



CHARACTERS

Pain and dread held not General Arnisant, for he stood in faith against Tar-Baphon. With the Shield of Aroden upon his arm, our commander defied the dark words of the Tyrant. The beast whispered blasphemies, mocking Arazni's sacrifice as meaningless, and the strength of his enchantments settled those words in our bones despite all knowing him to be a vile liar.

Then he did come to slay our general, to summon the very heart of Arnisant into his waiting hand. Every good knight witnessed as the Shield of Aroden shattered. Arnisant stood unharmed, but embedded in the Whispering Tyrant's hand, a sliver of the shield shone brilliant as the sun, and holy pain drove the beast to his knees. The terror among the crusaders broke, and a chorus of prayers and cries of joy drowned out all sounds of battle. For that moment, the lands shadowed by Gallowspire became a sacred place.

—from *Annals of the Shining Crusade*,
as compiled by the Knights of Ozem

Some of Golarion's legendary figures possess so much power that only mythic characters are capable of facing them. These include people who have ascended to become mythic, monsters that tap into mythic power, and non-mythic creatures that by their nature present superhuman challenges. Characters accomplish mythic trials as they either take the steps necessary to defeat these mythic figures, follow in their legendary footsteps, or fulfill the tasks they request.

The following entries give brief descriptions of the NPCs described in this chapter, along with potential related mythic trials.

Agmazar the Star Titan

A titanic kaiju from beyond the stars, Agmazar fell into the Valashmai Jungle of Golarion. After his destruction at the claws of the kaiju King Mogaro, Agmazar rose as an undead behemoth.

Clash of the Kaiju: The surest way to battle a kaiju is with another kaiju. Bringing forth Agmazar's old enemy King Mogaro or one of the other mighty beasts to battle the Star Titan is itself a harrowing task—and can be accomplished only by causing a great calamity or finding one of the few blessed people who can communicate with the kaiju.

Ahriman, Lord of All Divs

An evil as old as time, Ahriman would see reality fall to entropy. He leads the race of divs, fiends that hate mortals and drive them to destroy every edifice they've built.

Risen Ruins: Ancient monuments fallen long ago form the building blocks of Ahriman's mountaintop domain in Abaddon, symbolizing his goal: the demise of civilization. Restoring these ruins to their former glory or calling on the souls of the people who dwelled there could undermine Ahriman's power.

Arazni

Once the virtuous herald of the god Aroden, the wizard Arazni was raised as a lich by the necromancer Geb. The corrupted herald now rules as Geb's queen.

Turning the Bloodstones: Arazni's organs were removed and preserved in canopic jars. Though she has recovered most of these relics, she still hunts for the final four—the *Bloodstones of Arazni*. Recovering all four and finding a way to use them against Arazni may well free her soul.

Jarl Gnargorak

A jarl in the Tusk Mountains, Gnargorak boasts that he rules all frost giants. Spurred on by his intelligent sword, *Winter's Heart*, his ambition grows by the day.

Trial by Combat: Despite Gnargorak's claims, his sovereignty over the frost giant tribes isn't absolute. Traveling from tribe to tribe and defeating every

chieftain in an unarmed duel could unite them under a different rule and bring a new age to their kind.

Kortash Khain

The Priest-King of Nemret Noktoria, Kortash Khain is a ghoulish lich devoted to the demon lord Kabriri. His ghoulish armies terrorize his neighbors in the Darklands of Osirion.

Last Meal: Despite his station, Kortash Khain is still a ghoulish being with an insatiable hunger for human flesh. He could be weakened if he were tricked into eating the flesh of certain powerful good outsiders, or that of a perfectly crafted construct or simulacrum that has good-aligned power hidden inside it or is instilled with a *mythic contingency* spell. Securing holy power or such a sacrifice will require a great act to prove the heroes' worth.

