

MYTHIC MASTERY

Mythic Grinyes and Horned Devils

Alex Riggs, Joshua Zaback

PATHFINDER
ROLEPLAYING GAME COMPATIBLE

Credits

Designers

Alex Riggs, Joshua Zaback

Editor

Rosa Gibbons



Necromancers of the Northwest, LLC
8123 236th St SW, Unit 102
Edmonds, WA, 98026
www.necromancers-online.com

Product Identity: The following terms are hereby defined as product identity, as defined in the Open Gaming License version 1.0a, Section 1(E), and are not Open Content: All trademarks, registered trademarks, proper names (characters, deities, etc) dialogue, plot, storylines, location, characters and trade dress.

Artwork: All art in this book, besides the Necromancers of the Northwest logo, is either part of the public domain, or is used with the express permission of the creator. Necromancers of the Northwest, LLC claims no special rights or privileges to any art presented herein. Frost giant art by Jason Rainville.

Open Game Content: Except for material designated as Product Identity or Artwork (see above), the game mechanics of this Necromancers of the Northwest game product are Open Game Content, as defined in the Open Game License version 1.0a Section 1(d). No portion of this work other than Open Game Content may be reproduced in any form without written permission.

Compatibility with the Pathfinder Roleplaying Game requires the Pathfinder Roleplaying Game from Paizo Publishing, LLC. See <http://paizo.com/pathfinderRPG> for more information on the Pathfinder Roleplaying Game. Paizo Publishing, LLC does not guarantee compatibility, and does not endorse this product.

Pathfinder is a registered trademark of Paizo Publishing, LLC, and the Pathfinder Roleplaying Game and the Pathfinder Roleplaying Game Compatibility Logo are trademarks of Paizo Publishing, LLC, and are used under the Pathfinder Roleplaying Game Compatibility License. See <http://paizo.com/pathfinderRPG/compatibility> for more information on the compatibility license.

Mythic Erinyes

This angelic figure's black wings and halo of darkness mark it as no ally of the heavens.

MYTHIC ERINYES

CR 10/MR 4

XP 9,600

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

Init +8; **Senses** darkvision 60 ft., see in darkness, *true seeing*; Perception +16

Aura painful truth aura (60 ft., DC 19)

DEFENSE

AC 29, touch 19, flat-footed 20 (+8 Dex, +1 dodge, +10 natural)

hp 134 (9d10+85)

Fort +11, **Ref** +14, **Will** +7

Defensive Abilities block attacks; **DR** 5/epic and good;

Immune fire, poison; **Resist** acid 10, cold 10; **SR** 23

OFFENSE

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

Melee +1 *longsword* +15/+10 (1d8+8/19–20)

Ranged +1 *flaming composite longbow* +16/+16/+11 (1d8+6/x3 plus 1d6 fire) or rope +17 touch (entangle)

Special Attacks mythic power (4/day, surge +1d8)

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

Constant—*true seeing*

At will—*fear* (single target, DC 19), *greater teleport* (self plus 50 lbs. of objects only), *minor image* (DC 17), *unholy blight* (DC 19)

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

STATISTICS

Str 20, **Dex** 27, **Con** 21, **Int** 14, **Wis** 18, **Cha** 21

Base Atk +9; **CMB** +14; **CMD** 33

Feats Combat Reflexes, Deadly Aim, Dodge^B, Mobility^B, Point-Blank Shot, Precise Shot^B, Rapid Shot, Shot on the Run

Skills Acrobatics +20, Bluff +17, Diplomacy +14, Escape Artist +14, Fly +21, Intimidate +17, Knowledge (planes) +8, Knowledge (religion) +8, Perception +16, Sense Motive +10, Stealth +17

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

SQ torture beyond death, torture master

ECOLOGY

Environment any (Hell)

Organization solitary or trio

Treasure triple (+1 *longsword*, +1 *flaming composite longbow* [+5 Str bonus], rope, other treasure)

SPECIAL ABILITIES

Entangle (Su): Each mythic erinyes carries a 50-foot-long rope that entangles opponents of any size as an *animate rope* spell (CL 16th, DC 22). A mythic erinyes can hurl its rope 30 feet with no range penalty. A mythic erinyes's rope is particularly strong and durable, with AC 14, hardness 5, and 20 hit points. A DC 27 Strength check is required to burst it. A mythic erinyes's rope functions only for the erinyes who made it and no other. The save DC is Dexterity-based.

Painful Truth Aura (Su): Any creature that knowingly tells a lie within 60 feet of a mythic erinyes immediately suffers 3d6 points of damage for each such lie that he tells, and must then immediately succeed on a Will

save (DC 19) or be compelled to correct the lie with the truth, instead. This is a pain effect, and the compulsion is a mind-affecting effect. The saving throw DC is Charisma-based.

Torture Beyond Death (Su): A mythic erinyes is capable of inflicting tortures that persist even beyond death. Whenever the mythic erinyes kills a creature, she can expend one use of mythic power to condemn that creature's soul to unimaginable torments in Hell. This has no impact on the creature's ability to be returned to life, but if the creature is ever returned to life, he is affected as though by a *geas/quest* spell, which lasts for up to 12 days after the creature has been returned to life. The mythic erinyes must determine the nature of the *geas/quest* when this ability is used, and cannot change it later without travelling to Hell where the target's soul is being tortured.

Torture Master (Su): If damage inflicted by a mythic erinyes would cause a creature to fall unconscious or die, the mythic erinyes can choose to have the creature remain alive and conscious, but helpless, instead. This can allow the creature to remain alive even if it should otherwise be dead. If the target suffers even a single point of damage while this ability is the only thing keeping him alive (unless that damage is from a mythic erinyes who chooses to use this ability), he dies immediately. If the creature's hit points are restored to the point where he would no longer be dead or unconscious, he ceases being helpless. A creature made helpless in this way can still speak, but cannot take any other action. By spending 1 hour torturing a creature affected by this ability, the mythic erinyes can affect him as though with the spell *suggestion*, and by spending 1 week torturing a creature affected by this ability, the mythic erinyes can affect him as though with the spell *geas/quest*. Her caster level for these effects is the same as her caster level for her spell-like abilities, and the saving throw DCs are Charisma-based, although the target suffers a –4 penalty.

