standard ankou's shadow doubles, Nezirrius' are real, so there is no save to disbelieve the duplicates. Shadow doubles take double damage from spells with the light descriptor. If Nezirrius is slain, is rendered unconscious, or is ever more than 120 feet from a shadow double, the duplicates instantly vanish.

Martial Calling (Su)

Nezirrius gains a profane bonus equal to 1/2 of her Hit Dice on all melee weapon attacks.

GELDERFANG **CR 18/MR 6**

XP 153,600
Male unique mythic incubus fighter 9 (*Pathfinder RPG Bestiary 3 73, Pathfinder RPG Mythic Adventures*)
CE Medium outsider (chaotic, demon, evil, extraplanar, mythic)
Init +16/-4[M], dual initiative; **Senses** darkvision 60 ft.; Perception +22

DEFENSE

AC 43, touch 17, flat-footed 36 (+10 armor, +5 Dex, +2 dodge, +16 natural)
hp 296 (17d10+208)
Fort +18, **Ref** +13, **Will** +14; +2 vs. fear
Defensive Abilities bravery +2, unstoppable; **DR** 10/epic, cold iron and good; **Immune** electricity, poison; **Resist** acid 10, cold 10, fire 10; **SR** 29

OFFENSE

Speed 30 ft., fly 50 ft. (average)
Melee *+3 scizore* +34/+34/+29/+24 (1d10+17/19-20), *+2 gladius* +33 (1d6+16/17-20), *+2 trident* +30 (1d8+14/x3), slam +28 (1d4+11) or 4 slams +28 (1d4+11)
Ranged net +23/+18/+13/+8 (special damage)
Special Attacks backlash, fleet warrior, mythic power (8/day, surge +1d8), mythic weapon training (light blades), pain redoubled (DC 24), precision, weapon training (light blades +2, close +1)
Spell-Like Abilities (CL 12th; concentration +18)
Constant—*tongues*
At will—*charm person* (DC 17), *detect thoughts* (DC 18), *greater teleport* (self plus mount plus 50 lbs. of objects only), *suggestion* (DC 19)
1/day—*crushing despair* (DC 20), summon (level 5, 2 schirs 80%)

STATISTICS

Str 30, **Dex** 22, **Con** 24, **Int** 14, **Wis** 16, **Cha** 23
Base Atk +17; **CMB** +27; **CMD** 44
Feats Dodge[M], Exotic Weapon Proficiency (net), Greater Weapon Focus (scizore), Improved Critical (scizore), Improved Initiative[M], Iron Will, Lightning Reflexes, Mobility, Power attack (-5/+15)[M], Toughness, Weapon Focus (scizore, trident), Weapon Specialization (scizore, trident)
Skills Acrobatics +25, Fly +25, Intimidate +25, Perception +23, Perform (act) +23, Sense Motive +22; **Racial Modifiers** +8 Intimidate, +8 Perception
Languages Abyssal, Celestial, Common; telepathy 100 ft., *tongues*
SQ armor training 2, change shape (Small or Medium humanoid; *alter self*), extra mythic power, multiweapon mastery
Other Gear *+4 glamered breastplate, +2 gladius*[UE]*, +3 scizore*[UE]*,, +2 trident, belt of incredible dexterity +2*

SPECIAL ABILITIES

Multiweapon Mastery (Ex)

Gelderfang never takes penalties to an attack roll when fighting with multiple weapons, and treats claws as primary attacks even when also wielding weapons.

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 24 Fortitude save or be wracked by pain, becoming sickened for 1d6 rounds. Multiple uses of this ability extend the duration. The save DC is Charisma-based.

DEMONIC SHADES **CR 10**

XP 9,600
Advanced fiendish greater shadow (*Pathfinder RPG Bestiary 295, 294*)
CE Medium undead (incorporeal)
Init +7; **Senses** darkvision 60 ft.; Perception +15

DEFENSE

AC 22, touch 22, flat-footed 14 (+4 deflection, +7 Dex, +1 dodge)
hp 76 (9d8+36)
Fort +7, **Ref** +10, **Will** +9
Defensive Abilities incorporeal, channel resistance +2; **DR** 5/good; **Resist** cold 10, fire 10; **Immune** undead traits; **SR** 15

OFFENSE

Speed fly 40 ft. (good)
Melee incorporeal touch +13 (1d8 Strength)
Special Attacks create spawn (as per shadow), smite good 1/day (+4 to attacks and AC, +9 damage), strength damage

STATISTICS

Str —, **Dex** 24, **Con** —, **Int** 10, **Wis** 16, **Cha** 19
Base Atk +6; **CMB** +11; **CMD** 24
Feats Dodge, Flyby Attack, Mobility, Skill Focus (Perception, Stealth)
Skills Fly +17, Perception +15, Stealth +22 (+26 in dim light, +18 in bright light);
Racial Modifiers +4 Stealth in dim light (–4 in bright light)
Languages Abyssal

SPECIAL ABILITIES

Strength Damage (Su)

A demonic shade's touch deals 1d8 points of Strength damage to a living creature. This is a negative energy effect. A creature dies if this Strength damage equals or exceeds its actual Strength score.

THE DEFILED ONE **CR 16**

XP 76,800
Variant flayed angel (*The Tome of Horrors 4 97*)
NE Large undead (extraplanar)
Init +8; **Senses** blindsight 120 ft.; Perception +26
Aura profane (20 ft.)

DEFENSE

AC 42, touch 24, flat-footed 37 (+4 Dex, +1 dodge, +18 natural, +10 profane, –1 size)
hp 276 (24d8+168)
Fort +21, **Ref** +19, **Will** +22
Defensive Abilities channel resistance +6, gout of blood, profane presence; **DR** 10/evil; **Immune** acid, cold, petrification, sight-based effects, undead traits; **Resist** electricity 10, fire 10; **SR** 27

OFFENSE

Speed 40 ft., fly 120 ft. (good)
Melee *+3 unholy greatsword* +29/+24/+19 (3d6+15/17–20 plus 2d6 acid) or 2 slams +25 (1d8+8 plus 2d6 acid)
Space 10 ft.; **Reach** 10 ft.
Special Attacks rend (2 slams, 1d8+12 plus 2d6 acid)

STATISTICS

Str 27, **Dex** 18, **Con** —, **Int** 6, **Wis** 16, **Cha** 23
Base Atk +18; **CMB** +27; **CMD** 52
Feats Bleeding Critical, Critical Focus, Dodge, Flyby Attack, Great Fortitude, Improved Critical (greatsword), Improved Initiative, Lightning Reflexes, Power Attack (-5/+15;+10), Toughness, Vital Strike, Weapon Focus (greatsword)
Skills Fly +31, Perception +28
Languages Abyssal (cannot speak)
Gear *+3 unholy greatsword*

SPECIAL ABILITIES

Gout of Blood (Ex)

Whenever a flayed angel is physically struck in battle, the impact causes a spray of acidic blood to fly off the creature at anyone within 5 feet. Anyone in the area of effect must make a DC 26 Reflex save or take 6d6 points of acid damage from this splatter. The save DC is Dexterity-based.

Profane Aura (Su)

Any non-evil creature within 20 feet of the Defiled One takes a -4 penalty to AC and saves. It also protects the flayed angel as a *lesser globe of invulnerability* spell (CL 16th).

Profane Presence (Su)

The existence of a flayed angel is such an anathema to the order of the multiverse that its very presence is a profanity of nature. This presence provides it with a +10 profane bonus to Armor Class and a +5 profane bonus to its saves.

Encounter: DC 24 Reflex to avoid the water.

KESTOGLYR MANTIEL **CR 15**

XP 51,200
Male human variant graveknight antipaladin of Baphomet 14 (*Pathfinder RPG Bestiary 3 138, Pathfinder RPG Advanced Player's Guide 118*)
CE Medium undead (augmented human)
Init +8; **Senses** darkvision 60 ft., *detect magic*, *see invisibility*; Perception +24
Aura cowardice (10 ft., -4 vs. fear effects), despair (10 ft., -2 to saves), sacrilegious aura (30 ft., concentration DC 25 to summon positive energy), sin (10 ft., evil-aligned weapons), vengeance (10 ft.)

DEFENSE

AC 29, touch 12, flat-footed 27 (+13 armor, +1 Dex, +1 dodge, +4 natural)
hp 249 (14d10+168)
Fort +27, **Ref** +18, **Will** +21
DR 10/magic; **Defensive Abilities** channel resistance +4, rejuvenation; **Immune** cold, electricity, polymorph, undead traits; **SR** 26

OFFENSE

Speed 20 ft., fly 40 ft. (good)
Melee *+5 keen halberd* +31/+26/+21 (1d10+20/19-20/x3 plus 3d6 cold) or slam +25 (1d4+15)
Special Attacks channel destruction (+3d6 cold), channel negative energy (DC 25, 7d6), devastating blast 3/day (15d6 cold plus slow, DC 25 Reflex half), smite good 5/day (+8 attack and AC, +14 damage), undead mastery (DC 25)
Spell-Like Abilities (CL 15th; concentration +23)
Constant—*detect magic, see invisibility*
At will—*wall of ice*
2/day—*greater dispel magic*
1/day—*delayed blast fireball* (15d6, DC 25), *summon* (level 7, 1 glabrezu 75%), *symbol of pain* (DC 23), *symbol of fear* (DC 24)
Antipaladin Spell-Like Abilities (CL 14th; concentration +22)
At will—*detect good*
Antipaladin Spells Prepared (CL 11th; concentration +19)
4th—*dispel good*, *inflict serious wounds* (DC 22), *slay living* (DC 22)
3rd—*bestow curse* (DC 21), *dispel magic*, *inflict moderate wounds* (DC 21)
2nd—*blindness/deafness* (DC 20), *bull's strength**, *invisibility, silence* (DC 20)
1st—*bane* (DC 19), *command* (DC 19), *inflict light wounds* (2, DC 19), *protection from good*

STATISTICS

Str 29, **Dex** 18, **Con** —, **Int** 10, **Wis** 14, **Cha** 26
Base Atk +14; **CMB** +23; **CMD** 38
Feats Bleeding Critical, Blind-Fight, Critical Focus, Dodge, Improved Initiative[B], Mounted Combat[B], Power Attack (-4/+12), Ride-By Attack[B], Toughness[B], Vital Strike,

Weapon Focus (halberd)
Skills Fly +13, Intimidate +16, Perception +17, Profession (sailor) +19, Ride +16;
Racial modifiers +8 Intimidate, Perception and Ride
Languages Common
SQ inherent bonuses, aura of evil, code of conduct, cruelties (blinded, cursed, fatigued, staggered), fiendish boon (weapon +4, 3/day)*, phantom mount, plague bringer, ruinous revivification, touch of corruption (7d6, 15/day), unholy resilience
Gear *+4 full plate*, *+1 keen halberd*, *headband of alluring charisma* +2, unholy symbol of Baphomet

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SPECIAL ABILITIES

Sacrilegious Aura (Su)

A graveknight constantly exudes an aura of intense evil and negative energy in a 30-foot radius. This aura functions as the spell *desecrate* and uses the graveknight's armor as an altar of sorts to double the effects granted. The graveknight constantly gains the benefits of this effect (including the bonus hit points, as this aura is part of the graveknight's creation). In addition, this miasma of fell energies hinders the channeling of positive energy. Any creature that attempts to summon positive energy in this area—such as through a cleric's channel energy ability, a paladin's lay on hands, or any spell with the healing subtype—must make a concentration check with a DC equal to 10 + 1/2 the graveknight's Hit Dice + the graveknight's Charisma modifier (25). If the character fails, the effect is expended but does not function.

Channel Destruction (Su)

Any weapon Kestoglyr wields seethes with energy, and deals an additional 3d6 points of cold damage.

Devastating Blast (Su)

Three times per day, Kestoglyr may unleash a blast of cold. The blast fills a 20-foot-radius spread anywhere within a range of 840 feet. This blast deals 15d6 points of cold damage (Reflex DC 25 for half) and slows (as the spell) any creature that takes damage from this attack for 1 round. The save DC is Charisma-based.

Undead Mastery (Su)

As a standard action, Kestoglyr can attempt to bend any undead creature within 50 feet to his will. The targeted undead must succeed at a Will save DC 32 or fall under the graveknight's control. This control is permanent for unintelligent undead; an undead with an Intelligence score is allowed an additional save every day to break free from the graveknight's control. A creature that successfully saves cannot be affected again by the same graveknight's undead mastery for 24 hours. Kestoglyr can control 70 Hit Dice of undead creatures. If the graveknight exceeds this number, the excess from earlier uses of the ability becomes uncontrolled, as per *animate dead*.

Inherent Bonuses

Kestoglyr has a +5 inherent bonus to his Strength and Dexterity scores.

Flight (Su)

Kestoglyr's fly speed is supernatural in nature, functioning similarly to that granted by a *fly* spell (CL 20th), save that it cannot be dispelled. This is gift from his patron, Baphomet, and functions as long as he is within 120 ft. of the barge, which serves as the focus. He can also impart this blessing to other allies, in this case his two bodak companions.

KESTOGLYR'S COMPANIONS (2) **CR 14**

XP 38,400
Advanced bodak fighter 5 (*Pathfinder RPG Bestiary 2 48*)
CE Medium undead (extraplanar)
Init +9; **Senses** darkvision 60 ft.; Perception +19

DEFENSE

AC 32, touch 16, flat-footed 26 (+6 armor, +5 Dex, +1 dodge, +10 natural)
hp 192 (10d8+5d10+120)
Fort +16, **Ref** +13, **Will** +14; +1 vs. fear
Defensive Abilities bravery +1; **DR** 10/cold iron; **Immune** electricity, undead traits; **Resist** acid 10, fire 10; **Weaknesses** vulnerability to sunlight

OFFENSE

Speed 20 ft., fly 60 ft. (good)
Melee *+2 greataxe* +22/+17 (1d12+14/19-20/x3) or 2 slams +13 (1d8+6)
Special Attacks death gaze, weapon training (axes +1)

STATISTICS

Str 22, **Dex** 21, **Con** —, **Int** 10, **Wis** 19, **Cha** 24
Base Atk +12; **CMB** +18; **CMD** 34
Feats Ability Focus (death gaze), Dodge, Improved Critical (greataxe), Improved Initiative, Lightning Reflexes, Mobility, Power Attack (-4/+12;+8), Toughness, Vital Strike, Weapon Focus (greataxe), Weapon Specialization (greataxe)
Skills Fly +22, Intimidate +20, Perception +19, Profession (sailor) +17, Stealth +17
SQ armor training 1
Languages Common
Gear *+2 chain shirt*, *+2 greataxe*, *cloak of resistance +2*

SPECIAL ABILITIES

Death Gaze (Su)

1d4 negative levels, 30 feet; Fortitude DC 26 negates. The save DC is Charisma-based. A humanoid slain by a bodak's death gaze rises as a bodak 24 hours later. This is a death effect.

Vulnerability to Sunlight (Ex)

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 bodak.

Encounter: Kestoglyr plus two companions. The barge radiates dark energy, and duplicates the effects of *desecrate* (the barge counts as an altar) and *unhallow* (select an

appropriate spell) within 120 ft. The effects of these spells are not included in the stats above. The barge is made of bones and flesh, and adorned with skulls.

MELAZMERA **CR 20**

XP 307,200
Female entropic ancient umbral dragon (*Pathfinder RPG Bestiary 2 102, 292*)
CE Gargantuan dragon
Init +3; **Senses** blindsense 60 ft., darkvision 120 ft., dragon senses; Perception +35
Aura frightful presence (300 ft., DC 29)

DEFENSE

AC 38, touch 5, flat-footed 38 (–1 Dex, +33 natural, –4 size)
hp 337 (25d12+175)
Fort +21, **Ref** +13, **Will** +21
DR 15/lawful and magic; **Immune** cold, death effects, energy drain, negative energy, paralysis, sleep; **Resist** acid 15, fire 15; **SR** 31

OFFENSE

Speed 40 ft., fly 250 ft. (clumsy)
Melee bite +33 (4d6+18), 2 claws +33 (2d8+12), tail slap +31 (2d8+18), 2 wings +31 (2d6+6)
Space 20 ft.; **Reach** 15 ft. (20 ft. with bite)
Special Attacks breath weapon (60-ft. cone, 20d8 neg. energy, DC 29), create shadows, crush, shadow breath (10 Str), smite law 1/day (+7 to attack, +25 to damage), tail sweep
Spell-Like Abilities (CL 25th; concentration +32)
At will—*darkness*, *project image*, *shadow walk*, *vampiric touch*
3/day—*finger of death* (DC 24)

Spells Known (CL 15th; concentration +22)
7th (5/day)—*destruction* (DC 24), *power word blind*
6th (7/day)—*blade barrier* (DC 25), *harm* (DC 23), *mass suggestion* (DC 23)
5th (7/day)—*flame strike* (DC 24), *mirage arcana* (DC 22), *slay living* (DC 22), *teleport*
4th (7/day)—*enervation*, *inflict critical wounds* (DC 21), *phantasmal killer* (DC 21), *unholy blight* (DC 23)
3rd (8/day)—*dispel magic*, *fireball* (DC 22), *haste*, *lightning bolt* (DC 22)
2nd (8/day)—*alter self*, *blur*, *false life*, *invisibility*, *locate object*
1st (8/day)—*alarm*, *magic missile*, *protection from law*, *ray of enfeeblement* (DC 18), *shield*
0 (at will)—*acid splash*, *bleed* (DC 17), *detect magic*, *ghost sound*, *mage hand*, *message*, *prestidigitation*, *read magic*, *touch of fatigue* (DC 17)

STATISTICS

Str 35, **Dex** 8, **Con** 25, **Int** 24, **Wis** 25, **Cha** 24
Base Atk +25; **CMB** +41; **CMD** 50 (54 vs. trip)
Feats Empower Spell, Flyby Attack, Greater Spell Focus (evocation), Greater Vital Strike, Hover, Improved Initiative, Improved Vital Strike, Multiattack, Power Attack

(-7/+21;+14:+7), Quicken Spell, Skill Focus (Stealth), Spell Focus (evocation), Vital Strike
Skills Appraise +35, Bluff +35, Diplomacy +35, Fly +13, Knowledge (arcana, local, planes, religion) +35, Perception +35, Sense Motive +35, Spellcraft +35, Stealth +21, Survival +35
Languages Abyssal, Aklo, Celestial, Common, Draconic, Infernal, Undercommon
SQ ghost bane, umbral scion

SPECIAL ABILITIES

Breath Weapon (Su)

Although it deals negative energy damage, an umbral dragon's breath weapon does not heal undead creatures.

Create Shadows (Su)

Any creature slain by an ancient or older umbral dragon rises as a shadow (if 8 HD or less) or greater shadow (if above 8 HD) under the umbral dragon's control 1d4 rounds later.

Ghost Bane (Su)

A young or older umbral dragon's physical attacks deal damage to incorporeal creatures normally.

Shadow Breath (Su)

Three times per day, an adult or older umbral dragon can breathe a cone of shadows. Creatures who fail a Fortitude save are blinded for 1d4 rounds and take 1 point of Str drain per age category possessed by the dragon (10). A successful save negates the blindness and reduces Str drain to 1d4 points.

Umbral Scion (Ex)

Umbral dragons have negative energy affinity and are immune to energy drain and death effects.

ABYSSAL HARVESTER **CR 17**

XP 102,400
CE Gargantuan aberration (chaotic, evil)
Init +4; **Senses** darkvision 60 ft.; Perception +31

DEFENSE

AC 32, touch 6, flat-footed 32 (+26 natural, -4 size)
hp 283 (21d8+189)
Fort +16; **Ref** +9; **Will** +17
DR 15/cold iron; **Immune** poison; **Resist** acid 10, cold 10, fire 10

OFFENSE

Speed 20 ft.
Melee 6 tentacles +27 (4d6+15/19–20 plus grab)
Space 20 ft.; **Reach** 20 ft.
Special Attacks debilitating constriction, far reaching, harvest
Spell-Like Abilities (CL 20th; concentration +21)
At will--*plane shift* (DC 21, Astral Plane, the Abyss, the Nine Hells, or the Material Plane only)

STATISTICS

Str 41, **Dex** 10, **Con** 29, **Int** 10, **Wis** 16, **Cha** 13
Base Atk +15; **CMB** +29 (+33 grapple); **CMD** 39 (can't be tripped)
Feats Alertness, Blind-Fight, Critical Focus, Improved Critical (tentacle), Improved Initiative, Improved Natural Attack (tentacle), Iron Will, Lightning Reflexes, Power Attack (-4/+8), Staggering Critical (DC 25), Weapon Focus (tentacle)
Skills Intimidate +25, Knowledge (planes) +21, Perception +31, Sense Motive +5, Survival +27
Languages Abyssal
SQ tenacious grapple, tentacle regeneration

SPECIAL ABILITIES

Debilitating Constriction (Su)

An Abyssal harvester has the constrict ability. It deals 4d6+15 points of damage and 1d4 points of Constitution damage when it constricts a foe.

Far Reaching (Su)

An Abyssal harvester can reach its tentacles across planar distances to attack foes there, or in the case of this specimen, to the qlippoth runestone at area F, up to 12 times per day. All of its tentacles must emerge within 20 feet of each other. The monster uses its tentacles to see and hear and can attack normally, but cannot move while doing so. It can withdraw its tentacles back to its side as a move action. *Dismissal*, *dispel chaos*, or

dispel evil causes one tentacle to be forced back to the creature if it fails a Will save, while *banishment* forces all tentacles back. While inserted into the other side of a portal, the Abyssal harvester's tentacles can be sundered as if they were weapons (each tentacle has 40 hit points and the harvester's AC and other defenses).

Harvest (Su)

This ability can only be used when the abyssal harvester is on its abyssal plane and injects its tentacles into the Ethereal Plane, Astral Plane, a material plane, or the Nine Hells. A grappled foe with 20 or fewer hit points or 4 or fewer Constitution points must succeed on a DC 21 Will save or be drawn through an invisible planar gate (created around the abyssal harvester’s tentacles) onto the same plane where the abyssal harvester currently resides. An opponent drawn into the same plane with the harvester is still grappled upon arrival. The save DC is Charisma-based.

Tentacle Regeneration (Ex)

An abyssal harvester regrows any lost tentacles in 1 week.

MINOTAUR MINER **CR 15/MR 3**

XP 9,600
Advanced half-fiend mythic minotaur antipaladin of Baphomet 6 (*Pathfinder RPG Advanced Player's Guide 118, Pathfinder RPG Bestiary 171, 294, Pathfinder RPG Mythic Adventures*)
CE Large outsider (mythic, native)
Init +12[M] (+16 inside the Nahyndrian mine); **Senses** darkvision 60 ft.; Perception +18
Aura cowardice (10 ft., -4 vs fear effects)

DEFENSE

AC 32, touch 12, flat-footed 29 (+8 armor, +3 Dex, +12 natural, –1 size)
hp 182 (12d10+116)
Fort +19, **Ref** +17, **Will** +19
Defensive Abilities natural cunning; **DR** 10/epic and magic; **Immune** disease, poison; **Resist** acid 10, cold 10, electricity 10, fire 10; **SR** 26

OFFENSE

Speed 30 ft., fly 60 ft. (good) (20 ft., fly 40 ft. in armor)
Melee *+2 adamantine heavy pick* +25/+25/+20 (1d8+20/19-20/×4), bite +18 (1d8+6), gore +18 (1d6+6) or 2 claws +23 (1d6+12), bite +23 (1d8+12), gore +23 (1d6+12)
Space 10 ft.; **Reach** 10 ft.
Special Attacks channel negative energy (DC 18, 3d6), mythic power (3/day, surge +1d6), oubliette, powerful charge (gore +25, 2d6+18), precision, smite good 3/day (+5 to attacks and AC, +12/+6 damage)
Antipaladin Spell-Like Abilities (CL 6th; concentration +11)
At will—*detect good*
Antipaladin Spells Prepared (CL 3rd; concentration +8)
1st—*command* (DC 16), *protection from good* (2)

Spell-Like Abilities (CL 12th; concentration +17)
3/day—*darkness, poison* (DC 19)
1/day—*blasphemy* (DC 22), *contagion* (DC 19), *desecrate*, *unholy blight* (DC 19)

STATISTICS

Str 34, **Dex** 20, **Con** 24, **Int** 13, **Wis** 18, **Cha** 20
Base Atk +12; **CMB** +25; **CMD** 40
Feats Ability Focus (oubliette), Improved Critical (heavy pick), Improved Initiative[M], Improved Vital Strike, Power Attack (-4/+12;+8), Vital Strike[M]
Skills Fly +16, Intimidate +14, Knowledge (dungeoneering) +8, Knowledge (religion) +12, Perception +18, Profession (miner) +15, Sense Motive +13, Stealth +12 (+20 inside the Nahyndrian mine), Survival +17; **Racial Modifiers** +4 Perception, +4 Survival
Languages Abyssal, Giant

SQ aura of evil, code of conduct, cruelties (sickened, fatigued), fiendish boon (weapon +1, 1/day), maze mastery, plague bringer, touch of corruption (DC 18, 3d6, 8/day), unholy resilience
Other Gear *+2 breastplate, +2 adamantine heavy pick*, *amulet of natural armor +1*, *headband of alluring charisma +2*, silver unholy symbol of Baphomet worth 25 gp

SPECIAL ABILITIES

Maze Mastery (Su)

The minotaur miner has designated the Nahyndrian mine as its personal lair. As a move action, the minotaur can *teleport* from one point in its lair to any other point in its lair, as if using *greater teleport*. Inside the lair, it receives a +4 bonus on initiative checks and a +8 racial bonus on Stealth checks. In addition, whenever the minotaur must make a saving throw while inside its lair, it can roll twice and take the higher result. A minotaur can share its lair with other creatures without interfering with this ability.

Natural Cunning (Ex)

A minotaur possesses innate cunning and logical ability. This gives it immunity to *maze* spells and prevents it from ever becoming lost. Further, it is never caught flat-footed.

Oubliette (Su)

Whenever a minotaur hits a creature with its gore attack as part of a powerful charge, the target must succeed at a DC 24 Will save or be sent into an extradimensional prison, as the *maze* spell but lasting for 1d4+1 rounds. The save DC is Wisdom-based and includes a +2 racial modifier.

HEPZAMIRAH **CR 19**

XP 204,800
Female unique nephilim cleric of Baphomet 11/hierophant 6 (*Pathfinder RPG Bestiary 3 200, Pathfinder RPG Mythic Adventures 32*)
CE Large outsider (extraplanar)
Init +20[M]; **Senses** blindsense 30 ft., darkvision 60 ft., *see invisibility*; Perception +38
Aura *unholy aura* (DC 24)

DEFENSE

AC 42, touch 17, flat-footed 38 (+12 armor, +4 deflection, +4 Dex, +13 natural, -1 size)
hp 368 (22 HD; 11d10+11d8+233)
Fort +30, **Ref** +16, **Will** +31; +2 vs. sorrow effects, +4 vs. insanity and confusion
Defensive Abilities *freedom of movement*, hard to kill, mythic saving throws, soul of sorrow; **DR** 10/magic, 10/adamantine (110 points); **Immune** fear, *maze*; **Resist** cold 10, fire 10; **SR** 30

OFFENSE

Speed 30 ft., *air walk*
Melee *Blancher* +35/+30/+25/+20 (2d6+22/19-20/x5 plus crushing blow plus 1d12 bleed and 1d3 charisma damage), gore +25 (2d6+6) or 2 slams +30 (1d6+12), gore +30 (2d6+12)
Space 10 ft.; **Reach** 10 ft.
Special Attacks channel negative energy 9/day (DC 21, 6d6), crushing blow, faith's reach, fury of the abyss (+5 enhancement, 16 rounds/day), divine surge (inspired spell), might of the gods (+11, 11 rounds/day), mortal challenge, mythic power (15/day, surge +1d8), mythic spellcasting, powerful charge (gore, 4d6+24), scythe of evil 1/day (5 rounds)
Spell-Like Abilities (CL 19th, concentration +25)
Constant—*see invisibility*, *unholy aura* (DC 24)
Domain Spell-Like Abilities (CL 11th; concentration +24)
16/day—strength surge (+5)

Cleric Spells Prepared (CL 11th; concentration +24; +30 touch, +22 ranged touch)
6th—*blade barrier*[M] (DC 29), *harm*[M] (DC 29), *heal*[M], *stoneskin*[D]*
5th—*dispel good*[D], *flame strike*[M] (DC 28), *greater command* (DC 28), *scrying* (DC 28), *slay living* (DC 28), *wall of stone*
4th—*air walk**, *unholy blight*[DM] (2, DC 27), *cure critical wounds*, *divine power*, *freedom of movement**, *sending*
3rd—*blindness/deafness*, *cure serious wounds* (2), *dispel magic*, *glyph of warding*[M] (DC 26), *rage*[D], *speak with dead* (DC 26), *stone shape*
2nd—*bull's strength*[D]*, *cure moderate wounds* (4), *silence*, *spiritual weapon* (2)
1st—*bless*, *command* (DC 24), *cure light wounds* (4), *divine favor*, doom[D] (DC 24), *sanctuary* (DC 24)

0 (at will)—*bleed* (DC 23), *detect magic*, *guidance*, *mending*
D Domain spell; **Domains** Demon[APG] (Evil) Strength; **M** mythic spell

STATISTICS

Str 35, **Dex** 19, **Con** 30, **Int** 16, **Wis** 36, **Cha** 23
Base Atk +19; **CMB** +32 (+34 sunder); **CMD** 50 (52 vs. sunder)
Feats Blind-Fight, Endurance[B], Great Fortitude[B], Combat Reflexes, Craft Wondrous Item, Critical Focus, Improved Critical (heavy pick)[M], Improved Initiative[M], Improved Sunder, Lightning Reflexes, Power Attack (-5/+20;+15)[M], Staggering Critical (DC 29), Weapon Focus (heavy pick)
Skills Bluff +31, Intimidate +17, Knowledge (arcana, planes) +28, Knowledge (religion) +17, Perception +38, Profession (miner) +27, Spellcraft +28, Use Magic Device +17
Languages Abyssal, Common, Giant
SQ amazing initiative, aura of evil, commune with power, enduring blessing, force of will, mythic sight, recuperation
Gear *+3 full plate*, *Blancher*, *amulet of natural armor +2*, *belt of physical might +2* (Strength, Constitution), *Fasciculus Labyrinthum*, *headband of inspired wisdom +6*, powdered diamond for *glyphs of warding* (worth 800 gp), unholy symbol of Baphomet, 8,050 gp

SPECIAL ABILITIES

Crushing Blow (Ex)

When Hepzamirah makes a successful critical hit with a melee attack, the target must make a DC 33 Fortitude save or take an additional 3d6 points of nonlethal damage and be staggered for 1 round. The save DC is Strength-based.

Martial Training (Ex)

Hepzamirah is proficient with all simple and martial weapons, and all types of armor. When wearing armor, she doesn't suffer any armor check penalty, speed reduction or maximum Dexterity bonus penalty.

Mortal Challenge (Su)

Once per day as a free action, Hepzamirah can roar a battle challenge. All humanoids and monstrous humanoids within 100 feet of her must make a DC 27 Will save to avoid becoming frightened for 5d6 rounds. On a successful save, the creatures only become shaken for that time. Creatures with more HD than Hepzamirah become shaken if they fail their save, and suffer no effect if they succeed. This is a mind-affecting fear effect. The save DC is Charisma-based.

Soul of Sorrow (Ex)

Hepzamirah gains a +2 bonus on Will saves against any effect that causes sorrow. She is also immune to fear.

HERALD OF THE IVORY LABYRINTH

ODEENKA **CR 20**

XP 307,200
Female advanced marilith antipaladin 2 of Baphomet (*Pathfinder RPG Bestiary 58, Pathfinder RPG Advanced Player's Guide 118*)
CE Large outsider (chaotic, demon, evil, extraplanar)
Init +11; **Senses** darkvision 60 ft., *true seeing*; Perception +33
Aura *unholy aura* (DC 29)

DEFENSE

AC 37, touch 20, flat-footed 30 (+4 deflection, +7 Dex, +17 natural, –1 size)
hp 351 (16d10+2d10+252)
Fort +42, **Ref** +32, **Will** +31
DR 10/cold iron and good; **Immune** electricity, petrification, poison; **Resist** acid 10, cold 10, fire 10; **SR** 31

OFFENSE

Speed 40 ft.
Melee *+2 spear* +31/+26/+21/+16 (2d6+18/x3), *+2 battleaxe* +31 (2d6+13/x3), *+2 flail* +31 (2d6+13), 2 *+2 longswords* +31 (2d6+13/19-20), tail slap +26 (2d6+5 plus grab) or 6 slams +28 (1d8+11), tail slap +26 (2d6+5 plus grab)
Space 10 ft.; **Reach** 10 ft.
Special Attacks constrict (tail slap, 2d6+16 plus crushing coils), infuse weapon, multiweapon mastery, petrifying gaze, smite good 1/day (+11 to attacks and AC, +2/+4 damage)
Spell-Like Abilities (CL 16th, concentration +27)
Constant—*true seeing*, *unholy aura* (DC 29)
At will—*greater teleport* (self plus 50 lbs. of objects only), *project image* (DC 28), *telekinesis* (DC 26)
3/day—*blade barrier* (DC 27), *fly*
1/day—summon (level 5, 1 marilith 20%, 1 nalfeshnee 35%, or 1d4 hezrous 60%)
Antipaladin Spell-Like Abilities (CL 2nd; concentration +13)
At will—*detect good*

STATISTICS

Str 33, **Dex** 25, **Con** 38, **Int** 22, **Wis** 22, **Cha** 33
Base Atk +18; **CMB** +30 (+34 grapple); **CMD** 51 (can't be tripped)
Feats Combat Reflexes, Improved Initiative, Iron Will, Multiattack, Power Attack (-5/+15;+10), Weapon Focus (battleaxe, flail, longsword, spear)
Skills Acrobatics +28, Bluff +30, Diplomacy +30, Fly +23, Intimidate +30, Knowledge (engineering) +22, Perception +35, Sense Motive +27, Spellcraft +25, Stealth +24, Survival +25, Use Magic Device +30; **Racial Modifiers** +8 Perception
Languages Abyssal, Celestial, Common, Draconic, Infernal; telepathy 100 ft.