Old-Mage Jatembe

An arcane pioneer, Jatembe brought the world out of the darkness after Earthfall. The arcane techniques he developed and the places of learning he founded—like the famed Magaambya—still fill wizards with wonder. He has since disappeared from Golarion and is presumed dead, but things are rarely so simple for such icons.

Reforging the Ring: Jatembe forged the artifact called the *Ring of Nine Facets* to aid his Ten Magic Warriors when he left Golarion, and used their blood to give it its power. However, one of them secretly withheld his blood. Finding this Magic Warrior, gaining the gift of his essence, and altering the ring to unlock the powers Jatembe intended it to have would constitute a mythic trial.

Oliphant of Jandelay

A being of inconceivable power from an unknown land, the Oliphant of Jandelay was called to Golarion only once, and left incredible destruction in its wake.

Trials of the Oliphant: Bringing the Oliphant back to Golarion is so daunting a task that many of the steps to calling it are trials in and of themselves: unlocking the power of the Spindlehorn, learning the obscure language of Jandelay, and communicating with the long-dead souls who knew the secrets of the Oliphant's conjuration.

Whispering Tyrant

Slain by a god and risen as a lich, the devastating force known as Whispering Tyrant can never be killed, only imprisoned—and then only at great cost. The threat of his return haunts Golarion to this day.

The Missing Phylactery: The Whispering Tyrant may have struck a bargain with Urgathoa to hide his phylactery somewhere even the other gods can't find it. No magic is able to locate it or discern the means to destroy it. Only by recovering this treasure can the good people of Golarion finally hope to put an end to the Whispering Tyrant.





Agmazar the Star Titan

Stony segments cover this towering colossus like armor plates. Though it looks lifeless, its four arms move with supple grace.

AGMAZAR THE STAR TITAN

CR 26

XP 2,457,600

NE Colossal undead (cold, kaiju)

Init +5; **Senses** creaturesense, see in darkness; Perception +49

Aura frightful presence (300 ft., DC 39), suffocation (60 ft.)

DEFENSE

AC 40, touch 22, flat-footed 35 (+15 deflection, +5 Dex, +18 natural, -8 size)

hp 615 (30d8+480); fast healing 30

Fort +25, **Ref** +15, **Will** +27

Defensive Abilities channel resistance +4, force field, freedom of movement; **DR** 20/epic; **Immune** ability damage, ability drain, cold, death effects, disease, energy drain, fear, undead traits; **Resist** acid 30, electricity 30, fire 30, negative energy 30, sonic 30

Weaknesses vulnerable to fire

OFFENSE

Speed 100 ft., climb 50 ft.

Melee 4 slams +33 (4d12+27/19-20/×3 plus energy drain)

Space 60 ft.; **Reach** 60 ft.

Special Attacks channel negative energy (10d6, DC 35, 18/day), energy drain (1 level, DC 40), gravitic control, hurl foe, serpent arms, trample (4d6+27, DC 43)

Spell-Like Abilities (CL 20th; concentration +35)

Constant—*freedom of movement*

3/day—quicken *circle of death* (DC 31), empowered *horrid wilting* (DC 33), *waves of exhaustion*

STATISTICS

Str 47, **Dex** 21, **Con** —, **Int** 6, **Wis** 31, **Cha** 40

Base Atk +22; **CMB** +48; **CMD** 86

Feats Bleeding Critical, Blind-Fight, Critical Focus, Defensive Combat Training, Empower Spell-Like Ability (*horrid wilting*), Improved Critical (slam), Power Attack, Quick Channel, Quicken Spell-Like Ability (*circle of death*), Sickening Critical, Skill Focus (Perception), Snatch, Thanatopic Spell^{UM}, Toughness, Weapon Focus (slam)

Skills Climb +30, Intimidate +36, Knowledge (religion) +10, Perception +49, Swim +20

Languages Draconic (can't speak)

SQ kaiju traits⁸⁴, massive, powerful blows, recovery

SPECIAL ABILITIES

Aura of Suffocation (Su) Agmazar's alien presence breaks down the atmosphere around it, causing the air to become thin and nearly unbreathable. Within 1 mile of Agmazar, breathing creatures are subject to fatigue and altitude

sickness as if at high peak altitude (*Pathfinder RPG Core Rulebook* 430). Creatures within 60 feet of Agmazar must hold their breath or begin to suffocate (*Core Rulebook* 445).