Ecology

There are several paths that can lead to the creation of a mythic erinyes. As with all mythic devils, one possibility is that a powerful mythic devil, one of the infernal dukes or higher in the hellish hierarchy, may imbue mythic power on an erinyes that gains its favor, although this is rare. Since many erinyes were once angels, a mythic angel that falls and becomes an erinyes will often (but not always) retain its mythic power, becoming a mythic erinyes after its transformation. The most common way for these devils to attain mythic status, however, is for them to extract mythic essence from one of their victims. By flaying a mythic creature to the bone, the mythic erinyes can draw out some of its mythic power, stealing it for themselves.

While all erinyes are accomplished torturers, mythic erinyes elevate this art to a new level. Their ability to not only extract information but to break their victims and render them obedient is well-respected in Hell, and they are generally given the sort of status one might expect for a celebrity artist, being courted by wealthy and powerful patrons in the infernal hierarchy, who offer to provide them with state-of-the-art dungeons and equipment, as well as plenty of poor souls to practice on, if the mythic erinyes will work for them.

Mythic Horned Devil

The very picture of infernal might and majesty, this creature embodies everything one thinks of when one imagines a devil. Its muscular body is covered with red, slightly scaly skin. Its massive bat-like wings unfurl behind it, and a spiny, pointed tail emerges from behind its body, waving menacingly in the air alongside the black, spiked chain it wields in its clawed hands.

MYTHIC HORNED DEVIL CR 20/MR 8

XP 307,200

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

Init +8/-12; dual initiative; **Senses** darkvision 60 ft., see in darkness; Perception +24

Aura infernal terror aura (10 ft., DC 23)

DEFENSE

AC 43, touch 17, flat-footed 35 (+8 Dex, +26 natural, -1 size)
hp 297 (15d10+215); regeneration 5 (good weapons, good spells)

Fort +18, **Ref** +17, **Will** +13

Defensive Abilities block attacks; **DR** 10/epic and good and silver; **Immune** fire, poison; **Resist** acid 10, cold 10; **SR** 35

OFFENSE

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

Melee +1 shocking unholy spiked chain +30/+25/+20 (2d6+15 plus 1d6 electricity plus stun), bite +26 (2d8+7 plus infernal wound), tail +26 (2d6+21 plus infernal wound) or 2 claws +28 (2d6+14 plus infernal wound), bite +28 (2d8+14 plus infernal wound), tail +26 (2d6+21 plus infernal wound)

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

Special Attacks dominating chain (DC 25), mythic power (8/day, surge +1d10), soul lash

Spell-Like Abilities (CL 16th, concentration +22)

At will—*dispel chaos* (DC 21), *dispel good* (DC 21), *magic circle against good*, *greater teleport* (self plus 50 lbs. of objects only), *persistent image* (DC 21)

3/day—*fireball* (DC 19), *lightning bolt* (DC 19)

1/day—*summon* (level 6, 3 barbed devils, 35%)

STATISTICS

Str 39, **Dex** 27, **Con** 28, **Int** 14, **Wis** 22, **Cha** 23

Base Atk +15; **CMB** +30; **CMD** 48

Feats Improved Bull Rush, Improved Sunder^M, Improved Vital Strike, Iron Will^M, Multiattack, Power Attack^M, Vital Strike^M, Weapon Focus (spiked chain)

Skills Bluff +24, Diplomacy +21, Fly +15, Intimidate +24, Knowledge (planes) +20, Perception +24, Sense Motive +21, Spellcraft +20, Stealth +22

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

SQ powerful blows (tail)

ECOLOGY

Environment any (Hell)

Organization solitary, pair, or wing (3-10)

Treasure standard (+1 shocking unholy spiked chain, other treasure)

SPECIAL ABILITIES

Dominating Chain (Sp): As a full-round action, a mythic horned devil can make a single attack with his spiked chain at his full base attack bonus. If the attack hits, it deals damage as normal, and the chain wraps around the

target's throat. No combat maneuver check is required to wrap the chain around the target's throat, and immunity to being grappled, or similar effects, does not interfere with this ability. Creatures without throats have a similar part of their anatomy affected.

A creature with the chain wrapped around her throat must succeed on a Will save (DC 25) or be affected as though by the spell *dominate monster* for as long as the chain remains wrapped around her throat. If the creature succeeds on her saving throw, the chain constricts around her throat, preventing her from breathing, and automatically reducing the number of rounds for which the creature can hold her breath by 1d4 each round. If this reduces the remaining time that the creature can hold her breath to 0 rounds or fewer, the DCs of her suffocation checks increase by +2. At any time while this is occurring, the creature can willingly choose to accept mental domination, in which case she is affected by *dominate monster* and the suffocation ends.

A creature that is currently being suffocated by the chain can attempt to break free with a successful combat maneuver check or Escape Artist check (DC equal to the mythic horned devil's CMD). As long as the chain remains wrapped around a creature's neck, the mythic horned devil must hold the chain with both hands, preventing it from making attacks with the chain or its claw attacks.

Infernal Terror Aura (Su): Mythic horned devils are awesome and terrifying sights to behold, and strike terror into the hearts of their foes. Whenever an enemy moves within 10 feet of the mythic horned devil, or begins her turn within this area, that creature must succeed on a Will save (DC 23) or become panicked for as long as she remains within the aura's area, and for 16 rounds thereafter. Non-mythic creatures are shaken for the same duration even if they succeed on their saving throw. A creature that fails her Will save by 5 or more is paralyzed with fear for 1d4 rounds, and then suffers the normal penalties of failure. This is a mind-affecting fear effect. The saving throw DC is Charisma-based.

Additionally, as a swift action, the mythic horned devil can expend 1 use of mythic power and focus on its infernal terror aura, greatly increasing its effect. This increases the saving throw DC to 27 and the range of the aura to 20 feet, and allows creatures that are normally immune to fear to be affected by the ability. These benefits last for 1 round, but creatures that are affected by the aura during that round are affected for the normal duration, even if they would normally be immune.

Infernal Wound (Su): The damage a mythic horned devil deals with its claws, bite, or tail causes persistent wounds that deal bleed damage (1d6 for the claws and bite, 2d6 for the tail). Bleeding caused in this way is difficult to staunch—only a mythic creature can successfully stop it by mundane means, and even then a DC 30 Heal check is required to do so. Magical attempts to heal a creature suffering from an infernal wound fail unless the caster succeeds on a special caster level check (1d20 + caster level + mythic tier), with a DC of 34. Success indicates the healing works normally and stops all bleed effects.