SQ aura of evil, code of conduct, tenacious grapple, touch of corruption (1d6, 12/day), unholy resilience
Gear *+1 spear*, *+1 battleaxe*, *+1 flail*, 2 *+1 longswords*, unholy symbol of Baphomet

SPECIAL ABILITIES

Crushing Coils (Ex)

A creature that takes damage from Odeenka's constrict attack must succeed on a DC 30 Fortitude save or lose consciousness for 1d8 rounds. The save DC is Strength-based.

Infuse Weapon (Su)

Any weapon Odeenka wields gains a +1 enhancement bonus to attack and damage, and strikes as if it were a chaotic and evil cold iron weapon (in addition to retaining the qualities of its actual composition).

Multiweapon Mastery (Ex)

Odeenka never takes penalties to her attack and damage rolls when fighting with multiple weapons.

Petrifying Gaze (Su)

Turn to stone permanently, 30 feet, Fortitude DC 30 negates. The save DC is Charisma-based. Odeenka can exclude a number of targets inside the gaze radius up to her Charisma modifier (11), and deactivate it as a free action.

Encounter: Odeenka plus 2 goristros plus three coloxus demons

VERBOVEZZOR CR 17/MR 6

XP 102,400
Mythic advanced vescavor swarm (*Pathfinder Campaign Setting: Lost Kingdoms 50*, *Pathfinder RPG Mythic Adventures 226*)
CE Diminutive outsider (chaotic, evil, mythic, swarm)
Init +17/-3[M], dual initiative; **Senses** darkvision 60 ft.; Perception +21
Aura gibber (60 ft., DC 30)

DEFENSE

AC 33, touch 23, flat-footed 24 (+7 Dex, +2 dodge, +10 natural, +4 size)
hp 349 (17d10+179)
Fort +18, **Ref** +19, **Will** +10
Defensive Abilities improved evasion, rejuvenation; **DR** 10/epic; **Immune** mind-affecting effects, poison, swarm traits, weapon damage; **Resist** cold 20, electricity 20, fire 20; **SR** 34

OFFENSE

Speed 60 ft., fly 80 ft. (good)
Melee swarm (10d10+25 plus distraction and 2d8 charisma drain)
Space 10 ft.; **Reach** 0 ft.
Special Attacks distraction (DC 30), mythic power (6/day, surge +1d8), ravenous, traumatizing

STATISTICS

Str 11, **Dex** 24, **Con** 22, **Int** 10, **Wis** 15, **Cha** 24
Base Atk +17; **CMB** —; **CMD** —
Feats Blind-Fight, Dodge[M], Great Fortitude, Improved Initiative[M], Improved Iron Will, Iron Will, Lightning Reflexes, Mobility[M], Toughness
Skills Fly +37, Intimidate +27, Knowledge (local) +17, Perception +23, Sense Motive +23, Stealth +39
Languages Abyssal
SQ evolved

SPECIAL ABILITIES

Charisma Drain (Su)

Verbovezzor drains fragments of personality and memories from those it feeds upon, dealing 2d8 points of Charisma drain whenever it deals swarm damage. A successful DC 30 Fortitude save halves the damage. The save DC is Constitution-based.

Gibber (Su)

Vescavors yammer the endless chorus of the Abyss. Any creature within 60 feet of Verbovezzor or inside it must succeed at a DC 30 Will save or be confused for 1 round (roll on the mythic *confusion* spell table). This is a mind-affecting compulsion insanity effect. A creature that stays inside the aura has to save each round to avoid the effect. The save DC is Constitution-based.

Ravenous (Ex)

Vescavors can devour nearly anything, with the exception of adamantine. If the swarm attacks an object or structure, the vescavors ignore its hardness if it is made of any substance other than adamantine. Additionally, every round that a creature is in the same space as the swarm, the vescavors begin devouring one object on the creature. The object takes half its maximum hit points in damage and gains the broken condition. If the vescavors attack an object with the broken condition, it is destroyed. An attended or magic object can make a DC 30 Reflex save to negate this effect. The save DC is Constitution-based.

Rejuvenation (Ex)

If even one of the individual vescavors that makes up Verbovezzor survives the swarm's destruction (this is all but guaranteed, as the swarm always keeps a few dozen hidden in the surrounding area), Verbovezzor can rebuild itself through a fit of reproduction over the course of 24 hours. Permanently slaying Verbovezzor requires powerful magic or diligence. A miracle or wish used to ensure its death after its defeat could certainly do the trick.

Evolved (Ex)

Verbovezzor represents the epitome of vescavor evolution in the Abyss. That gives him maximum hit points per hit die and a +5 racial bonus to all his save DCs. Whenever he rolls damage for his swarm attack, he can reroll all dice that show a 10, adding the new result to the total damage. He keeps rerolling until the dice come up with a result different than 10.

Traumatizing (Su)

Vescavors embody the meanest depravities of the Outer Rifts, and walking among them is akin to being trapped in the Abyss itself. Any creature that spends more than 3 rounds inside a vescavor swarm must succeed at a DC 30 Will save or gain a type of madness. Roll on the Types of Insanity table to determine which type of insanity affects the creature—the creature does not make another Will save against the specific insanity. This affliction is permanent, but can be healed as detailed in the Curing Insanity section of the Sanity and Madness rules. The save DC is Charisma-based.

ORENGOFTA **CR 21/MR 9**

XP 409,600
Mythic advanced nalfeshnee (*Pathfinder RPG Bestiary 294, Pathfinder RPG Mythic Adventures 183*)
CE Huge outsider (chaotic, demon, evil, extraplanar, mythic)
Init +27[M]; **Senses** darkvision 60 ft., mistsight, *true seeing*; Perception +38
Aura *unholy aura* (DC 29), mists of Blackburgh (20 ft., DC 30)

DEFENSE

AC 44, touch 17, flat-footed 39 (+4 deflection, +5 Dex, +27 natural, –2 size)
hp 447 (19d10+299); fast healing 30
Fort +26, **Ref** +17, **Will** +25; unstoppable
DR 15/epic and good; **Immune** fire, electricity, poison; **Resist** acid 20, cold 20; **SR** 32

OFFENSE

Speed 30 ft., fly 40 ft. (poor)
Melee bite +34 (3d8+17/19–20/x3), 2 claws +34 (2d6+17/19–20/x3 plus blackfire)
Space 15 ft.; **Reach** 15 ft.
Special Attacks demonic knowledge, fleet warrior, force of will, mythic power (11/day, surge +1d10), mythic spell-like abilities, unholy nimbus
Spell-Like Abilities (CL 19th; concentration +28)
Constant—*detect thoughts* (DC 23), *true seeing*, *unholy aura* (DC 29)
At will—*call lightning*[M] (DC 24), *feeblemind* (DC 26), *greater dispel magic*, *greater teleport* (self plus 50 lbs. of objects only), *move earth*[M], *slow*[M] (DC 24), *stone shape*[M], *stone tell*
3/day—*scrying*
1/day—*contact other plane*, summon (level 5, 1 nalfeshnee 65%, 1d4 hezrous 85%, or 1d4 vrocks 100%)

STATISTICS

Str 44, **Dex** 20, **Con** 33, **Int** 27, **Wis** 26, **Cha** 32
Base Atk +19; **CMB** +38; **CMD** 57
Feats Blind-Fight, Extra Mythic Power[B], Greater Vital Strike, Improved Critical (bite)[M], Improved Critical (claws)[M], Improved Initiative[M], Improved Vital Strike, Iron Will, Lightning Reflexes, Power Attack (-5/+15)[M], Vital Strike[M]
Skills Bluff +33, Diplomacy +33, Fly +19, Intimidate +30, Knowledge (arcana) +30, Knowledge (dungeoneering) +27, Knowledge (local) +27, Knowledge (planes) +30, Knowledge (religion) +27, Perception +38, Sense Motive +30, Spellcraft +30, Stealth +19, Use Magic Device +33; **Racial Modifiers** +8 Perception
Languages Abyssal, Celestial, Common, Draconic, Infernal; telepathy 100 ft.
SQ amazing initiative

SPECIAL ABILITIES

Blackfire (Su)

Orengofta's claws are tainted with a powerful ebon flame. When he hits with a claw attack, the target is infused with chaotic and evil energies. The target suffers the effects of the Touch of Chaos domain power (no save) and takes 10d8 points of damage if he is good-aligned (Will DC 30 for half damage). Good outsiders take 15d6 points of damage instead. This damage comes from the power of the Abyss and is therefore not subject to being reduced in any way. Creatures who are neither evil nor good take only half damage (one-quarter if they save). Orengofta can spend one use of mythic power when he hits to augment the damage to 10d12 (15d10 to good outsiders). The save DC is Charisma-based.

Demonic Knowledge (Su)

By expending one use of mythic power as a free action, Orengofta learns the alignment, weaknesses and vulnerabilities of an opponent within sight. This allows him to automatically confirm all critical threats against the target and ignore the effects of one spell, extraordinary ability, supernatural ability or spell-like ability the target possesses. The effects last for 1 day.

Mists of Blackburgh (Su)

Orengofta can surround himself with a dense cloud of smoke and fog in a 20-foot radius spread that protects him and weakens his enemies. The mist works as a *solid fog* and *mind fog* (DC 30) combined, but wind cannot disperse it, and any creature that remains in the mists has to save each round at the start of its turn to avoid the penalty on Wisdom checks and Will saves. The mists do not impede Orengofta's sight due to his mistsight, and he can choose any number of allies to be unaffected by the mists.

Mythic Spell-Like Abilities (Su)

Orengofta can cast the mythic version of some of his spell-like abilities. He can do this without having to spend uses of mythic power a number of times per day equal to his mythic rank (9). If he spends one use of mythic power, any of his spell-like abilities can be cast as a swift action.

Unholy Nimbus (Su)

Five times per day as a free action, Orengofta can create writhing colored lights on his body. One round later, the light bursts in a 60-foot radius. Any non-demon caught within this area must succeed at a DC 30 Will save or take 90 points of damage and be stunned for 1d10 rounds as visions of madness hound it. A creature that saves takes half damage and is staggered for 1 round. The save DC is Charisma-based.

Encounter: Orengofta plus 1 marilith (concubine), 2 goristros and 2 mature nabassus (spies, use skullgrym's statistics)

FATHER OF WORMS **CR 20/MR 4**

XP 307,200
Mythic unique nightcrawler (*Pathfinder RPG Bestiary 2 200, Pathfinder RPG Mythic Adventures*)
CE Gargantuan undead (extraplanar, mythic, nightshade)
Init +10/-10[M], dual initiative; **Senses** darksense, darkvision 120 ft., low-light vision, *detect magic*, tremorsense 120 ft.; Perception +33
Aura desecrating aura (30 ft.)

DEFENSE

AC 39, touch 8, flat-footed 37 (+2 Dex, +31 natural, –4 size)
hp 419 (25d8+307)
Fort +19, **Ref** +14, **Will** +23
Defensive Abilities corrosive blood, shadow shroud; **DR** 15/epic, good and silver; **Immune** acid, cold, undead traits; **SR** 31;

OFFENSE

Speed 30 ft., burrow 60 ft.
Melee bite +36 (4d10+22/19–20 plus 4d8 cold, energy drain, and grab), sting +36 (4d6+22/19–20 plus 4d8 cold and poison), 2 shadow tendrils +36 (2d8+22 plus 4d8 cold plus grab)
Space 20 ft.; **Reach** 20 ft. (60 ft. with shadow tendrils)
Special Attacks breath weapon, channel negative energy (9d6, DC 37, 12/day), energy drain (1d4 levels, DC 31), fast swallow, mythic power (6/day, surge +1d8), swallow whole (4d10+22 bludgeoning plus 4d8 cold plus energy drain, AC 25, 41 hp, wound closes after a creature exits)
Spell-Like Abilities (CL 18th; concentration +27)
Constant—*air walk*, *detect magic*, *greater magic fang*
At will—*confusion*[M] (DC 23), *contagion*[M] (DC 23), *deeper darkness*, *greater dispel magic*, *invisibility*[M], *unholy blight*[M] (DC 23)
3/day—quickened *cone of cold*[M] (DC 24), *finger of death*[M] (DC 26), *haste*[M], *hold monster* (DC 24)
1/day—*mass hold monster* (DC 28), *plane shift*[M] (DC 26), summon (level 8, 6 greater shadows 100%), *wail of the banshee* (DC 28)

STATISTICS

Str 41, **Dex** 14, **Con** —, **Int** 20, **Wis** 21, **Cha** 29
Base Atk +18; **CMB** +37 (+41 grapple); **CMD** 49 (can't be tripped)
Feats Command Undead, Critical Focus, Greater Vital Strike, Improved Critical (bite), Improved Critical (sting), Improved Initiative[M], Improved Vital Strike, Iron Will, Lightning Reflexes, Power Attack (-5/+10), Quicken Spell-Like Ability (*cone of cold*), Staggering Critical, Vital Strike[M]
Skills Intimidate +34, Knowledge (arcana) +33, Knowledge (dungeoneering) +30, Knowledge (planes) +30, Knowledge (religion) +33, Perception +33, Sense Motive

+33, Spellcraft +33, Stealth +18 (+26 in darkness); **Racial Modifiers** +8 Stealth in dim light and darkness
Languages Abyssal, Common, Infernal; telepathy 100 ft.
SQ extra mythic power, tenacious grapple

SPECIAL ABILITIES

Breath Weapon (Su)

Once every 1d4 rounds as a move action, the Father of Worms can breathe a 90-foot cone of black energy. This deals 20d8 points of cold damage and imparts 1d4 negative levels in that area. A successful DC 31 Reflex save halves the cold damage and negates the negative levels. The save DC is Charisma-based.

Corrosive Blood (Su)

A creature that strikes the Father of Worms with a slashing or piercing melee attack must succeed at a DC 31 Reflex save or take 2d6 points of acid damage. This damage affects the weapon used to damage the monster as well. The damage is not halved against objects and ignores hardness. The acidic blood swiftly becomes inert unless captured in a vessel capable of storing it, in which case it retains its corrosive properties until poured out. The save DC is Charisma-based.

Energy Drain (Su)

A creature that has been swallowed whole by the Father of Worms gains 1d4 negative levels each round.

Shadow Shroud (Ex)

The Father of Worms has a mass of shadows that protects him and attacks his enemies. First, it provides concealment and negates the light aversion weakness that all nightshades possess. Second, it can attack enemies in two different ways (the Father decides which one to employ on each turn as a free action):

- Making two shadow tendrils attacks, which are added to the Father of Worm's attacks that turn. They have a reach of 60 ft. and grapple using the Father's modifiers and abilities.

- Casting a spell-like ability from the Father of Worm's list, as if using the Quicken Spell-Like ability feat.

Poison (Su)

Sting—injury; *save* Fort DC 31; *frequency* 1/round for 6 rounds; *effect* 1d4 Constitution drain and 1 negative level; *cure* 3 consecutive saves. The save DC is Charisma-based.

GROANING GATES GUARDIANS **CR 19**

XP 204,800
Advanced vavakia (*Pathfinder Campaign Setting: Lords of Chaos 60*)
CE Huge outsider (chaotic, demon, evil, extraplanar)
Init +8; **Senses** darkvision 60 ft., *true seeing*; Perception +36
Aura frightful presence (60 ft., DC 27), *unholy aura* (DC 26)

DEFENSE

AC 38, touch 15, flat-footed 35 (+8 armor, +4 deflection, +3 Dex, +15 natural, –2 size)
hp 333 (18d10+234)
Fort +24, **Ref** +10, **Will** +20
DR 15/cold iron and good; **Immune** electricity, fire, poison; **Resist** acid 10, cold 10; **SR** 30

OFFENSE

Speed 40 ft. (60 ft. without armor), fly 60 ft. (average)
Melee *+1 unholy lance* +30/+25/+20/+15 (3d6+20/19-20/×3), tail slap +29 (2d8+19 plus stun) or bite +29 (3d6+13 plus smoking wound), 2 claws +29 (1d8+13), tail slap +29 (2d8+19 plus stun)
Space 15 ft.; Reach 15 ft. (30 ft. with lance and tail)
Special Attacks breath weapon, pounce, powerful tail, stun, trample (1d8+19, DC 32)
Spell-Like Abilities (CL 20th; concentration +28)
Constant—*true seeing*, *unholy aura* (DC 26)
At will—*enervation*, *greater teleport* (self plus 50 lbs. of objects only), *telekinesis* (DC 23)
3/day—*blasphemy* (DC 25), quickened *enervation*, *power word stun*
1/day—*earthquake*, summon (level 6, 1 marilith, 40%, or 1d3 nalfeshnees, 60%)

STATISTICS

Str 36, **Dex** 18, **Con** 37, **Int** 22, **Wis** 25, **Cha** 27
Base Atk +18; **CMB** +33; **CMD** 50 (54 vs. trip)
Feats Critical Focus, Improved Critical (lance), Improved Initiative, Improved Iron Will, Iron Will, Natural Jouster[BAP #69], Power Attack (-5/+15;+10), Quicken Spell-Like Ability (*enervation*), Staggering Critical, Stunning Critical
Skills Bluff +29, Fly +18, Intimidate +29, Knowledge (arcana) +27, Knowledge (planes) +27, Perception +36, Sense Motive +28, Spellcraft +27, Stealth +22, Swim +28; **Racial Modifiers** +8 Perception, +8 Stealth
Languages Abyssal, Celestial, Draconic; telepathy 100 ft.

SPECIAL ABILITIES

Breath Weapon (Su)

Once every 1d4 rounds, a vavakia can breathe out a 60-foot cone of green fire that seems to writhe and coil with the tortured shapes of a thousand screaming ghosts. This green fire is akin to vomiting up the countless souls the vavakia has consumed, and these souls consume flesh as surely as they consume sanity. A creature struck by this breath weapon takes 20d6 points of damage (DC 32 Reflex half)—this damage manifests as blackened, melted flesh and skin but is treated as raw profane power. Evil creatures take half damage from the breath weapon, but good creatures who take any damage from a vavakia's breath weapon are automatically staggered for 1 round by the hideous sensation. In addition, any living creature that takes damage from a vavakia's breath weapon must also make a DC 32 Fortitude save to avoid suffering 1d8 points of Wisdom drain as her sanity slips away into madness. Immediately after the vavakia expels this green "soulfire," the wailing flames flow in reverse back into the demon's gullet through its open maw. This heals the vavakia 10 points of damage for each creature that was damaged by its breath weapon. The Wisdom drain element of this breath weapon is a mind-affecting effect. The save DC is Constitution-based.

Powerful Tail (Ex)

A vavakia's tail slap deals 1-1/2 times its Strength bonus on damage rolls and is treated as a primary attack even while using manufactured weapons. It can reach targets up to 30 feet away.

Smoking Wound (Su)

The wounds caused by a vavakia's fangs result in tremendous and eerie wounds. Rather than blood, wisps of green smoke constantly weep from a vavakia's bite wound—a grim manifestation of the demon's effect on a mortal soul. Each time a vavakia bites a creature, it bestows two negative levels—the wounds continue to smoke as long as the victim suffers those negative levels. The smoking wounds cause the victim to become sickened because of the hideous sensation and rank smell of the vapors. An effect that removes this sickened condition only temporarily causes the wounds to stop smoking—they begin smoking again in 1d6 rounds and persist as long as the victim suffers from the associated negative levels. Nonliving creatures bitten by a vavakia are immune to its energy-draining bite and do not exhibit smoking wounds. The Fortitude save to remove these negative levels is DC 27. The save DC is Charisma-based.

Stun (Ex)

A creature struck by a vavakia's tail slap must make a DC 32 Fortitude save or be stunned for 1 round. On a critical hit, the stun effect lasts for 1d4 rounds on a failed save, and 1 round on a successful save. The save DC is Constitution-based.

Encounter: the vavakias guard the Groaning Gate. They can sense approaching creatures from the pools they rest in, and if they detect enemies they roll initiative, appearing as a free action over the pools. They charge, taking advantage of their Natural Jouster feat, and pounce/powerful tail abilities. The spikes attack as detailed in the module, but they target enemies even if they are not flying. Their attack bonus is +30, and deal 6d6+15 points of damage, overcoming adamantine, epic and magic damage reduction. If they hit a stunned target, they automatically score a critical hit.

GREATER TARRY DEMODAND **CR 16**

XP 76,800

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

Init +11; **Senses** darkvision 120 ft., *detect good*, *detect magic*, scent; Perception +29

DEFENSE

AC 28, touch 13, flat-footed 25 (+6 armor, +3 Dex, +9 natural)

hp 253 (22d10+132)

Fort +19, **Ref** +16, **Will** +17; +4 vs. divine spells

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

OFFENSE

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

Melee mwk short sword +36/+31/+26/+21 (1d6+13/17-20), mwk short sword +36/+31/+26 (1d6+13/17-20), bite +28 (1d8+5)

Special Attacks adhesion, faith-stealing strike (Will DC 26, 1 round), favored weapon, frenzy

Spell-Like Abilities (CL 16th; concentration +21)

Constant—*detect good*, *detect magic, freedom of movement*

3/day—*dispel magic*

1/day—*chaos hammer* (DC 19), summon (level 5, 1d2 tarry demodands 40%)

STATISTICS

Str 32, **Dex** 25, **Con** 22, **Int** 16, **Wis** 18, **Cha** 21

Base Atk +22; **CMB** +33; **CMD** 50 (54 vs. disarm)

Feats Double Slice, Greater Two-Weapon Fighting, Greater Weapon Focus (short sword), Improved Critical (short sword), Improved Initiative, Improved Two-Weapon Fighting, Lightning Reflexes, Two-Weapon Fighting, Two-Weapon Rend (1d10+16), Weapon Focus (short sword), Weapon Specialization (short sword)

Skills Bluff +22, Climb +25, Fly +29, Intimidate +30, Knowledge (arcana) +20, Knowledge (planes) +20, Perception +29, Sense Motive +21, Stealth +23, Survival +21

Languages Abyssal, Celestial, Common

SQ heretical soul

Gear masterwork breastplate, 2 masterwork short swords

SPECIAL ABILITIES

Adhesion (Ex)

A creature striking a tarry demodand with a manufactured weapon must make a DC 27 Reflex save; failure means the weapon sticks to the demodand and cannot be used to make attacks until freed. Freeing a stuck weapon requires a successful grapple check. This adhesion grants a +4 racial bonus to CMD against disarm attempts.

Frenzy (Ex)

Three times per day, a tarry demodand can fly into a frenzy, gaining a +3 morale bonus to attack rolls, damage rolls, and saves. It also grants the demodand an additional 66 hit points (these are lost first and don't disappear when the frenzy ends). The frenzy last for the entire combat, but the demodand can end it earlier if desired.

Favored Weapon (Ex)

Tarry demodands always fight with two light weapons with great skill and efficiency. This ability allows them to ignore the attack penalties when using Two-Weapon Fighting. As a standard action, they can attack with both weapons, making two attack rolls with their highest bonus. They also count as fighters with a level equal to their CR for the purposes of meeting feat prerequisites.

GREATER SLIMY DEMODAND **CR 19**

XP 204,800
CE Medium outsider (chaotic, demodand, evil, extraplanar)
Init +10; **Senses** darkvision 120 ft., *detect good*, *detect magic*, *see invisibility*; Perception +26
Aura stench (DC 30, 1d6 rounds)

DEFENSE

AC 32, touch 13, flat-footed 29 (+6 armor, +3 Dex, +13 natural)
hp 337 (25d10+200)
Fort +22, **Ref** +22, **Will** +15; +4 vs. divine spells, improved evasion
Defensive Abilities improved uncanny dodge; **DR** 15/good and magic; **Immune** acid, cold, poison; **Resist** fire 10; **SR** 30

OFFENSE

Speed 20 ft., fly 40 ft. (average)
Melee bite +36 (1d10+11 plus 4d10 acid), 2 claws +36 (2d6+22/19-20/x3 plus 4d10 acid and grab)
Special Attacks acid, dread claws, faith-stealing strike (Will DC 27, 1 round), pounce, prey on the weak, rend (2 claws, 2d6+22), sneak attack +6d6
Spell-Like Abilities (CL 19th; concentration +24)
Constant—*detect good*, *detect magic*, *freedom of movement, see invisibility*
At will—*detect thoughts* (DC 17), *fear* (DC 17)
3/day—*acid fog*, *greater dispel magic*
1/day—summon (level 8, 1d4 tarry demodands 50%)

STATISTICS

Str 32, **Dex** 22, **Con** 27, **Int** 18, **Wis** 20, **Cha** 21
Base Atk +25; **CMB** +36 (+40 grapple); **CMD** 52
Feats Bleeding Critical, Blind-Fight, Critical Focus, Flyby Attack, Greater Vital Strike, Improved Critical (claw), Improved Initiative, Improved Lightning Reflexes, Improved Vital Strike, Iron Will, Lightning Reflexes, Power Attack (-7/+14;+21), Vital Strike
Skills Acrobatics +17, Bluff +33, Climb +21, Fly +27, Intimidate +31, Knowledge (arcana) +19, Knowledge (planes) +19, Perception +30, Sense Motive +29, Spellcraft +26, Stealth +27, Survival +27
Languages Abyssal, Celestial, Common
SQ heretical soul
Gear masterwork breastplate

SPECIAL ABILITIES

Acid (Su)

A slimy demodand is coated in an ever-dripping layer of acid that deals an extra 4d10 points of acid damage on a successful natural attack. In addition, opponents that

successfully strike a slimy demodand with an unarmed strike or natural attack take 4d10 points of acid damage.

Dread Claws (Ex)

A slimy demodand adds double its strength bonus on all damage rolls made when using its claws, and they deal triple damage on a critical hit.

Prey on the Weak (Ex)

A slimy demodand does not gain the grappled condition when it grapples a foe. When it succeeds at a grapple check to deal damage, it savages its prey, dealing automatic bite damage in addition to claw damage.

GREATER SHAGGY DEMODAND **CR 21**

XP 409,600

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

Init +13; **Senses** blindsense 30 ft., darkvision 120 ft., *detect good*, *detect magic*, *see invisibility*, scent; Perception +44

DEFENSE

AC 36, touch 19, flat-footed 27 (+9 Dex, +17 natural)

hp 387 (31d10+217)

Fort +24, **Ref** +21, **Will** +23; +4 vs. divine spells

DR 15/good and magic; **Immune** acid, cold, fire, mind-affecting effects, poison; **SR** 32

OFFENSE

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

Melee *+2 unholy guisarme* +45/+40/+35/+30 (2d4+18/19-20/x3 plus stun), bite +40 (2d6+5 plus paralyzing slime) or bite +42 (2d6+11 plus paralyzing slime), 2 claws +42 (1d6+11 plus paralyzing slime)

Ranged paralyzing slime +40 touch

Special Attacks faith-stealing strike (Will DC 32, 1 round), stun (Fort DC 36, 1d4 rounds)

Spell-Like Abilities (CL 20th; concentration +32)

Constant—*detect good*, *detect magic*, *freedom of movement, see invisibility*

At will—*detect thoughts* (DC 24), *fear* (DC 26), *gaseous form*, *greater dispel magic*, *invisibility* (self only), *magic circle against good*

3/day—empowered *cloudkill* (DC 27), *fog cloud*, quickened *greater dispel magic*, *stinking cloud* (DC 25)

1/day—*blasphemy* (DC 29), *chaos hammer* (DC 26), *mass charm monster* (DC 30), summon (level 9, 1d6 tarry demodands or 1d4 slimy demodands 60%)

STATISTICS

Str 33, **Dex** 28, **Con** 25, **Int** 23, **Wis** 22, **Cha** 34

Base Atk +31; **CMB** +42 (+48 trip); **CMD** 61 (63 vs. trip)

Feats Ability Focus (paralyzing slime), Alertness, Combat Casting, Combat Expertise, Combat Reflexes, Empower Spell-Like Ability (*cloudkill*), Flyby Attack, Greater Trip, Improved Critical (guisarme), Improved Initiative, Improved Trip, Lightning Reflexes, Multiattack, Power Attack (-8/+16;+8), Quicken Spell-Like Ability (*greater dispel magic*), Weapon Focus (guisarme)

Skills Acrobatics +43 (+47 when jumping), Bluff +36, Diplomacy +41, Fly +43, Intimidate +44, Knowledge (arcana) +34, Knowledge (planes) +23, Knowledge (religion) +23, Perception +44, Sense Motive +44, Spellcraft +37, Use Magic Device +43

Languages Abyssal, Celestial, Common

SQ heretical soul

Gear *+2 unholy guisarme*

SPECIAL ABILITIES

Paralyzing Slime (Ex)

A shaggy demodan segregates a slime that acts as a nerve toxin. Creatures struck in melee by a shaggy demodand's claw or bite attack must make a DC 34 Fortitude save or be paralyzed for 3d6 rounds. The shaggy demodand can, as a swift action, spit a globule of slime as a ranged touch attack with a range of 60 ft., with the same effect. This attack does not provoke an attack of opportunity. The save DC is Constitution-based.

POOL OF ULTIMATE ENDING — CR 15/MR 6

XP 51,200
Advanced mythic crystal ooze (*Pathfinder RPG Bestiary 166, Pathfinder RPG Mythic Adventures*)
N Colossal ooze (aquatic, mythic)
Init +12; **Senses** blindsight 120 ft.; Perception –5
Aura *unholy aura* (DC 13)

DEFENSE

AC 30, touch 6, flat-footed 30 (+24 natural, +4 deflection, –8 size)
hp 376 (16d8+304); regeneration 30 (good spells or weapons)
Fort +25, **Ref** +9, **Will** +4
Defensive Abilities ooze traits; **DR** 30/–; **Immune** acid, cold, fire; **SR** 30

OFFENSE

Speed 40 ft., climb 40 ft., swim 40 ft.
Melee 4 slams +31 (4d8+28 plus 4d6 acid and grab)
Space 30 ft.; **Reach** 120 ft.
Special Attacks acid, constrict (4d8+28 plus 4d6 acid), mythic power (6/day, surge +1d8), nimble, paralysis
Spell-Like Abilities (CL 16th; concentration +11)
Constant—*unholy aura* (DC 13)

STATISTICS

Str 48, **Dex** 10, **Con** 42, **Int** —, **Wis** 1, **Cha** 1
Base Atk +12; **CMB** +39 (+43 grapple); **CMD** 53 (can't be tripped)
SQ powerful blows (slam), transparent

SPECIAL ABILITIES

Acid (Ex)

The digestive acid that covers a crystal ooze dissolves metals and organic material, but not stone. Each slam and constrict attack deals 4d6 additional acid damage. Armor or clothing worn by a creature grappled by a crystal ooze takes the same amount of acid damage unless the wearer succeeds on a DC 34 Reflex saving throw. A wooden or metal weapon that strikes a crystal ooze takes 4d6 acid damage unless the weapon's wielder succeeds on a DC 34 Reflex save. The ooze's touch deals 24 points of acid damage per round to wooden or metal objects, but the ooze must remain in contact with the material for 1 full round in order to deal this damage. The save DCs are Constitution-based.

Nimble (Ex)

The Pool of Ultimate Ending is much quicker than its size would suggest. It ignores the size penalty to attack rolls and moves faster than standard crystal oozes, also adding double its mythic rank as a bonus to initiative rolls. It can act normally while grappling a target, obtaining the benefits of the Tenacious Grapple monster ability.

Transparent (Ex)

Due to its lack of vivid coloration, a crystal ooze is difficult to discern from its surroundings in most environments. A DC 56 Perception check is required to notice the ooze. Any creature that fails to notice a crystal ooze and walks into it automatically suffers damage as if struck by the ooze's slam attack and is immediately subject to a grab attempt by the ooze.