Channel Negative Energy (Su) Agmazar can channel negative energy as a 20th-level evil cleric. This ability requires no divine focus.

Creaturesense (Ex) Agmazar has lifesense up to 120 feet. In addition, it can sense the presence and position of undead creatures within 1,200 feet as if it had blindsense.

Force Field (Su) Agmazar is surrounded by a field of force that grants it a deflection bonus to AC equal to its Charisma bonus and resistance 30 against force effects. Its natural weapons are treated as force effects for dealing damage to incorporeal or ethereal targets. The first time each round Agmazar is targeted with a ranged attack, there's a 75% chance that attack is deflected by the force field, with a 50% chance of it being reflected back upon its originator and a 50% chance of it being deflected toward a random creature within 60 feet of Agmazar (or deflected harmlessly if no creature is within this range). This deflected attack uses the same attack roll result, caster level, and save DC as the original attack.

Gravitic Control (Su) Agmazar can radically alter the effect of gravity, bending or even inverting gravity to suit its will. As a standard action, it can alter gravity for 2d6 rounds, choosing one of five effects (with effective caster level 20). Only one type of gravitic control can be in effect at a time. Involuntary movement forced by gravitic control doesn't provoke attacks of opportunity. Agmazar and its serpent arms are immune to its gravitic control, except for gravitic deceleration. The save DCs are Charisma-based.

- **Gravitic Acceleration:** This ability functions as *telekinesis* (CMB +35, Will DC 40).
- **Gravitic Attraction:** This ability functions as *repulsion* but in reverse; any creature that fails its saving throw (Will DC 40) can't move away from Agmazar. Each round it doesn't spend a move action resisting the attraction, it is pulled 1d6 × 5 feet toward Agmazar.
- **Gravitic Deceleration:** All creatures within 30 feet are affected as by *feather fall*. Flying creatures in this radius move at half speed, and a creature making a ranged weapon attack targeting a creature in the radius takes a -2 penalty on the attack roll.
- **Gravitic Inversion:** This ability functions as *reverse gravity* (Reflex DC 40), but Agmazar can concentrate on the spell. Each round it continues to do so, the radius of the effect doubles.
- **Gravitic Repulsion:** This ability functions as *repulsion*, but a creature that fails its saving throw (Will DC 40) not only can't move toward Agmazar, but is also pushed 1d6 × 5 feet away from the kaiju each round it doesn't spend a move action resisting the gravitic repulsion.

Powerful Blows (Ex) Agmazar adds 1-1/2 times its Strength bonus on damage rolls with slam attacks.

Serpent Arms (Su) As a full-round action, Agmazar can detach and release one or two of the lower arms from its body, revealing that the joints buried into its torso are alien serpent heads. The arms move and fight independently as hollow serpents (*Pathfinder RPG Bestiary 3* 149), beginning on the round they're detached. For each arm it detaches, Agmazar takes 25 points of damage that can't be reduced.

When a hollow serpent uses channel negative energy or a spell-like ability, it counts against Agmazar's uses of that ability. While its arms are detached, Agmazar's fast healing is reduced by 10 for each missing arm, and it can make slam attacks only with the arms still attached. If a hollow serpent is destroyed while separated, Agmazar can regrow its missing arm in 1 hour. Reattaching one or both lower arms is a full-round action and restores Agmazar's fast healing to the normal rate (though does not regain the hit points lost from detaching).