Soul Lash (Su): As a full-round action, a mythic horned devil can expend 1 use of mythic power in order to

infuse its spiked chain with infernal energy, allowing him to strike the target's soul, as well as her body. If he does so, he may make a single attack with the spiked chain at his full base attack bonus. If the attack hits, it deals damage as normal, and inflicts 1d3 permanent negative levels on the target. Alternatively, he can speak a single command, of up to 25 words, as he strikes, which can be anything the mythic horned devil desires, other than for the target to kill herself or for the target to kill the horned devil. If it does so, then the number of permanent negative levels inflicted by this ability increases to 2d4, but the negative levels vanish immediately if the target performs the stated command. The target intrinsically understands this to be the case, and knows that following the spoken command will remove the negative levels.

Whether the mythic horned devil chooses to offer a command or not, negative levels inflicted by this ability don't stack with each other. Any attempts to remove these negative levels magically fail unless the caster succeeds on a special caster level check (1d20 + caster level + mythic tier; DC 34).

Stun (Su): Whenever a mythic horned devil hits with a spiked chain attack, the opponent must succeed on a DC 31 Fortitude save or be stunned for 1d4 rounds. This ability is a function of the horned devil, not of the spiked chain. The save DC is Strength-based.

Ecology

Even the least horned devils are said to be worth entire legions of Hell's lesser devils, and mythic horned devils are said to be worth an entire army of their non-mythic kin. As a result, mythic horned devils serve as special agents to the mightiest powers in Hell, and are called on to deal with the most dangerous and difficult missions, which are too important to be left even in the hands of non-mythic horned devils, but which are too dangerous for any pit fiend or other powerful devil to be willing to take. Mythic horned devils who do well in handling these matters vital to Hell's interests are rewarded handsomely, and many come to hold ranks equal to, or sometimes even greater than, pit fiends, which has led to something of a rivalry between the two groups.

With a few rare exceptions, there is only one way for a mythic horned devil to be created. Once every 1,000 years, there is a grand tournament held amongst the most elite of the malebranche, themselves an elite subset of horned devils. These best of the best of hell's soldiers battle one another in a tournament with complex and byzantine rules. While battles are fought to the death, the winner is scored based on how the fight went, and this score determines how they advance. Different routes involve fights with different odds or handicaps, such as fighting three opponents at once, or having one's limb severed before a fight, and while it is sometimes better to score higher, it is often more advantageous to score lower, or in a specific range in the middle. As such, it takes both great combat prowess and savvy manipulation to do well. Almost all who compete are slain, and those who lose and survive generally face fates worse than death, but the lone champion of the tournament is infused with the power from all those who lost, and ascends to join the ranks of the mythic horned devils.

Summoning Rituals

While most devils can be summoned with a simple *planar binding* spell, mythic devils are exceptional and require an alternative means of summoning. That said, in some ways summoning a mythic devil is far easier than casting *planar binding*, in that it doesn't require any special skills or talent in magic, merely a desire to summon the creature and the ability to acquire certain objects and perform a special ritual. The ritual of summoning a mythic devil is always complex, obscure, and unique to the type of devil being summoned; for instance, the ritual for summoning a mythic cornugon won't allow a prospective summoner to summon a mythic imp, instead.

In addition to being divorced from actual spellcasting, summoning a mythic devil in this fashion is incredibly dangerous and may offer the summoner little in the way of protection against the creature she summoned. Of course, certain measures can be taken to help ensure the safety of the summoner, such as a *magic circle against evil* spell, or even thick walls or iron bars between the summoner and the summoned creature.

Performing a ritual of this type requires great skill to do correctly, and the results can be disastrous for those who are unprepared. In order to perform a ritual, it must first be researched; this requires a successful Knowledge check. The exact type of skill check and the DC associated with that check are described in the ritual. Attempting to learn a ritual in this fashion can be attempted once, and if the check is a failure, the check cannot be attempted again until the character gains an additional rank in the appropriate Knowledge skill.

Once the ritual is learned, the would-be summoner must perform certain steps and acquire certain items in order to perform the ritual, culminating in one or more skill checks in order to determine if the creature is summoned. If it is, then the summoner must make one or more additional skill checks, as outlined in the ritual's description, in order to safely bind the summoned creature and prevent it from escaping or attacking her. Success or failure on this check can have additional consequences, outlined in the ritual's description. Finally, if the summoner successfully binds the summoned creature, she can attempt one or more additional skill checks in order to gain command over the summoned creature. The exact nature of this control varies from one ritual to another.

Many mythic devils have more than one ritual which can be used to summon them. The rituals presented below are merely samples of some of the ways that mythic erinyes and cornugons can be summoned.

Reading a Ritual

These rituals are all formatted the same way, as described below.

Ritual Name: This is the name of the ritual. The same ritual is often called by different names, and these names can change when being used in the game.

Research: This lists the appropriate skill or skills required to

learn the ritual, and the DCs that must be achieved in order to do so.

Material Components: If a ritual requires components that are costly or difficult to acquire, they will be listed here. Components not listed here are assumed to be acquirable with one hour of shopping in any settlement with a gp limit of 100 gp or more, and cost a total of 25 gp.

Description: A brief, flavorful description of how to perform the ritual

Time: The amount of time required to perform the ritual

Summoning: This lists the required skill check and the DC to successfully summon the creature. It also lists the type of creature that is summoned by the ritual, as well as any consequences of failing to summon the creature.

Binding: This lists the required skill check and DC to gain some measure of control over the summoned creature, and prevent it from escaping or attacking the summoner immediately. This section will contain any special information about how the summoned creature acts if the binding fails, and what the summoner can do if it succeeds.

Command: This lists the required skill check and DC for the summoner to gain greater control over the summoned creature. The exact nature of this control, as well as how long it lasts, is described here.

Black Crown's Calling

Research: The summoner must succeed on a Knowledge (planes) check (DC 35) and a Profession (barrister) check (DC 25) to learn this ritual. Doing so requires access to a library with information about infernal subjects, and generally requires at least 1 month of research.