Paralysis (Ex)

The crystal ooze secretes a paralytic toxin that causes those whom it strikes to become paralyzed for 3d6 rounds if they fail a Fortitude saving throw DC 34 (the save DC is Constitution-based).

IVORY MINOTAUR CR 17/MR 2

XP 102,400
Advanced invincible labyrinth minotaur (*Pathfinder Adventure Path #77 90 , Pathfinder RPG Mythic Adventures*)
CE Large outsider (chaotic, evil, extraplanar)
Init +20; **Senses** darkvision 60 ft.; Perception +28

DEFENSE

AC 37, touch 15, flat-footed 35 (+6 Dex, +22 natural, –1 size)
hp 282 (15d10+200)
Fort +21, **Ref** +21, **Will** +21
Defensive Abilities block attacks, ivory skin, natural cunning, second save; **Immune** fire

OFFENSE

Speed 40 ft.
Melee *+4 unholy speed glaive* +32/+32/+27/+22 (2d8+23/19–20/×4), gore +28 (1d8+19/19-20 plus trip or bull rush)
Space 10 ft.; **Reach** 10 ft.
Special Attacks bronze mask, glaive mastery, pounce, powerful charge (gore, 2d8+19), steel-shod hooves, trample (4d6+19, DC 30)

STATISTICS

Str 37, **Dex** 23, **Con** 34, **Int** 21, **Wis** 30, **Cha** 18
Base Atk +15; **CMB** +29 (+33 bull rush and trip); **CMD** 45
Feats Improved Critical (gore, glaive), Improved Initiative, Improved Iron Will, Intimidating Prowess, Iron Will, Power Attack (-4/+12), Weapon Focus (glaive, gore)
Skills Acrobatics +24, Climb +26, Craft (armor) +23, Craft (weapons) +23, Heal +20, Intimidate +35, Knowledge (engineering) +23, Knowledge (planes) +23, Perception +28, Sense Motive +28, Survival +23
Languages Abyssal, Common, Giant
SQ compression

SPECIAL ABILITIES

Bronze Mask (Su)

The ivory minotaur draws agility and ferocity from its bronze mask. When it makes a full-attack action, an ivory minotaur wearing its bronze mask can make its regular glaive attacks and make one gore attack against each opponent within reach. It must make a separate attack roll against each opponent. This attack roll is treated as a primary natural attack, and deals 1-1/2 times its Strength bonus on damage rolls. Any opponent hit is the target of a trip or bull rush combat maneuver with a +4 racial bonus (minotaur's choice). The mask also gives the minotaur a supernatural quickness in

combat, adding its Wisdom modifier to Reflex saves and Initiative rolls. An ivory minotaur's bronze mask has 40 hit points, hardness 20, and a break DC of 40. If an ivory minotaur's bronze mask is stolen or destroyed, it loses all the benefits listed. It can create a replacement with 1 week of work.

Glaive Mastery (Ex)

The ivory minotaur has received an innate talent to fight with a glaive from its master Baphomet. Each ivory minotaur carries a *+2 glaive* that is infused with the Horned Lord's unholy power, transforming it into Baphomet's old weapon (a *+4 unholy speed glaive*). The glaive loses this enhancement if it leaves the minotaur's hands. The ivory minotaur can attack adjacent targets with its glaive at no penalty.

Ivory Skin (Ex)

The ivory minotaur's skin is hard to pierce and damage, as befits a paragon of the minotaur race. It gives the minotaur hardness 20 when it takes damage from weapons or energy attacks. Mythic abilities cannot overcome or ignore its fire immunity.

Natural Cunning (Ex)

Like a normal minotaur, an ivory minotaur possesses innate cunning and logical ability, granting it immunity to *maze* spells and preventing it from ever becoming lost. Further, a an ivory minotaur is never caught flat-footed.

Steel-Shod Hooves (Ex)

An ivory minotaur's steel-shod hooves are particularly devastating when used to trample an opponent. A creature that takes full damage from a An ivory minotaur's trample ability (because the creature either failed its Reflex save or chose to take an attack of opportunity instead of attempting a Reflex save) is knocked prone and is staggered for 1d4 rounds. A successful Fortitude save (DC equal to that of the ivory minotaur's trample ability) reduces the duration of the staggered condition to 1 round.

INGER-MAGGOR **CR 22/MR 5**

XP 409,600
Advanced half-fiend mythic minotaur antipaladin of Baphomet 12 (*Pathfinder RPG Advanced Player's Guide 118, Pathfinder RPG Bestiary 171, 294, Pathfinder RPG Mythic Adventures*)
CE Large outsider (mythic, native)
Init +19[M] (+27 inside the Ineluctable Prison); **Senses** darkvision 60 ft.; Perception +24
Aura cowardice (10 ft., -4 vs fear effects), despair (10 ft., -2 to saves), vengeance (10 ft.)

DEFENSE

AC 40, touch 12, flat-footed 37 (+14 armor, +3 Dex, +14 natural, –1 size)
hp 349 (18d10+250)
Fort +30, **Ref** +23, **Will** +26
Defensive Abilities natural cunning; **DR** 10/epic and magic; **Immune** disease, poison; **Resist** acid 10, cold 10, electricity 10, fire 10; **SR** 33

OFFENSE

Speed 30 ft., fly 60 ft. (good) (20 ft., fly 40 ft. in armor)
Melee *+5 speed battleaxe* +34/+34/+34/+29/+24 (2d6+23/19-20/×3), bite +27 (1d8+6), gore +27 (1d6+6 plus oubliette) or 2 claws +29 (1d6+12), bite +29 (1d8+12), gore +29 (1d6+12 plus oubliette)
Space 10 ft.; **Reach** 10 ft.
Special Attacks channel negative energy (DC 22, 6d6), mythic power (5/day, surge +1d8), greater oubliette, powerful charge (gore +31, 2d6+16), pounce, precision, smite good 5/day (+6 to attacks and AC, +18/+12 damage)
Antipaladin Spell-Like Abilities (CL 12th; concentration +18)
At will—*detect good*
Antipaladin Spells Prepared (CL 9th; concentration +15)
3rd—*dispel magic*, *vampiric touch*
2nd—*blindness/deafness* (DC 18), *corruption resistance*[APG], *hold person* (DC 16)
1st—*command* (DC 17), *protection from good* (2)

Spell-Like Abilities (CL 18th; concentration +24)
3/day—*darkness, poison* (DC 20), *unholy aura* (DC 24)
1/day—*blasphemy* (DC 23), *contagion* (DC 20), *desecrate*, *horrid wilting* (DC 24), *unhallow*, *unholy blight* (DC 20)

STATISTICS

Str 34, **Dex** 20, **Con** 30, **Int** 13, **Wis** 18, **Cha** 23
Base Atk +18; **CMB** +31; **CMD** 46
Feats Ability Focus (oubliette), Blind-Fight, Improved Critical (battleaxe), Improved Initiative[M], Improved Vital Strike, Multiattack, Power Attack (-5/+20;+15)[M], Toughness, Vital Strike[M]

Skills Fly +22, Intimidate +21, Knowledge (dungeoneering) +8, Knowledge (religion) +12, Perception +24, Profession (miner) +15, Sense Motive +19, Stealth +18 (+20 inside the Ineluctable Prison), Survival +23; **Racial Modifiers** +4 Perception, +4 Survival
Languages Abyssal, Giant
SQ aura of evil, code of conduct, cruelties (cursed, paralyzed, fatigued, staggered), fiendish boon (weapon +3, 2/day)*, maze mastery, plague bringer, touch of corruption (DC 22, 6d6, 9/day), track the cursed, unholy resilience
Other Gear *+5 mithral full plate, +5 battleaxe*, *amulet of natural armor +1*, *belt of mighty constitution +6*, *headband of alluring charisma +2*, *pauldrons of unflinching fortitude +3*[MA], silver unholy symbol of Baphomet worth 25 gp

SPECIAL ABILITIES

Greater Oubliette (Su)

Whenever Inger-Maggor hits a creature with his gore attack, the target must succeed at a DC 27 Will save or be sent into an extradimensional prison, as the mythic *maze* spell but lasting for 1d4+1 rounds. In addition, Inger-Maggor may enter this *maze* along with the target. Once inside, he can leave the *maze* as a move action. Inger-Maggor and the target appear at opposite ends of a 30-foot-square chamber where all exits lead to the *maze* itself (and the only way out for the target). The save DC is Wisdom-based and includes a +2 racial modifier.

Maze Mastery (Su)

Inger-Maggor has designated the Ineluctable Prison as his personal lair. As a move action, he can *teleport* from one point to another point inside it, as if using *greater teleport*. Inside the lair, he receives a +8 bonus on initiative checks, the amazing initiative mythic ability, and a +8 racial bonus on Stealth checks. In addition, whenever he must make a saving throw while inside his lair, he can roll twice and take the higher result. Inger-Maggor can share his lair with other creatures without interfering with this ability.

Natural Cunning (Ex)

Inger-Maggor possesses innate cunning and logical ability. This gives him immunity to *maze* spells and prevents him from ever becoming lost. Further, he is never caught flat-footed.

Track the Cursed (Su)

lnger-Maggor can sense the location of any creature suffering from a linnorm's death curse, and knows the most direct, safest route to that creature as if using *find the path*. He can continue to use this ability for up to 1 week after such a cursed creature removes the linnorm's death curse, or against a creature that was targeted by the curse but successfully resisted it.

BAPHOMET GOLEM — CR 15/MR 1

XP 51,200
Advanced agile iron golem (*Pathfinder RPG Bestiary 162, 294; Pathfinder RPG Mythic Adventures 224*)
N Large construct
Init +21/+1**,** dual initiative; **Senses** darkvision 60 ft., low-light vision, *see invisibility*; Perception +2

DEFENSE

AC 34, touch 12, flat-footed 30 (+1 Dex, +2 dodge, +22 natural, –1 size)
hp 220 (18d10+40)
Fort +8, **Ref** +7, **Will** +8
Defensive Abilities evasion; **DR** 15/adamantine; **Immune** construct traits, magic

OFFENSE

Speed 40 ft., *air walk*
Melee iron glaive +35/+30/+25/+20 (2d10+29/19–20/x3 plus 2d6 unholy plus bleed)
Space 10 ft.; **Reach** 10 ft.
Special Attacks bleed (4d6), breath weapon, iron glaive

STATISTICS

Str 36, **Dex** 13, **Con** —, **Int** —, **Wis** 15, **Cha** 5
Base Atk +18; **CMB** +32; **CMD** 43
Feats Power Attack (-5/+15)[B]
SQ magic enhancement

SPECIAL ABILITIES

Breath Weapon (Su)

As a free action once every 1d4+1 rounds, the Baphomet golem can exhale a 10-foot cube of poisonous gas. This gas cloud persists for 1 round; any creature within the area when the golem creates it (as well as any creature that passes through the cloud during the remainder of that round) is exposed to the cloud's poisonous effects. This poison is magically created each time the golem uses this power. The golem can affect creatures immune to poison if it so desires.

Breath weapon—inhaled; *save* Fort 25; *frequency* 1/round for 4 rounds; *effect* 2d4 Constitution damage; cure 2 saves. The save DC is Constitution-based and includes a +6 racial bonus.

Immunity to Magic (Ex)

An iron golem is immune to spells or spell-like abilities that allow spell resistance. Certain spells and effects function differently against it, as noted below.

- A mythic magical attack that deals electricity damage slows an iron golem (as the *slow* spell) for 3 rounds, with no saving throw.
- A magical attack that deals fire damage breaks any slow effect on the golem and heals 1 point of damage for each 3 points of damage the attack would otherwise deal. If the amount of healing would cause the golem to exceed its full normal hit points, it gains any excess as temporary hit points. An iron golem gets no saving throw against fire effects.
- An iron golem is affected normally by rust attacks, such as those of a rust monster or a *rusting grasp* spell.

Iron Glaive (Su)

The Baphomet golem is sculpted wielding a glaive made of iron, resembling *Aizerghaul*. The golem uses it as a *+5 keen unholy glaive*. A creature struck by the glaive bleeds for 4d6 points of damage. The DC to stop the bleeding using the Heal skill is 26. A caster level check at the same DC is required to stop the bleeding with magical healing.

Magic Enhancement (Su)

The Baphomet golem is under the effect of *air walk* and *see invisibility*. These effects cannot be dispelled.

Svendack Encounter: Svendack (advanced template plus +2 to her save DCs) plus two greater slimy demodands, two baphomet iron golems and three ivory minotaurs.

The whole area is protected by a ritual to empower the cleric and her minions, with the following effects:

1. The entire room is covered with a magical effect similar to a maximized *forbiddance* effect (DC 31).
2. Each player that enters the area is targeted by a *dispel magic* (CL 27th).
3. The statues of Baphomet can resurrect Svendack if she is killed. Each time she dies, the pools of blood flash, one statue crumbles and she is revived with all her hitpoints. Her spells stay the same.

These protections can be removed if two things are done:

1. Destroying the altar.
2. Dispel the magic (CL 27th)

The details are left to the DM to decide. The mythic *heroism* effect that extends to the prison also has its origin here, so if the magic is removed, so is the buff for the rest of the module.

IGRAMALASH **CR 22/MR 7**

XP 615,000
Mythic fiendish unique inverted giant (*Pathfinder RPG Mythic Adventures 226, Pathfinder RPG Bestiary 249, Pathfinder Campaign Setting: Lost Kingdoms 60*)
CE Gargantuan humanoid (giant, mythic)
Init +23/+3[M], dual initiative; **Senses** blindsight 120 ft.; Perception +29
Aura fear aura (60 ft., DC 27), smoke breath (10 ft., DC 34)

DEFENSE

AC 41, touch 13, flat-footed 34 (+5 Dex, +2 dodge, +28 natural, –4 size)
hp 452 (24d8+344); fast healing 40
Fort +26, **Ref** +13, **Will** +12; +8 resistance vs. spells and sp-like abilities
Defensive Abilities rock catching, unstoppable; **DR** 15/good and epic; **Immune** cold, mind-affecting effects, poison; **Resist** cold 15, electricity 10, fire 15; **SR** 33

OFFENSE

Speed 30 ft.
Melee bite +37 (4d8+22/19-20/x3 plus grab), 2 claws +37 (2d8+22/19-20/x3 plus 8d6 energy), 4 tentacles +32 (2d6+15 plus grab), tongue +32 (1d8+15 plus grab)
Space 20 ft.; **Reach** 20 ft.
Special Attacks arcane claws, constrict (2d6+22), fast swallow, mythic enhancement, mythic power (7/day, surge +1d10), rock throwing (120 ft.), runes, smite good 1/day (+5 to attack, +24 to damage), swallow whole (4d8+22 bludgeoning damage, AC 24, 45 hp)
Spell-Like Abilities (CL 22th; concentration +27; ranged touch +19)
Constant—*air walk, protection from spells*
At will—*chaos hammer* (DC 19), *desecrate*, *greater teleport* (self plus 50 lbs. of objects only)
3/day—*dispel magic*, quickened *greater teleport* (self plus 50 lbs. of objects only), *regenerate*, *telekinesis* (DC 20)
1/day—*black tentacles*, *energy drain*, *greater glyph of warding, implosion* (DC 24)

STATISTICS

Str 41, **Dex** 20, **Con** 34, **Int** 13, **Wis** 15, **Cha** 20
Base Atk +18; **CMB** +37 (+41 grapple); **CMD** 54
Feats Awesome Blow, Blinding Critical, Critical Focus, Dodge[M], Improved Bull Rush, Improved Critical (bite, claws)[M], Improved Initiative[M], Iron Will, Power Attack (-5/+15;+10)[M], Quicken Spell-Like Ability (*greater teleport*), Vital Strike[M]
Skills Acrobatics +29, Intimidate +29, Perception +29
Languages Abyssal, Giant, Thassilonian (can't speak); telepathy 100 ft.
SQ divine source (chaos, evil), extra mythic feat (Improved Critical x2), powerful blows (bite, claws, tentacles, tongue), tenacious grapple,

SPECIAL ABILITIES

Mythic Enhancement (Ex)

Igramalash adds his mythic rank as a bonus on all natural attack rolls, and his natural weapons count as chaotic, epic and evil weapons for the purpose of overcoming damage reduction.

Arcane Claws (Ex)

Igramalash can channel arcane energy into his fists whenever he makes a successful claw attack, dealing 8d6 points of energy damage (cold, electricity, or fire, chosen when Igramalash attacks) in addition to the damage his claws normally deal. On a critical hit, this extra dice are multiplied by the claws' critical modifier

Runes (Ex)

Whenever Igramalash is affected by a spell or spell-like ability, he can cause the runes covering his body to flash with light. All creatures within 80 feet of him must make a DC 27 Fortitude save or be blinded for 1d4 rounds. The saving throw is Charisma-based.

Smoke Breath (Ex)

lgramalash exhales toxic smoke. Any creature within 10 feet of lgramalash must succeed at a DC 32 Fortitude save or be poisoned by this smoke. Creatures that breathe in this smoke take a -4 penalty on this saving throw. In areas of severe or greater wind, this ability is suppressed for as long as the wind persists plus an additional round. This is a poison effect. The save DC is Constitution-based.

Breath—contact; *save* Fort DC 34; *frequency* 1/round for 10 rounds; *effect* 2d4 Constitution drain plus staggered for 1 round from pain; *cure* 3 consecutive saves. The save DC is Constitution-based.

YLLESHKA **CR 22/MR 8**

XP 615,000
Female unique mythic marilith (*Pathfinder RPG Mythic Adventures 182*)
CE Large outsider (chaotic, demon, evil, extraplanar, mythic)
Init +25[M]; **Senses** darkvision 60 ft., *true seeing*; Perception +31
Aura *unholy aura* (DC 26)

DEFENSE

AC 55, touch 18, flat-footed 50 (+10 armor, +4 deflection, +5 Dex, +27 natural, –1 size)
hp 392 (16d10+304); fast healing 20
Fort +28, **Ref** +21, **Will** +21
DR 10/cold iron and epic and good; **Immune** cold, electricity, fire, poison; **Resist** acid 10; **SR** 33

OFFENSE

Speed 40 ft.
Melee 2 *+3 mithral longswords* +33/+28/+23/+18 (2d6+18/17–20/x3), 10 *+3 mithral longswords* +33 (2d6+18/17–20/x3), tail slap +28 (2d6+19 plus grab) or 12 slams +28 (1d8+13), tail slap +28 (2d6+19)
Space 10 ft.; **Reach** 10 ft.
Special Attacks constrict (tail slap, 2d6+19 plus crushing coils), champion's strike (fleet charge), fleet warrior, greater infuse weapon, imprinting hand, maximized critical, multiweapon mastery, mythic power (10/day, surge +1d10), powerful tail
Spell-Like Abilities (CL 16th; concentration +24)
Constant—*true seeing*, *unholy aura* (DC 26)
At will—*greater teleport* (self plus 50 lbs. of objects only), *project image* (DC 25), *telekinesis* (DC 23)
3/day—*blade barrier* (DC 24), *fly*, *heal* (self only)
1/day—summon (level 5, 1 marilith 55%, 1 nalfeshnee 70%, or 1d4 hezrous 95%)

STATISTICS

Str 37, **Dex** 21, **Con** 38, **Int** 18, **Wis** 18, **Cha** 27
Base Atk +16; **CMB** +30 (+34 grapple); **CMD** 49 (can't be tripped)
Feats Critical Focus, Improved Critical (longsword)[M], Improved Initiative[M], Iron Will, Lightning Reflexes, Multiweapon Specialist[B DR], Power Attack (-5/+15;+10)[M], Staggering Critical (DC 26), Weapon Focus (longsword)[M]
Skills Acrobatics +24, Bluff +27, Diplomacy +27, Fly +19, Intimidate +27, Knowledge (engineering) +20, Perception +31, Sense Motive +23, Stealth +20, Use Magic Device +27; **Racial Modifiers** +8 Perception
Languages Abyssal, Celestial, Draconic; telepathy 100 ft.
SQ amazing initiative, change shape (any animal, humanoid, or giant; *shapechange*), commune with power, conjoined, enhanced ability (+2 Dex), extra mythic power, tenacious grapple

Gear *+4 mithral breastplate*, 12 *+1 mithral longswords*, *belt of mighty constitution +6*, *mythic amulet of the abyss*

SPECIAL ABILITIES

Conjoined (Ex)

Ylleshka gains a +6 racial bonus to her Will save. Anytime she attempts a Will saving throw, she rolls twice and uses the better result. She can take two swift/immediate actions per round. As a standard action, she can make six melee attacks.

Crushing Coils (Ex)

A constricted creature must succeed at a DC 31 Fortitude save or lose consciousness for 1d8 rounds. The save DC is Strength-based.

Greater Infuse Weapon (Su)

Ylleshka increases the enhancement bonus of any weapon she wields by 2 (a non-magical weapon gains a +2 enhancement bonus) and the weapon counts as a chaotic, epic and evil cold iron weapon. She can expend two uses of mythic power as an immediate action to add the *dancing* special ability to all her manufactured weapons for 4 rounds.

Multiweapon Mastery (Ex)

Due to her two heads, Ylleshka never takes penalties to her attack and damage rolls when fighting with multiple weapons.

Powerful Tail (Ex)

Ylleshka's tail slap deals 1-1/2 times her Strength bonus on damage rolls and is treated as a primary attack even while using manufactured weapons. It can reach targets up to 30 feet away.

HERALD OF THE IVORY LABYRINTH **CR 22/MR 8**

XP 615,000

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

Init +19/-1[M], dual initiative; **Senses** darkvision 60 ft., low-light vision; Perception +35

Aura corrupted aura (20 ft.)

DEFENSE

AC 45, touch 16, flat-footed 38 (+14 armor, +7 Dex, +15 natural, –1 size)

hp 482 (23d10+356); regeneration 30 (good effects or weapons)

Fort +23, **Ref** +16, **Will** +22

Defensive Abilities infested, repulsion field ;**DR** 15/cold iron, epic and good; **Immune** bleed, electricity, fear, *maze*, poison; **Resist** acid 10, cold 10, fire 10; **SR** 33;

Weaknesses heartless

OFFENSE

Speed 50 ft., fly 150 ft. (good)

Melee medium *+5 unholy glaive* +38/+38/+38/+38 (1d10+26/19-20/x4), medium *+5 unholy glaive* +38/+38/+38 (1d10+26/19-20/x4) or slam +33 (2d8+16)

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

Special Attacks fleet warrior, glaive mastery, maze gaze, mythic power (8/day, surge +1d10), mythic spell-like abilities, precision (x3), smite iomedaean

Spell-Like Abilities (CL 22nd; concentration +31)

Constant—*true seeing*

At will—*detect good*, *greater dispel magic*, *fear* (DC 23), *greater teleport*, *lesser restoration*

3/day—quickened *flame strike*[M] (DC 24), *power word stun*[M], *resist energy*[M], *slay living* (DC 24), *unholy blight*[M] (DC 23)

1/day—*blade barrier*[M] (DC 25), *dispel good* (DC 25), *heal*[M], summon (level 9, 1d4 labyrinth minotaurs 100%)

STATISTICS

Str 33, **Dex** 25, **Con** 30, **Int** 26, **Wis** 28, **Cha** 28

Base Atk +23; **CMB** +35; **CMD** 52

Feats Blind-Fight, Critical Focus, Double Slice, Greater Two-Weapon Fighting, Improved Critical (glaive)[M], Improved Initiative[M], Improved Two-Weapon Fighting, Lightning Reflexes, Power Attack (-6/+18;+24)[M], Staggering Critical, Toughness[M], Two-Weapon Fighting

Skills Bluff +34, Fly +30, Intimidate +35, Knowledge (arcana) +31, Knowledge (dungeoneering) +31, Knowledge (engineering) +31, Knowledge (geography) +31, Knowledge (planes) +34, Knowledge (religion) +34, Perception +35, Sense Motive +35, Spellcraft +34, Stealth +24, Use Magic Device +35

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

SQ second skin

Gear *+5 full plate*, 2 medium *+5 unholy glaives*

SPECIAL ABILITIES

Glaive Mastery (Ex)

The Herald of the Ivory Labyrinth fights with two medium glaives, wielding each as if it were a one handed weapon with no penalty for size. These weapons do not increase his natural reach. He can create up to two *+5 unholy glaives* in his hands as a free action and gains a +4 racial bonus on attack rolls and a +8 racial bonus on damage rolls with glaives.

Heartless (Ex)

The herald has no heart, only a gaping hole that drips black ichor. Placing the Heart of the Herald in this cavity causes great pain to the herald, but to accomplish this, the herald must be willing, helpless, or being grappled by the person attempting to place the Heart in his chest. To place the heart while grappling, the character must succeed at an additional grapple check as if he were attempting to pin the herald. Once the Heart of the Herald is placed in his chest, the herald becomes staggered. He can rip the heart free from his chest as a standard action by making a successful DC 35 Fortitude save. Once he removes the heart, prying the heart from his hands to drop it is a second standard action. While he is in possession of the heart, the herald cannot use his maze gaze, smite lomedaean, or spell-like abilities. Furthermore, an atonement spell that targets the herald while he is in possession of the heart deals 1d4 negative levels to him (or 2d4+1 negative levels if the heart is still in his chest). If the herald succeeds at a DC 35 Will save, the negative levels gained are reduced to the minimum possible number (1 or 3, depending on the presence or absence of his heart). He takes a -5 penalty on saving throws against atonement spells from worshipers of lomedae. If any atonement spell causes him to gain 18 or more negative levels, the corruption in him is immediately blasted from his body and he is restored as the Herald of lomedae.

Infested (Ex)

Anyone who grapples or is grappled by the Herald of the Ivory Labyrinth finds a swarm of wriggling flesh-eating worms burrowing from the herald's flesh into its own. This deals 3d6 points of damage per round the grapple is maintained and for 1d3 additional rounds after the grapple ends. *Remove disease* or a similar spell destroys these worms, but immunity to disease offers no protection. Casting *remove disease* or a similar spell on the herald suppresses this ability for 1 minute.

Maze Gaze (Su)

The Herald of the Ivory Labyrinth can cast those who meet his gaze into an extradimensional maze within his mind. This gaze attack functions as a maximized mythic *maze* spell to a range of 80 feet, save that a creature can resist the effects with a successful DC 28 Will save. The walls of this mythic *maze* shriek and run with blood, causing a creature trapped within to attempt a DC 28 Fortitude save each round on his turn to resist taking 2d4 points of Intelligence drain from encroaching madness. The saving throw is Charisma-based.

Mythic Spell-Like Abilities (Su)

The Herald can cast the mythic version of some of his spell-like abilities. He can do this without having to spend uses of mythic power a number of times per day equal to his mythic rank (8). If he spends one use of mythic power, any of his spell-like abilities can be cast as a swift action.

Corrupted Aura (Su)

The Hand of the Inheritor's protective aura has been corrupted by his transformation into the Herald of the Ivory Labyrinth. Against attacks made or effects created by good creatures, this ability provides a +4 deflection bonus to AC and a +4 resistance bonus on saving throws to any servant of Baphomet within 20 feet of the herald. Otherwise, it functions as a *magic circle against good* effect and a *lesser globe of invulnerability*, both with a radius of 20 feet (CL 23rd). The defensive benefits are not included in the stat block above.

Repulsion Field (Su)

The herald can turn ranged attacks and ranged spells back against their source. This ability works against only the first 1d4+1 ranged attacks or spells each round. The herald can repel spells or attacks that doesn't have an attack roll if they create something (such as *fireball*'s bead or a *magic missile* spell) that he can hit. The attacker rolls or targets himself with the effect, and must make an attack roll or save against the effect as normal. Attacks or spells that generate multiple projectiles only count as one for the purposes of this ability.

Second Skin (Ex)

The Herald of the Ivory Labyrinth does not suffer any maximum Dexterity bonus penalty or speed reduction when wearing his armor.

Smite Iomedaean (Su)

Each time that the Herald of the Ivory Labyrinth damages a worshiper of Iomedae with his glaive, the creature struck takes an additional 10 points of damage and must succeed at a DC 28 Fortitude save or be staggered for 1 round by an overwhelming sense of despair. Paladins of Iomedae take a -4 penalty on this saving throw, and are staggered for 1d4 rounds if they fail the save. The herald automatically confirms all critical hits made against a worshipper of Iomedae. The save DC is Charisma-based.

Encounter: Tar statistics +35 attack (concealment doesn't affect the roll), reach 15 ft., damage 3d6+20, on hit the tar tries to grapple or pull the character 10 ft. towards the tar if he/she is protected against grapples. CMB +35, CMD 45.

CITY OF LOCUSTS

ZELMISDRIA, MISTRESS OF THE WINGED WOOD **CR 22/MR 7**

XP 615,000
Female advanced mythic succubus ranger 11 (*Pathfinder RPG Bestiary 68, Pathfinder RPG Mythic Adventures*)
CE Medium outsider (chaotic, demon, evil, extraplanar, mythic)
Init +30[M]; **Senses** darkvision 60 ft., detect good; Perception +34

DEFENSE

AC 50, touch 34, flat-footed 38 (+12 Dex, +16 natural, +12 deflection)
hp 394 (19d10+290)
Fort +36, **Ref** +42, **Will** +32; evasion
DR 10/cold iron, epic and good; **Immune** electricity, fire, poison; **Resist** acid 20, cold 20; **SR** 33

OFFENSE

Speed 30 ft., fly 50 ft. (average)
Melee *+5 human-bane composite longbow* +38/+38/+38/+38 (1d8+11/19-20/x4) or 2 claws +31 (1d6+6)
Special Attacks energy drain, favored enemy (humanoid [human] +4, outsider [native] +4, humanoid [dwarf] +2), fleet warrior, hunter's bond (companions, 4 rounds), mythic power (7/day, surge +1d10), mythic spell-like abilities, precision (x3), profane gift, quarry
Spell-Like Abilities (CL 20th, concentration +32)
Constant—*detect good, tongues, true seeing*
At will—*charm monster* (DC 26), *detect thoughts* (DC 24), *ethereal jaunt* (self plus 50 lbs. of objects only), *suggestion*[M] (DC 25), *greater teleport* (self plus 50 lbs. of objects only), *vampiric touch*[M]
5/day—*dominate monster*[M] (as mythic *dominate person*) (DC 31)
1/day—summon (level 9, 1 balor 100%)

Ranger Spells Prepared (CL 7th; concentration +11)
3rd—(2)
2nd—(2)
1st—(3)

STATISTICS

Str 23, **Dex** 35, **Con** 30, **Int** 22, **Wis** 18, **Cha** 35
Base Atk +19; **CMB** +31; **CMD** 58
Feats Agile Maneuvers, Deadly Aim (-5/+10), Endurance[B], Improved Critical (longbow)[M], Improved Initiative[M], Improved Precise Shot[B], Iron Will, Manyshot[BM], Point-Blank Shot, Precise Shot[M], Rapid Shot[BM], Toughness, Weapon Finesse, Weapon Focus (longbow)[M]
Skills Bluff +40, Diplomacy +34, Disguise +32, Escape Artist +31, Fly +34, Intimidate +31, Knowledge (local) +28, Perception +34, Sense Motive +26, Stealth +34, Survival

+26; **Racial Modifiers** +8 Bluff, +8 Perception
Languages Abyssal, Celestial, Common, Draconic; *tongues*, telepathy 100 ft.
SQ amazing initiative, change Shape (*alter self*, Small or Medium humanoid), combat style (archery, 3 feats), demonic grace, extra mythic feat (2), favored terrain (forest +4, plains +2), swift tracker, track (+5), wild empathy (+23), woodland stride
Gear *+5 human-bane composite longbow*, *belt of physical perfection +4*, *cloak of resistance +5*

SPECIAL ABILITIES

Demonic Grace (Su)

Zelmisdria adds her Charisma modifier as a racial bonus on all her saving throws, and as a deflection bonus to her Armor Class.

Energy Drain (Su)

A 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 one negative level. 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 31 Will save to negate the *suggestion*. The DC is 31 for the Fortitude save to remove a negative level. These save DCs are Charisma-based.

Mythic Spell-Like Abilities (Su)

Zelmisdria can cast the mythic version of some of her spell-like abilities. She can do this without having to spend uses of mythic power a number of times per day equal to her mythic rank (7). If she spends one use of mythic power, any of her spell-like abilities can be cast as a swift action.

Profane Gift (Su)

Once per day as a full-round action, a succubus 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 succubus at a time. As long as the profane gift persists, the succubus can communicate telepathically with the target across any distance (and may use her *suggestion* spell-like ability through it). A profane gift is removed by *dispel evil* or *dispel chaos*. The succubus can remove it as well as a free action (causing 2d6 Charisma drain to the victim, no save).