Agmazar the Star Titan is a kaiju whose origins lie far from Golarion. It plummeted from the sky in 2456 by the Imperial Calendar (-44 AR) into the trackless green of the eastern Valashmai Jungles. Though many have searched for Agmazar's landing place, none have found it and survived with sufficient strength or sanity to report precisely where it is.

However, Agmazar's entrance into the world hardly went unnoticed. In fact, its meteoric advent drew the attention of the great kaiju King Mogaru, who claimed the jungles at that time. In a cataclysmic battle that wiped out every living creature for miles, King Mogaru slew the invader from the stars and left the body burned and broken, after which he returned to his deep lake lair for a long rest.

King Mogaru, however, didn't know the alien powers engrafted within the Star Titan—fail-safes created long ago by the Balance, its makers upon the planet Verces, who created it as an ultimate weapon against undead invaders from Eox. If Agmazar were killed, these unholy energies would raise it, not to life that might once again be snuffed out by the undead, but to titanic unlife that would make it an invincible weapon.

After Agmazar had great victories, its overambitious creators launched it into space to take the fight to Eox itself. But the kaiju was intercepted in transit—a cabal of lichs used a disguised interplanetary portal to shift Agmazar's trajectory from planetfall on Eox to instead land on Golarion.

Confused by the richness of life on the planet and unable to escape Golarion's gravity, Agmazar was taken by surprise by Mogaru's onslaught. Its death activated its fail-safe programming, but it found few undead within range of its senses. Though the kaiju destroyed undead wherever it found them, once it had exterminated all that it could find, it grew frustrated and its heart turned bitter.

Agmazar now lies in wait most of the time, but lashes out even at the living if they disturb its watchful reverie. If a great necromantic power arises anywhere near Agmazar, it senses the threat and departs immediately to destroy it, treading a path of devastation as it seeks to fulfill the purpose it was given so long ago.





Ahriman, Lord of All Divs

This humanoid creature has the head of a ravening, horned lion. A chorus of anguished screams echoes from his gaping maw.

AHRIMAN

CR 26

XP 2,457,600

NE Huge outsider (div, evil, extraplanar)

Init +20; **Senses** darkvision 60 ft., see in darkness, *true seeing*; Perception +43

Aura hopelessness (30 ft., DC 38), frightful presence (60 ft., DC 38)

DEFENSE

AC 46, touch 21, flat-footed 37 (+8 Dex, +1 dodge, +15 natural, +14 profane, –2 size)

hp 610 (33d10+429); regeneration 20 (mythic and epic or good)

Fort +24, **Ref** +26, **Will** +25

Defensive Abilities freeing chains, skin of serpents; **DR** 20/cold iron, epic, and good; **Immune** ability damage and drain, charm and compulsion effects, death effects, energy drain, fire, petrification, poison; **Resist** acid 30, electricity 30; **SR** 37 (41 vs. good)

OFFENSE

Speed 40 ft., fly 60 ft. (perfect)

Melee Ahriman's scourge +47/+42/+37/+32 (3d6+16/19–20/×3), bite +45 (3d6+8/19–20 plus grab and bottomless maw), claw +45 (1d8+8), gore +45 (2d6+8 plus crown of fourfold curses), 2 talons +45 (1d8+8)

Space 15 ft.; **Reach** 10 ft. (15 ft. with Ahriman's scourge)

Special Attacks bleed (2d6), bottomless maw, consume essence, pounce, rend (2 claws, 1d8+24), shake faith, symbolic prison

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

Constant—*arcane sight*, *true seeing*

At will—*greater teleport*, *speak with dead* (DC 25), *unhallow*, *unholy blight* (DC 26)

3/day—*horrid wilting* (DC 30), *implosion* (DC 31), *maze*, *plane shift* (DC 29), *summon* (level 9, see below), *wish*

1/day—*demand* (DC 30), *symbol of fear* (DC 28), *symbol of persuasion* (DC 28), *symbol of stunning* (DC 29), *symbol of weakness* (DC 29)