Material Components: A crown or similar symbol of authority, which must be the legitimate symbol of office for an actual monarch or government official (although it can be acquired by illegitimate means), 5 gallons of goat's blood, a 5-gallon or larger bowl made of crystal, a length of thorny vine at least 20 inches long, an onyx brazier, and 10 lbs. of sulfur.

Description: First, the summoner must wrap the symbol of authority with the length of thorny vine. The vine must make at least one complete circle around the item. As the summoner does this, she must prick her thumb on each thorn on the vine, as she repeats the mantra "Mortals lack discipline, they must learn the Law. Mortals are weak, they must feel the Lash." Once each thorn has been bloodied, she must place the sulfur in the brazier and light it. As she does so, she must speak aloud "I light the beacon and call for aid. Bring forth the shining wisdom of the pit." Then, she must pour the goat's blood into the bowl slowly, and then hold or secure the bowl over the flames in the brazier, until the blood begins to boil. As she waits for it to boil, she must recite the names of 1,333 of Hell's greatest generals. Once the blood is boiling, she must take the vine-wrapped symbol of authority and hold it within the boiling blood for 3 minutes, suffering 1 point of nonlethal fire damage each round she

does so. During this time, she must state the following "there is no law in this land, and its leaders have failed it. This land is forfeit to the Black Crown. I call upon the Lords of Hell to reclaim this place in the name of Law, and to reshape it in your image." Finally, the blood must be poured over the flames until they are extinguished. Once the smoke settles, the symbol of authority will have turned pitch black, and a mythic cornugon, and several other devils, will have appeared.

Time: This ritual takes 2 hours to perform. There are no restrictions on when it can be performed.

Summoning: The summoner must succeed on a Knowledge (planes) check (DC 30) and a Profession (barrister) check (DC 30). Failure on the Knowledge (planes) check indicates that she is unable to attract the attention of a sufficiently powerful devil, while failure on the Profession (barrister) check indicates that she is unable to successfully argue a convincing legal claim to justify an infernal invasion. If she succeeds on the first and fails on the second, the devil whose attention she attracted may reach out to her through emissaries or other means, either to offer aid in providing her legal argument, or to punish and torment her for her failure. If both checks are successes, a single mythic cornugon, along with 2d4 non-mythic cornugons, 2d10 non-mythic erinyes, and 6d4 non-mythic barbazu are summoned.

Binding: The summoner must present the symbol of authority used in the summoning ritual to the mythic cornugon in an ancient, symbolic, and highly complicated ceremony, which grants the devil, and its infernal masters, a legal claim of dominion over the place in question. This claim extends as far as the area that the symbol of authority corresponds to: a king's crown applies to his entire kingdom, a mayor's sash applies to a single town, and the deed to a home or farm applies only to that area. In order to perform the ritual correctly, the summoner must succeed on a Knowledge (nobility) check (DC 20) and a Profession (barrister) check (DC 20). Failure on either check ruins the ritual. If this occurs, the devils are unable to make their legal claim to the region in question, and, snarling in frustration, attack the summoner before returning to Hell with her soul as their consolation prize. If the ritual is a success, the devils are unable to directly harm the summoner. Hostile actions by the summoner, or which are clearly at the summoner's behest, can break this restriction, as can non-hostile actions taken by the summoner to undermine Hell's rule of the region, but hostile actions by other creatures cannot. The devils summoned by this ritual are unable to physically leave the area associated with the symbol of authority (unless they are able to make claims to other neighboring areas, which is usually simply a matter of time), although they can return to Hell at any time.

Command: This spell does not offer any direct control over the summoned devils, who move to conquer the region associated with the symbol of authority used in the ritual, and begin imposing the rule of Hell. If the summoner succeeds on a Diplomacy check (DC 30) or a Profession (barrister) check (DC 25), he can convince the mythic cornugon to grant him a single boon or service, as a reward for bringing the region under Hell's dominion. The value of this reward is directly proportionate to the size and value of

the lands claimed by Hell as part of this ritual, but requests for positions of moderate authority within the region are generally accepted.

Rite of the Black Lash

Research: The summoner must succeed on a Knowledge (planes) or Knowledge (religion) check (DC 25) to learn this ritual. Doing so generally requires at least 3 days of research.

Material Components: A braid of hair no less than 12 inches long, two black candles, a live humanoid sacrifice, a specially-crafted branding iron bearing a mystic seal unique to this ritual.

Description: The sacrifice must be bound to a table, altar, or similar structure. The summoner must light the two black candles and set one on either side of the sacrifice's body, then touch each end of the braid of hair to one of the two candles' flames, until it is burning from both ends. The burning braid must then be laid over the sacrifice's neck and allowed to burn, until it forms a burn mark on the victim's neck that resembles a collar. Finally, the special branding iron must be used to brand the sacrifice, either on the forehead or on the chest, with the mystic seal unique to this ritual.

Time: This ritual takes 1 hour to perform. There are no restrictions on when it can be performed.

Summoning: The summoner must succeed on an Intimidate check (DC 20) and a Knowledge (planes) check (DC 15). If both checks are a success, a single mythic erinyes is summoned. If either check is a failure, the ritual fails and

has no effect. The summoner can try again, but any attempt to use this ritual with the same sacrifice increases the DC of both checks by +5.

Binding: As long as the sacrifice victim has been correctly branded, the mythic erinyes is restricted from harming any creature other than the sacrifice. Creating the brand with the mystic seal requires a successful Craft (jewelry) or Craft (sculptures) check (DC 20), as well as a successful Spellcraft check (DC 22). While the summoner does not need to make these checks herself, if the branding iron is not made correctly, the ritual will fail. The summoner can identify whether or not the branding iron is sufficient to perform the ritual with a successful Appraise check (DC 20) or a successful Spellcraft check (DC 20). If there is no creature that has been sufficiently branded within 60 feet of the summoner, the mythic erinyes may choose any single creature from among those present to become her sacrifice. She typically chooses the summoner. The mythic erinyes attacks the chosen sacrifice, renders her helpless, and then proceeds to torture her as outlined under Command, below.

