

Contrary to the name of this path, you aren't a paragon of evil and cruelty commanding spawns of hellish monsters from your pits (unless you want to be of course). One who walks this path has embraced their somewhat chaotic and hellish nature, or has been around a hellish influence for long enough, and is usually defined by their demonic features.

This path grants you fast healing 5, resistance to all elements 5 and a 1/day challenge that only works on other Archons or Demons. This functions as the Cavalier challenge, using your tier as the effective level. You gain DR/- equal to your tier

Low Tier(1+)

Wings of a Demon: The hellish influence on your body causes a set of leathery wings to grow from your back. The average wingspan is your height and a half. The membrane is soft, but the talons on the spines are sharp and sturdy.

Grants a fly speed of 40ft, good maneuverability. By taking this ability a second time, they act as two primary natural attacks dealing 1d8 damage each (1d6 if small) and a number of times a day equal to your CON modifier or CHA modifier (whichever is higher) you can use your wings to grant you or an adjacent ally the modifier used to AC as a shield bonus for one round. The AC bonus ends if the target moves anywhere outside of your adjacent squares.

(Note: These can be damaged or even destroyed or torn off. If this happens, they will regrow only after you return to full HP, and receive your max HP again in healing via natural or magical means. This also means that you can target an enemy's wings as well as them targeting yours.)

Demonic Presence: A Demon gives off an air of malice that most fear (or respect). This does not automatically change someone's attitude towards you.

You gain +4 to intimidate checks to those within 15ft of you. You can spend a mythic point to focus this air on a single person, granting a +8 to intimidate instead of +4 and if used to demoralize the target is also shaken for a number of rounds equal to your tier +1 for every 5 points the intimidate check exceeds the DC.

Bestial Features: Your hellish power manifests by changing your body in a series of ways. This can be taken multiple times, each time granting a different manifestation.

Cloven Hooves- Your feet become cloven hooves, and your leg structure changes to match them. This grants a bonus 10ft to movement. Spending a mythic point will double your total land speed for a number of minutes equal to your tier.

Horns- You grow a number of horns in any arrangement, giving you a gore attack that deals 1d8 (1d6 if small). this is a primary attack. Spending a mythic point allows will allow you to gore the target of a charge for free and does not incur the penalties for attacking alongside a manufactured weapon.

Talons- Your fingers grow wicked Talons, granting you two claw attacks dealing 1d6 (1d4 if small) each. Spending a mythic point will cause your talons to become serrated for a number of minutes equal to your tier, granting a +1 to damage per tier.

Corrupting Sting: Your touch can turn even the most sane mad with frenzy.

A number of times a day equal to half your tier (minimum 1) you may make a melee touch attack to cause an enemy to turn on their allies for a number of rounds equal to half of your tier (1 minimum). Will negates, the DC is based on your highest mental stat + your tier. If they succeed the save then instead they take 1d4 for every two tiers you possess. Spending a mythic point forces the target to roll the save twice and take the lower result, and if they make the save then they are fatigued for the duration as well as take the damage.

Infernal Rejuvenation: A Demonic touch can invigorate with the fire of the pit.

A number of times a day equal to your tier, your touch heals 1d6 per tier and functions identical to the lay on hands class feature. If you have the lay on hands class feature, or anything similar, the uses per tier to add to your normal uses per day. Either way, you can expend a mythic point to maximize the dice rolls on this heal.

Demon's Arsenal: Your power extends to your weapon, causing it to increase its innate power. Your weapon automatically becomes masterwork if it is not already, and gains a number of legendary abilities from the legendary item list equal to your tier. The legendary pool is equal to your tier. Taking this ability again allows you to grant this ability to another weapon, set of armor or shield. The second time you take this ability, all affected gear becomes a minor artifact, and the third time they become a major artifact.

Demonic Companion: Your power extends to your companion or familiar.

Your companion or familiar gains the Fiendish template, though instead of smite good they gain a neutral smite. The companion also gains the advanced template when you reach level 6, and taking this ability a second time causes your companion to gain the level 9 special abilities, as well as their racial level 8 advancement if applicable. If your animal companion already has their racial advancements, like through an E6 feat, then instead treat your level as 9 for everything instead of just special abilities.

Martial Casting: A Demon of the Pits learns to channel magic like their ancestors, and they become their own source of arcane or divine power.