STATISTICS

Str 43, **Dex** 26, **Con** 36, **Int** 19, **Wis** 24, **Cha** 35

Base Atk +33; **CMB** +51 (+53 bull rush, +55 grapple); **CMD** 74 (76 vs. bull rush)

Feats Awesome Blow, Bleeding Critical, Cleave, Combat Expertise, Combat Reflexes, Critical Focus, Dodge, Improved Bull Rush, Improved Critical (Ahriman's scourge), Improved Critical (bite), Improved Initiative, Improved Natural Attack (bite), Iron Will, Lightning Reflexes, Mobility, Multiattack, Power Attack

Skills Bluff +48, Diplomacy +48, Fly +12, Intimidate +48, Knowledge (arcana, religion) +32, Knowledge (engineering,

history, nature) +14, Knowledge (planes) +40, Linguistics +9, Perception +43, Sense Motive +43, Spellcraft +37, Stealth +17

Languages Abyssal, Aquan, Auran, Celestial, Common, Draconic, Ignan, Infernal, Terran; telepathy 300 ft.

SQ Ahriman's scourge, Lord of All Divs, slaughtered slave

SPECIAL ABILITIES

Ahriman's Scourge (Su) Ahriman's Huge scourge is made from the spines of genies. It deals 3d6 points of damage, and gains the *bane* weapon special ability when used it to attack a genie. The scourge only functions for Ahriman. If his scourge is lost or destroyed, Ahriman can magically create a new one from the skeletons of four genies.

Aura of Hopelessness (Su) Any creature that comes within 30 feet of Ahriman must succeed at a DC 38 Will save or take a –4 penalty on attack rolls, saving throws, skill checks, and ability checks. The save DC is Charisma-based.

Bottomless Maw (Su) When Ahriman bites a creature and successfully grabs it, he magically banishes the creature to an extraplanar bottomless pit. Ahriman can't swallow a creature that has the good subtype or is affected by *holy aura*.

A swallowed creature takes 2d8+12 points of sonic damage each round as it plummets endlessly through Ahriman's cacophonous interior—a repulsive, lightless pit where heresies and praises to Ahriman are screamed in all languages at once. The creature must also succeed at a DC 39 Will save each round or be dominated, as *dominate monster*, for 1 day. Ahriman knows when a creature becomes dominated, and can expel any creature as a move action, causing it to appear in any adjacent square. The save DC is Constitution-based.

A swallowed creature can't cut its way out. Any creature in the area of *silence* or a similar affect is unaffected by the sonic damage and domination. A swallowed creature can escape by using *plane shift* or similar magic. The Lord of All Divs is stunned for 1 round and forced to expel all creatures in his stomach if a creature in his stomach casts *holy aura* or summons a creature with the good subtype, or if a creature either inside or out of his stomach casts *atonement*, *freedom*, *holy word*, *limited wish*, *miracle*, or *wish*.

Consume Essence (Su) Ahriman's soul-rending savagery erodes the fundamental essence of his victims. When he confirms a critical hit with a natural weapon, the target takes 1d6 points of ability drain to a random ability score (Fortitude DC 39 half). The save DC is Constitution-based.

Crown of Fourfold Curses (Su) The ancient curses graven on the horns crowning Ahriman's head grant him a +14 profane bonus to AC and a +4 profane bonus to spell resistance against spells or spell-like abilities with the good descriptor or those cast by good creatures. If Ahriman confirms a critical hit with his gore attack, the target is stricken with *bestow curse* (DC 36). The save DC is Charisma-based.

Freeing Chains (Su) Multiple chains wrap around Ahriman's body, and three select links can free him if he's bound. Ahriman can break one of these links to gain the benefits of



freedom. He can do this as an immediate action to negate an applicable effect being cast on him.

Lord of All Divs Ahriman gains a suite of traits as Lord of the Divs.