Encounter: Zelmisdria plus Azrivauxus before/during/after encounter **A. Demons in the tower**

AZRIVAUXUS **CR 21/MR 8**

XP 409,600
Female fiendish mythic very old green dragon (*Pathfinder RPG Mythic Adventures 189*)
LE Gargantuan dragon (air, mythic)
Init +19/-1[M], dual initiative; **Senses** blindsense 60 ft., darkvision 120 ft., low-light vision, greensight; Perception +32
Aura frightful presence (270 ft., DC 26)

DEFENSE

AC 41, touch 41, flat-footed 41 (–1 Dex, +36 natural, –4 size)
hp 342 (21d12+206); fast healing 5
Fort +26, **Ref** +19, **Will** +26
Defensive Abilities reflective scales (heavy fortification); **DR** 15/epic and good; **Immune** acid, dragon traits, paralysis, poison, sleep; **Resist** cold 15, fire 15; **SR** 32

OFFENSE

Speed 40 ft., fly 250 ft. (clumsy), swim 40 ft.
Melee bite +38 (4d6+27/15–20/x3 plus 8d8 acid plus grab), 2 claws +38 (2d8+21/15–20/x3), tail slap +36 (2d8+27), 2 wings +36 (2d6+14)
Space 20 ft.; **Reach** 15 ft. (20 ft. with bite)
Special Attacks mythic breath weapon (60-ft. cone, 18d8 acid damage [minimum 81 damage] plus delirious breath, Reflex DC 26/34 half, usable every 1d4 rounds), constrict (4d6+27), crush, dragon magic (wild arcana, channel power), energy mastery (acid, 25 points), fast swallow whole, mythic power (12/day, surge +1d10), smite good (+6 attack, +21 damage), swallow whole (4d6+27 bludgeoning and 8d8 acid damage, AC 24, 34 hp), tail sweep (DC 26, 2d6+19)

Spell-Like Abilities (CL 21st; concentration +27)
At will—*arcane eye*, *charm person* (DC 17), *entangle* (DC 17), *plant growth*, *suggestion* (DC 19)
Sorcerer Spells Known (CL 11th; concentration +17)
5th (5)—*cloudkill*[M] (DC 21), *teleport*
4th (7)—*dimension door*, *ice storm*, *scrying* (DC 20)
3rd (7)—*displacement*, *haste*[M], *heroism*[M]
2nd (8)—*alter self*, *detect thoughts* (DC 18), *locate object*, *mirror image*[M], *see invisibility*
1st (8)—*divine favor*[M], *mage armor*[M], *magic missile*[M], *protection from good*[M], *shield*

STATISTICS

Str 37, **Dex** 8, **Con** 23, **Int** 18, **Wis** 19, **Cha** 22
Base Atk +21; **CMB** +38 (+42 grapple); **CMD** 47 (51 vs. trip)
Feats Alertness, Blinding Critical, Critical Focus, Flyby Attack, Improved Critical (bite)[M], Improved Critical (claws)[M], Improved Initiative[M], Iron Will, Multiattack, Power Attack (-6/+24;+18;+12)[M], Quicken Spell

Skills Fly +9, Knowledge (arcana, local, and nature) +28, Perception +32, Sense Motive +6, Spellcraft +28, Stealth +11, Survival +28, Swim +45, Use Magic Device +30
Languages Common, Draconic, Elven, Giant, Sylvan
SQ camouflage, dragon cantrips, extra mythic power (x2), mythic dragon traits, tenacious grapple, trackless step, water breathing, woodland stride

SPECIAL ABILITIES

Camouflage (Ex)

Azrivauxus can use Stealth to hide in any sort of natural terrain, even if the terrain does not grant cover or concealment.

Delirious Breath (Su)

Creatures who fail their saves against Azrivauxus' breath weapon are either confused or nauseated for 1 round. Azrivauxus chooses which effect to apply when she uses her breath weapon, and she can use only one effect per breath.

Water Breathing (Ex)

A green dragon can breathe underwater indefinitely and can freely use its breath weapon, spells, and other abilities while submerged.

MYTHIC DRAGON TRAITS

- *Augmented Critical (Ex)*: The bite and claws of a mythic dragon threaten a critical hit on a natural roll of 18-20.
- *Energy Bite (Su):* A mythic dragon inflicts a number of dice equal to its mythic rank of energy damage (same energy and dice type as the breath weapon) when it hits with a bite attack.
- *Energy Mastery (Su):* Whenever a mythic dragon casts a spell with the acid, cold, electricity, or fire descriptor, the dragon can switch the energy type to that of its breath weapon. If the spell normally has its original energy type as a descriptor, it loses that descriptor and gains the new type as a descriptor. All other effects of the spell remain unchanged. A mythic dragon can ignore a certain amount of resistance to this same element, as follows: Wyrmling-Very young: 5; Young-Juvenile: 10; Young adult-Adult: 15; Mature adult-Old: 20; Very old-Ancient: 25; Wyrm-Great wyrm: 30.
- *Draconic Power (Ex)*: A mythic dragon applies its mythic rank as an enhancement bonus to its natural attacks, as a resistance bonus to its saving throws, and as a circumstance bonus to the initiative modifier.
- *Dragon Cantrips (Su)*: All mythic dragons have this Mythic Universal Monster Ability.
- *Dragon Magic (Su):* Mythic dragons can cast spells from the cleric/druid spell list as arcane spells. They automatically know a number of mythic spells equal

to their mythic rank, and can cast them without expending uses of mythic power a number of times per day equal to their mythic rank (even the augmented versions are free). This also applies to their spell-like abilities. All mythic dragons have the Wild Arcana (Su) mythic ability, and those with 6 or more mythic ranks also get the Channel Power (Su) mythic ability.

- *Immunity (Ex)*: A mythic dragon's immunity to its own element (such as a red dragon's immunity to fire) cannot be overcome or ignored, even by mythic effects.
- *Mythic Breath Weapon (Su)*: The breath weapon of a mythic dragon is particularly potent, using a dice one step higher than the usual for a standard dragon of its type, and always deals at least the average damage if the rolled result is lower. Mythic dragons can use the breath weapon as a swift action, but if they spend a standard action to use it (inhaling deeply), they add their mythic rank to the breath weapon's DC.
- *Reflective Scales (Ex)*: A mythic dragon adds its natural armor modifier to its touch AC. These scales also give the dragon the fortification ability. It gets stronger as the dragon ages (Wyrmling-Juvenile: light; Young Adult-Old: moderate; Very Old-Great Wyrm: heavy). As an immediate action, a mythic dragon can expend one use of mythic power to ignore all attacks from one creature for 1 round.

CARROCK **CR 23/MR 4**

XP 307,200
Male unique fiendish mythic treant druid (blight druid) 15 (*Lost Cities of Golarion 32, Pathfinder RPG Advanced Player's Guide 98, Pathfinder RPG Bestiary 266, 294; Pathfinder RPG Mythic Adventures 218*)
NE Gargantuan plant
Init +22/+2[M], dual initiative; **Senses** darkvision 60 ft., low-light vision; Perception +44
Aura spores (400 ft., DC 37)

DEFENSE

AC 50, touch 17, flat-footed 48 (+4 armor, +2 Dex, +1 insight, +29 natural, +8 profane, –4 size)
hp 531 (27d8+410); fast healing 20
Fort +36, **Ref** +16, **Will** +32
Defensive Abilities blightblooded, drink deep; **DR** 10/—; **Immune** disease, plant traits; **Resist** cold 15, electricity 20, fire 15; **SR** 34
Weaknesses vulnerable to fire

OFFENSE

Speed 30 ft.
Melee *Carrock's Maul* +37/+37/+37/+32 (4d8+28/19–20 plus 2d6 vicious plus stun), bite +36 (4d6+13/19-20), 2 stamps +36 (2d6+13/19-20 plus pinning stomp) or bite +38 (4d6+22/19-20), 2 slams +38 (2d8+22/19-20), 2 stamps +38 (2d6+22/19-20 plus pinning stomp)
Ranged rock +33/+33/+33/+28 (2d8+25)
Space 20 ft.; **Reach** 20 ft.
Special Attacks druidic magic, mythic power (4/day, surge +1d8), precision (x2), improved rock throwing (180 ft.), smite good (+5 attack, +27 damage, 1/day), stun (DC 40, stunned 4 rounds), trample (2d8+25, DC 33), wild shape 15 hours/day, wooden fist (+7, 11 rounds/day)

Druid Spells Prepared (CL 15th; concentration +27)
8th—*control plants*[D], *finger of death* (DC 30), *whirlwind* (DC 30)
7th—*animate plants*[D], *creeping doom*, *fire storm* (DC 29), *heal*
6th—*antilife shell*, *greater dispel magic*, *mass cure light wounds*, *move earth*, *repel wood*[D]
5th—*animal growth*, *awaken*, *call lightning storm*, *insect plague*, *rest eternal*[APG], *wall of thorns*[D]
4th—*air walk*, *command plants*[D], *flame strike*, *freedom of movement*, *giant vermin*, *ice storm*, *thorn body*[APG]
3rd—*call lightning*, *cure serious wounds*, *plant growth*[D], *protection from energy* (already cast), *quench*, *speak with plants*, *stone shape*
2nd—*barkskin*[D]*, *cure moderate wounds*, *heat metal*, *owl's wisdom*, *resist energy*, *stone call*, *wood shape*
1st—*ant haul*[APG] (already cast), *bristle*[APG], *entangle*[D](DC 23), *faerie fire*, *longstrider*,

obscuring mist, *produce flame*
0 (at will)—*detect magic*, *guidance*, *resistance*, *stabilize*
D Domain spell; **Domain** Plant

STATISTICS

Str 44, **Dex** 14, **Con** 38, **Int** 16, **Wis** 34, **Cha** 20
Base Atk +20; **CMB** +41; **CMD** 53
Feats Craft Magic Arms and Armor, Craft Wondrous Item, Forge Ring, Greater Sunder, Greater Vital Strike, Improved Critical (greatclub), Improved Initiative[M], Improved Sunder, Improved Vital Strike, Iron Will, Multiattack, Power Attack (-6/+24;+18;+12)[M], Vital Strike, Weapon Focus (greatclub)
Skills Climb +22, Diplomacy +18, Handle Animal +16, Knowledge (history) +20, Knowledge (nature) +25, Knowledge (religion) +20, Linguistics +5, Perception +44, Sense Motive +21, Spellcraft +22, Stealth –6 (+10 in forests), Survival +14; **Racial Modifiers** +16 Stealth in forests
Languages Abyssal, Common, Druidic, Hallit, Sylvan, Treant
SQ animate trees, bramble armor (1d6+7, 15 rounds/day), cunning initiative (add Wis modifier to initiative checks), double damage against objects, miasma, nature bond (Plant domain), nature sense, plaguebearer (DC 27), timeless body, *treespeech*, vermin empathy +20, woodland stride
Combat Gear *scroll of word of recall*; **Other Gear** *Carrock's Maul* (*+3 ghost touch vicious darkwood maul of the titans*), *belt of physical might +4* (Str, Con), *bracers of armor +4*, *cloak of resistance +5*, *eyes of the eagle*, *headband of inspired wisdom +6*, *ioun stone* (dusty rose prism), *ring of blinking*, *ring of spell turning*

SPECIAL ABILITIES

Animate Trees (Sp)

A mythic treant can animate and control up to two trees within 180 feet at will. It takes 1 full round for a tree to uproot itself, after which it moves at a speed of 10 feet and fights as a non-mythic treant. It has only one slam attack, lacks the treant's animation and rock-throwing abilities, and has the treant's vulnerability to fire. If the treant terminates the animation, moves out of range, or is incapacitated, the tree immediately takes root wherever it is and returns to its normal state. If the treant expends one use of mythic power when it animates a tree, the tree remains animated and under the treant's control up to a range of 1 mile, and it doesn't count toward the treant's limit of controlling up to two trees at a time.

Double Damage Against Objects (Ex)

A mythic treant or animated tree that makes a full attack against an object or structure deals double damage.

Drink Deep (Su)

Carrock can expend one use of mythic power to lose his vulnerability to fire and increase his fire resistance to 30 for 4 hours.

Druidic Magic (Su)

As a swift action, Carrock can expend one use of mythic power to cast any one divine spell without expending a prepared spell or spell slot. The spell must be of the druid or cleric spell list, can be up to 8th level, and must have a casting time of "1 round action" or less. He doesn't need to have the spell prepared. A spell cast in this way has a caster level 2 points higher (17th) for the purpose of any effect dependent on level. Carrock can apply any metamagic feat he knows (currently none) to this spell, but its total adjusted level can't be greater than 8th.

Improved Rock Throwing (Ex)

Carrock applies his Strength modifier to his rock ranged attack rolls, and is treated as having the Quick Draw feat for the purpose of making ranged iterative attacks.

Treespeech (Ex)

A treant has the ability to converse with plants as if subject to a continual *speak with plants* spell, and most plants greet it with an attitude of friendly or helpful.

Pinning Stomp (Su)

If Carrock hits with a stamp attack, he can attempt a grapple check as a free action. This grapple doesn't provoke attacks of opportunity, and ignores any non-mythic immunity to grapple or paralysis. If the grapple is successful, the target is pinned and takes 4d6+36 each round at the start of Carrock's turn until either the pinned creature frees itself or Carrock moves, leaving the target out of his natural reach. While grappling a creature in this way, Carrock doesn't get the grappled condition. He extends his roots inside the target's body, healing an amount of damage equal to the pinning stomp damage roll and regaining one use of mythic power. If the target dies while pinned in this manner, Carrock receives the benefits of a mythic *heal* spell (CL 15th). Carrock doesn't need to attempt grapple checks to continue the pin, nor can it attempt a check to move, further damage, or tie up the grappled creature. He can have at most two creatures pinned with this attack at one time.

Spores (Su)

Carrock constantly releases a cloud of spores from his body in a 400-ft. radius spread. Demons and plant creatures inside the aura (including carrock) get empowered, gaining the benefits of a *greater magic fang* spell (CL 20th) and doubling the threat range of any natural weapon. This effect doesn't stack with any other effect that expands the threat range of a weapon. Any other creature inside the aura has to make a DC 37 Fortitude saving throw at the start of its turn or suffer 2 points of Constitution drain as the spores grow inside their bodies.

Encounter: Carrock plus 4 advanced ulkreths (see statblock below, spores effect is not included in the statblock). New ulkreths replace those that die each round until Carrock is defeated. While the party battle Carrock, a storm rages above them, raining storm bolts that target the characters. At the start of each round, a bolt that deals 5d10 points of damage (half electricity, half sonic) falls on each PC. A DC 35 Reflex save halves the damage. This is a mythic effect.

At the end of each round, there is a chance that the rest of the ulkreths (those outside the encounter) take notice of the PCs and start attacking them with rocks. There is a 50% chance for each PC that this occurs. After three rounds, the DM should consider adding more ulkreths to the fight and increasing the chances of receiving a rock attack to 100%, as the demons realize the danger the PCs pose.

ADVANCED ULKRETH **CR 16**

XP 76,800
CE Gargantuan outsider (chaotic, demon, evil, extraplanar)
Init +2; **Senses** darkvision 60 ft., tremorsense 60 ft.; Perception +32

DEFENSE

AC 34, touch 8, flat-footed 32 (+2 Dex, +26 natural, –4 size)
hp 263 (17d10+170)
Fort +20, **Ref** +7, **Will** +14
Defensive Abilities rock catching; **DR** 10/cold iron and good; **Immune** electricity, poison; **Resist** acid 10, cold 10, fire 10

OFFENSE

Speed 30 ft., climb 20 ft., fly 50 ft. (clumsy)
Melee gore +25 (2d8+12 plus 1d6 piercing), 4 slams +26 (2d6+12/19–20 plus 1d6 piercing plus petrify)
Ranged 4 rocks +33 (3d6+12)
Space 20 ft., **Reach** 20 ft.
Special Attacks boulder barrage, ground pounder, punch through, rend (2 slams, 6d6+18), improved rock throwing (120 ft.), trample (3d6+12, DC 30), wrecker
Spell-Like Abilities (CL 15th; concentration +19)
At will—*greater teleport* (self plus 50 lbs. of objects only), *shatter* (DC 16)
3/day—*move earth*
1/day—*earthquake*, summon (level 5, 1 ulkreth or 1 omox 40%)

STATISTICS

Str 34, **Dex** 15, **Con** 30, **Int** 7, **Wis** 18, **Cha** 19
Base Atk +17; **CMB** +33 (+37 overrun, +37 sunder); **CMD** 47 (49 vs. overrun, 49 vs. sunder)
Feats Charge Through[APG], Greater Overrun, Greater Sunder, Improved Critical (slams), Improved Overrun, Improved Sunder, Power Attack, Sundering Strike[APG] , Weapon Focus (slams)
Skills Climb +30, Intimidate +24, Knowledge (engineering) +20, Perception +32, Swim +25; **Racial Modifiers** +8 Perception
Languages Abyssal, Celestial, Draconic

SPECIAL ABILITIES

Boulder Barrage (Ex)

An ulkreth can hurl up to four rocks as a standard action. If rocks are available (as when the ulkreth uses its ground pounder ability to create rubble) it can pick up to four rocks as a swift action. If an ulkreth has a rock in each hand, it cannot use its rock catching ability.

Ground Pounder (Ex)

As a standard action, an ulkreth can strike the ground with its powerful fists, turning the area within a 10-foot radius into dense rubble (*Pathfinder RPG Core Rulebook* 412). Any creatures in this area at the time must succeed at a DC 26 Reflex save or fall prone. An ulkreth's movement is not slowed by the rubble it creates.

Improved Rock Throwing (Ex)

An ulkreth applies its Strength modifier to rock ranged attack rolls, and gets a +8 racial bonus to these attacks.

Petrify (Su)

If it hits a target with a slam attack, an ulkreth can permanently turn it to stone unless the targets succeeds at a DC 30 Fortitude save. Each successful hit beyond the first on the same round increases the DC of subsequent Fortitude saves by +2. The save DC is Strength-based.

Punch Through (Ex)

An ulkreth can use a full-attack action to make its gore and slam attacks against the same opponent. The ulkreth then totals the damage from all hits before applying any damage reduction or hardness.

Wrecker (Su)

An ulkreth's rend special attack deals double damage to objects.

ANCIENT APOCALYPSE LOCUST — CR 21/MR 7

XP 409,600
Advanced variant apocalypse locust (*Pathfinder RPG Bestiary 4 12*, *288*)
CE Large outsider (evil, extraplanar, mythic)
Init +25[M]; **Senses** darkvision 60 ft., lifesense; Perception +26

DEFENSE

AC 37, touch 17, flat-footed 29 (+7 Dex, +1 dodge, +20 natural, –1 size)
hp 320 (20d10+210)
Fort +26, **Ref** +22, **Will** +24
Defensive Abilities evasion, relentless, repel attacks and spells; **DR** 20/epic; **Immune** electricity, poison, mind-affecting effects; **Resist** acid 10, cold 10, fire 10; **SR** 35

OFFENSE

Speed 60 ft., fly 120 ft. (good)
Melee sting +33 (1d6+12 plus poison), 4 pincers +33 (2d6+12 plus grab)
Space 10 ft.; **Reach** 10 ft.
Special Attacks abyssal torment, breath weapon (120-ft. line, 20d6 fire damage plus accursed brand, Reflex DC 25 half and Will DC 25 negates, usable every 1d4 rounds), constrict (2d6+18), fleet warrior, maddening buzz, mythic power (7/day, surge +1d10), powerful pincers, rend (2 pincers 4d6+18; 3 pincers 6d6+18; 4 pincers 8d6+18)
Spell-Like Abilities (CL 20th; concentration +25)
Constant—*true seeing*
At will—*blight* (DC 20), *greater dispel magic, greater teleport* (self plus 50 lbs. of objects only), *telekinesis* (DC 20)
1/day—*creeping doom*

STATISTICS

Str 34, **Dex** 24, **Con** 24, **Int** 15, **Wis** 17, **Cha** 21
Base Atk +20; **CMB** +34 (+38 grapple); **CMD** 57
Feats Dodge, Flyby Attack, Improved Initiative[M], Improved Lightning Reflexes, Improved Natural Attack (pincer), Iron Will, Lightning Reflexes, Power Attack (-6/+18)[M], Weapon Focus (pincer, sting)[M]
Skills Acrobatics +30, Bluff +25, Fly +28, Intimidate +28, Perception +26, Sense Motive +26, Stealth +30, Survival +26
Languages Abyssal, Aklo, Common
SQ amazing initiative, death throes, tenacious grapple

SPECIAL ABILITIES

Abyssal Torment (Su)

An apocalypse locust's sting is designed to torment its victims with wracking pain. A victim of the creature's venomous sting also takes a –4 penalty on attack rolls, skill

checks, and ability checks. The effects of abyssal torment last until the sting's poison is cured.

Accursed Brand (Su)

Whenever a victim fails its save against an apocalypse locust's breath weapon, the unholy fire burns an accursed brand into his flesh. For the next 24 hours, the branded victim is subjected to auditory hallucinations of foul desires and sinful deeds. The hallucinations cause lawful and good victims to become tainted; good-aligned clerics, druids, paladins, and even lawful monks are treated as though they've temporarily broken their codes of conduct. Each round at the end of their turn branded creatures may attempt new saving throws to end the effect. Any character marked by the accursed brand that has a class that's restricted to a good alignment or lawful alignment is treated as an ex-member of that class for 24 hours; an *atonement* spell can end this effect. The save DC is Charisma-based.

Death Throes (Su)

When the ancient apocalypse locust is slain, his body explodes, showering a 70-foot-radius spread burst with gore and blood. All demons and apocalypse locusts inside the area go berserk, gaining a +4 alchemical bonus to attack rolls, damage rolls, and saving throws; and healing 140 hit points. The alchemical bonus lasts for 7 rounds, and stacks with itself. All other creatures in this area must make a DC 31 Fortitude save or go blind for 1d4 rounds. The save DC is Constitution-based, and includes a +4 racial bonus.

Relentless (Ex)

The apocalypse locust is difficult to harm or restrain. It gets its mythic rank as a resistance bonus to all saving throws, and can ignore any effect that reduces or impedes its movement or actions (such as *slow* or stun) for a number of rounds equal to its mythic rank. Its resistances, immunities and DR cannot be overcome in any way.

Repel Attacks and Spells (Ex and Su)

Once per round, when the apocalypse locust or and adjacent ally is hit by a melee or ranged attack; or targeted by a spell (must be a ray, single-target spell, or a spell that creates an effect targeting one creature; must have attack roll or save DC) up to 9th level, it can attempt a melee attack using its highest attack bonus. If this result exceeds the result from the attack against it or the spell's save DC, the creature is unaffected by the attack (as if the attack had missed) or the spell (though other targets from the same spell, such as multiple targets of *scorching ray*, are affected normally). The apocalypse locust can turn the attack or spell back at the attacker if it so desires. The apocalypse locust is considered to be the origin of the attack or spell, and it uses the locust's attack roll result as the new attack or save DC.

Maddening Buzz (Su)

When three or more apocalypse locusts in a group simultaneously flap their wings, they create a loud buzzing sound capable of driving other creatures mad. Any creature within a range of 100 feet + 10 additional feet per locust must succeed at a DC 25 Will save or go mad as if affected by a *confusion* spell (caster level equal to the locusts' CR plus the number of locusts present). This is a sonic mind-affecting effect. The DC for the save is Charisma-based.

Poison (Ex)

Sting—injury; *save* Fort DC 27; *frequency* 1/round for 6 rounds; *effect* 6 Con drain plus abyssal torment; *cure* 3 consecutive saves. The save DC is Constitution-based.

Tenacious Grapple (Ex)

An ancient apocalypse locust does not gain the grappled condition when it grapples a foe, and ignores any ability or effect the target may have to avoid getting the grappled condition (such as *freedom of movement*). Every round that the locust maintains the grapple by making a successful grapple check, the target takes constrict damage plus rend damage (4 pincers) plus sting damage. The victim cannot use extradimensional travel to escape the grapple (treat it as if affected by *dimensional anchor*).

PYRALISIA, THE RAIN OF EMBERS **CR 22/MR 8**

XP 615,000

Female unique mythic phoenix (*Pathfinder Campaign Setting: Mythical Monsters Revisited 50; Pathfinder RPG Mythic Adventures 214*)

NE Gargantuan magical beast (fire, mythic)

Init +18/-2[M], dual initiative; **Senses** darkvision 60 ft., *detect good*, *detect magic*, low-light vision, *see invisibility*, *true seeing*; Perception +39

Aura shroud of flame (20 ft., DC 28 Reflex, 8d10 fire damage and corrupted flames)

DEFENSE

AC 53, touch 13, flat-footed 45 (+11 armor, +6 Dex, +1 dodge, +28 natural, -4 size)

hp 413 (23d10+287); regeneration 20 (cold or good)

Fort +30, **Ref** +27, **Will** +14; improved evasion

Defensive Abilities enduring armor, mirror dodge, repel spells, self-resurrection, unstoppable; **DR** 15/epic and good; **Immune** blindness, energy drain, fear, fire; **SR** 33

Weaknesses vulnerability to cold

OFFENSE

Speed 30 ft., fly 90 ft. (good)

Melee bite +30 (2d8+11 plus 8d10 fire and 8d10 electricity), 2 talons +30 (2d6+11/19-20/x3 plus 8d10 fire)

Space 20 ft.; **Reach** 20 ft.

Special attacks incinerate, mythic power (8/day, surge +1d10), mythic spell-like abilities

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

Constant-*detect good*, *detect magic*, *see invisibility*, *true seeing*

At will-*bestow curse* (DC 29), *chain lightning*[M] (DC 31), *continual flame*, *delayed blast fireball* (DC 32), *greater dispel magic*, *wall of fire*[M]

3/day-*fire storm*[M] (DC 33), *greater restoration*, *harm*[M] (DC 31), *mass inflict critical wounds* (DC 33), quickened *chain lightning*[M] (DC 31)

1/day-*destruction* (DC 32), *meteor swarm*[M] (DC 34)

STATISTICS

Str 33, **Dex** 23, **Con** 28, **Int** 23, **Wis** 20, **Cha** 24

Base Atk +23; **CMB** +38; **CMD** 55

Feats Blinding Critical, Combat Reflexes, Critical Focus, Dodge, Flyby Attack, Improved Critical (talon)[M], Improved Initiative[M], Improved Vital Strike, Iron Will, Power Attack (-6/+18)[M], Quicken Spell-Like Ability (*chain lightning*), Vital Strike[M]

Skills Bluff +30, Fly +30, Intimidate +30, Knowledge (arcana) +29, Knowledge (nature) +29, Perception +39, Sense Motive +28, Stealth +20; **Racial Modifiers** +8 Perception

Languages Auran, Celestial, Common, Ignan

SQ corrupted flames

SPECIAL ABILITIES

Corrupted Flames (Su)

Pyralisia's fire corrupts those it touches. Whenever a creature takes fire damage from her aura, spell-like abilities or attacks, it must succeed at a DC 28 Will save or gain 2d4 permanent negative levels. If the target is protected against negative levels with a *death ward* spell or similar effect, Pyralisia's powerful fire overloads the magical barrier, so if the save is failed, the target doesn't suffer the usual penalties of a negative level but they still lower the target's effective Hit Dice. Once these "virtual" negative levels equal or exceed the target's total Hit Dice, it dies. The save DC is Charisma-based.

Incinerate (Su)

Whenever Pyralisia deals fire damage to her enemies, she automatically overcomes any fire resistance or immunity. She can exclude any number of creatures from her fire aura or spells that deal fire damage. Any creature killed by fire damage from Pyralisia is entirely destroyed, leaving behind only a trace of fine ash. The creature's magical equipment is unaffected. Each mythic creature killed in this way allows Pyralisia to recover 1d4 uses of mythic power.

Mythic Spell-Like Abilities (Su)

Pyralisia can cast the mythic version of some of her spell-like abilities. She can do this without having to spend uses of mythic power a number of times per day equal to her mythic rank (8). If she spends one use of mythic power, any of her spell-like abilities can be cast as a swift action. She adds her mythic rank to her save DCs.

Repel Spells (Su)

Once per round, when Pyralisia is hit or targeted by a spell (ray, single-target spell, or a spell that creates an effect targeting one or more creatures, but in this case the center where the spell originates must be within her reach; the spell must have attack roll or save DC) up to 9th level, she can attempt a melee attack using its highest attack bonus and adding her mythic rank to the result. If this result exceeds the result from the spell's attack roll or save DC, she is unaffected by it. Pyralisia can turn the spell back at the attacker if she so desires. She is considered to be the origin of the spell, and it uses her attack roll result as the new attack or save DC.

Self-Resurrection (Su)

Pyralisia remains dead for only 1d4 rounds unless her body is completely destroyed by an effect such as *disintegrate*. Otherwise, she emerges fully healed from the remains 1d4 rounds after death, as if brought back to life via *resurrection*. She gains 1 permanent negative level when this occurs, although she usually uses *greater restoration* to remove this negative level as soon as possible. She can self-resurrect only once per year. If she dies a second time before that year passes, her death is permanent. If she dies within the area of effect of a mythic *consecrate* spell she cannot self-resurrect until the mythic *consecrate* effect ends, at which point she immediately

resurrects. If she is brought back to life by any other means she does not gain negative levels.

Shroud of Flame (Su)

Pyralisia can cause her feathers to burst into fire as a free action. As long as her feathers are burning, she gets a racial bonus equal to her mythic rank on Fortitude and Reflex saves. She also inflicts an additional 8d10 points of fire damage with each natural attack, and any creature within 20 feet (her reach) must make a DC 28 Reflex save each round to avoid taking 8d10 points of fire damage at the start of its turn. A creature that attacks her with a weapon or weapon-like effect while inside the aura takes 8d10 points of fire damage (no save) with each successful hit. The save DC is Constitution-based

STAUNTON VHANE **CR 26**

XP 2,457,600

Male dwarf graveknight antipaladin of Deskari 20/champion 7 (*Pathfinder RPG Advanced Player's Guide 118, Pathfinder RPG Mythic Adventures 20*)

CE Medium undead (augmented, dwarf)

Init +22[M]; **Senses** darkvision 60 ft., *detect magic*, *see invisibility*; Perception +29

Aura cowardice (10 ft., -4 vs. fear effects), despair (10 ft., -2 to saves), sacrilegious aura (30 ft., concentration DC 32 to summon positive energy), depravity (10 ft., -4 vs. compulsion effects), sin (10 ft., evil-aligned weapons), vengeance (10 ft.)

DEFENSE

AC 42, touch 19, flat-footed 38 (+14 armor, +4 Dex, +9 natural, +5 deflection)

hp 445 (20d10+335)

Fort +43, **Ref** +31, **Will** +34; +2 vs. poison, spells and spell-like abilities

Defensive Abilities channel resistance +4, defensive training, force of will, hard to kill, mythic saves, rejuvenation, spell turning, stability; **DR** 10/magic and good; **Immune** cold, disease, electricity, fire, undead traits; **SR** 41

OFFENSE

Speed 50 ft., fly 90 ft.

Melee *+4 unholy speed glaive* +37/+37/+37/+37/+32 (1d10+21/19-20/x4 plus 5d8 fire) or slam +32 (1d4+17)

Special Attacks champion's strike (sudden attack, +7), channel destruction (+5d8 fire), channel negative energy (DC 38, 10d6), devastating blast, ever ready (+7 attack and damage, 3 opp. attacks/round), dwarven hatred, fleet warrior, maximized critical, mythic power (17/day, surge +1d10), perfect strike, precision (x2), revenge, smite good 7/day (+12 attack and AC, +20 damage), undead mastery (DC 32)

Spell-Like Abilities (CL 20th; concentration +32)

Constant—*detect magic, see invisibility*

At will—*wall of ice*

2/day— heightened augmented *fireball*[M] (20d10, DC 31), *greater dispel magic*

1/day—*gate* (only demons below CR 26), *power word kill*, *symbol of pain* (DC 28), *symbol of fear* (DC 29)

Antipaladin Spell-Like Abilities (CL 20th; concentration +32)

At will—*detect good*

Antipaladin Spells Prepared (CL 17th; concentration +29)

4th—(6)

3rd—(6)

2nd—(7)

1st—(7)

STATISTICS

Str 31, **Dex** 19, **Con** —, **Int** 12, **Wis** 16, **Cha** 34

Base Atk +20; **CMB** +32; **CMD** 49 (53 vs. bull rush and trip)

Feats Critical Focus, Greater Vital Strike, Improved Critical (glaive)[M], Improved

Initiative[BM], Improved Vital Strike, Lightning Reflexes, Mounted Combat[B], Power Attack[M] (-6/+24;+18), Ride-By Attack[B], Staggering Critical, Stunning Critical (DC 30), Toughness[B], Vital Strike[M], Weapon Focus (glaive)
Skills Bluff +25, Fly +14, Intimidate +33, Perception +29 (+31 to notice unusual stonework), Ride +30, Sense Motive +16; **Racial Modifiers** +8 Intimidate, +8 Perception, +8 Ride
Languages Abyssal, Common, Dwarven
SQ advanced martial training, aura of evil, amazing initiative, code of conduct, cruelties (cursed, diseased, fatigued, paralyzed, stunned), exceptional stats, fiendish boon (weapon +6, 4/day, 20 min.), impossible speed, phantom mount, plague bringer, recuperation, ruinous revivification, touch of corruption (DC 32, 10d6, 22/day), unholy resilience, wealthy
Gear *+5 spiked full plate*, *+4 unholy speed glaive*, *amulet of natural armor +5*, *cloak of resistance +5*, *belt of physical might +6* (Str, Dex), *headband of alluring charisma +6, ring of protection +5*.