Command: Once summoned, the mythic erinyes will begin to torture the sacrificial victim over the course of 4d6 hours. The mythic erinyes performs this service regardless of whether the summoner performs any other action. If the summoner desires specific information from the sacrificed victim, she can make a Diplomacy or Intimidate check (DC 20) in order to convince the erinyes to torture the victim for that particular information, using her painful truth aura to do so. The mythic erinyes summoned by this ritual cannot be commanded by means of this ritual to do anything beyond torture the single marked sacrifice.



Permission to copy, modify and distribute the files collectively known as the System Reference Document ("SRD") is granted solely through the use of the Open Gaming License, Version 1.0a.

This material is being released using the Open Gaming License Version 1.0a and you should read and understand the terms of that license before using this material.

The text of the Open Gaming License itself is not Open Game Content. Instructions on using the License are provided within the License itself.

The following items are designated Product Identity, as defined in Section 1(e) of the Open Game License Version 1.0a, and are subject to the conditions set forth in Section 7 of the OGL, and are not Open Content: Dungeons & Dragons, D&D, Player's Handbook, Dungeon Master, Monster Manual, d20 System, Wizards of the Coast, d20 (when used as a trademark), Forgotten Realms, Faerûn, proper names (including those used in the names of spells or items), places, Red Wizard of Thay, the City of Utopia, Heroic Domains of Ysgard, Ever-Changing Chaos of Limbo, Wineswept Depths of Pandemonium, Infinite Layers of the Abyss, Terrestrial Depths of Carceri, Gray Waste of Hades, Bleak Eternity of Gehenna, Nine Hells of Baator, Infernal Battlefield of Acheron, Clockwork Nirvana of Mechanus, Peaceable Kingdoms of Arcadia, Seven Mounting Heavens of Celestia, Twin Paradises of Bytopia, Blessed Fields of Elysium, Wilderness of the Beastlands, Olympian Glades of Arborea, Concordant Domain of the Outlands, Sigil, Lady of Pain, Book of Exalted Deeds, Book of Vile Darkness, beholder, gauth, carrion crawler, tanar'ri, bateazu, displacer beast, githyanki, githzerai, mind flayer, illithid, umber hulk, yuan-ti.

All of the rest of the SRD is Open Game Content as described in Section 1(d) of the License.

More information on the Open Game License can be found at www.wizards.com/d20.

The terms of the Open Gaming License Version 1.0a are as follows:

OPEN GAME LICENSE Version 1.0a

The following text is the property of Wizards of the Coast, Inc. and is Copyright 2000 Wizards of the Coast, Inc ("Wizards"). All Rights Reserved.

1. Definitions: (a) "Contributors" means the copyright and/or trademark owners who have contributed Open Game Content; (b) "Derivative Material" means copyrighted material including derivative works and translations (including into other computer languages), potation, modification, correction, addition, extension, upgrade, improvement, compilation, abridgment or other form in which an existing work may be recast, transformed or adapted; (c) "Distribute" means to reproduce, license, rent, lease, sell, broadcast, publicly display, transmit or otherwise distribute; (d) "Open Game Content" means the game mechanic and includes the methods, procedures, processes and routines to the extent such content does not embody the Product Identity and is an enhancement over the prior art and any additional content clearly identified as Open Game Content by the Contributor, and means any work covered by this License, including translations and derivative works under copyright law, but specifically excludes Product Identity; (e) "Product Identity" means product and product line names, logos and identifying marks including trade dress; artifacts; creature characters; stories, storylines, plots, thematic elements, dialogue, incidents, language, artwork, symbols, designs, depictions, likenesses, formats, poses, concepts, themes and graphic, photographic and other visual or audio representations; names and descriptions of characters, spells, enchantments, personalities, teams, personas, likenesses and special abilities; places, locations, environments, creatures, equipment, magical or supernatural abilities or effects, logos, symbols, or graphic designs; and any other trademark or registered trademark clearly identified as Product Identity by the owner of the Product Identity, and which specifically excludes the Open Game Content; (f) "Trademark" means the logos, names, mark, sign, motto, designs that are used by a Contributor to identify itself or its products or the associated products contributed to the Open Game License by the Contributor (g) "Use", "Used" or "Using" means to use, Distribute, copy, edit, format, modify, translate and otherwise create Derivative Material of Open Game Content. (h) "You" or "Your" means the licensee in terms of this agreement.

2. The License: This License applies to any Open Game Content that contains a notice indicating that the Open Game Content may only be Used under and in terms of this License. You must affix such a notice to any Open Game Content that you Use. No terms may be added to or subtracted from this License except as described by the License itself. No other terms or conditions may be applied to any Open Game Content distributed using this License.

3. Offer and Acceptance: By Using the Open Game Content You indicate Your acceptance of the terms of this License.

4. Grant and Consideration: In consideration for agreeing to use this License, the Contributors grant You a perpetual, worldwide, royalty-free, non-exclusive license with the exact terms of this License to Use, the Open Game Content.

5. Representation of Authority to Contribute: If You are contributing original material as Open Game Content, You represent that Your Contributions are Your original creation and/or You have sufficient rights to grant the rights conveyed by this License.

6. Notice of License Copyright: You must update the COPYRIGHT NOTICE portion of this License to include the exact text of the COPYRIGHT NOTICE of any Open Game Content You are copying, modifying or distributing, and You must add the title, the copyright date, and the copyright holder's name to the COPYRIGHT NOTICE of any original Open Game Content you Distribute.

7. Use of Product Identity: You agree not to Use any Product Identity, including as an indication as to compatibility, except as expressly licensed in another, independent Agreement with the owner of each element of that Product Identity. You agree not to indicate compatibility or co-adaptability with any Trademark or Registered Trademark in conjunction with a work containing Open Game Content except as expressly licensed in another, independent Agreement with the owner of such Trademark or Registered Trademark. The use of any Product Identity in Open Game Content does not constitute a challenge to the ownership of that Product Identity. The owner of any Product Identity used in Open Game Content shall retain all rights, title and interest in and to that Product Identity.

8. Identification: If you distribute Open Game Content You must clearly indicate which portions of the work that you are distributing are Open Game Content.

9. Updating the License: Wizards or its designated Agents may publish updated versions of this License. You may use any authorized version of this License to copy, modify and distribute any Open Game Content originally distributed under any version of this License.

10. Copy of this License: You MUST include a copy of this License with every copy of the Open Game Content You Distribute.