- **Regeneration (Ex)** Only epic and good damage, good damage from a mythic source, or damage from a creature of equal or greater power (such as an archdevil, deity, or demon lord) interrupts Ahriman's regeneration.
- Immunity to ability damage and drain, charm and compulsion effects, death effects, energy drain, and petrification.
- Resistance to acid 30 and electricity 30.
- **Resurrection (Ex)** Ahriman's power is rooted in his domain in Abaddon. If he is slain, his body collapses into a mass of writhing snakes and is restored to life (as *true resurrection*) at the foot of his mountain. Once this occurs, Ahriman can't use this ability until a full year has passed; if slain again before that time, he is forever destroyed.
- **Frightful Presence (Su)** Ahriman can activate his frightful presence as a free action as part of any attack, spell-like ability, special attack, or by speaking aloud.
- **Summon Divs (Sp)** Three times per day as a swift action, Ahriman can summon any div or combination of divs whose total combined CR is 20 or lower, or summon a unique div of his choice. This otherwise works like the summon universal monster rule, with a 100% chance of success, and counts as a 9th-level spell effect.
- Telepathy 300 feet.
- Ahriman's natural weapons and any weapons he wields are treated as epic and evil for the purpose of overcoming damage reduction.
- Ahriman can grant spells to his worshipers as if he were a deity. His domains are Darkness, Death, Destruction, and Evil. His favored weapon is the whip.

Shake Faith (Su) When Ahriman strikes a divine spellcaster with a melee attack, the target is shaken for 1d4 rounds (Will DC 38 reduces the duration to 1 round). On a critical hit, the target is frightened instead of shaken for the same duration. The save DC is Charisma-based.

Skin of Serpents (Su) Ahriman's flesh writhes with countless vipers, embodiments of ancient and forgotten evils. Any creature striking Ahriman in melee (unless using a reach weapon) must succeed at a DC 38 Fortitude save or take 1d6 points of Strength drain. The save DC is Charisma-based. If the creature fails its save, Ahriman gains 5 temporary hit points.

Slaughtered Slave (Su) Any humanoid slain by Ahriman becomes a cairn wight (or brute wight if it was a giant) in 1d4 rounds. A genie killed by Ahriman instead rises as a ghul

in 1d4 rounds. The creature is enslaved to Ahriman's will and loses all abilities and memories it had in life.

Symbolic Prison (Su) When Ahriman entraps a creature in his bottomless maw or in a *maze* spell, he can use one of his symbol spell-like abilities as a swift action. The *symbol* affects all creatures within the prison, and ends when all creatures have escaped the maw or *maze*.

Ahriman sprang from the darkest shadows of the elements at the birth of the genie races. Though he towers nearly 20 feet tall and weighs 7,000 pounds, Ahriman moves with uncanny swiftness. Ahriman's rampages leave legions of undead in his wake that, alongside nihilistic Usij cultists, tear down life, culture, and civilization. To the Lord of All Divs, suffering and pain are meat and drink, corruption and murder useful tools, and the end of all things the only worthwhile goal.





Arazni

This gray-skinned woman wears a royal gown that exposes the top of a jagged incision down the middle of her chest.

ARAZNI**CR 26/MR 8****XP 2,457,600**Female human lich wizard 20/marshal 8 (*Pathfinder RPG**Bestiary* 188, *Pathfinder RPG Mythic Adventures* 38)

NE Medium undead (human)

Init +18; **Senses** darkvision 60 ft.; Perception +40**Aura** fear (60 ft., DC 30)**DEFENSE****AC** 44, touch 22, flat-footed 38 (+6 armor, +5 deflection, +6 Dex, +1 insight, +10 natural, +6 shield)**hp** 379 (20d6+307)**Fort** +23, **Ref** +21, **Will** +25**Defensive Abilities** channel resistance +4, fortification (50%), *freedom of movement*, hard to kill, mythic saving throws, rejuvenation, unstoppable; **DR** 15/bludgeoning and magic;**Immune** cold, electricity, undead traits; **SR** 23**OFFENSE****Speed** 30 ft., fly 40 ft. (average)**Melee** +5 *conductive dancing keen rapier* +23/+18