SPECIAL ABILITIES

Advanced Martial Training (Ex)

When wearing armor, Staunton doesn't suffer any armor check penalty or maximum Dexterity bonus penalty. He can attack adjacent enemies with his glaive, and threatens 15 feet in diagonals.

Devastating Blast (Su)

Three times per day, Staunton may unleash a blast of fire. The blast fills a 20-foot-radius spread anywhere within a range of 1120 feet. This blast deals 20d8 points of fire damage and 3d4 points of Strength drain any creature that takes damage from this attack (Reflex DC 32 for half damage and drain). The save DC is Charisma-based.

Flight (Su)

Staunton's fly speed is supernatural in nature, functioning similarly to that granted by a *fly* spell (CL 20th), save that it cannot be dispelled. This is gift from Deskari after resurrecting him as a graveknight, manifesting as a pair of wings made of insects.

Revenge (Su)

Against the PCs, Staunton gains a +4 insight bonus on attack rolls and weapon damage rolls, and automatically confirms critical threats against them.

Spell Turning (Su)

Whenever Staunton resists a spell (due to spell resistance or succeeding at the saving throw), there is a 50% chance of the spell being reflected back at the caster. This functions as *spell turning*, but it can turn area, effect and range touch spells that include Staunton as a target.

Encounter: Before the battle Staunton summons one of the balors from Deskari's Honor Guard (use the stats for Gallundari the Scourge of Heaven from balor's section on *Demons Revisited*). The balor attacks with Staunton, trying to coordinate their attacks so Staunton can target whoever he wishes.

When the balor dies, it explodes in the standard death throes (except damage is 125), but after that, the energy wave goes back where the balor exploded and creates a small rift akin to a black hole. Creatures in the death throes radius (yeah Staunton has to save too) have to make a Reflex save with the same DC as the death throes, or be pulled into the void, taking 200 points of damage. If a creature dies due to this damage, the body disintegrates. After this, the rift closes.

DEVASTATOR **CR 22/MR 8**

XP 614,400

CE Gargantuan construct (extraplanar, mythic)

Init +26[M]; **Senses** blindsense 120 ft., darkvision 60 ft., low-light vision; Perception +34

Aura corruption (60 ft.), unholy aura (DC 29)

DEFENSE

AC 51, touch 27, flat-footed 45 (+4 deflection, +6 Dex, +24 natural, +11 profane, –4 size)

hp 695 (30d10+530); fast healing 10

Fort +25, **Ref** +31, **Will** +29

Defensive Abilities absorb good magic, angelic engine; **DR** 15/—; **Immune** acid, cold, construct traits, electricity, fire, petrification, polymorph; **SR** 33

OFFENSE

Speed 50 ft., burrow 30 ft., fly 60 ft. (average)

Melee 4 blasphemous weapons +45 (2d8+18/19–20), 2 wings +45 (2d6+18/19–20 plus bleed)

Ranged 2 soul rays +33 touch (12d6+16/17–20/×4)

Space 20 ft.; **Reach** 20 ft.

Special Attacks bleed (2d6), combined weapons, destroyer, fleet warrior, mythic power (10/day, surge +1d10), rend (2 blasphemous weapons 2d8+27)

S pell-Like Abilities (CL 20th; concentration +31)

Constant—*true seeing*, *unholy aura* (DC 29)

At will—*blade barrier*, *dimensional anchor*

3/day—*blasphemy* (DC 28), *plane shift* (DC 28)

1/day—*destruction* (DC 28), *earthquake*, *implosion* (DC 30)

STATISTICS

Str 37, **Dex** 23, **Con** —, **Int** 15, **Wis** 18, **Cha** 32

Base Atk +30; **CMB** +47 (+49 bull rush); **CMD** 78 (80 vs. bull rush)

Feats Awesome Blow, Blind-Fight[M], Combat Reflexes, Critical Focus, Improved Bull Rush, Improved Critical (blasphemous weapon, soul ray, wing), Improved Initiative[M], Power Attack (-8/+24)[M], Staggering Critical, Toughness[M], Vital Strike, Weapon Focus (blasphemous weapon, soul ray, wing)

Skills Acrobatics +21, Climb +28, Fly +18, Intimidate +41, Knowledge (planes) +17, Perception +34

Languages Abyssal, Celestial

SQ always a chance, amazing initiative, extra mythic power

SPECIAL ABILITIES

Absorb Good Magic (Su)

The twisted angelic essence held prisoner inside each devastator allows these terrifying war machines to harness the energies most commonly employed by their natural enemies. Whenever a creature targets a devastator with a spell with the good descriptor, the caster must make a successful DC 34 caster level check or the spell is absorbed by the devastator and has no effect. If the devastator is in the area of effect of such a spell and the caster level check fails, the devastator absorbs the entire spell and leaves all other targets unaffected. A devastator heals 10 hit points for every spell level of the spell absorbed.

Angelic Soul (Ex)

The celestial inside the devastator creates an energy field, making it more resilient. The devastator gains its Charisma bonus to its AC as a profane bonus and on saves as a resistance bonus. It gains its Charisma bonus to each of its Hit Dice as bonus hit points. Its DR cannot be overcome by smite evil and similar effects, and when targeted by spells that do damage based on alignment, it is considered to be neutral.

Aura of Corruption (Su)

A devastator emanates an aura that bolsters chaotic evil outsiders. Any such creature with 15 or more Hit Dice within 60 feet of a devastator gains a +10 enhancement bonus to Strength and Charisma. In addition, the creature's spell resistance increases by 5. If such a creature doesn't already possess spell resistance, it gains spell resistance equal to 11 + its CR.

Blasphemous Weapons (Ex)

Each of a devastator's wicked weapons and its razor-sharp wings are treated as +5 *unholy* weapons that deal bludgeoning, piercing, and slashing damage and count as epic, chaotic and evil for the purpose of overcoming damage reduction. Its wings are considered to be a primary natural weapon for the purposes of attack and damage bonuses. By spending one use of mythic power, a devastator can turn its weapons into artifacts for 8 rounds for the purpose of killing mythic enemies.

Combined Weapons (Ex)

When taking a full attack action, a devastator can attack with its melee and ranged weapons simultaneously.

Soul Rays (Ex)

A devastator can fire beams of pure soul energy to damage foes. These rays have a maximum range of 200 feet and do not provoke an opportunity attack when fired. This attack ignores any miss chances (such as concealment), and cover other than total cover. It also overcomes damage reduction of any type. Once the devastator has damaged an enemy at least once with any weapon or spell-like ability, the rays can track its soul once fired, allowing the devastator to reach enemies out of sight (behind a corner, for example), provided they are within the attack's range.

APONAVICIUS **CR 25/MR 8**

XP 1,640,000
Female advanced mythic marilith (*Pathfinder RPG Mythic Adventures 182*)
CE Large outsider (chaotic, demon, evil, extraplanar, mythic)
Init +26[M]; **Senses** darkvision 60 ft., *true seeing*; Perception +40
Aura *unholy aura* (DC 28)

DEFENSE

AC 53, touch 18, flat-footed 48 (+10 armor, +4 deflection, +5 Dex, +25 natural, –1 size)
hp 505 (23d10+379); fast healing 20
Fort +30, **Ref** +25, **Will** +19
Defensive abilitites unstoppable, unswerving loyalty; **DR** 10/cold iron and epic and good; **Immune** cold, electricity, fear, fire, poison; **Resist** acid 10; **SR** 36

OFFENSE

Speed 40 ft., fly 60 ft. (good)
Melee *+5 wounding katana* +44/+39/+34/+29 (2d6+22/15–20/x3 plus poison), *+5 human-bane shotel* +44 (2d6+22/19-20/x4 plus poison), *+5 unholy kopesh* +44 (2d6+22/17-20/x3 plus poison), *+5 lawful-outsider-bane falcata* +44 (2d6+22/17-20/x4 plus poison), *+5 flaming kusari gama sickle* +44 (1d8+22/19-20/x3 plus 1d6 fire plus poison), *+5 frost kusari gama ball* +44 (1d4+22/19-20/x3 plus 1d6 cold plus poison), tail slap +33 (2d6+6 plus grab) or 6 slams +35 (1d8+13), tail slap +33 (2d6+6 plus grab)
Space 10 ft.; **Reach** 10 ft.
Special Attacks constrict (tail slap, 2d6+19 plus crushing coils), critical master (mythic), demonic weapon master, fleet warrior, greater infuse weapon, multiweapon mastery, mythic power (8/day, surge +1d10), mythic spell-like abilities, poisoned weapons
Spell-Like Abilities (CL 20th; concentration +30)
Constant—*fly*, *true seeing*, *unholy aura* (DC 28)
At will—*greater teleport* (self plus 50 lbs. of objects only), *project image* (DC 27), *telekinesis*[M] (DC 25)
3/day—*blade barrier*[M] (DC 26), *heal*[M]
1/day—summon (level 9, 1 marilith 65%, 1 nalfeshnee 80%, or 1d4 hezrous 100%)

STATISTICS

Str 36, **Dex** 23, **Con** 36, **Int** 22, **Wis** 22, **Cha** 31
Base Atk +23; **CMB** +37 (+41 grapple); **CMD** 57 (can't be tripped)
Feats Critical Focus, Greater Weapon Focus (katana), Greater Weapon Specialization (katana), Improved Critical (katana)[M], Improved Initiative[M], Iron Will, Lightning Reflexes, Multiattack, Power Attack (-6/+18;+12)[M], Staggering Critical (DC 33), Weapon Specialization (katana), Weapon Focus (katana)[M]
Skills Acrobatics +31, Bluff +36, Craft (weapons, armor) +32, Diplomacy +36, Fly +43, Intimidate +36, Knowledge (engineering) +29, Perception +40, Sense Motive +32,

Stealth +27, Use Magic Device +35; **Racial Modifiers** +8 Perception
Languages Abyssal, Celestial, Common, Draconic, Infernal; telepathy 100 ft.
SQ amazing initiative, change shape (any animal, humanoid, or giant; *shapechange*), tenacious grapple
Gear *+4 mithral breastplate, +3 flaming/+3 frost kusarigama, +3 human-bane shotel, +3 lawful-outsider-bane falcata, +3 unholy kopesh, +3 wounding katana, glove of storing, quasit key*

SPECIAL ABILITIES

Demonic Weapon Master (Ex)

Aponavicius has honed her weapon skills to the maximum, to the point where she can master any weapon and combine it perfectly with other weapons within hours. Given enough time, she can apply the effects of any weapon-specific feat or path ability to any other weapon she wields, up to a maximum of six different weapons.

Crushing Coils (Ex)

A constricted creature must succeed at a DC 34 Fortitude save or lose consciousness for 1d8 rounds. The save DC is Strength-based.

Greater Infuse Weapon (Su)

Aponavicius increases the enhancement bonus of any weapon she wields by 2 (a non-magical weapon gains a +2 enhancement bonus) and the weapon counts as a chaotic, epic and evil cold iron weapon. She can expend two uses of mythic power as an immediate action to add the *dancing* special ability to all her manufactured weapons for 4 rounds.

Multiweapon Mastery (Ex)

Aponavicius never takes penalties to her attack and damage rolls when fighting with multiple weapons.

Mythic Spell-Like Abilities (Su)

Aponavicius can cast the mythic version of some of her spell-like abilities. She can do this without having to spend uses of mythic power a number of times per day equal to her mythic rank (8). If she spends one use of mythic power, any of her spell-like abilities can be cast as a swift action.

Poisoned Weapons (Ex)

As a free action, Aponavicius can exude poison from her fingertips, coating all of her manufactured weapons with deathblade poison.

Weapon—injury; *save* Fort DC 34; *frequency* 1/round for 6 rounds; *effect* 1d3 Con damage; *cure* 2 consecutive saves. The save DC is Constitution-based.

SISTER PERVERSION **CR 23**

XP 820,000
Female advanced seraptis bard 9/trickster 6 (*Pathfinder Campaign Setting: Lords of Chaos 58, Pathfinder RPG Mythic Adventures 44*)
CE Medium outsider (chaotic, demon, evil, extraplanar)
Init +20[M]; **Senses** darkvision 60 ft., *deathwatch*, *true seeing*; Perception +38
Aura gaze of despair (30 ft., DC 34), *unholy aura* (DC 30)

DEFENSE

AC 48, touch 26, flat-footed 41 (+9 armor, +4 deflection, +6 Dex, +12 natural, +6 profane)
hp 491 (24 HD; 15d10+9d8+359)
Fort +31, **Ref** +26, **Will** +29; +4 vs. bardic performance, language-dependent and sonic
Defensive Abilities bloodless, evasion, force of will, hard to kill, mythic saves; **DR** 10/cold iron and good; **Immune** bleed, electricity, poison; **Resist** acid 10, cold 10, fire 10; **SR** 33

OFFENSE

Speed 50 ft., fly 60 ft. (good)
Melee *+5 keen scythe* +37/+37/+37/+32 (2d6+21/19-20/x4), 2 claws +32 (1d6+11 plus grab), gore +32 (2d6+11) or 4 claws +32 (1d6+11 plus grab), gore +32 (2d6+11)
Special Attacks bardic performance 32 rounds/day (move action; countersong, distraction, fascinate, inspire competence +3, inspire courage +2, suggestion, dirge of doom, inspire greatness), compelling domination, coordinated strikes, inspire minions, trickster attack (fleet charge), mythic power (15/day, surge +1d8), mythic spellcasting, path dabbling (precision x2), ravenous embrace
Spell-Like Abilities (CL 20th; concentration +32)
Constant—*deathwatch*, *fly, true seeing*, *unholy aura* (DC 30)
At will—*crushing despair* (DC 26), *greater dispel magic*, *greater teleport* (self plus 50 lbs. of objects only), *telekinesis* (DC 27)
3/day—*confusion* (DC 26), *demand* (DC 30), *dominate monster* (DC 33)
1/day—*symbol of insanity* (DC 30), summon (level 5, 1 seraptis 20% or 1 glabrezu 40%)

Bard Spells Known (CL 9th; concentration +21)
3rd (6/day)—*confusion*[M] (DC 25), *haste*[M], *slow* (DC 25), *terrible remorse*[UM] (DC 25)
2nd (7/day)—*alter self, gallant inspiration*[APG], *heroism*[M], *invisibility*[M], *suggestion*[M] (DC 24)
1st (8/day)—*alarm, charm person* (DC 23), *grease* (DC 23), *undetectable alignment, unseen servant*
0th (at will)—*dancing lights, detect magic*, *ghost sound* (DC 22), *mage hand*, *message*, *prestidigitation* (DC 22)
M mythic spell

STATISTICS

Str 32, **Dex** 28, **Con** 36, **Int** 22, **Wis** 23, **Cha** 34
Base Atk +21; **CMB** +32 (+36 grapple); **CMD** 55
Feats Ability Focus (*dominate monster*), Arcane Strike (+5)[M], Bleeding Critical, Blind-Fight, Combat Expertise, Combat Reflexes, Critical Focus, Improved Critical (scythe), Improved Initiative[M], Iron Will, Power Attack (-6/+12;+18;+24)[M], Toughness
Skills Acrobatics +35, Diplomacy +36, Fly +49, Intimidate +36, Knowledge (engineering) +17, Knowledge (local) +33, Knowledge (nobility) +33, Knowledge (planes) +33, Knowledge (religion) +33, Perception +38, Perform (dance) +36, Perform (sing) +36, Stealth +32; **Racial Modifiers** +8 Perception
Languages Abyssal, Celestial, Draconic; telepathy 100 ft.
SQ amazing initiative, bardic knowledge +4, enhanced ability (Charisma), ghostly performance, lore master 1/day, profane grace, recuperation, tenacious grapple, versatile performance (dance, sing)
Gear *+5 mithral chain shirt*, *+5 keen scythe*, *dimensional shackles*, *ring of evasion*, assorted jewelry worth a total of 4,400 gp

SPECIAL ABILITIES

Bloodless (Ex)

A seraptis's body is not completely bloodless, but what blood its body does contain is typically blood taken from its previous victims—the blood that flows through the demon's atrophied veins does nothing to give it life. Its wounds do not bleed, and it is immune to bleed effects and to attacks that utilize blood drain to function. Sneak attacks, critical hits, and similar attacks function normally on a seraptis, although if such effects would normally cause bleed damage, those additional effects do not work.

Compelling Domination (Su)

When Sister Perversion uses *dominate person* or *dominate monster* (as a spell or spell-like ability), her victims do not actively resist the control and do not gain a new saving throw when ordered to take actions against their nature unless those actions are obviously self-destructive, in which case the victim does get a new saving throw with a +2 bonus to escape the effects of the domination.

Coordinated Strikes (Ex)

Sister Perversion doesn't suffer the standard penalties to attack and damage rolls with natural attacks when using a manufactured weapon.

Gaze of Despair (Su)

A seraptis's gaze fills the minds of those within 30 feet with overwhelming and soul-crushing despair. Anyone who fails a DC 34 Will save upon being exposed to a seraptis's gaze immediately takes 1d6 points of Charisma drain and is staggered for 1d6 rounds. If the Charisma drain would normally reduce a creature's Charisma to 0, that creature instead succumbs to overwhelming suicidal urges and attempts to end its life by the most convenient method at hand, subject to GM discretion. (In most cases, this

effect causes a creature to make a coup de grace attempt on itself, but if a more dramatic method of self-destruction is available, the creature takes that action.) Once a creature reaches this suicidal state of despair, it remains in that state until its Charisma score is restored to its normal maximum—if methods of restoring lost Charisma are not available, the suicidal victim must be restrained at all times to prevent attempts to kill itself. This is a mind-affecting effect. The save DC is Charisma-based.

Grab (Ex)

A seraptis gains a cumulative +4 bonus on grapple attempts for each successive claw attack that hits in a single round, provided the claw attacks all hit the same target. If she grabs a foe, she can use her ravenous embrace.

Profane Grace (Su)

Sister Perversion still has a powerful blessing from the time she worked for Nocticula. It allows her to add half her Charisma modifier as a profane bonus to her saving throws and Armor Class. Depending on the relationship between Nocticula and the characters, she may remove the blessing while Sister Perversion battles them.

Ravenous Embrace (Su)

Once per round, a creature grappling or grappled by a seraptis can be attacked by the ravenous, toothed wounds that decorate a seraptis's arms. These teeth bite and chew, inflicting an automatic 4d6+20 points of damage each round—in addition, the wounds caused by the ravenous embrace cause 4d6 bleed and 4d4 points of Strength drain as the seraptis drinks away the victim's blood and other vital fluids. As long as the seraptis is within 30 feet of a foe suffering bleed damage from her ravenous embrace, the blood that flows from the victim writhes through the air into the seraptis's arm maws, healing the seraptis by an amount equal to the amount caused by that round's bleed effect.

Encounter: Sister Perversion flees from the Yearning House as soon as the PCs start a fight. She steps through her mirror and joins Mistress Anemora in the Silk Embrace. There, Anemora summons a horde of ancient apocalypse locusts and prepares for battle.

MISTRESS ANEMORA **CR 26**

XP 2,457,600
Female unique drider cleric of Deskari 14/hierophant 8 (*Pathfinder RPG Bestiary 113, Pathfinder RPG Mythic Adventures 32*)
CE Large aberration
Init +29[M]; **Senses** darkvision 120 ft., *detect good, detect law, detect magic, true seeing*; Perception +43

DEFENSE

AC 52, touch 27, flat-footed 41; (+5 armor, +5 deflection, +9 Dex, +2 dodge, +2 luck, +20 natural, –1 size)
hp 567 (29d8+437)
Fort +32, **Ref** +27, **Will** +37; +4 morale vs. poison and fear
Defensive Abilitites force of will, hard to kill, mythic saves, servant of balance, unstoppable; **Immune** sleep; **Resist** fire 10; **SR** 37

OFFENSE

Speed 30 ft., climb 20 ft.; *air walk*
Melee *staff of the hierophant* +38/+33/+28/+23 (1d6+21/19-20 plus spiritual poison), bite +27 (1d4+5 plus spiritual poison)
Space 10 ft.; **Reach** 5 ft.
Special Attacks channel negative energy 7/day (DC 21, 7d6), destructive smite (+7, 14/day), destructive aura (+7, 14/day), divine metamastery (x4), faith's reach, divine surge (inspired spell), mythic power (19/day, surge +1d10), mythic spellcasting, poisoned weapon, weapon master (14 rounds/day), web (+30 ranged, DC 25, hp 9)
Spell-Like Abilities (CL 15th, concentration +19)
Constant—*detect good, detect law, detect magic*
At will—*dancing lights, darkness, faerie fire*
1/day—*clairaudience/clairvoyance, deeper darkness, dispel magic, levitate, suggestion* (DC 17)

Domain Spell-Like Abilities (CL 20th, concentration +31)
14/day—battle rage (+7 damage)

Cleric Spells Prepared (CL 20th, concentration +31)
9th—*energy drain* (DC 30), *implosion* (DC 30), *mass heal*, *miracle* (DC 30), *power word kill*[D], quickened *wall of stone*
8th—quickened *divine power*, *fire storm*[M] (DC 29), *greater spell immunity*, quickened *poison* (DC 25), *power word stun*[D], quickened *unholy blight* (DC 25)
7th—quickened *bestow curse* (DC 24), *blasphemy* (2, DC 28), quickened *blindness/deafness* (DC 24), *disintegrate*[D M] (DC 28), quickened *dispel magic*[M], quickened *searing light*
6th—*blade barrier*[D M] (DC 27), *harm*[M] (DC 27), *heal*, *heroes' feast**, quickened *hold person* (DC 23), quickened *sound burst* (DC 23), *word of recall* (DC 27)

5th—*breath of life, flame strike*[M] (2, DC 26), *greater command* (DC 26), *insect plague*, *shout*[D] (DC 26), *true seeing**
4th—*air walk**, *blessing of fervor*[APG M] *dismissal* (DC 25), *divine power*[D], *greater magic weapon**, *poison* (DC 25), *sending*
3rd—*bestow curse* (DC 24), *blindness/deafness* (DC 24), *dispel magic*[M] (2), *magic vestment*[D]*, *meld into stone*, *prayer*[M], *searing light*
2nd—*death knell* (DC 23), *desecrate*, *enthrall* (DC 23), *hold person* (DC 23), *resist energy*, *sound burst* (DC 23), *spiritual weapon*[D], *status*
1st—*command* (4, DC 22), *entropic shield, obscuring mist, sanctuary* (DC 22), *true strike*[D]
0 (at will)—*bleed* (DC 21), *create water, mending, read magic*
D domain spell; **Domains** Destruction, War; **M** mythic spell

STATISTICS

Str 32, **Dex** 29, **Con** 32, **Int** 13, **Wis** 32, **Cha** 18
Base Atk +21; **CMB** +33; **CMD** 59 (71 vs. trip)
Feats Blind-Fight, Craft Staff, Craft Wondrous Item, Dodge[M], Great Fortitude, Improved Critical (quarterstaff), Improved Initiative[M], Lightning Reflexes, Mobility, Power Attack (-6/+24;+12)[M], Quicken Spell, Selective Channeling, Toughness[M], Weapon Focus (quarterstaff)
Skills Bluff +30, Climb +25, Knowledge (religion) +33, Linguistics +7, Perception +43, Spellcraft +28, Stealth +18; **Racial Modifiers** +4 Stealth
Languages Abyssal, Aklo, Celestial, Common, Elven, Undercommon
SQ amazing initiative, enhanced ability (Con), profane gift (+2 Wis), recuperation, undersized weapons
Gear *staff of the hierophant* (10 charges), unholy water (6), *amulet of the planes*, *belt of physical perfection +6*, *cloak of resistance +5, headband of inspired wisdom +6*, *nahyndrian chisel*, *ring of protection +5*, *ring of minor fire resistance*, unholy symbol, ceremonial dress, two diamonds (worth 25,000 gp each), fine jewelry (worth 8,000 gp), 10 pounds of silver dust (worth 50 gp), *true seeing* ointment (2 doses worth 250 gp each)

SPECIAL ABILITIES

Poisoned Weapon (Su)

Mistress Anemora's poison attack functions through any melee weapon she wields.

Profane Gift (Su)

Anemora is under the effects of a profane gift (+2 Wis) granted to her by a succubus named Lelaxiss whom she has bound and imprisoned in a distant hidden locale.

Spiritual Poison (Ex)

Bite or weapon—injury; *save* Will DC 35. If the poison is delivered through a critical hit, there is no saving throw; *frequency* 1/round for 6 rounds; *effect* 2d6 Wis and Cha

drain. Since this poison targets the soul and not the body, it overcomes poison immunity. As long as the target is under the effects of spirit poison, it loses poison immunity and automatically fails saving throws against other poison effects; *cure* 2 saves. The save DC is Constitution-based.

Note: since Anemora has divine metamastery up to +4, she can use the ability to automatically apply her quicken spell feat to any spell (see the mythic ability description). Taking this into account, you may want to rework her spell list.

Encounter: see Sister Perversion

TERENDELEV **CR 26/MR 10**

XP 2,457,600
Female mythic ancient silver dragon ravener (*Pathfinder RPG Bestiary 110, Pathfinder RPG Bestiary 2 230, Pathfinder RPG Mythic Adventures*)
CE Gargantuan undead (cold, mythic)
Init +23/+3[M], dual initiative; **Senses** blindsense 120 ft., darkvision 240 ft., dragon senses, fog vision; Perception +45
Aura cowering fear, cold (10 ft.), frightful presence (300 ft., DC 37, 10 rounds), nahyndrian aura (100 ft.)

DEFENSES

AC 56, touch 56, flat-footed 55; (+1 Dex, +33 natural, +7 deflection, +10 profane, –4 size)
hp 592 (25d8+480)
Fort +39, **Ref** +26, **Will** +33
Defensive Abilities channel resistance +4, reflective scales (heavy fortification), soul ward (50 hp); **DR** 15/epic, bludgeoning and good; **Immune** acid, cold, paralysis, sleep, undead traits; **SR** 40

OFFENSE

Speed 40 ft., fly 250 ft. (poor); cloudwalking, graceful flight
Melee bite +45 (4d6+31/15–20/x3 plus 10d10 cold), 2 claws +45 (2d8+24/18-20), 2 wings +43 (2d6+17/19-20), tail slap +43 (2d8+31/19-20)
Space 20 ft.;**Reach** 15 ft. (sight with bite)
Special Attacks mythic breath weapon (60-ft. cone, 20d10 cold [minimum 110 damage] plus 2 negative levels, DC 37/47, usable every 1d4 rounds), crush (medium, DC 37, 4d6+21), dragon magic (wild arcana, channel power), energy drain (1 level on a critical), energy mastery (cold, 25 points), mythic power (10/day, surge +1d12), paralyzing breath, soul consumption (DC 37), soul magic, tail sweep (30 ft. half-circle, small, DC 37 half, 2d6+21), vorpal enhancement
Spell-Like Abilities (CL 25th; concentration +40)
At will—*control weather, control winds, detect evil, feather fall, fog cloud*
Spells Known (CL 18th; concentration +33)
9th—*power word kill*[M]
8th—*horrid wilting* (DC 34), *maze*
7th—*banishment* (DC 33), *forcecage* (DC 33), *prismatic spray*[M] (DC 33)
6th—*greater dispel magic, flesh to stone*[M] (DC 32), *harm*[M] (DC 32)
5th—*cone of cold*[M] (DC 31), *feeblemind* (DC 31), *mind fog* (DC 31), *sending*
4th—*dimensional anchor, enervation*[M], *greater invisibility, wall of ice* (DC 29)
3rd—*displacement, haste*[M], *slow*[M] (DC 28), *tongues*
2nd—*detect thoughts* (DC 27), *glitterdust* (DC 27), *mirror image*, *pyrotechnics* (DC 27), *scorching ray*
1st—*alarm*, *magic missile*[M], *divine favor*[M], *silent image* (DC 26), *unseen servant*
0—*acid splash*, *dancing lights*, *detect magic, detect poison*, *light, mage hand, message, prestidigitation, read magic*

STATISTICS

Str 39**, Dex** 12**, Con** —**, Int** 28**, Wis** 29**, Cha** 40
Base Atk +25; **CMB** +43; **CMD** 69 (73 vs. trip)
Feats Blind-Fight, Combat Reflexes[M], Critical Focus, Flyby Attack, Improved Critical (bite)[M], Improved Initiative[M], Improved Vital Strike, Lighting Reflexes, Multiattack, Power Attack (-7/+28;+21;+14)[M], Staggering Critical, Toughness, Vital Strike[M]
Skills Acrobatics +24, Diplomacy +43, Fly +18, Intimidate +51, Knowledge (arcana, engineering, history, local, nobility, planes) +37, Perception +45, Sense Motive +37, Spellcraft +37, Stealth +24, Use Magic Device +43
Languages Auran, Common, Draconic, Dwarven, Elven, Giant, Halfling, Terran
SQ change shape (3/day, animal or humanoid, *polymorph*), dragon cantrips, mythic dragon traits

SPECIAL ABILITIES

Cold Aura (Su)

Terendelev is surrounded by an aura of extreme cold. All creatures that approach within 10 feet of the dragon or start their turn inside it take 10d6 points of cold damage and must make a DC 37 Fortitude save or be paralyzed by the cold permanently. A creature that takes at least 30 points of damage from the aura suffers a -5 penalty on this save. Each round as a full-round action on its turn, the creature can try to save again. Only cold-immune creatures are immune to this aura (*freedom of movement* and similar effects don't work against it). While active, the aura suppresses the dragon's fire weakness. Terendelev can suppress or activate this aura at will as a free action.

Cowering Fear (Su)

Any creature shaken by the ravener's frightful presence is cowering instead of shaken for the first round of the effect, and shaken for the rest of the duration. Any creature that is panicked by its frightful presence is instead cowering for the duration.

Nahyndrian Aura (Su)

The essence of the nahyndrian cristals used as a focus in the ritual to animate Terendelev as a powerful mythic ravener mixed with her soul ward, creating an aura of unholy green energy that ravages the mind and body of creatures that are not chaotic evil. All those creatures within 100 feet of the dragon take 4d6 points of constitution drain and 1d4 wisdom drain when they enter the aura or start their turn inside it unless they make a DC 37 save. The type of save varies: it will always be the worst between the creature's Fortitude and Will. The aura also makes casting spells very difficult: any concentration checks made inside its area of effect add a +10 to their DC. Additionally, whenever she damages any creature in a round (using an attack, spell, breath, etc) inside the aura, she recharges her soul ward entirely. Terendelev can deactivate the aura (reducing the area of effect to a minimum) as a free action.

Paralyzing Breath (Su)

Instead of a cone of cold, Terendelev can breathe a cone of paralyzing gas. Creatures within the cone must succeed on a Fortitude save (DC 37/47) or be paralyzed for 1d6+9 rounds.

Reflective Scales (Su)

Any spell that targets an ancient or older silver dragon but fails to penetrate the silver dragon's spell resistance might be reflected. Mythic abilities cannot bypass her SR. If the caster level check to penetrate the dragon's spell resistance is failed by 5 or more, the spell is reflected. If the check fails by 4 or less, the spell is merely wasted. This otherwise functions as *spell turning*, but Terendelev can turn any kind of spell.

Scales (Ex)

The scales shed by Terendelev at the start of this Adventure Path are anathema to the ravener. Any PC who carries one of these items (see “The Worldwound Incursion”) gains a limited protection against Terendelev's vorpal strikes. The first time a character with a scale would be decapitated, the hit is turned into a standard critical hit and the scale shatters, forever lost.

Vorpal Enhancement (Ex)

Terendelev died by decapitation, and the vorpal magic that ended her life empowers her new undead form. This gives her bite and claws attacks the vorpal quality, as the weapon special ability. Terendelev's head is no longer attached to the neck and floats in the air, so she can reach any opponent she can see with her bite attack by moving her head to the target almost instantaneously. Combined with her Mythic Combat Reflexes, it means that it's very difficult to escape from her terrible jaws. Worse, every time Terendelev confirms a critical hit and decapitates an opponent, she regains one use of mythic power.