If your class allows spellcasting, then you gain your class' allocated spells for that level. You can spend mythic points to cast any spell on your class' list based on the level of the spell, or to increase the CL of the spell by 2 per mythic point spent.

Watched: The watchers are all around. (This ability cannot be taken through normal mythic progression).

Mid Tier(3+)

Infernal Nobility: Other demons of your tier or lower will automatically treat you with respect and fear. Archons of your tier or lower will always be wary of you. This does not affect anyone higher tier than you.

You can spend a mythic point to treat your tier as 1 higher against one person. You can use this ability on multiple people at once, but not the same person.

Demon: Your Demonic power manifests as a temporary transformation.

As a full round action, you can spend a mythic point to metamorphosis into a Pit Demon, losing the benefit of any weapon, set of armor or shield that isn't in your Demon Arsenal. You gain a natural armor bonus equal to your tier and all of your elemental resistances increase to 20. All of your natural attacks, and Demon Arsenal attacks, gain an extra d12 damage dice that is considered normal damage- but bypasses any DR except for DR/epic. You can spend more mythic points as a standard action to summon a monster as the summon monster spell level equal to half your tier. Spending mythic points increases the level of the summon monster by 1 per point spent. The metamorphosis lasts a number of rounds equal to half of your tier, and the summon lasts one minute. You can bind this summon, making them last until death or you dismiss them by spending twice as many points as the level of the summon monster.. You cannot have any more than one summon active at once.

Infernal Blade: You can create a weapon from the pits themselves.

Spending a mythic point, you create a weapon of darkness that lasts for one round, or infuses one attack in a round. This weapon has an innate +5 to attack and a number of the chosen weapon's damage dice equal to your tier. (a longbow at tier 3 would deal 3d8 instead of 1d8). Spending two mythic points treats the attack as if you had cast true strike on it and does not automatically miss on a natural 1 roll. The weapon cannot take advantage of iterative attacks from BAB unless it is infusing a Demon's blade, and the bonuses only apply to the first strike. (if you have two attacks with a manufactured weapon and two natural attacks, you may make one empowered manufactured weapon attack and your two natural attacks if it is not a Demon's Blade.)

Hellish Focus: Functions as the standard champion path ability, precision.

Demonic Strike: Your hellish power grants you speed and power.

By spending a mythic point, you make a charge attack as an immediate action. This attack is at full BAB, does not interrupt or stop a full round attack and you can charge through allied spaces. By spending two mythic points, your power infuses all attacks made after this charge by granting them the charge bonus to attack and maximized damage dice (including the charge). (note, this charge does incur the AC penalty, and if you use your normal attack round to charge the penalty stacks)

High Tier (5+)

Blood Rites: By performing a blood ritual, causing the exhausted condition for both parties until their time of rest or until healed, you can link your blood to another person. A person that shares your blood will know basic information about your health when nearby, know when you're in danger and in some instances grant telepathy. The latter of the three is a rare case and you don't need to be nearby. Both parties are granted these abilities.

Also, you can share your HP, balancing as equally as possible in increments of 5, if one will be higher than the one losing HP takes the higher number. (for example, 5/50HP and 70/70 HP become 35/50HP and 40/70HP). Spending a mythic point allows you to telepathically link for an amount of minutes equal to the tier of the one using the point.

Fiend: The duration of your Metamorphosis increases from half your tier to equal your tier. Your resistances increase to 40 and your natural armor strengthens to include DR/- equal to your tier. The metamorphosis becomes a swift action instead of a full round, and you can have two allies summoned at once. Your bonus damage also increases from 1d12 to 3d6. By spending one mythic point as a swift action, your metamorphosis strengthens and grants you extra speed for the remaining duration. This acts as Haste.

Vast Experience: Your experience getting to this point, or extra training from others, grants you a class feature from another class. This can be any class feature available up to level 5, or 6 if you take this ability later, and your tier is treated as the class' level for that feature. (Note: the feature should always be taken up with the DM for obvious reasons)

Final Tier Ability:

Archdemon: This ability is automatically gained at tier 10. You gain a stacking DR10/-, a stacking fast healing 5, and DR25 against non-mythic opponents. Your challenge is modified so that you can challenge all in your line of sight. If you defeat every single challenged opponent, this ability refreshes.. Once per week, you can open up an Infernal Gate and transport yourself and anyone or anything you choose in your line of sight to a place of your choice. If there are obstructions when you land, then the transported parties will be sent to the nearest safe location or appear in the air a distance that they can survive falling.