11. Use of Contributor Credits: You may not market or advertise the Open Game Content using the name of any Contributor unless You have written permission from the Contributor to do so.

12. Inability to Comply: If it is impossible for You to comply with any of the terms of this License with respect to some or all of the Open Game Content due to statute, judicial order, or governmental regulation then You may not Use any Open Game Material so affected.

13. Termination: This License will terminate automatically if You fail to comply with all terms herein and fail to cure such breach within 30 days of becoming aware of the breach. All sublicenses shall survive the termination of this License.

14. Reformation: If any provision of this License is held to be unenforceable, such provision shall be reformed only to the extent necessary to make it enforceable.

15. COPYRIGHT NOTICE

Open Game License v 1.0a Copyright 2000, Wizards of the Coast, Inc.

System Reference Document Copyright 2000-2003, Wizards of the Coast, Inc.; Authors Jonathan Tweet, Monte Cook, Skip Williams, Rich Baker, Andy Collins, David Noonan, Rich Redman, Bruce R. Cordell, John D. Rateliff, Thomas Reid, James Wyatt, based on original material by E. Gary Gygax and Dave Arneson.

Pathfinder Roleplaying Game Reference Document. © 2011, Paizo Publishing, LLC; Author: Paizo Publishing, LLC.

Pathfinder Roleplaying Game Core Rulebook. © 2009, Paizo Publishing, LLC; Author: Jason Bulmahn, based on material by Jonathan Tweet, Monte Cook, and Skip Williams.

Pathfinder Roleplaying Game Bestiary. © 2009, Paizo Publishing, LLC; Author: Jason Bulmahn, based on material by Jonathan Tweet, Monte Cook, and Skip Williams.

Pathfinder Roleplaying Game Bestiary 2. © 2010, Paizo Publishing, LLC; Authors Wolfgang Baur, Jason Bulmahn, Adam Daigle, Graeme Davis, Crystal Frasier, Joshua J. Frost, Tim Hitchcock, Brandon Hodge, James Jacobs, Steve Kenyon, Hal MacLean, Martin Mason, Rob McCreary, Erik Mona, Jason Nelson, Patrick Renie, Sean K Reynolds, F. Wesley Schneider, Owen K.C. Stephens, James L. Sutter, Russ Taylor, and Greg A. Vaughan, based on material by Jonathan Tweet, Monte Cook, and Skip Williams.

Pathfinder Roleplaying Game Bestiary 3. © 2011, Paizo Publishing, LLC; Authors: Jesse Benner, Jason Bulmahn, Adam Daigle, James Jacobs, Michael Kenway, Rob McCreary, Patrick Renie, Chris Sims, F. Wesley Schneider, James L. Sutter, and Russ Taylor, based on material by Jonathan Tweet, Monte Cook, and Skip Williams.

Pathfinder Roleplaying Game Bestiary 4. © 2013, Paizo Publishing, LLC; Authors: Dennis Baker, Jesse Benner, Savannah Broadway, Ross Byers, Adam Daigle, Tim Hitchcock, Tracy Hurler, James Jacobs, Matt James, Rob McCreary, Jason Nelson, Tom Phillips, Stephen Radney-MacFarland, Sean K Reynolds, F. Wesley Schneider, Tork Shaw, and Russ Taylor.

Pathfinder Roleplaying Game GameMastery Guide. © 2010, Paizo Publishing, LLC; Author: Cam Banks, Wolfgang Baur, Jason Bulmahn, Jim Butler, Eric Cagle, Graeme Davis, Adam Daigle, Joshua J. Frost, James Jacobs, Kenneth Hite, Steve Kenyon, Robin Laws, Tito Leati, Rob McCreary, Hal MacLean, Colin McComb, Mike Nelson, David Noonan, Richard Pett, Rich Redman, Sean K Reynolds, F. Wesley Schneider, Amber Scorr, Doug Seacat, Jason Selinger, Lisa Stevens, James L. Sutter, Russ Taylor, Penny Williams, Skip Williams, Teeuwynn Woodruff.

Pathfinder Roleplaying Game Advanced Class Guide © 2014, Paizo Inc.; Authors: Dennis Baker, Ross Byers, Jesse Benner, Savannah Broadway, Jason Bulmahn, Jim Groves, Tim Hitchcock, Tracy Hurler, Jonathan H. Keith, Will McCordell, Dale C. McCoy, Jr., Tom Phillips, Stephen Radney-MacFarland, Thomas M. Reid, Sean K Reynolds, Tork Shaw, Owen K.C. Stephens, and Russ

Taylor.

Pathfinder Roleplaying Game Advanced Player's Guide. © 2010, Paizo Publishing, LLC; Author: Jason Bulmahn
Pathfinder Roleplaying Game Advanced Race Guide. © 2012, Paizo Publishing, LLC; Authors: Dennis Baker, Jesse Benner, Benjamin Bruck, Jason Bulmahn, Adam Daigle, Jim Groves, Tim Hitchcock, Hal MacLean, Jason Nelson, Stephen Radney-MacFarland, Owen K.C. Stephens, Todd Stewart, and Russ Taylor.

Pathfinder Roleplaying Game Monster Codex. © 2014, Paizo Inc.; Authors: Dennis Baker, Jesse Benner, Logan Bonner, Jason Bulmahn, Ross Byers, John Compton, Robert N. Emerson, Jonathan H. Keith, Dale C. McCoy, Jr., Mark Moreland, Tom Phillips, Stephen Radney-MacFarland, Sean K Reynolds, Thomas M. Reid, Patrick Renie, Mark Seifter, Tork Shaw, Neil Spicer, Owen K.C. Stephens, and Russ Taylor.

Pathfinder Roleplaying Game NPC Codex. © 2012, Paizo Publishing, LLC; Authors: Jesse Benner, Jason Bulmahn, Adam Daigle, Alex Greenshields, Rob McCreary, Mark Moreland, Jason Nelson, Stephen Radney-MacFarland, Patrick Renie, Sean K Reynolds, and Russ Taylor.

Pathfinder Roleplaying Game Ultimate Magic. © 2011, Paizo Publishing, LLC; Authors: Jason Bulmahn, Tim Hitchcock, Colin McComb, Rob McCreary, Jason Nelson, Stephen Radney-MacFarland, Sean K Reynolds, Owen K.C. Stephens, and Russ Taylor.