SON OF SHAX **CR 24/MR 8**

XP 1,230,000
Unique mythic babau
CE Medium outsider (chaotic, demon, evil, extraplanar)
Init +20[M]; **Senses** darkvision 60 ft., *true seeing*; Perception +45

DEFENSE

AC 50, touch 34, flat-footed 42 (+6 armor, +7 Dex, +10 natural, +1 dodge, +16 insight)
hp 498 (31d10+328)
Fort +33, **Ref** +33, **Will** +23; +8 resistance vs. mind-affecting
Defensive Abilities improved evasion, improved uncanny dodge, moderate fortification, protective slime; **DR** 10/epic, cold iron and good; **Immune** electricity, poison; **Resist** acid 10, cold 10, fire 10; **SR** 35

OFFENSE

Speed 30 ft.
Melee 2 claws +39 (1d6+8), bite +39 (1d6+8) or *+5 longspear* +45/+45/+45/+45 (1d8+23/19-20/×4 plus 4d10 acid), bite +34 (1d6+4)
Ranged *+5 composite longbow* +45/+45/+45/+45 (1d8+19/19-20/x4)
Space 5 ft.; **Reach** 5 ft. (10 ft. with longspear)
Special Attacks blood weapon, elusive target, fleet warrior, mythic power (8/day, surge +1d10), natural invisibility, precision (x3), sneak attack +10d6
Spell-Like Abilities (CL 24th, concentration +29)
Constant—*mage armor*[M], *mind blank*, *true seeing*
At will—*deeper darkness, greater dispel magic, greater teleport* (self plus 50 lbs. of objects only)
1/day—summon (any 1 CR 19 or lower demon 100%

STATISTICS

Str 27, **Dex** 27, **Con** 26, **Int** 18, **Wis** 17, **Cha** 20
Base Atk +31; **CMB** +39; **CMD** 73
Feats Combat Reflexes, Deadly Aim (-8/+24)[M], Dodge, Improved Critical[M] (blood weapon), Improved Initiative[M], Improved Precise Shot, Iron Will, Manyshot[M], Point-Blank Shot, Power Attack (-8/+32;+24)[M], Precise Shot, Rapid Shot[M], Skill Focus (Stealth), Toughness, Weapon Focus (blood weapon), Weapon Specialization[M] (blood weapon)
Skills Acrobatics +42, Climb +42, Disable Device +42, Escape Artist +42, Knowledge (the planes) +38, Perception +45, Sense Motive +37, Sleight of Hand +42, Stealth +48, Use Magic Device +39; **Racial Modifiers** +8 Perception, +8 Stealth
Languages Abyssal, Celestial, Draconic; telepathy 100 ft.
SQ Extra Mythic Feat (Deadly Aim, Manyshot, Rapid Shot)

SPECIAL ABILITIES

Blood Weapon (Ex)

The Son of Shax can use his acidic slime to create deadly weapons. He usually creates a longspear or a composite longbow, but other forms and shapes can be chosen. Both of these weapons have a +5 enhancement bonus, and deal an additional 4d10 points of acid damage on a hit. Since the Son of Shax can change a weapon into another almost instantaneously, it can be done outside of his turn to make attacks of opportunity, and when making a full-attack action he can choose to make each attack with a different weapon. The longspear can be adjusted in size to attack adjacent foes at no penalty, and the composite longbow automatically adapts itself to the Son's current Strength modifier. The Son of Shax can select "blood weapon" when choosing weapon-specific feats, and select fighter feats as if he were a 20th-level fighter. If the Son is disarmed of any of his weapons, they simply disappear, only to reappear one second later on the babau's hands.

Elusive Target (Ex)

The Son of Shax has a sixth sense that makes him difficult to hit or affect with spells in battle. He adds his mythic rank as a bonus on saving throws, and double that number as an insight bonus to his AC.

Natural Invisibility (Ex)

The Son of Shax can remain invisible at all times if he so desires, even when attacking. As this ability is inherent, it is not subject to the *invisibility purge* spell. Since he also has a constant *mind blank* effect, even divination effects like *true seeing* can't detect him. Even if affected by a game effect that would reveal his position (like *glitterdust*), he can get rid of it by spending a use of mythic power as an immediate action.

Protective Slime (Su)

A layer of acidic slime coats a babau's skin. Any creature that strikes a babau with a natural attack or unarmed strike takes 4d10 points of acid damage from this slime if it fails a DC 33 Reflex save. A creature that strikes a babau with a melee weapon must make a DC 33 Reflex save or the weapon takes 4d10 points of acid damage; if this damage penetrates the weapon's hardness, the weapon gains the broken condition. Ammunition that strikes a babau is automatically destroyed after it inflicts its damage.

SHAORHAZ, THE GLUTTON OF THE GREEN **CR 25/MR 4**

XP 819,200
Male mythic vrolikai inquisitor of Cyth-V'sug 9 (*Pathfinder Campaign Setting: Demons Revisited 44, Pathfinder RPG Advanced Player's Guide, Pathfinder RPG Bestiary 2 81, Pathfinder RPG Mythic Adventures*)
CE Large outsider (chaotic, demon, evil, extraplanar)
Init +30[M]; **Senses** darkvision 120 ft., low-light vision, *true seeing*; Perception +44

DEFENSE

AC 49, touch 16, flat-footed 45 (+10 armor, +3 Dex, +1 dodge, +23 natural, +3 deflection, -1 size)
hp 529 (28 HD; 19d10+9d8+385) regeneration 10 (good spells and weapons)
Fort +24, **Ref** +23, **Will** +26; improved evasion
DR 15/epic, cold iron and good; **Immune** death effects, electricity, energy drain, paralysis, poison; **Resist** acid 10, cold 10, fire 10; **SR** 36

OFFENSE

Speed 40 ft., fly 60 ft. (perfect)
Melee *+5 black flame knife* +43/+38/+33/+28 (1d6+19/17-20 plus energy drain), 3 *+5 black flame knives* +43 (1d6+19/17-20 plus energy drain), bite +36 (1d8+7), sting +36 (1d6+7 plus madness) or bite +38 (1d8+14), 4 claws +38 (1d6+14), sting +38 (1d6+14 plus madness)
Space 10 ft.; **Reach** 10 ft.
Special Attacks bane (9 rounds/day), black flame knives, death-stealing gaze (DC 34), fleet warrior, madness (DC 34), multiweapon mastery, mythic power (4/day, surge +1d8), sneak attack +6d6, vampiric link
Spell-Like Abilities (CL 19th; concentration +29)
Constant-- *freedom of movement*, *true seeing*
At will--*deeper darkness*, *enervation*, *greater teleport* (self plus 50 lbs. of objects only), *telekinesis* (DC 25)
3/day--quickened *enervation*, *regenerate*, *silence* (DC 22), *vampiric touch*
1/day--*mass hold monster* (DC 29), summon (level 6, 1 marilith 50% or 1d4 glabrezus 75%), *symbol of death* (DC 28)
Inquisitor Spell-Like Abilities (CL 9th; concentration +19)
At will--detect alignment
9 rounds/day--*discern lies*
Inquisitor Spells Known (CL 9th; concentration +18)
3rd (5/day)—*cure serious wounds*, *dimensional anchor*, *seek thoughts* (DC 22), *speak with dead* (DC 22)
2nd (6/day)—*barkskin*, *death knell* (DC 21), *detect thoughts* (DC 21), *spiritual weapon*
1st (8/day)—*command* (DC 20), *cure light wounds*, *divine favor*, *protection from good*, *shield of faith*
0 (at will)—*acid splash*, *brand* (DC 19), *bleed* (DC 19), *detect magic*, *disrupt undead*, *read magic*
Domain Decay

STATISTICS

Str 38, **Dex** 29, **Con** 34, **Int** 22, **Wis** 28, **Cha** 30
Base Atk +25; **CMB** +40; **CMD** 63
Feats Blind-Fight, Critical Focus, Dodge, Flyby Attack, Greater Vital Strike, Improved Critical (black flame knife), Improved Initiative[M], Improved Vital Strike, Mobility, Multiattack, Outflank[B], Power Attack (-7/+21;+14)[M], Precise Strike[B], Quicken Spell-Like Ability (*enervation*), Staggering Critical (DC 35), Swap Places[B], Vital Strike[M]
Skills* Acrobatics +37, Fly +43, Intimidate +45, Knowledge (dungeoneering) +37, Knowledge (nature) +37, Knowledge (planes) +37, Knowledge (religion) +37, Linguistics +10, Perception +44, Sense Motive +44, Spellcraft +37, Stealth +38 (+46 in shadowy areas), Use Magic Device +38; **Racial Modifiers** +8 Perception, +8 Stealth in shadowy areas
Languages Abyssal, Aklo, Celestial, Draconic, Druidic, Sylvan; telepathy 100 ft.
SQ amazing initiative, cunning initiative, extra mythic feat (Power Attack), judgement (2, 3/day), monster lore +9, solo tactics (3 teamwork feats), stern gaze, track +4
Gear *+4 ghost touch shadow undead-controlling breastplate*, *belt of giant strength +6*, *ring of earth elemental command*, *ring of protection +3*

SPECIAL ABILITIES

Black Flame Knives (Su)

A vrolikai can manifest daggers made of crystallized black flames in each of its four hands as a free action. These weapons function as *+5 daggers* that bestow one permanent negative level on a successful hit. A DC 34 Fortitude negates the negative level, although on a critical hit, no save is allowed. The save DC is Charisma-based.

Death-Stealing Gaze (Su)

Death, 30 ft., Fort DC 34 negates death, but the target still takes 3d8+25 points of damage. Creatures slain by this attack can only be brought back by using *true resurrection*, a carefully worded *wish* spell followed by *resurrection*, or a *miracle*. The save DC is Charisma-based. This is a gaze attack and a death effect.

Fleet Warrior (Ex)

This mythic ability works as the Champion Path Ability, but Shaorhaz can make any of his attacks at any point during his movement.

Madness (Su)

A creature stung by a vrolikai's tail must make a DC 34 Will save to resist taking 1d6 points of Charisma drain and becoming confused for 1d4 rounds. On a successful save, the victim is instead staggered for 1d4 rounds as strange visions assault its mind. This is a mind-affecting effect. The save DC is Charisma-based.

Multiweapon Mastery (Ex)

Shaorhaz never takes penalties on its attack and damage rolls when fighting with multiple weapons.

Vampiric Link (Su)

As a free action, Shaorhaz can establish a vampiric link between himself and any living creature within 60 feet that he can see. The targeted creature can resist the link with a DC 34 Will save, if Shaorhaz has damaged the target, it takes a -4 penalty on the save; otherwise the link remains in place until Shaorhaz targets a different creature. A creature affected by a vampiric link finds that whenever he damages Shaorhaz, be it with spell or weapon, he takes the same amount of damage. Additionally, if the creature targets Shaorhaz with a spell, the effects of that spell are duplicated and affect the caster as well, even if the spell fails to penetrate Shaorhaz's spell resistance or he makes his saving throw. This is a necromancy effect. The save DC is Charisma-based.

KHORRAMZADEH **CR 26/MR 5**

XP 2,407,600
Male mythic balor lord *(Pathfinder RPG Bestiary 58, Pathfinder RPG Mythic Adventures*)
CE Large outsider (chaotic, demon, evil, extraplanar, mythic)
Init +21/+1[M], dual initiative; **Senses** darkvision 60 ft., low-light vision, *true seeing*; Perception +49
Aura flaming body, *unholy aura* (DC 32)

DEFENSE

AC 52, touch 52, flat-footed 45 (+11 armor, +4 deflection, +7 Dex, +21 natural, –1 size)
hp 605 (30d10+440); fast healing 20
Fort +34, **Ref** +23, **Will** +29; +8 resistance vs. mind-affecting
Defensive abilities deflective defense, resist smite; **DR** 15/cold iron, epic and good; **Immune** electricity, fear, fire, poison; **Resist** acid 10, cold 10; **SR** 37

OFFENSE

Speed 40 ft., fly 90 ft. (good)
Melee *Noriznigath* +48/+43/+38/+33 (2d6+21/17-20), *+5 vorpal flaming burst whip* +47/+42/+37 (1d4+20/19-20 plus 1d6 fire and entangle) or 2 slams +44 (1d10+15)
Space 10 ft.; **Reach** 10 ft. (20 ft. with whip)
Special Attacks mythic power (15/day, surge +1d8), mythic spell-like abilities, mythic vorpal strike, stormlord
Spell-Like Abilities (CL 20th; concentration +32)
Constant—*freedom of movement*, *mind blank, true seeing*, *unholy aura* (DC 32)
At will—*chain lightning*[M] (DC 30), *dominate monster* (DC 33), *greater dispel magic, greater teleport* (self and gear only), *power word stun*[M], *sending*[M], *telekinesis*[M] (DC 29)
3/day—*limited wish*[M], quickened *telekinesis*[M] (DC 29)
1/day—*blasphemy*[M] (DC 31), *divine power*, *earthquake*[M], *fire storm*[M] (DC 32), *implosion* (DC 33), *storm of vengeance*[M], summon (level 9, any 1 CR 19 or lower demon 100%)

STATISTICS

Str 41, **Dex** 25, **Con** 36, **Int** 24, **Wis** 26, **Cha** 35
Base Atk +30; **CMB** +46; **CMD** 67
Feats Blind-Fight, Combat Reflexes, Craft Magic Arms and Armor, Craft Wondrous Item, Double Slice, Extra Mythic Power, Greater Two-Weapon Fighting, Improved Critical (longsword, whip), Improved Initiative[M], Improved Two-Weapon Fighting, Lightning Reflexes, Master Craftsman, Power Attack (-8/+24)[M], Quicken Spell-Like Ability (*telekinesis*), Two-Weapon Fighting
Skills Acrobatics +37, Bluff +43, Craft (weapons) +40, Fly +39, Intimidate +45, Knowledge (engineering) +37, Knowledge (local) +40, Knowledge (planes) +40, Linguistics +12, Perception +49, Sense Motive +36, Spellcraft +37, Stealth +33, Use Magic Device +45; **Racial Modifiers** +8 Perception

Languages Abyssal, Aklo, Celestial, Common, Draconic, Hallit, Necril, Undercommon; telepathy 100 ft.
SQ amazing initiative, death throes, endless power, inherent bonuses (+5 Str, +5 Cha), whip mastery
Gear *+5 mithral breastplate*, *+5 flaming burst whip*, *Noriznigath*

SPECIAL ABILITIES

Death Throes (Su)

Khorramzadeh's death throes are more devastating than those of a typical balor. When killed, Khorramzadeh explodes in a flash of fire that deals 200 points of damage (half fire damage, half unholy damage) and permanently blinds anything within 200 feet (Reflex DC 38 halves the damage and negates the blindness). One round after this explosion, an *earthquake* (CL 20th) is triggered as well, centered on the point where the Storm King's body fell. The save DC is Constitution-based.

Deflective Defense (Ex)

Khorramzadeh's touch AC is modified by armor and natural armor bonuses.

Endless Power (Ex)

When Khorramzadeh scores a critical hit, or an enemy scores a critical hit against him, he regains one use of mythic power. He calculates his number of mythic uses per day as if he has mythic tiers instead of ranks (3+double rank).

Entangle (Ex)

If Khorramzadeh strikes a medium or smaller foe with his whip, he can immediately attempt a grapple check without provoking an attack of opportunity. If Khorramzadeh wins the check, he draws the foe into an adjacent square. The foe gains the grappled condition, but Khorramzadeh does not.

Flaming Body (Su)

Khorramzadeh's body is covered in dancing flames and lightning. Anyone striking him with a natural weapon or unarmed strike takes 1d6 points of fire and electricity damage. A creature that grapples or is grappled by Khorramzadeh takes 6d6 points of fire and electricity damage each round the grapple persists.

Mythic Spell-Like Abilities (Su)

Khorramzadeh can cast the mythic version of some of his spell-like abilities. He can do this without having to spend uses of mythic power a number of times per day equal to his mythic rank (5). If he spends one use of mythic power, any of his spell-like abilities can be cast as a swift action. He also gets a +2 racial bonus to their save DCs as long as he has at least one use of mythic power (bonus already included in the stats above).

Resist Smite (Ex)

Khorramzadeh is difficult to affect with smite attacks, such as by a paladin's smite evil ability. When a creature attempts to make Khorramzadeh the target of any smite effect, Khorramzadeh can try to resist the smite by attempting a Fortitude saving throw (DC = 10 + the Hit Dice of the creature attempting the smite attack + the Charisma modifier of the creature attempting the smite attack). On a successful save, the smite works but Khorramzadeh is empowered for as long as he is the target. Against attacks that benefit from the smite bonuses, his DR increases to 30 and cannot be overcome in any way. In addition, every time he is hit by a smiting attack, Khorramzadeh can make an attack of opportunity (8 per round due to the Combat Reflexes feat) against the attacker. This attack overcomes any damage reduction the target may have. If the target is outside Khorramzadeh's reach, he can spend one use of mythic power to move up to his speed before the attack. The target can dismiss the smite as a swift action, ending these bonuses.

Stormlord (Su)

Khorramzadeh's spell-like abilities, death throes, and flaming body abilities deal electricity and fire damage. A creature must be immune to both electricity and fire damage in order to be immune to this damage. Creatures immune only to fire or electricity instead take damage as if they had resist 10. Creatures with resistance and no immunity take damage from Khorramzadeh's attacks as if they had no resistance. Up to once per round when he is affected by electricity damage, he can choose to be healed of an amount of damage equal to the amount of electricity damage dealt rather than simply be immune to the damage.

Mythic Vorpal Strike (Su)

Any slashing weapon Khorramzadeh wields gains the vorpal weapon quality, with greater effect than normal: If he rolls a critical threat that isn't a natural 20 and confirms it, he can spend a use of mythic power as an immediate action to force the target to make a Fortitude save DC 40 or die, as if the vorpal effect had been activated. A successful save results in the target taking standard critical damage. Weapons retain this quality for one hour after he releases the weapon, but after this the weapon reverts to its standard magical qualities.

Whip Mastery (Ex)

Khorramzadeh treats the 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.

DIURGEZ BROODLORD **CR 26/MR 4**

XP 2,407,600
Male mythic balor lord rogue 8 *(Pathfinder RPG Bestiary 58, Pathfinder RPG Mythic Adventures*)
CE Large outsider (chaotic, demon, evil, extraplanar)
Init +15/-5, dual initiative; **Senses** blindsight 60 ft., darkvision 60 ft., low-light vision, *true seeing*; Perception +48
Aura infested body, *unholy aura* (DC 28)

DEFENSE

AC 51, touch 25, flat-footed 39 (+4 deflection, +11 Dex, +1 dodge, +20 natural, +6 shield, –1 size)
hp 586 (28 HD; 20d10+8d8+440)
Fort +32, **Ref** +29, **Will** +27; evasion, +2 vs. traps
Defensive Abilities defensive discorporation, improved uncanny dodge; **DR** 15/—; **Immune** critical hits, dazed, electricity, fire, flanking, poison, staggered, stunned; **Resist** acid 10, cold 10; **SR** 37

OFFENSE

Speed 40 ft., fly 90 ft. (good)
Melee *+5 keen vorpal battleaxe* +40/+35/+30/+25 (2d6+17/19-20/x3), *master's lash* +40/+35/+30 (1d4+17/19-20 plus 1d6 fire and entangle) or 2 slams +37 (1d10+12)
Space 10 ft.; **Reach** 10 ft. (60 ft. with whip)
Special attacks broodlord, exploit weakness, former ruler of Threshold, mythic power (4/day, surge +1d8), sneak attack +4d6
Spell-Like Abilities (CL 20th)
Constant—*true seeing*, *unholy aura* (DC 28)
At will—*dominate monster* (DC 29), *greater dispel magic, greater teleport* (self plus 50 lbs. of objects only), *power word stun, telekinesis* (DC 25)
1/day—*blasphemy* (DC 27), *fire storm* (DC 28), *implosion* (DC 29), summon (level 9, any 1 CR 19 or lower demon 100%)

STATISTICS

Str 35, **Dex** 32, **Con** 38, **Int** 24, **Wis** 28, **Cha** 30
Base Atk +26; **CMB** +39 (+43 grapple); **CMD** 65
Feats Blind-Fight, Combat Expertise (-7/+9 dodge)[M], Combat Reflexes, Critical Focus, Dodge, Double Slice, Greater Two-Weapon Fighting, Improved Critical (whip), Improved Initiative, Improved Two-Weapon Fighting, Lightning Reflexes, Staggering Critical, Two-Weapon Defense[M], Two-Weapon Fighting
Skills Acrobatics +39, Bluff +38, Disable Device +41, Fly 44, Intimidate +41, Knowledge (arcana) +35, Knowledge (local) +38, Knowledge (planes) +38, Perception +48, Sense Motive +40, Spellcraft +35, Stealth +38, Survival +31, Use Magic Device +41; **Racial Modifiers** +8 Perception
Languages Abyssal, Celestial, Draconic; *tongues*, telepathy 100 ft.

SQ greater whip mastery, rogue talents (bleeding attack +4, combat trick, resiliency, surprise attack), trap sense +2, trapfinding +4, vorpal strike
Gear *+5 keen battleaxe*, *master's lash*

SPECIAL ABILITIES

Exploit Weakness (Ex)

Whenever an opponent misses him in melee, Diurgez can make an attack of opportunity against that opponent using his battleaxe. He adds his Dexterity modifier to his sneak attack rolls.

Defensive Discorporation (Ex)

Once per round when hit by a melee or ranged attack, or an area or targeted spell that deals damage, Diurgez can explode into a mass of ravenous vermin, dealing 100 points of damage to any enemy within 100 feet (Reflex DC 38 halves). This damage penetrates damage reduction as if it were an epic evil magic weapon. He then reappears 30 feet away from where he exploded. When he is killed, this ability activates again, but deals double damage (200 points of damage). The save DC is Constitution-based.

Entangle (Ex)

If Diurgez strikes a foe (any size) with his whip, he can immediately attempt a grapple check without provoking an attack of opportunity. Diurgez gets a +4 competence bonus on this check and does not automatically fail on a natural 1 roll. Entangle can affect even those creatures immune or protected against grapple, but they get a +5 bonus to their CMD. If Diurgez wins the check, he draws the foe into an adjacent square. The foe gains the pinned condition, but Diurgez does not. Whenever Diurgez pulls a foe adjacent to him, he can make an attack of opportunity with his battleaxe against the pinned foe. This attack scores a critical hit on a roll of 17-20 and overcomes any damage reduction. Each round that Diurgez maintains the grapple, the target suffers 2d4+34 points of damage from the whip's constriction.

Former Ruler of Threshold (Su)

Diurgez can teleport freely inside Threshold without any chance of failure. When he takes a full-attack action, he can teleport before, after, or in-between attacks (as if using *greater teleport*). The total distance teleported in this way cannot exceed 100 feet. This is a teleportation effect.

Greater Whip Mastery (Ex)

Diurgez treats the 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. When he attacks with a whip, Diurgez can choose to elongate it, reaching up to 60 feet. Unlike other balors, he threatens the area into which he can make an attack.

Infested Body (Ex)

Diurgez's body is composed of thousands of fiendish vermin, making him immune to critical hits, flanking, and the dazed, stunned and staggered conditions. Anyone striking him in melee takes 4d8 points of damage. A creature that grapples Diurgez or is grappled by him takes 8d8 points of damage plus blood drain (1d4 Con) each round the grapple persists. This damage penetrates damage reduction as if it were an epic evil magic weapon.

Broodlord (Su)

Diurgez is immune to damage and effects caused by swarms, and can elect to exclude swarms from taking any damage from his energy-based attacks. He can direct the actions of any mindless swarm within 90 feet as a free action, can flank with them, and treat any enemy inside a swarm as flat-footed. Once per round, he can expel up to three fiendish advanced tick swarms from his body; the swarms appear in any four contiguous 10-foot squares adjacent to him, have a fly speed of 50 ft. (perfect), and last until slain (see the next statblock). Diurgez cannot have more than three swarms created in this way.

Vorpal Strike (Su)

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

ADVANCED FIENDISH TICK SWARM **CR 11**

XP —
N Fine vermin (swarm)
Init +4; **Senses** darkvision 60 ft., scent; Perception +2

DEFENSE

AC 27, touch 22, flat-footed 23 (+4 Dex, +5 natural, +8 size)
hp 152 (16d8+80)
Fort +15, **Ref** +9, **Will** +7
Defensive Abilities swarm traits; **DR** 10/good; **Immune** mind-affecting effects, weapon damage; **Resist** cold 15, fire 15; **SR** 16

OFFENSE

Speed 30 ft., climb 30 ft., fly 50 ft. (perfect)
Melee swarm (4d6 plus disease, distraction, and blood drain)
Special Attacks blood drain (1d4 Con), cling, distraction (DC 23, nauseated 1 rd.), smite good 1/day (+16 damage)

STATISTICS

Str 1, **Dex** 18, **Con** 20, **Int** —, **Wis** 15, **Cha** 1
Base Atk +12; **CMB** —; **CMD** —
Skills Climb +20, Fly +28; **Racial Modifiers** +8 Climb, uses Dex on Climb checks

SPECIAL ABILITIES

Cling (Ex)

If a creature leaves a tick swarm's square, the swarm takes 1d6 points of damage to reflect the loss of its numbers as several ticks cling to the victim. A creature with ticks clinging to it takes swarm damage at the end of its turn each round. As a full round action, the creature can remove the ticks with a DC 22 Reflex save. At least 10 points of damage from any area effect destroys all clinging ticks. The save DC is Dexterity-based.

Disease (Ex)

Bubonic Plague: Bite—injury; *save* Fort DC 23; *onset* 1 day; *frequency* 1/day; *effect* 1d4 Con damage, 1 Cha damage, fatigue; *cure* 2 consecutive saves. The DC is Con-based.

XP 1,640,000
Unique mythic derakni (*Pathfinder Campaign Setting: The Worldwound 43; Pathfinder RPG Mythic Adventures*)
CE Large outsider (chaotic, demon, evil, extraplanar, mythic)
Init +20/+0[M], dual initiative; **Senses** blindsight 60 ft., darkvision 60 ft., scent, *true seeing*; Perception +43
Aura abyssal swarm (80 ft., 12d6 damage plus poison, Fort DC 34 or nauseated 1 round), *unholy aura* (DC 26)

DEFENSE

AC 53, touch 29, flat-footed 45 (+4 armor, +8 Dex, +4 deflection, +20 natural, +8 profane, –1 size); concealment
hp 524 (24d10+320); fast healing 30
Fort +33, **Ref** +31, **Will** +24
Defensive Abilities abyssal swarm, unstoppable **DR** 15/cold iron, epic and good; **Immune** electricity, mind-affecting effects, poison; **Resist** acid 20, cold 20, fire 20; **SR** 36

OFFENSE

Speed 60 ft., fly 120 ft. (good)
Melee *Abyssal scythe* +42/+37/+32/+27 (2d6+24/19-20/x4 plus poison), bite +37 (1d4+19 plus poison), sting +37 (1d8+19/19-20/x3 plus poison) or bite +37 (1d4+19 plus poison), 2 claws +37 (1d4+19), sting +37 (1d8+19/19–20/x3 plus poison)
Ranged swarm +34 touch (6d6 plus poison)
Space 10 ft.; **Reach** 10 ft.
Special Attacks abyssal scythe, coordinated strikes, critical master (mythic), drone, fleet warrior, mythic power (8/day, surge +1d10), mythic spell-like abilities, swarm-infested
Spell-Like Abilities (CL 25th; concentration +33)
Constant—*divine favor*[M], *greater magic fang*, *mage armor*, *true seeing*, *unholy aura* (DC 26)
At will—*blasphemy*[M] (DC 25), *contagion*[M] (DC 22), *greater teleport* (self plus 50 lbs. of objects only), *gust of wind*
3/day—quickened *enervation*[M], *summon swarm*[M]
1/day—*imprisonment* (DC 27), *insect plague*, summon (level 9, 1d3 balors 100%)

STATISTICS

Str 32, **Dex** 27, **Con** 30, **Int** 13, **Wis** 21, **Cha** 26
Base Atk +24; **CMB** +36; **CMD** 66 (74 vs. trip)
Feats Critical Focus, Flyby Attack, Improved Critical (scythe, sting)[M], Improved Initiative[M], Improved Iron Will, Iron Will, Power Attack (-7/+28;+21)[M], Quicken Spell-Like Ability (*enervation*), Staggering Critical, Toughness, Weapon Focus (scythe)
Skills Acrobatics +38, Fly +40, Perception +43, Stealth +34, Survival +35; **Racial**

Modifiers +8 Perception
Languages Abyssal, Celestial, Draconic; telepathy 100 ft., word of Deskari
SQ death throes

SPECIAL ABILITIES

Abyssal Scythe (Ex)

The Echo of Deskari can, as free action, manifest a *+5 brilliant energy unholy scythe* in his hands. The abyssal scythe is considered an artifact for the purposes of damaging mythic creatures. Unlike a normal *brilliant energy* weapon, this weapon can harm living and nonliving creatures equally well. This scythe vanishes if it ever leaves the Echo's grip.

Abyssal Swarm (Ex)

The Echo of Deskari is surrounded by a swarm of locusts, wasps and vescavors. Any enemy that begins its turn within 80 feet of him takes 12d6 points of damage that bypasses any damage reduction plus poison, and must succeed at a DC 34 Fortitude save or be nauseated for 1 round. The Echo can direct the swarm to attack up to four creatures within 160 ft. (no range increment) as a ranged touch attack, damaging it as if it had entered the swarm. The abyssal swarm protects the Echo, giving him concealment against attacks and a +2 circumstance bonus on saving throws. Every time the Echo takes damage from any effect, damage is reduced by 20 points before applying DR or any resistance. Other Derakni demons are immune to this aura. The save DC is Constitution-based and includes a +2 racial bonus.

Coordinated Strikes (Ex)

The Echo of Deskari doesn't suffer the standard penalties to attack and damage rolls with natural attacks when using a manufactured weapon.

Death Throes (Su)

When the Echo of Deskari is slain, his body splits open to unleash a short-lived explosion of ravenous flesh-eating locusts that immediately fill a 30-foot-radius spread. All creatures in this area take 24d6 points of slashing damage and take 10 points of Constitution damage from the wounds—a successful DC 32 Reflex save halves the damage and negates the Constitution damage. This attack penetrates damage reduction as if it were an artifact epic evil magic weapon. The save DC is Constitution-based

Drone (Su)

As a free action once per round, the Echo of Deskari can beat his wings to create a droning buzz in a 60-foot-radius spread. Each creature in this area must succeed on a DC 30 Will save or suffer one of the following effects: fall asleep for 2d10 rounds or become confused for 1d6 rounds, affected as if by mythic *confusion* spell. A creature that makes this save is immune to that particular use of the drone for 24 hours. Demons, vescavors, and vescavor queens are immune to this effect. This is a sonic mind-affecting

effect. The save DC is Charisma-based. If the Echo of Deskari spends one use of mythic power, this ability overcomes any resistance or immunity to mind-affecting effects.

Mythic Spell-Like Abilities (Su)

The Echo of Deskari can cast the mythic version of some of his spell-like abilities. He can do this without having to spend uses of mythic power a number of times per day equal to his mythic rank (8). If he spends one use of mythic power, any of his spell-like abilities can be cast as a swift action.

Poison (Ex)

Bite, scythe, sting or swarm—injury; *save* Fort DC 32; *frequency* 1/ round for 10 rounds; *effect* 2d6 Constitution drain and staggered for 1 round; *cure* 3 consecutive saves. This poison can affect creatures normally immune to poison. The save DC is Constitution-based, and increases by +4 on a confirmed critical hit.

Swarm-Infested (Su)

The Echo of Deskari is immune to damage and effects caused by swarms. It can direct the actions of any mindless swarm within 90 feet as a free action. Any swarm it creates via its spell-like abilities deals triple the normal amount of swarm damage; this damage penetrates damage reduction as if it were an artifact epic evil magic weapon.

Word of Deskari (Su)

The Echo of Deskari can communicate with all vermin, and they follow his commands unerringly if they are nonintelligent.