Pathfinder Roleplaying Game Ultimate Campaign. © 2013, Paizo Publishing, LLC; Authors: Jesse Benner, Benjamin Bruck, Jason Bulmahn, Ryan Costello, Adam Daigle, Matt Goetz, Tim Hitchcock, James Jacobs, Ryan Macklin, Colin McComb, Jason Nelson, Richard Pett, Stephen Radney-MacFarland, Patrick Renie, Sean K Reynolds, F. Wesley Schneider, James L. Sutter, Russ Taylor, and Stephen Townsend.

Pathfinder Roleplaying Game Ultimate Combat. © 2011, Paizo Publishing, LLC; Authors: Dennis Baker, Jesse Benner, Benjamin Bruck, Jason Bulmahn, Brian J. Cortijo, Jim Groves, Tim Hitchcock, Richard A. Hunt, Colin McComb, Jason Nelson, Tom Phillips, Patrick Renie, Sean K Reynolds, and Russ Taylor.

Pathfinder Roleplaying Game Ultimate Equipment. © 2012 Paizo Publishing, LLC; Authors: Dennis Baker, Jesse Benner, Benjamin Bruck, Ross Byers, Brian J. Cortijo, Ryan Costello, Mike Ferguson, Matt Goetz, Jim Groves, Tracy Hurler, Matt James, Jonathan H. Keith, Michael Kenway, Hal MacLean, Jason Nelson, Tork Shaw, Owen K.C. Stephens, and Russ Taylor.

The Book of Experimental Might. Copyright 2008, Monte J. Cook. All rights reserved.
 Tome of Horrors. Copyright 2002, Necromancer Games, Inc.; Authors: Scott Greene, with Clark Peterson, Erica Balsley, Kevin Baase, Casey Christofferson, Lance Hawvermale, Travis Hawvermale, Patrick Lawinger, and Bill Webb; Based on original content from TSR.

Mythic Mastery: The Mythic Glabrezu Copyright 2014, Necromancers of the Northwest, LLC; Authors: Alex Riggs, Joshua Zaback

Mythic Mastery: Missing Mythic Magic Volume I Copyright 2014, Necromancers of the Northwest, LLC; Authors: Alex Riggs, Joshua Zaback

Mythic Mastery: Mythic Heritages: Demonic Copyright 2014, Necromancers of the Northwest, LLC; Authors: Alex Riggs, Joshua Zaback

Mythic Mastery: Mythic Archery Copyright 2014, Necromancers of the Northwest, LLC; Authors: Alex Riggs, Joshua Zaback

Mythic Mastery: The Mythic Succubus Copyright 2014, Necromancers of the Northwest, LLC; Authors: Alex Riggs, Joshua Zaback

Mythic Mastery: Missing Mythic Magic Volume II Copyright 2014, Necromancers of the Northwest, LLC; Authors: Alex Riggs, Joshua Zaback

Mythic Mastery: The Mythic Balor Copyright 2014, Necromancers of the Northwest, LLC; Authors: Alex Riggs, Joshua Zaback

Mythic Mastery: Mythic Items of the Orient Copyright 2014, Necromancers of the Northwest, LLC; Authors: Alex Riggs, Joshua Zaback

Mythic Mastery: Mythic Traps Copyright 2014, Necromancers of the Northwest, LLC; Authors: Alex Riggs, Joshua Zaback

Mythic Mastery: Missing Mythic Magic Volume III Copyright 2014, Necromancers of the Northwest, LLC; Authors: Alex Riggs, Joshua Zaback

Mythic Mastery: Draconic Heritage Copyright 2014, Necromancers of the Northwest, LLC; Authors: Alex Riggs, Joshua Zaback

Mythic Mastery: Mythic Curses Copyright 2014, Necromancers of the Northwest, LLC; Authors: Alex Riggs, Joshua Zaback

Mythic Mastery: Mythic Creatures of the Nile Copyright 2014, Necromancers of the Northwest, LLC; Authors: Alex Riggs, Joshua Zaback

Mythic Mastery: Missing Mythic Magic Volume IV Copyright 2014, Necromancers of the Northwest, LLC; Authors: Alex Riggs, Joshua Zaback

Mythic Mastery: Mythic Dretches and Quasits Copyright 2014, Necromancers of the Northwest, LLC; Authors: Alex Riggs, Joshua Zaback

Mythic Mastery: Pharaonic Heritage Copyright 2014, Necromancers of the Northwest, LLC; Authors: Alex Riggs, Joshua Zaback

Mythic Mastery: Missing Mythic Magic Volume V Copyright 2014, Necromancers of the Northwest, LLC; Authors: Alex Riggs, Joshua Zaback

Mythic Mastery: Mythic Traps 2 Copyright 2014, Necromancers of the Northwest, LLC; Authors: Alex Riggs, Joshua Zaback

Mythic Mastery: Mythic Items of the Nile Copyright 2014, Necromancers of the Northwest, LLC; Authors: Alex Riggs, Joshua Zaback

Mythic Mastery: Mythic Efreeti Copyright 2014, Necromancers of the Northwest, LLC; Authors: Alex Riggs, Joshua Zaback

Mythic Mastery: Missing Mythic Magic Volume VI Copyright 2014, Necromancers of the Northwest, LLC; Authors: Alex Riggs, Joshua Zaback

Mythic Mastery: Mythic Sphinxes Copyright 2014, Necromancers of the Northwest, LLC; Authors: Alex Riggs, Joshua Zaback

Mythic Mastery: Magic of the Nile Copyright 2014, Necromancers of the Northwest, LLC; Authors: Alex Riggs, Joshua Zaback

Mythic Mastery: Mythic Babau and Hezrou Copyright 2014, Necromancers of the Northwest, LLC; Authors: Alex Riggs, Joshua Zaback

Mythic Mastery: Missing Mythic Magic Volume VII Copyright 2014, Necromancers of the Northwest, LLC; Authors: Alex Riggs, Joshua Zaback

Mythic Mastery: Mythic Nabasus and Shadow Demons Copyright 2014, Necromancers of the Northwest, LLC; Authors: Alex Riggs, Joshua Zaback

Mythic Mastery: Heritage of the Egyptian Gods Copyright 2014, Necromancers of the Northwest, LLC; Authors: Alex Riggs, Joshua Zaback

Mythic Mastery: Missing Mythic Magic Volume VIII Copyright 2014, Necromancers of the Northwest, LLC; Authors: Alex Riggs, Joshua Zaback

Mythic Mastery: Mythic Sci-Fi Relics Copyright 2014, Necromancers of the Northwest, LLC; Authors: Alex Riggs, Joshua Zaback

Mythic Mastery: Angelic Heritage Copyright 2014, Necromancers of the Northwest, LLC; Authors: Alex Riggs, Joshua Zaback

Mythic Mastery: Mythic Robots Copyright 2014, Necromancers of the Northwest, LLC; Authors: Alex Riggs, Joshua Zaback

Mythic Mastery: Missing Mythic Magic Volume IX Copyright 2014, Necromancers of the Northwest, LLC; Authors: Alex Riggs, Joshua Zaback

Mythic Mastery: Mutant Heritage Copyright 2014, Necromancers of the Northwest, LLC; Authors: Alex Riggs, Joshua Zaback

Mythic Mastery: Mythic Curses II Copyright 2014, Necromancers of the Northwest, LLC; Authors: Alex Riggs, Joshua Zaback

Mythic Mastery: Mythic Robots II Copyright 2014, Necromancers of the Northwest, LLC; Authors: Alex Riggs, Joshua Zaback

Mythic Mastery: Missing Mythic Magic Volume X Copyright 2014, Necromancers of the Northwest, LLC; Authors: Alex Riggs, Joshua Zaback

Mythic Mastery: Mythic Aliens: The Astori Copyright 2014, Necromancers of the Northwest, LLC; Authors: Alex Riggs, Joshua Zaback

Mythic Mastery: The Vordis Scourge Volume I Copyright 2014, Necromancers of the Northwest, LLC; Authors: Alex Riggs, Joshua Zaback

Mythic Mastery: Fey Heritage Copyright 2014, Necromancers of the Northwest, LLC; Authors: Alex Riggs, Joshua Zaback

Mythic Mastery: Missing Mythic Magic Volume XI Copyright 2014, Necromancers of the Northwest, LLC; Authors: Alex Riggs, Joshua Zaback

Mythic Mastery: The Vordis Scourge Volume II Copyright 2014, Necromancers of the Northwest, LLC; Authors: Alex Riggs, Joshua Zaback

Mythic Mastery: Mythic Items of Chance Copyright 2014, Necromancers of the Northwest, LLC; Authors: Alex Riggs, Joshua Zaback

Mythic Mastery: Mythic Aliens: The Kassars Copyright 2014, Necromancers of the Northwest, LLC; Authors: Alex Riggs, Joshua Zaback

Mythic Mastery: Missing Mythic Magic Volume XII Copyright 2014, Necromancers of the Northwest, LLC; Authors: Alex Riggs, Joshua Zaback

Mythic Mastery: Fire Heritage Copyright 2014, Necromancers of the Northwest, LLC; Authors: Alex Riggs, Joshua Zaback

Mythic Mastery: The Vordis Scourge Volume III Copyright 2014, Necromancers of the Northwest, LLC; Authors: Alex Riggs, Joshua Zaback

Mythic Mastery: Missing Mythic Magic Volume XIII Copyright 2014, Necromancers of the Northwest, LLC; Authors: Alex Riggs, Joshua Zaback

Mythic Mastery: Missing Mythic Magic Volume XIV Copyright 2015, Necromancers of the Northwest, LLC; Authors: Alex Riggs, Joshua Zaback

Mythic Mastery: Mythic Cloud and Storm Giants Copyright 2015, Necromancers of the Northwest, LLC; Authors: Alex Riggs, Joshua Zaback

Mythic Mastery: Missing Mythic Magic Volume XV Copyright 2015, Necromancers of the Northwest, LLC; Authors: Alex Riggs, Joshua Zaback

Mythic Mastery: Mythic Frost and Stone Giants Copyright 2015, Necromancers of the Northwest, LLC; Authors: Alex Riggs, Joshua Zaback

Mythic Mastery: Missing Mythic Magic Volume XVI Copyright 2015, Necromancers of the Northwest, LLC; Authors: Alex Riggs, Joshua Zaback

Mythic Mastery: Mythic Desert and Ocean Giants Copyright 2015, Necromancers of the Northwest, LLC; Authors: Alex Riggs, Joshua Zaback

Mythic Mastery: Mythic Wood and Taiga Giants Copyright 2015, Necromancers of the Northwest, LLC; Authors: Alex Riggs, Joshua Zaback

Mythic Mastery: Mythic Erinyes and Horned Devils Copyright 2015, Necromancers of the Northwest, LLC; Authors: Alex Riggs, Joshua Zaback

END OF LICENSE

The Worst Hell has To Offer!

The erinyes and the horned devil are perhaps the most terrifying and iconic devils, representing both the fallen angel, in the form of the cruel and torturous erinyes, and the classic devilish imagery of a bat-winged, horned, oversized muscular humanoid, in the form of the chained devil. Despite this, neither of these two great infernal warriors received any mythic treatment in *Pathfinder Roleplaying Game: Mythic Adventures*.

This book presents game statistics for the mythic erinyes (CR 10), which projects an aura of truth that painfully punishes all those who lie within its presence, can keep victims alive long after they should be dead, and can even torture a creature so thoroughly that if it returns to life after being killed by the mythic erinyes, it does her bidding. It also presents statistics for the mythic horned devil (CR 20). These fiends can wrap their spiked chains around a victim's throat, using the chain like a leash to magically control their victim. Their chain can also rend a victim's very soul, along with its body, and much, much more. Finally, the book includes detailed summoning rituals that allow characters of any class to summon mythic erinyes and mythic horned devils, at their own peril.

The Mythic Mastery series of products builds and expands on the rules for mythic characters introduced in *Pathfinder Roleplaying Game: Mythic Adventures*. Each Mythic Mastery provides new content and rules for mythic games, with a focus on a single theme or area of play. While some of the content provided in Mythic Mastery products requires the use of mythic characters and a mythic adventure, others, such as those focused on exploring mythic monsters, can be used in games of every sort.

PATHFINDER
ROLEPLAYING GAME COMPATIBLE