GIMCRAK **CR 22**

XP 615,000
Male unique quasit familiar rogue 2/assassin 10/trickster 10 (*Pathfinder RPG Bestiary 66, Pathfinder RPG Mythic Adventures 44*)
CE Tiny outsider (chaotic, demon, evil, extraplanar)
Init +32[M]; **Senses** darkvision 60 ft.; Perception +24

DEFENSE

AC 45, touch 32, flat-footed 35 (+7 armor, +8 Dex, +2 dodge, +16 natural, +2 size)
hp 537 (20 HD); fast healing 20
Fort +22, **Ref** +27, **Will** +21; +5 vs. poison
Defensive Abilities deadly dodge, force of will, fortification (75%), hard to kill, improved evasion, improved uncanny dodge, immortal, master of escape, mirror dodge, mythic saves, unstoppable; **DR** 10/epic, cold iron and good; **Immune** electricity, poison; **Resist** acid 20, cold 20, fire 20; **SR** 36

OFFENSE

Speed 20 ft., fly 50 ft. (perfect)
Melee *mournful razor* +35/+35/+35/+35 (1d3+11/17-20/x3), claw +25 (1d3+4 plus poison), bite +25 (1d4+4) or 2 claws +30 (1d3+8 plus poison), bite +30 (1d4+8)
Space 2-1/2 ft.; **Reach** 0 ft.
Special Attacks angel of death 1/day, bloody streak, death attack (DC 34), deliver touch spells, fleet warrior, mythic power (23/day, surge +1d12), precision (x3), quiet death, sneak attack +6d6, trickster attack (surprise strike), supreme trickster, swift death 1/day, titan's bane, true death (DC 25/20)
Spell-Like Abilities (CL 6th)
Constant—*invisibility*[M]
At will—*detect good, detect magic*
1/day—*cause fear* (30-foot radius, DC 11)
1/week—*commune* (six questions)

STATISTICS

Str 10, **Dex** 27, **Con** 18, **Int** 15,**Wis** 12, **Cha** 11
Base Atk +20; **CMB** +23; **CMD** 37
Feats Blind-Fight, Dodge[M], Great Fortitude, Improved Initiative[MB], Improved Critical (war razor)[M], Iron Will, Mobility, Spring Attack, Weapon Finesse[M], Weapon Focus (war razor[MB],
Skills Acrobatics +31, Bluff +23, Craft (alchemy) +25, Diplomacy +23, Disguise +23, Escape Artist +31, Fly +35, Intimidate +23, Knowledge (arcana) +22, Knowledge (local) +15, Knowledge (nobility) +9, Knowledge (planes) +25, Knowledge (religion) +12, Linguistics +8, Perception +24, Sense Motive +24, Spellcraft +22, Stealth +34, Use Magic Device +23
Languages Abyssal, Common; empathic link, telepathy (touch)
SQ amazing initiative, change shape (2 of the following forms: bat, small centipede,

toad, or wolf; *polymorph*), hidden weapons, hide in plain sight, legendary hero, mythic familiar, poison use, recuperation, rogue talents (bleeding attack +6), share spells, store spells, trapfinding +1
Gear *mournful razor* (*+3 vorpal war razor*, curse DC 34), *+5 heavy fortification leather armor, cloak of resistance +5*

SPECIAL ABILITIES

Fleet Warrior (Ex)

Gimcrack can use his Spring Attack feat with this Champion Path Ability to move before and after he makes a full attack.

Mythic Familiar (Ex)

Areelu's familiar, Gimcrak, is a gift to her from Deskari, and is far more powerful than normal. He gets bonus feats, an improved base attack bonus, the same hitpoints as Areelu, and improved resistances, DR, fast healing and spell resistance. Gimcrack can use Areelu's Intelligence modifier to calculate the DCs for any of his abilities (such as poison or Death Attack) instead of the normal ability score modifier. If Gimcrak is killed, Areelu can spend one use of mythic power to revive him, fully recovered. As long as she lives, he cannot be truly slain. Areelu can use their empathic link to see what he sees, and can cast spells on him regardless of the distance between them. As a free action, Areelu can teleport Gimcrack to her side.

Mythic Invisibility (Sp)

This mythic spell-like ability works as detailed in Mythic Adventures, except that Gimcrak automatically turns invisible again after attacking.

Poison (Ex)

Claw—injury; *save* Fortitude DC 34; *frequency* 1/round for 6 rounds; *effect* 1d2 Dexterity; *cure* 2 consecutive saves.

Second Skin (Ex)

Gimcrak can wear his leather armor without suffering a maximum dexterity bonus limitation.

THE FAVORED OF DESKARI — CR 25

XP 307,200
Demonic spitting eurypterid barbarian 11/champion 3 (*Pathfinder Campaign Setting: The Worldwound 52; Pathfinder Adventure Path #37 79,Pathfinder RPG Mythic Adventures*)
CE Gargantuan magical beast (aquatic, augmented vermin)
Init +15[M]; **Senses** darkvision 60 ft., low-light vision, tremorsense 30 ft.; Perception +21

DEFENSE

AC 43, touch 11, flat-footed 41 (+8 armor, +5 deflection, +1 Dex, +1 dodge, +24 natural, -2 rage, -4 size)
hp 520 (27 HD; 16d8+11d12+377)
Fort +30, **Ref** +9 (+3 vs. traps), **Will** +14; +4 morale vs. spells, Su and Sp abilities
Defensive Abilities hard to kill, improved uncanny dodge, abyss-warped **DR** 10/cold iron, 2/-; **Immune** electricity, poison; **Resist** acid 10, cold 10, fire 10; **SR** 40

OFFENSE

Speed 50 ft., swim 20 ft.
Melee 2 claws +44 (2d6+25/19-20), sting +44 (2d6+25 plus poison), bite +39 (2d6+15)
Space 20 ft.; **Reach** 20 ft. (30 ft. with sting)
Special Attacks champion's strike (fleet charge), cursed spit, ever ready (+3 to attack and damage), greater rage (34 rounds/day), mythic power (9/day, surge +1d6), rage power (animal fury, knockback, powerful blow +3, superstition +4, strength surge +11), rend (2 claws, 4d6+35) reflexive stinger
Spell-Like Abilities (CL 20th; concentration +23)
1/day—*darkness, earthquake, greater teleport* (self plus 50 lbs. of objects only), *insect plague, vomit swarm*[APG]

STATISTICS

Str 50, **Dex** 13, **Con** 36, **Int** 8, **Wis** 13, **Cha** 17
Base Atk +23; **CMB** +47 (+49 bull rush); **CMD** 62 (64 vs. bull rush)
Feats Awesome Blow, Bleeding Critical, Combat Reflexes[M], Critical Focus, Dodge, Improved Bull Rush, Improved Critical (claws), Improved Initiative[M], Improved Iron Will, Improved Natural Armor (x2), Improved Natural Attack (claws), Iron Will, Mobility, Power Attack (-6/+12;+18)[M], Spring Attack
Skills Clim +39, Perception +21, Swim +47
Languages Abyssal
SQ amazing initiative, amphibious, extra mythic feat (Improved Initiative), fast movement, impossible speed, recuperation, skitter, trap sense +3
Gear *amulet of mighty fists +5, bracers of armor +8, ring of protection +5*

SPECIAL ABILITIES

Abyss-Warped (Ex)

The foul abyssal energies inside Threshold have changed the Favored of Deskari, giving it strange powers over dimensions and matter. It can shift its internal organs, giving it the amorphous universal monster ability. Second, once per round on its turn, the Favored can create a portal that engulfs it to later reappear on another location within 300 ft. almost instantaneously. The Favored can use this ability even if it is stunned or incapable of acting on its turn (except unconscious). This is a conjuration (creation) effect. Each time the Favored uses this ability, it can make a saving throw with a +5 circumstance bonus against each effect on it, even if the effect doesn't allow a saving throw in the first place. Third, it has an increased spell resistance for a creature of its CR.

Cursed Spit (Su)

Once every 1d4-1 rounds (minimum 1 round) as a free action, the Favored of Deskari can spit a high-pressure jet of cursed water in a 40-foot line that deals 10d10 points of damage to all creatures in the area of effect. In addition, creatures that come in contact with the spit begin to drown, as water materializes inside their lungs. Treat this as the spell *suffocation* (DC 36). This is a curse effect. A successful DC 36 Reflex save halves the damage and negates the drowning effect. The save DC is Constitution-based.

Poison (Ex)

Sting—injury; *save* Fort DC 40; *frequency* 1/ round for 6 rounds; *effect* 1d6 Con and 1d4 Dex; *cure* 2 consecutive saves. The save DC is Constitution-based and includes a +4 racial bonus.

Reflexive Stinger (Ex)

Each time the Favored of Deskari takes damage from an attack, effect or spell, it lashes out in anger at the nearest target, making a sting attack. This attack can be made even against creatures with total concealment that the Favored has located using tremorsense (although the 50% miss chance still applies).

KHORRAMZADEH REBORN **CR 22/MR 8**

XP 307,200
Unique nightwalker (*Pathfinder RPG Bestiary 2 201, Pathfinder RPG Mythic Adventures*)
CE Huge undead (extraplanar, mythic, nightshade)
Init +19/-1[M], dual initiative; **Senses** darksense, darkvision 60 ft., low-light vision, *detect magic*; Perception +32
Aura desecrating aura (30 ft.)

DEFENSE

AC 52, touch 52, flat-footed 45 (+7 Dex, +29 natural, +8 insight, –2 size)
hp 515 (21d8+421); fast healing 20
Fort +32, **Ref** +26, **Will** +32
Defensive abilities channel resistance +4, deflective armor, endure light; **DR** 15/epic, good and silver; **Immune** cold, undead traits; **SR** 39

OFFENSE

Speed 40 ft.
Melee 4 claws +44 (4d6+28/19–20/x3 plus 4d8 cold)
Space 15 ft.; **Reach** 15 ft.
Special Attacks channel energy (8d6, DC 40, 16/day), fleet warrior, mythic fear gaze, impaling strike, mythic power (8/day, surge +1d10), mythic spell-like abilities, swift claws
Spell-Like Abilities (CL 20th; concentration +33)
Constant—*air walk*, *detect magic*, *greater magic fang*
At will—*confusion*[M] (DC 27), *contagion*[M] (DC 27), *deeper darkness*, *greater dispel magic*, *invisibility*[M], *unholy blight*[M] (DC 27)
3/day—*cone of cold*[M] (DC 28), *finger of death*[M] (DC 30), *haste*[M], *hold monster* (DC 28), quickened *unholy blight*[M] (DC 27)
1/day—*mass hold monster* (DC 32), *plane shift*[M] (DC 30), summon (level 8, 6 greater shadows 100%), *wail of the banshee* (DC 32)

STATISTICS

Str 41, **Dex** 25, **Con** —, **Int** 20, **Wis** 26, **Cha** 36
Base Atk +15; **CMB** +42; **CMD** 59
Feats Great Fortitude, Improved Critical (claws)[M], Improved Initiative[M], Improved Natural Attack (claws), Iron Will, Lightning Reflexes[M], Power Attack (-4/+16)[M], Quicken Spell-Like Ability (*unholy blight*), Vital Strike**,** Weapon Focus (claws)
Skills Intimidate +37, Knowledge (arcana) +29, Knowledge (planes) +26, Knowledge (religion) +29, Perception +32, Sense Motive +32, Spellcraft +29, Stealth +23 (+31 in darkness), Swim +36; **Racial Modifiers** +8 Stealth in dim light and darkness
Languages Abyssal, Common, Infernal; telepathy 100 ft.
SQ blessing of Deskari, death throes, powerful blows (claws)

SPECIAL ABILITIES

Blessing of Deskari (Ex)

Khorramzadeh adds his mythic rank as an insight bonus to his AC, attack rolls, and saving throws (bonuses already included in the stats above).

Death Throes (Su)

If slain, Khorramzadeh explodes in a blast of black fire that deals 100 points of damage (half fire, half unholy damage) to anything within 100 feet (Reflex DC 33 half). A creature that fails its Reflex save against this effect also gains 1d4 negative levels. A successful DC 33 Fortitude save 24 hours later is needed to remove these negative levels. The save DCs are Charisma-based.

Deflective Armor (Ex)

Khorramzadeh's natural armor is infused with potent energies that allow it to apply its full bonus to his touch Armor Class.

Endure Light (Ex)

Khorramzadeh does not possess the normal aversion to light shared by most nightshades.

Mythic Fear Gaze (Su)

Cower in fear for 1 round and knocked prone, 30 feet, Will DC 33 negates. Khorramzadeh can affect creatures normally immune to fear effects, although such creatures do gain a +4 bonus on any saving throws. As a standard action, Khorramzadeh can actively use his gaze to affect all enemies within 30 feet. This is a mind-affecting fear effect. The save DC is Charisma-based.

Mythic Spell-Like Abilities (Su)

Khorramzadeh can cast the mythic version of some of his spell-like abilities. He can do this without having to spend uses of mythic power a number of times per day equal to his mythic rank (8). If he spends one use of mythic power, any of his spell-like abilities can be cast as a swift action.

Impaling Strike (Ex)

On a critical hit with his claw against a Large or smaller creature, Khorramzadeh impales the victim. This allows the mythic nightwalker to make a grapple check as a free action as if he possessed the grab special attack. If he establishes a grapple in this way, Khorramzadeh does not gain the grappled condition himself. Each round that the grapple is maintained, the grappled victim takes claw damage.

Swift Claws (Ex)

When Khorramzadeh makes a full-round attack action, he can attack twice with each of his claws, for a total of four attacks a round.

AREELU 'S DEVASTATOR **CR 23/MR 8**

XP 820,000

CE Gargantuan construct (extraplanar, mythic)

Init +26[M]; **Senses** blindsense 120 ft., darkvision 60 ft., low-light vision; Perception +34

Aura corruption (60 ft.), unholy aura (DC 29)

DEFENSE

AC 51, touch 27, flat-footed 45 (+4 deflection, +6 Dex, +24 natural, +11 profane, –4 size)

hp 695 (30d10+530); fast healing 10

Fort +25, **Ref** +31, **Will** +29

Defensive Abilities absorb good magic, angelic engine, bodyguard; **DR** 15/—; **Immune** acid, cold, construct traits, electricity, fire, forced teleportation, petrification, polymorph; **SR** 33

OFFENSE

Speed 50 ft., burrow 30 ft., fly 60 ft. (average)

Melee 4 blasphemous weapons +45 (2d8+18/19–20 plus drain life), 2 wings +45 (2d6+18/19–20 plus bleed)

Ranged 2 soul rays +33 touch (12d6+16/17–20/×4)

Space 20 ft.; **Reach** 20 ft.

Special Attacks bleed (2d6), combined weapons, destroyer, fleet warrior, mythic power (10/day, surge +1d10), rend (2 blasphemous weapons 2d8+27)

S pell-Like Abilities (CL 20th; concentration +31)

Constant—*true seeing*, *unholy aura* (DC 29)

At will—*blade barrier*, *dimensional anchor*

3/day—*blasphemy* (DC 28), *plane shift* (DC 28)

1/day—*destruction* (DC 28), *earthquake*, *implosion* (DC 30)

STATISTICS

Str 37, **Dex** 23, **Con** —, **Int** 15, **Wis** 18, **Cha** 32

Base Atk +30; **CMB** +47 (+49 bull rush); **CMD** 78 (80 vs. bull rush)

Feats Awesome Blow, Blind-Fight[M], Combat Reflexes, Critical Focus, Improved Bull Rush, Improved Critical (blasphemous weapon, soul ray, wing), Improved Initiative[M], Power Attack (-8/+24)[M], Staggering Critical, Toughness[M], Vital Strike, Weapon Focus (blasphemous weapon, soul ray, wing)

Skills Acrobatics +21, Climb +28, Fly +18, Intimidate +41, Knowledge (planes) +17, Perception +34

Languages Abyssal, Celestial

SQ always a chance, amazing initiative, extra mythic power

SPECIAL ABILITIES

Absorb Good Magic (Su)

The twisted angelic essence held prisoner inside each devastator allows these terrifying war machines to harness the energies most commonly employed by their natural enemies. Whenever a creature targets a devastator with a spell with the good descriptor, the caster must make a successful DC 34 caster level check or the spell is absorbed by the devastator and has no effect. If the devastator is in the area of effect of such a spell and the caster level check fails, the devastator absorbs the entire spell and leaves all other targets unaffected. A devastator heals 10 hit points for every spell level of the spell absorbed.

Angelic Soul (Ex)

The celestial inside the devastator creates an energy field, making it more resilient. The devastator gains its Charisma bonus to its AC as a profane bonus and on saves as a resistance bonus. It gains its Charisma bonus to each of its Hit Dice as bonus hit points. Its DR cannot be overcome by smite evil and similar effects, and when targeted by spells that do damage based on alignment, it is considered to be neutral.

Aura of Corruption (Su)

A devastator emanates an aura that bolsters chaotic evil outsiders. Any such creature with 15 or more Hit Dice within 60 feet of a devastator gains a +10 enhancement bonus to Strength and Charisma. In addition, the creature's spell resistance increases by 5. If such a creature doesn't already possess spell resistance, it gains spell resistance equal to 11 + its CR. This particular devastator has been customized by Areelu to serve and protect her, and she enjoys some additional benefits while inside the aura: a +5 profane bonus to attack rolls, AC and the DCs of her abilities (hexes, spells, and spell-like abilities); also whenever she makes a saving throw against an attack that has a reduced effect on a successful save, she instead avoids the effect entirely. Areelu loses this particular ability if she is unconscious.

Blasphemous Weapons (Ex)

Each of a devastator's wicked weapons and its razor-sharp wings are treated as +5 *unholy* weapons that deal bludgeoning, piercing, and slashing damage and count as epic, chaotic and evil for the purpose of overcoming damage reduction. Its wings are considered to be a primary natural weapon for the purposes of attack and damage bonuses. By spending one use of mythic power, a devastator can turn its weapons into artifacts for 8 rounds for the purpose of killing mythic enemies.

Bodyguard (Ex and Su)

The devastator is programmed to protect Areelu Vorlesh. It can use the Repel Attacks and Spells ability (see the ancient apocalypse locust statblock), but Areelu doesn't need to be adjacent to the construct, just inside the devastator's natural reach (20 feet). The devastator is also immune to forced teleportation effects, unless Areelu allows it.

Combined Weapons (Ex)

When taking a full attack action, a devastator can attack with its melee and ranged weapons simultaneously.

Drain Life (Su)

Each time the devastator damages a living creature with its blasphemous weapons, it heals an equal amount of damage.

Soul Rays (Ex)

A devastator can fire beams of pure soul energy to damage foes. These rays have a maximum range of 200 feet and do not provoke an opportunity attack when fired. This attack ignores any miss chances (such as concealment), and cover other than total cover. It also overcomes damage reduction of any type. Once the devastator has damaged an enemy at least once with any weapon or spell-like ability, the rays can track its soul once fired, allowing the devastator to reach enemies out of sight (behind a corner, for example), provided they are within the attack's range.

AREELU VORLESH **CR 28**

XP 4,915,200
Female half-succubus human witch 10/demoniac 10/archmage 10 (*Pathfinder Campaign Setting: Demons Revisited 54, Pathfinder RPG Advanced Player's Guide 65, Pathfinder Campaign Setting: Lords of Chaos 46, Pathfinder RPG Mythic Adventures 14*)
CE Medium outsider (chaotic, demon, evil, native)
Init +31[M]; **Senses** darkvision 60 ft., *true seeing*; Perception +25
Aura *unholy aura* (DC 27)

DEFENSE

AC 60, touch 54, flat-footed 39 (+13 armor, +4 deflection, +9 Dex, +12 dodge, +2 insight, +6 natural, +4 shield)
hp 537 (20 HD; 10d6+10d8+455)
Fort +46, **Ref** +41, **Will** +31 (+35 vs. mind-affecting effects)
Defensive Abilities enduring armor, force of will, greater familiar link, hard to kill, immortal, mythic saves, never surprised or flat-footed, swarm master, unstoppable; **DR** 10/cold iron, good, and magic; **Immune** electricity, negative energy (ring), poison; **Resist** acid 10, cold 10, electricity 10, fire 10; **SR** 38

OFFENSE

Speed 30 ft., fly 120 ft. (perfect), base 60 ft. (good)
Melee *Deskari's Tooth* +45/+40/+35/+30 (1d4+25/19–20 plus 2d6 chaotic plus 2d6 unholy), claw +44 (1d4+24 plus 2d6 unholy), bite +44 (1d6+24 plus 2d6 unholy), sting +44 (1d4+24 plus 2d6 unholy)
Special Attacks arcane metamastery (x4), channel power, coordinated strikes, energumen (+6 Con), hexes (DC 35; charm [2 steps, 14 rounds], evil eye [–4, 17 rounds], healing [cure moderate], misfortune [2 rounds], retribution [14 rounds], slumber [10 rounds]), mythic power (23/day (19 left), surge +1d12), mythic spellcasting, passion, penetrating enchantments, smite good 1/day (+9 attack, +20 damage), archmage arcana (wild arcana)

Spell-Like Abilities (CL 21th; concentration +30)
3/day—*charm monster* (DC 27), *darkness*, *unholy aura* (DC 27)
1/day—*blasphemy* (DC 26), *detect thoughts* (DC 21), *dominate monster* (DC 32), *dominate person* (DC 28), *ethereal jaunt*, quickened *insect plague*, *greater teleport*, *summon demons*, *summon monster III* (vermin only), *summon monster IX* (fiends only), *unholy blight* (DC 23)

Witch Spells Prepared (CL 20th; concentration +35, DC 26 + spell lvl, DC 30 enchantment, DC 28 necromancy)
9th—*foresight**, *mass hold monster* (DC 39), *mass suffocation*[APG] (DC 37), *power word kill*[M], *wail of the banshee* (DC 37)
8th—*horrid wilting* (DC 36), *irresistible dance*[M] (DC 38), *maze*, *mind blank**, *trap the soul* (DC 34)
7th—*chain lightning*[M] (DC 33, 2), *greater teleport*, *heal* (2), *plane shift* (DC 33), *power*

word blind (2)
6th—*flesh to stone*[M] (DC 32, 2), *greater dispel magic* (2), *mass suggestion* (DC 35), *transformation*[M] (20 temp. hit points, +5 Fort, +8 attacks, +1 attack), *true seeing**
5th—*baleful polymorph* (DC 31), *cloudkill* (DC 31), *dominate person*[M] (DC 35, 2), *feeblemind* (DC 35), *teleport*
4th—*black tentacles*, *confusion*[M] (DC 34), *dimension door*, *enervation*, *spite*[APG]*
3rd—*clairaudience/clairvoyance* (DC 29), *fly*[M]*, *heroism*[M]*(3, 2 left), *lightning bolt* (DC 29), *twilight knife*[APG]
2nd—*cure moderate wounds* (2), *false life**, *glitterdust* (DC 28), *hidden speech*[APG], *status**, *touch of idiocy* (2)
1st—*charm person* (DC 31), *cure light wounds* (2), *ill omen*[M] (4), *ray of enfeeblement* (DC 29)
0 (at will)—*arcane mark*, *detect magic*, *message*, *touch of fatigue* (DC 26)
Patron dimensions[PSFG]; **M** mythic spell

STATISTICS

Str 14, **Dex** 28, **Con** 48, **Int** 40, **Wis** 21, **Cha** 29
Base Atk +12; **CMB** +14; **CMD** 41
Feats Craft Construct, Craft Magic Arms and Armor, Craft Wondrous Item, Demonic Obedience, Dodge[M], Improved Familiar, Improved Initiative[M], Iron Will, Mythic Crafter, Quicken Spell, Spell Focus (necromancy)[M], Witch Knife (+1 DCs, +2 patron spells)[UM M]
Skills Acrobatics +29, Bluff +29, Craft (alchemy) +38, Diplomacy +29, Disguise +29, Escape Artist +29, Fly +36, Intimidate +32, Knowledge (arcana and planes) +38, Knowledge (engineering, local, and religion) +35, Knowledge (history) +28, Knowledge (nobility) +22, Linguistics +17, Perception +25, Sense Motive +25, Spellcraft +38, Stealth +29, Use Magic Device +32
Languages Abyssal, Aklo, Celestial, Common, Draconic, Dwarven, Elven, Giant, Gnome, Halfling, Hallit, Infernal, Necril, Orc, Sylvan, Undercommon; telepathy 100 ft.
SQ amazing initiative, ancient, change shape (*alter self*, any Medium humanoid, 1/day), damned, demonic form, demonic mark, eldritch breach, inherent bonuses (+4 Dex, +4 Con, +4 Int), legendary hero, mythic familiar, obedience, profane pact, recuperation, resilient arcana, sanctum, scry on familiar, true archmage, wealthy, witch's familiar (quasit named Gimcrak)
Combat Gear *ambrosia* (3 doses), *ring of death ward*, *ring of major spell storing* (*gate*, *shield**), *wand of enervation* (42 charges); **Other Gear** *Deskari's Tooth*, *amulet of natural armor +5*, *belt of physical perfection +6*, *bracelet of friends* (attuned to Gimcrak), *crystal ball* with *true seeing* (stored in her glove), *orange prism ioun stone*, *glove of storing*, *headband of mental superiority +6*, *iron flask*, *Robe of the Rifts*, spell component pouch, various gems and diamonds worth 42,000 gp in total (including a black sapphire worth 20,000 gp for *trap the soul*)

SPECIAL ABILITIES

Ancient (Ex)

Areelu Vorlesh is well over a century old. She retains her +3 bonuses to Intelligence, Wisdom, and Charisma for her age, but does not take any of the penalties to her other ability scores.

Coordinated Strikes (Ex)

Areelu doesn't suffer the standard penalties to attack and damage rolls with natural attacks when using a manufactured weapon.

Damned (Ex)

If Areelu is killed, her soul is claimed by the Abyss for transformation into a demon.

Demonic Form (Ex)

As a standard action, Areelu can assume demonic form for up to 20 minutes per day. She gains the chaotic, demon, and evil subtypes as well as DR 10/cold iron and good. She gains telepathy 100 feet and a sting natural attack. Her weapons are treated as chaotic and evil for the purposes of overcoming damage reduction.

Demonic Mark (Ex)

Areelu bears Deskari’s rune. Once per day, she can use this mark as part of casting a spell to give that spell the chaotic and evil descriptors. This prevents the spell from being expended as she casts it.

Energumen (Su)

Once per day as a free action, Areelu can allow herself to be infused with a demonic spirit for up to 10 rounds, during which she gains a +6 profane bonus to her Constitution and immunity to electricity and poison. When this effect ends, she becomes confused for 10 rounds. At the start of each round of confusion, she may attempt a DC 25 Will save to end the effect immediately.

Improved Hexes (Ex)

Areelu counts her demoniac levels as witch levels when calculating the save DCs for her hexes (DC 35).

Passion (Su)

Up to 20 times per day, Areelu can drain energy from a mortal she lures into an act of passion—unwilling victims must be grappled first. Her passion imparts 1 negative level to the victim. A successful DC 29 Fortitude save removes 1 of these negative levels. The save DC is Charisma-based.

Penetrating Enchantments (Su)

Areelu's enchantment spell-like abilities and spells can affect creatures normally immune to mind-affecting effects of any short, and overcomes any bonuses they may have against mind-affecting effects. She gets a +4 bonus to the save DCs of enchantment spell-like abilities and spells.

Profane Pact (Su)

Areelu has a +4 profane bonus to her Intelligence, the result of a pact forged decades ago with a lilitu demon[WOR]. The lilitu's brand appears on Areelu's neck.

Summon Demon (Sp)

Areelu can use summon monster VI once per day to conjure one succubus, 1d3 babaus, or 1d4+1 brimoraks[BOTD2]. She can also use summon monster VIII once per day to conjure one hezrou, 1d3 vrocks, or 1d4+1 succubi.

Swarm Master (Su)

Areelu can walk through any swarm without fear of taking damage or suffering any ill effects—swarms recognize her as one of their own. As long as she stands within a swarm, she gains a +4 bonus on Initiative checks and on all saving throws. Inside Threshold, she can use her link to the vermin crawling in walls and floors to gain these bonuses constantly and transfer any amount of damage or debilitating condition that she suffers to any other servant of Deskari that is also inside Threshold. Any damage or condition transferred to wich the target creature is immune to is lost. This transfer is automatic and doesn't require her to take any action. She usually uses this ability on summoned creatures, her devastator and Gimcrack, but won't hesitate to target other allies.

Wealthy (Ex)

Areelu has the gear of a 20th-level PC.

Encounter: Areelu plus Gimcrack, Devastator, Khorramzadeh reborn, hekatonkheires titan and two advanced solars with the second skin ability (AC 52, touch 17, flat-footed 44) and *greater slaying arrows* (100 damage, Fort. save DC 30, Charisma-based, swap Cleave for Ability Focus [slaying arrow]). The solars have been dominated by Areelu long time ago, and now are her servants, their will broken. She has used them as tools to kill rival demons mainly so for now they keep their alignment, purity, and angel traits. You can use 2 fallen angels instead (see statblock below).

Spells already cast and applied to Areelu's statblock are marked with an asterisk (all of those detailed in the tactics section, with mythic *heroism,* mythic *transformation*, and augmented mythic *fly* added). Khorramzadeh reborn should cast mythic *haste* before combat starts or in the first round (effects not included in the statblock).

HEKATONKHEIRES TITAN **CR 24**

XP 1,228,800

CE Colossal outsider (chaotic, evil, extraplanar)

Init +6; **Senses** all-around vision, blindsight 300 ft., darkvision 120 ft., *true seeing*; Perception +35

DEFENSE

AC 50, touch 20, flat-footed 48 (+16 deflection, +2 Dex, +30 natural, -8 size)

hp 624 (24d10+384); regeneration 30 (lawful artifacts)

Fort +30, **Ref** +28, **Will** +18; +8 against spells and spell-like abilities

DR 20/epic and lawful; **Immune** ability damage, ability drain, aging, death effects, disease, energy drain, mind-affecting effects, polymorph, petrification; **Resist** acid 30, cold 30, electricity 30, fire 30; **SR** 39

OFFENSE

Speed 60 ft.; *air walk*

Melee *+6 weapon* +41/+41/+41/+41 (6d6+25/19-20 plus hundred-handed whirlwind), slam +41 (4d8+34 plus stun)

Ranged rock +35/+35/+35/+35 (4d8+28/18-20)

Space 30 ft.; **Reach** 30 ft.

Special Attacks rock throwing (200 ft., uses Str to throw), powerful slam

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

Constant—*air walk*, *mind blank*, *protection from spells*, *spell turning*, *true seeing*

At will—*bestow curse* (DC 21), *break enchantment*, *chain lightning* (DC 23), *greater dispel magic*, *find the path*, *sending*

3/day—*greater scrying* (DC 24), *heal*, *mass suggestion* (DC 23)

1/day—*dominate monster* (DC 26), *greater spell immunity*, *imprisonment* (DC 26), *storm of vengeance* (DC 26)

STATISTICS

Str 48, **Dex** 15, **Con** 43, **Int** 22, **Wis** 19, **Cha** 24

Base Atk +24; **CMB** +51; **CMD** 71

Feats Alertness, Cleave, Combat Expertise, Critical Focus, Great Cleave, Greater Vital Strike, Improved Bull Rush, Improved Initiative, Improved Vital Strike, Lightning Reflexes, Power Attack (-7/+14/+21), Vital Strike

Skills Acrobatics +29 (+41 when jumping), Bluff +34, Climb +46, Craft (any) +33, Diplomacy +31, Escape Artist +29, Intimidate +34, Knowledge (history) +30, Knowledge (planes) +33, Perception +35, Sense Motive +35, Survival +28

Languages Abyssal, Celestial, Common; telepathy 300 ft.

SQ hands of war, planar leap

SPECIAL ABILITIES

Hands of War (Su)

Any weapon a hekatonkheires wields gains a +6 enhancement bonus while the titan holds it. A hekatonkheires's attacks are treated as adamantine, chaotic, epic and evil artifacts for the purposes of overcoming damage reduction. In addition, a hekatonkheires's multitude of arms allows it to effectively block attacks (even magical ones), granting it a +16 deflection bonus to its AC and Reflex saves.

Hundred-Handed Whirlwind (Ex)

A hekatonkheires carries several dozen weapons of various types in its hundred hands, but when it attacks in melee, you don't have to resolve each of these as a separate attack. Instead, when the titan attacks with its weapons, it rolls its attacks normally (either one attack for a standard action, or four as a full-round action) and hits every creature in its reach each time an attack roll exceeds that creature's AC. These attack rolls can score a critical hit on a roll of 19 or 20.If any such attack roll results in a possible critical hit, the critical is applied to all the creatures. The hekatonkheires can choose to deal bludgeoning, piercing, or slashing damage as a free action on each separate hit. Because each of its heads controls an arm, the hekatonkheires does not take a penalty on attack rolls for making iterative attacks.

Planar Leap (Su)

A hekatonkheires traverses the planes by physically smashing through planar boundaries and crashing devastatingly into the target plane itself. Once per year as a full-round action, a hekatonkheires can, as part of a *jump*, *plane shift* to any other plane (as per the spell of the same name). It can only bring itself and its gear when it travels in this manner. When the hekatonkheires reaches its destination plane, it falls from the sky and crashes to the ground, creating a devastating explosion of thunder and fire. Any creature within 300 feet of the point where the hekatonkheires lands (including the titan itself) takes 20d6 points of bludgeoning damage and 20d6 points of sonic damage (Reflex DC 38 for half). The save DC is Constitution-based.

Powerful Slam (Ex)

A hekatonkheires can use part of its arms to deliver a powerful slam attack. This attack is considered a primary attack even when used in a full-attack, gets 1-1/2 times the titan's strength modifier to damage rolls, and gains the same enhancement bonus as the weapons. Whenever a hekatonkheires hits a creature with a slam attack, the target must succeed at a DC 41 Fortitude save to avoid being stunned for 1d6 rounds. The save DC is Strength-based.

FALLEN ANGEL **CR 24/MR 8**

XP 1,230,000

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

Init +19/-1[M], dual initiative; **Senses** darkvision 60 ft., low-light vision; Perception +35

Aura corrupted aura (20 ft.)

DEFENSE

AC 49, touch 16, flat-footed 42 (+14 armor, +7 Dex, +19 natural, –1 size)

hp 482 (23d10+356); regeneration 30 (good effects or weapons)

Fort +23, **Ref** +16, **Will** +22

Defensive Abilities repulsion field ;**DR** 15/cold iron, epic and good; **Immune** bleed, electricity, fear, *maze*, poison; **Resist** acid 10, cold 10, fire 10; **SR** 35

OFFENSE

Speed 50 ft., fly 150 ft. (good)

Melee medium *+5 unholy scythe* +38/+38/+38/+38 (2d4+26/19-20/x5), medium *+5 unholy scythe* +38/+38/+38 (2d4+26/19-20/x5) or slam +33 (2d8+16)

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

Special Attacks fleet warrior, scythe mastery, maximized critical, mythic power (8/day, surge +1d10), precision (x3)

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

Constant—*detect good, true seeing*

At will—*commune, dimensional anchor, greater dispel magic*, *fear* (DC 23), *greater teleport*, *imprisonment* (DC 28), *invisibility*[M] (self only), *lesser restoration, resist energy*[M], *unholy blight*[M] (DC 23)

3/day—*blade barrier*[M] (DC 25), *earthquake*[M] (DC 27), quickened *flame strike*[M] (DC 24), *heal*[M], *mass charm monster* (DC 27), *slay living* (DC 24)

1/day— *greater restoration, power word blind*[M], *power word kill*[M], *power word stun*[M], *prismatic spray*[M] (DC 26), *wish*[M]

Cleric Spells Prepared (CL 20th, concentration +29)

9th— [5 slots, DC 28]

8th— [5 slots, DC 27]

7th— [5 slots, DC 26]

6th— [5 slots, DC 25]

5th— [7 slots, DC 24]

4th— [7 slots, DC 23]

3rd— [7 slots, DC 22]

2nd— [7 slots, DC 21]

1st— [8 slots, DC 20]

0 (at will)— [4 slots, DC 19]

STATISTICS

Str 33, **Dex** 25, **Con** 30, **Int** 26, **Wis** 28, **Cha** 28

Base Atk +23; **CMB** +35; **CMD** 52

Feats Critical Focus, Double Slice, Greater Two-Weapon Fighting, Improved Critical (scythe)[M], Improved Initiative[M], Improved Two-Weapon Fighting, Lightning Reflexes, Power Attack (-6/+18;+24)[M], Quicken Spell-Like Ability (*flame strike*), Staggering Critical, Toughness[M], Two-Weapon Fighting,
Skills Bluff +34, Fly +30, Intimidate +35, Knowledge (arcana) +31, Knowledge (dungeoneering) +31, Knowledge (engineering) +31, Knowledge (geography) +31, Knowledge (planes) +34, Knowledge (religion) +34, Perception +35, Sense Motive +35, Spellcraft +34, Stealth +24, Use Magic Device +35
Languages Abyssal, Celestial, Common, Giant; telepathy 100 ft.
SQ second skin
Gear *+5 full plate*, 2 medium *+5 unholy scythes*

SPECIAL ABILITIES

Corrupted Aura (Su)

The angel's protective aura has been corrupted by his falling. Against attacks made or effects created by good creatures, this ability provides a +4 deflection bonus to AC and a +4 resistance bonus on saving throws to any servant of Deskari within 20 feet of the solar. Otherwise, it functions as a *magic circle against good* effect and a *lesser globe of invulnerability*, both with a radius of 20 feet (CL 23rd). The defensive benefits are not included in the stat block above.

Repulsion Field (Su)

A fallen angel can turn ranged attacks and ranged spells back against their source. This ability works against only the first 1d4+1 ranged attacks each round. The attacker rolls or targets himself with the effect, and must make an attack roll or save against the effect as normal.

Scythe Mastery (Ex)

The fallen angel fights with two medium scythes, wielding each as if it were a one handed weapon with no penalty for size. These weapons do not increase his natural reach. He can create up to two *+5 unholy scythes* in his hands as a free action and gains a +4 racial bonus on attack rolls and a +8 racial bonus on damage rolls with scythes.

Second Skin (Ex)

The fallen angel does not suffer any maximum Dexterity bonus penalty or speed reduction when wearing his armor.

Slaying Weapons (Su)

A fallen angel's weapons are keyed to a particular type or subtype of creature (angel's choice when it attacks a target). If they strike such a creature, the target must succeed at a DC 32 Fortitude save or take 50 points of damage. Even if it saves, the target is staggered for 1 round. Note that even creatures normally exempt from Fortitude saves

(undead and constructs) are subject to this attack. When keyed to a living creature, this is a death effect (and thus *death ward* protects a target). The save DC is Strength-based.

Spells

Fallen angels can cast divine spells as 20th-level clerics. They do not gain access to domains or other cleric abilities.

DEMON LORDS

DEMON LORD TRAITS

A demon lord is a powerful, unique demon that rules a layer of the Abyss. All demon lords are chaotic evil outsiders that are, at a minimum, CR 26. Demon lords have a particular suite of traits (unless otherwise noted in a creature's entry) as summarized here:

- A demon lord can grant spells to its worshipers as if it were a deity. A demon lord's domains are Chaos, Evil, and two other domains relevant to its theme and interests. Like a deity, a demon lord has a favored weapon.
- A demon lord's natural weapons, as well as any weapons it wields, are treated as chaotic, epic, and evil for the purpose of overcoming damage reduction.
- *Abyssal Resurrection (Ex):* A demon lord rules an Abyssal realm, a vast world that not only serves as its home but provides it with power. If a demon lord is slain, its body rapidly melts into corruption (leaving behind any gear it held or carried), its soul returns to a hidden location within its realm, and it is immediately restored to life (as *true resurrection*) at that location. Once this occurs, a demon lord can't use this ability again until a full year has passed. A demon lord realizes it is vulnerable during this time and usually doesn't risk further battles for the remainder of that year, relying on the defenses of its realm and its legions of minions to protect it. A demon lord that is slain again during this year or is killed by unusual methods (such as by a true deity or an artifact created for this purpose) is slain forever—its remains appearing somewhere deep in the Abyss among other dead demon lords from the ages. A demon lord who does not control a domain does not gain this ability.
- Demon lords have resistance to acid 30, cold 30, and fire 30.
- *Fast Healing (Ex):* A demon lord has fast healing 30.
- *Frightful Presence (Su):* A demon lord can activate its frightful presence as a free action as part of any attack, spell-like ability, special attack, or by speaking aloud.
- Immunity to ability damage, ability drain, charm effects, compulsion effects, death effects, energy drain, and petrification.
- *Mythic*: A demon lord has mythic power (10/day, surge +1d12), counts as a 10th-rank mythic creature, and gains the Amazing Initiative (Ex) base mythic ability. A demon lord can use any of its spell-like abilities as the mythic versions of those spells (if a mythic version of that spell exists). It can do it without expending mythic power uses up to ten times per day. A demon lord can also expend mythic power to use the augmented versions of these spell-like abilities. If it spends one use of mythic power, any of its spell-like abilities can be cast as a swift action.
- *Gate Demons (Sp):* Three times per day as a free action (can be done more than once per round), a demon lord can *gate* (as the spell) any demon or combination of demons whose total combined CR is 20 or lower. It counts as a 9th-level spell effect.

- Telepathy 300 feet.

Abyssal Realms

Demon lords' realms range in size, but even the smallest are as large as a continent, and the greatest are larger than some planets. The realms' environments, themes, and traits are as unique as the demon lords themselves, presenting unusual challenges and dangers to creatures trying to explore them. Yet despite the close connection a demon lord has to its realm, it does not exert total control over the realm, and powerful adventurers can infiltrate such realms and accomplish goals without arousing the lord's anger—if they're careful.

A demon lord gains the following additional powers while in its realm:

- *Abyssal Toughness (Ex):* A demon lord gets the maximum number of hit points per hit die.
- *Demonic Aura (Ex):* A magical corrupting field sheathes a demon lord in a thin layer of evil energy that grants a number of bonus hit points that varies according to the demon lord (typically 10 x the demon lord's CR). All damage dealt to a demon lord with an active demonic aura is reduced from these hit points first. As long as the demonic aura is active, the damage inflicted to it is reflected back at the attacker, regardless of the method used to inflict it (weapon, spell, effect, etc). This damage cannot be reduced by any means. A creature reduced to 0 hit points by this reflected damage dies and is utterly consumed by unholy black flames (except its equipment). The only way to restore life to a creature that dies this way is to use *true resurrection*, a carefully worded *wish* spell followed by *resurrection*, or *miracle*. The demonic aura benefits from the demon lord's fast healing, but once its hit points are reduced to 0, the aura shuts down and does not reactivate for 24 hours. Other demon lords are immune to this ability.
- *Heightened Awareness (Ex):* The demon lord gains a +10 insight bonus on perception checks and to AC.
- *Increased Fast Healing (Ex):* The demon lord heals double the number of hit points from this ability.
- *Greater Mythic Power*: The demon lord gains Always a Chance (Ex), Fleet Warrior (Ex) and Unstoppable (Ex) as additional mythic abilities. It can also select up to 5 mythic feats (it must meet all the prerequisites). It regains uses of mythic power at the rate of one use per hour, in addition to completely refreshing its uses each day.
- *Greater Resistances and Immunities*: The demon lord's resistances, immunities and spell resistance cannot be overcome or ignored, even by mythic effects.
- *Additional spell-like abilities (sp):* **at will**—*demand*, *discern location*, *fabricate*, *major creation*, and *polymorph any object* (when used on objects or creatures that are native to the realm, the polymorph duration factor increases by 6). **Once per day**—*binding*, *miracle* (limited to physical effects that manipulate the realm

or to effects that are relevant to the demon lord's areas of concern). All the demon lord's spell-like abilities get a +5 circumstance bonus to their save DCs.

BAPHOMET **CR 27**

XP 3,276,800

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

Init +43[M]; **Senses** darkvision 60 ft., *detect good*, *detect law*, see in darkness, *true seeing*; Perception +63

Aura frightful presence (180 ft., DC 38), *unholy aura* (DC 35)

DEFENSE

AC 55, touch 44, flat-footed 55 (+4 deflection, +10 insight, +11 Dex, +11 natural, +10 profane, –1 size)

hp 792 (33d10+462); fast healing 60

Fort +31, **Ref** +33, **Will** +31

Defensive Abilities abyssal resurrection, demonic aura (270 hp), *freedom of movement*, supernatural cunning, unstoppable; **DR** 20/cold iron, epic, and good; **Immune** ability damage, ability drain, charm and compulsion effects, death effects, electricity, energy drain, fire, *maze*, petrification, poison; **Resist** acid 30, cold 30; **SR** 38

OFFENSE

Speed 50 ft., fly 50 ft. (good)

Melee *Aizerghaul* +54/+49/+44/+39 (2d8+33/19–20/×4), gore +43 (2d8+6/18-20/x3 plus 2d6 fire plus burn plus trip), bite +43 (1d8+6)

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

Special Attacks always a chance, breath weapon, burn (4d6 fire, DC 40), fleet warrior, glaive mastery, mythic power (10/day, surge +1d12), mythic spell-like abilities, stunning charge (gore, 4d8+26 plus 2d6 fire, burn and stun), scroll use

Spell-Like Abilities (CL 27th; concentration +39)

Constant—*detect good*, *detect law*, *freedom of movement*, *speak with animals*, *true seeing*, *unholy aura* (DC 35)

At will—*astral projection*, *baleful polymorph*[M] (DC 32), *blasphemy*[M] (DC 34), *demand*, *desecrate*[M], *discern location* , *dominate person*[M] (DC 32), *fabricate*, *greater dispel magic*, *greater teleport*, *polymorph any object*, *telekinesis*[M] (DC 32), *major creation*, *shapechange*, *unhallow*, *unholy blight*[M] (DC 31)

3/day—quickened *greater dispel magic*, *maze*[M], gate demons, summon minotaurs, *symbol of persuasion* (DC 33)

1/day—*binding*, *imprisonment* (DC 36), *mass charm monster* (DC 35), *miracle*, *time stop*[M]

STATISTICS

Str 36, **Dex** 32, **Con** 38, **Int** 37, **Wis** 29, **Cha** 35

Base Atk +33; **CMB** +47 (+51 trip); **CMD** 92 (cannot be disarmed)

Feats Combat Reflexes, Craft Construct, Craft Magic Arms and Armor, Craft Wondrous Item, Critical Focus, Great Fortitude, Greater Weapon Focus (glaive), Greater Weapon Specialization (glaive), Improved Critical (glaive)[M], Improved Initiative[M], Multiattack, Power Attack (-9/+36;+27;+18)[M], Quicken Spell-Like Ability (*greater dispel magic*), Scribe Scroll, Staggering Critical, Weapon Focus (glaive)[M], Weapon Specialization

(glaive)[M]
Skills Acrobatics +44, Bluff +48, Diplomacy +48, Fly +49, Handle Animal +45, Intimidate +45, Knowledge (arcana) +49, Knowledge (dungeoneering) +46, Knowledge (geography) +46, Knowledge (history) +46, Knowledge (nobility) +46, Knowledge (planes) +49, Knowledge (religion) +49, Linguistics +46, Perception +63, Sense Motive +45, Spellcraft +49, Stealth +43, Use Magic Device +45; **Racial Modifiers** +8 Perception
Languages all languages; *speak with animals*; telepathy 300 ft.
SQ abyssal toughness, amazing initiative, augmented critical (gore), change shape (any animal, magical beast, or minotaur; *greater polymorph*), heightened awareness, infernal brand, language mastery
Gear *Aizerghaul*, 2d6 scrolls

SPECIAL ABILITIES

Aizerghaul

Aizerghaul (Abyssal for *Labyrinth's Final Edge*) is a uniquely shaped glaive, the head of which consists of a double blade akin to a crescent moon. This blade is made of ivory, but is razor sharp and as hard as adamantine (and possesses all the qualities of that material). It is a *+5 lawful-outsider-bane unholy wounding glaive* capable of inflicting particularly horrible and painful wounds on good-aligned targets and devils alike. Such a creature must succeed at a DC 38 Fortitude save each time it's wounded by the glaive or be sickened with pain for as long as the damage caused by the wound persists. Whether the save succeeds or fails, these wounds don't heal naturally and resist magical healing. A character attempting to heal these wounds must succeed at a DC 32 caster level check or the healing has no effect on the injured creature. Baphomet can also call *Aizerghaul* to his hand as a free action.

Augmented Critical (Ex)

Baphomet's horns are frighteningly sharp, causing wounds far more deadly than they should. Baphomet's gore attack threatens a critical hit on a natural 18-20, and if successful deals triple damage.

Breath Weapon (Su)

Once every 1d4-1 rounds (minimum 1 round) as a free action, Baphomet can breathe a 90-foot cone of unholy water infused with negative energy. This deals 20d8 points of negative energy damage. Creatures with the good subtype or the aura of good class ability (such as good aligned clerics or paladins) take 20d12 damage from this attack, and take a -4 penalty on their saving throw. A successful DC 40 Reflex save halves the damage. The save DC is Constitution-based.

Glaive Mastery (Ex)

Baphomet is exceptionally skilled at fighting with a glaive and cannot be disarmed while wielding one. He can shorten the grip on a glaive and use it to attack adjacent

targets at no penalty. Finally, he is treated as a 20th-level fighter for the purposes of fulfilling any feat prerequisites, such as that for Weapon Specialization.

Infernal Brand (Su)

The mark of Asmodeus is branded on Baphomet's brow, yet this is no mark of fealty or servitude. Rather, Baphomet has claimed the pentagram—a remnant of the time he spend as the archdevil's prisoner—and now draws power from it. The brand grants him his devil-like abilities of fire immunity and see in darkness. In addition, all devils and worshipers of devils take a –2 penalty on saving throws against Baphomet's special attacks and spell-like abilities. He gains a +4 bonus on caster level checks to penetrate a devil's spell resistance, and automatically penetrates a devil's damage reduction with his glaive and natural attacks. Baphomet can spend one use of mythic power to turn himself and his equipment immune for 10 rounds to mythic abilities that allow enemies to ignore or overcome fire immunity (useful when Baphomet is outside his abyssal realm).

Language Mastery (Ex)

Baphomet can speak, read, and understand all languages.

Scroll Use (Ex)

Baphomet can cast spells from any scroll as if he possessed the spell on a spell list. Spells he casts from scrolls always resolve at caster level 27th.

Summon Minotaurs (Sp)

Baphomet can summon half-fiend minotaurs, labyrinth minotaurs, and mythic minotaurs as if casting a *summon monster* spell. He can summon eight half-fiend minotaurs three times per day, and four mythic minotaurs or one labyrinth minotaur once per day. This ability functions as a free action (can be done more than once per round), but otherwise works like the summon universal monster rule with 100% chance of success and counts as a 9th-level spell effect.

Supernatural Cunning (Su)

Baphomet is never caught flatfooted and gains a +8 bonus on initiative checks. In addition, he's immune to *maze* spells and can never become lost. He always knows the shortest, most direct route through any maze. After spending 1 minute in any maze, he understands its entire layout implicitly and can teleport to any location using his *greater teleport* spell-like ability.

Stunning Charge (Ex)

Any creature hit by Baphomet's powerful charge attack must make a DC 40 Fortitude save or be stunned for 1d4 rounds. The save DC is Constitution-based.

DESKARI **CR 29**

XP 6,553,600

CE Gargantuan outsider (chaotic, demon, earth, evil, extraplanar)

Init +34[M]; **Senses** darkvision 60 ft., *detect good*, *detect law*, swarmsight, *true seeing*; Perception +64

Aura abyssal swarm (100 ft., 12d10 damage plus poison, Fort DC 44 or nauseated 1 round), frightful presence (180 ft., DC 36), *unholy aura* (DC 33)

DEFENSE

AC 57, touch 42, flat-footed 47 (+4 deflection, +10 Dex, +15 natural, +10 insight, +12 profane, –4 size)

hp 891 (33d10+561); fast healing 60

Fort +33, **Ref** +34, **Will** +34

Defensive Abilities abyssal resurrection, abyssal swarm, all-around vision, demonic aura (290 hp), *freedom of movement*, rasping armor, unstoppable; **DR** 20/cold iron, epic, and good; **Immune** ability damage, ability drain, charm and compulsion effects, death effects, electricity, energy drain, petrification, poison; **Resist** acid 30, cold 30, fire 30; **SR** 40

OFFENSE

Speed 60 ft., climb 60 ft., fly 90 ft. (good)

Melee *Riftcarver* +51/+46/+41/+36 (4d6+30/19–20/×5 plus poison), bite +46 (2d8+17 plus poison), sting +46 (2d6+17 plus poison)

Ranged swarm +39 touch (6d10 plus poison)

Space 20 ft.; **Reach** 20 ft.

Special Attacks always a chance, breath weapon, coordinated strikes, enhanced venom, fleet warrior, infestation, mythic power (10/day, surge +1d12), mythic spell-like abilities, poison, swarm master

Spell-Like Abilities (CL 29th; concentration +39)

Constant—*detect good*, *detect law*, *freedom of movement*, *true seeing*, *unholy aura* (DC 33)

At will—*astral projection*, *blasphemy*[M] (DC 32), *control winds*, *demand, desecrate*[M], *discern location, fabricate, greater dispel magic*, *greater teleport*, *hungry pit*[APG] (DC 30), *insect plague*, *major creation, polymorph any object, shapechange*, *telekinesis*[M] (DC 30), *unhallow*, *unholy blight*[M] (DC 29)

3/day—*control weather*[M], *creeping doom*, *reverse gravity*[M], gate demons, *symbol of weakness* (DC 32)

1/day—*binding, earthquake*[M], *imprisonment* (DC 34), *miracle*, *time stop*[M]

STATISTICS

Str 44, **Dex** 30, **Con** 42, **Int** 29, **Wis** 31, **Cha** 31

Base Atk +33; **CMB** +54 (+58 sunder); **CMD** 92 (94 vs. sunder, 100 vs. trip)

Feats Combat Expertise (-9/+11 dodge)[M], Combat Reflexes, Craft Construct, Craft Magic Arms and Armor, Craft Wondrous Item, Critical Focus, Flyby Attack, Greater Sunder, Hover, Improved Critical (scythe)[M], Improved Initiative[M], Improved Sunder,

Improved Vital Strike, Power Attack (-9/+36;+27)[M], Staggering Critical, Toughness, Vital Strike[M]
Skills Acrobatics +46 (+58 when jumping), Bluff +46, Climb +74, Disable Device +46, Fly +44, Intimidate +43, Knowledge (arcana, dungeoneering, engineering, planes) +42, Perception +64, Sense Motive +46, Spellcraft +45, Stealth +34, Use Magic Device +46;
Racial Modifiers +16 Climb, +8 Perception
Languages Abyssal, Celestial, Common, Draconic, Terran, Undercommon; telepathy 300 ft.
SQ amazing initiative, heightened awareness, wall crawler
Gear *Riftcarver* (*+5 defending unholy wounding scythe*)

SPECIAL ABILITIES

Abyssal Swarm (Ex)

Deskari is surrounded by a huge swarm of locusts, wasps and vescavors. Any enemy that begins its turn within 100 feet of him takes 12d10 points of damage plus poison that bypasses any damage reduction, and must succeed at a DC 44 Fortitude save or be nauseated for 1 round. Deskari can direct the swarm to attack up to eight creatures within 200 ft. (no range increment) as a ranged touch attack, damaging it as if it had entered the swarm. This attack doesn't suffer any concealment penalties. The abyssal swarm protects Deskari, giving him concealment against attacks, a +2 circumstance bonus on saving throws, and the heavy fortification ability. Every time Deskari takes damage from any effect, damage is reduced by 40 points before applying the demonic aura, DR or any resistance. Deskari can exclude any number of creatures inside this aura from suffering these effects. The save DC is Constitution-based and includes a +2 racial bonus.

Breath Weapon (Su)

Once every 1d4-1 rounds (minimum 1 round) as a free action, Deskari can spit out a line of noxious black slime in a 120-foot line that creates a 20-foot-radius-spread puddle of the stuff on the ground where the line terminates. Any creature caught in this area of effect takes 20d10 points of acid damage and is subject to the effects of Deskari's poison. A successful DC 42 Reflex save halves the damage, but does not mitigate the poison's effects. The line and puddle created by this attack remain as active acid on the ground for 1d4+1 rounds, affecting any creatures that move through an affected area. Damage caused by this breath weapon does not persist into additional rounds, but on the round a creature takes this damage, it is considered to be taking continuous damage for the purposes of spellcasting and concentration checks. The save DC is Constitution-based.

Coordinated Strikes (Ex)

Deskari doesn't suffer the standard penalties to attack and damage rolls with natural attacks when using a manufactured weapon.

Enhanced Venom (Su)

Any poisons created by Deskari (or even those used by him) become enhanced, and can affect creatures normally immune to poison.

Infestation (Su)

Whenever a creature becomes poisoned by Deskari, it also becomes infested with thousands of microscopic demonic eggs that quickly multiply and spread throughout the victim's bloodstream and flesh alike. Once infested, a creature remains infested even after the poison's effects end or are cured. A creature that has been infested by Deskari is recognized by all mindless swarms as a host, and such swarms never deal damage to the creature unless influenced and compelled to do so by an outside influence. An infested creature takes a –4 penalty on all saving throws made against Deskari's attacks or spells cast by his clerics. As a free action, Deskari may command a creature's infestation to accelerate; this deals 20d6 points of damage and stuns the target for 1 round (a successful DC 42 Fortitude save halves the damage and negates the stun effect) as the eggs hatch and a fiendish locust swarm (*Pathfinder RPG Bestiary 4 183*) bursts out of the creature's body (ending the infestation). Infestation is a disease effect, and the save DC is Constitution-based. Deskari can spend one use of mythic power when poisoning a target to overcome any disease immunity the target may have.

Poison (Ex)

Bite, **breath weapon**, **sting**, **swarm** or *Riftcarver*—injury; *save* Fort DC 42; *frequency* 1/round for 10 rounds; effect 3d4 Constitution drain plus infestation; *cure* 3 consecutive saves. The save DC is Constitution-based, and increases by +6 on a confirmed critical hit.

Rasping Armor (Su)

The armor plates that protect Deskari's body rasp together whenever he is damaged by a physical attack, creating a discordant shrieking and grinding sound. Every time a creature strikes Deskari with an attack that deals bludgeoning, force, piercing, or slashing damage, all creatures within 100 feet of Deskari must succeed at a DC 42 Fortitude save (47 if the strike is a critical hit) or be sickened for 1d6 rounds. A sickened creature that fails this save becomes staggered for 1 round. A staggered creature that fails this save becomes nauseated for 1 round. Finally, a nauseated creature that fails this save becomes stunned for 1d6 rounds. This is a mind-affecting sonic effect that does not affect demons. If Deskari spends one use of mythic power, this ability overcomes any resistance or immunity to mind-affecting effects. The save DC is Constitution-based.

Swarm Master (Su)

Deskari is immune to swarm damage and other swarm effects (such as distraction). As a free action, he can direct the movement of any swarm within 30 feet. An intelligent swarm can resist this compulsion by succeeding at a DC 36 Will save. Any swarm created by or conjured by Deskari deals +6d6 points of swarm damage, and the damage caused by such a swarm is treated as chaotic, epic, and evil for the purpose of overcoming damage reduction. The save DC is Charisma-based.

Swarmsight (Su)

Deskari can see through the eyes of any swarm he commands or controls, including the abyssal swarm. This gives him blindsight with a range of 100 ft. and all-around vision.

Wall Crawler (Su)

Deskari can climb any vertical surface with ease and never has to attempt Climb checks to avoid falling as a result of taking damage. This grants him a +16 racial bonus on Climb checks.

NOCTICULA **CR 30**

XP 9,830,400

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

Init +23; **Senses** darkvision 60 ft., *detect good*, *detect law*, see in darkness, *true seeing*; Perception +58

Aura seductive presence (180 ft., DC 43), *unholy aura* (DC 33)

DEFENSE

AC 48, touch 41, flat-footed 35 (+4 deflection, +13 Dex, +7 natural, +14 profane)

hp 774 (36d10+576); fast healing 30

Fort +32, **Ref** +37, **Will** +35

Defensive Abilities Abyssal resurrection, *freedom of movement*, improved evasion, improved uncanny dodge; **DR** 20/cold iron, epic, and lawful; **Immune** ability damage and drain, charm and compulsion effects, death effects, electricity, energy drain, fire, petrification, poison; **Resist** acid 30, cold 30; **SR** 41

OFFENSE

Speed 60 ft., fly 90 ft. (good)

Melee 2 claws +48 (1d8+12 plus 1d4 Cha drain), 3 stings +48 (2d6+12/19–20 plus poison), 2 hooves +43 (1d4+6 plus 1d6 fire and burn), 2 wings +43 (1d4+6)

Ranged *Shadowkiss* +54/+49/+44/+39 (1d4+20/17–20 plus poison)

Special Attacks burn (3d6 fire, DC 44), crossbow master, cruel shot, domination, energy drain, master strike, mythic power (10/day, surge +1d12), mythic spell-like abilities, poison, profane ascension, sneak attack +10d6

Spell-Like Abilities (CL 30th)

Constant—*detect good*, *detect law*, *freedom of movement*, *tongues*, *true seeing*, *unholy aura* (DC 33)

At will—*astral projection*, *blasphemy*[M] (DC 32), *chaos hammer*[M] (DC 29), *deeper darkness*, *desecrate*[M], *greater dispel magic*, *greater teleport*, *power word blind*[M], *telekinesis*[M] (DC 30), *shapechange*, *unhallow*

3/day—*finger of death*[M] (DC 32), quickened *mass suggestion* (DC 31), gate demons, *symbol of death* (DC 33)

1/day—*soul bind* (DC 34), *time stop*[M], *wail of the banshee* (DC 34)

STATISTICS

Str 34, **Dex** 36, **Con** 42, **Int** 35, **Wis** 32, **Cha** 40

Base Atk +36; **CMB** +48; **CMD** 89

Feats Combat Expertise (-10/+10 dodge), Combat Reflexes, Craft Construct, Craft Magic Arms and Armor, Craft Wondrous Item, Critical Focus, Deadly Aim (-10/+20), Flyby Attack, Greater Feint, Improved Critical (hand crossbow), Improved Critical (sting), Improved Feint, Point-Blank Shot, Precise Shot, Quicken Spell-Like Ability (*mass suggestion*), Rapid Reload (hand crossbow), Rapid Shot, Staggering Critical

Skills Acrobatics +52, Bluff +62, Diplomacy +54, Disguise +51, Fly +56, Intimidate +51, Knowledge (arcana, local, nobility) +48, Knowledge (planes, religion) +51, Perception +58, Perform (dance) +51, Sense Motive +50, Sleight of Hand +49,

Spellcraft +48, Stealth +52, Use Magic Device +54; **Racial Modifiers** +8 Bluff, +8 Perception
Languages Abyssal, Celestial, Common, Draconic, Undercommon; telepathy 300 ft., *tongues*
SQ amazing initiative, change shape (any humanoid; *alter self*), hide in plain sight (as assassin), swift transformation.
Gear *Shadowkiss*, 100,000 gp in various jewelry.

SPECIAL ABILITIES

Crossbow Master (Ex)

When making a full-attack, Nocticula can forego one of her claw attacks to make all her crossbow attacks. These attacks don't provoke attacks of opportunity. She also can reload Shadowkiss without provoking attacks of opportunity.

Cruel Shot (Ex)

Nocticula is adept at making ranged attacks to strike cruel shots that deal significant and humiliating damage. She adds her Charisma bonus to all damage dealt by ranged weapons.

Domination (Su)

As a standard action, Nocticula can crush a foe's will. The target must be visible to Nocticula and within 120 feet. It must succeed at a DC 43 Will save or fall instantly under Nocticula's influence as *dominate monster* (CL 30th). If she uses domination against a humanoid creature, she may instead choose to use the ability as a swift action, and it functions as *dominate person*. As long as the target is under this effect, it gains a +4 profane bonus on all saving throws against targets other than Nocticula.

Energy Drain (Su)

Nocticula's energy drain functions identically to that of a succubus (*Pathfinder RPG Bestiary* 68), except that she drains 2 levels when she uses this ability against mythic creatures, or 1d6+4 levels against non-mythic creatures.

Master Strike (Ex)

Each time Nocticula deals sneak attack damage, she can choose one of the following three effects: the target can be put to sleep for 1d4 hours, paralyzed for 2d6 rounds, or slain. Regardless of the effect chosen, the target can attempt a DC 36 Fortitude save to negate the additional effect. Once a creature has been the target of a master strike, regardless of whether or not the save is successful, that creature is immune to that particular effect of Nocticula's master strike for 24 hours. Creatures that are immune to sneak attack damage are also immune to this ability.

Poison (Ex)

Sting or hand crossbow—injury; *save* Fort DC 44; *frequency* 1/round for 6 rounds; *effect* 1d4 Wisdom drain plus paralysis for 1 round. Anyone who fails two consecutive saves against this poison is permanently blinded. The save DC is Constitution-based.

Profane Ascension (Su)

As a swift action while in an act of passion with a willing mortal, Nocticula may grant a profane ascension. The target's name appears in glowing Abyssal runes on Nocticula's wings, and a crimson mark manifests somewhere on the target's body. The target immediately gains a +6 profane bonus to any one ability score of its choice, a +4 profane bonus to any other ability score of its choice, and the see in darkness ability. A single creature may have only one profane ascension in effect at any one time. As long as the effect persists, Nocticula can communicate telepathically with the target across any distance and may use any of her spell-like abilities through the target, manifesting them as if the target were using them. A profane ascension may be removed by a *miracle* or *wish*. Nocticula can remove it as a free action, dealing 4d6 points of Charisma drain and imparting 1d10+10 permanent negative levels to the victim.

Seductive Presence (Su)

Unlike most demon lords, Nocticula does not possess a frightful presence ability. Rather, she has a seductive presence that she can activate as a free action whenever she speaks or uses a spell-like ability. Anyone within 180 feet who fails a DC 43 Fortitude save loses any immunity to mind-affecting effects, charm effects, and compulsion effects, and becomes fascinated by Nocticula for 5d4 rounds. A creature affected by a mind-affecting effect while within this aura remains affected even after leaving Nocticula's seductive presence. Creatures that succeed at this saving throw are immune to this ability for 24 hours. The save DC is Charisma-based.

Shadowkiss

Nocticula's favored weapon is Shadowkiss, a *+5 unholy hand crossbow* that magically creates ammunition as it fires. Once a target is damaged by a bolt fired from *Shadowkiss*, the hand crossbow gains the *bane* weapon special ability against that target's creature type on all further attacks. *Shadowkiss* may only have one bane effect in place at one time. Bolts fired from *Shadowkiss* gain the *ghost touch* ability (an effect not normally available to ranged weapons).

Swift Transformation (Ex)

Nocticula can use her change shape ability as a free action.