(1d6+12/15–20), touch +13 (1d8+10 plus paralyzing touch)

Ranged ray +16 (ranged touch)**Special Attacks** abundant casting, arcane metamastery (2 spell slots), archmage arcana (arcane surge), hand of the apprentice (17/day), inspire minions, marshal's order (advance), metamagic mastery (7/day), mythic power (18/day, surge +1d10), paralyzing touch (DC 30), surge of inspiration, words of valor**Wizard Spells Prepared** (CL 20th; concentration +34)9th—*gate*, *overwhelming presence*^{UM} (DC 36), *power word kill*^M (2), *time stop*^M, *wish*8th—quicken *charm monster*, *horrid wilting* (2, DC 32), *mass charm monster* (2, DC 34), *prediction of failure*^{UM} (DC 32)7th—*finger of death*^M (DC 32), *quicken invisibility sphere*, *mass fly*, *power word blind*, *spell turning*, *waves of ecstasy* (DC 34)6th—*antimagic field*^M, *circle of death* (DC 31), *disintegrate* (DC 30), *greater dispel magic*, *greater heroism*, *mass eagle's splendor*, *mass suggestion* (DC 33)5th—*dominate person* (2, DC 32), *feeblemind* (DC 32), *overland flight* (already cast), *quicken true strike* (3)4th—*detect scrying* (already cast), *dimension door*, *fear* (DC 29), *greater invisibility*, *phantasmal killer* (2, DC 29), *terrible remorse* (DC 31)3rd—*fireball*^M (DC 27), *fly*, *greater magic weapon* (already cast), *haste*^M (2), *heroism*^M, *stinking cloud* (DC 27)2nd—*detect thoughts* (DC 26), *false life* (already cast), *mirror image* (2), *resist energy* (2), *see invisibility*, *spectral hand*1st—*disguise self*, *feather fall*, *mage armor*^M, *ray of enfeeblement* (DC 26), *shield*, *true strike*, *vanish* (2)0 (at will)—*detect magic*, *ghost sound* (DC 25), *mage hand*, *open/close***M** mythic spell**TACTICS****Before Combat** Every day, Arazni casts *detect scrying*, *false life*, *greater magic weapon*, *mythic mage armor* (cast from her staff of the magi), and *overland flight* on herself, using her arcane metamastery path ability to gain the benefit of Extended Spell with each. The effects of these spells and the use of mythic power already expended are reflected in Arazni's statistics.**STATISTICS****Str** 24, **Dex** 22, **Con** —, **Int** 39, **Wis** 18, **Cha** 31**Base Atk** +10; **CMB** +17; **CMD** 39**Feats** Arcane Strike^M, Craft Wondrous Item, Dual Path^M, Empower Spell, Extend Spell, Greater Spell Focus (enchantment), Improved Initiative, Iron Will, Leadership, Lightning Reflexes, Mythic Spell Lore^M, Quicken Spell, Persistent Spell^{APG}, Scribe Scroll, Spell Focus^M (enchantment), Spell Focus (necromancy), Spell Perfection^{APG} (*fireball*), Toughness**Skills** Appraise +18, Bluff +11, Craft (alchemy) +18, Diplomacy +31, Disguise +24, Fly +19, Handle Animal +11, Intimidate +33, Knowledge (arcana, dungeoneering, engineering, history, local, nobility, planes, religion) +38, Knowledge (geography, nature) +32, Linguistics +27, Perception +40, Sense Motive +17, Spellcraft +37, Stealth +35, Use Magic Device +31; **Racial****Modifiers** +8 Perception, +8 Sense Motive, +8 Stealth**Languages** Abyssal, Aklo, Ancient Osiriani, Aquan, Auran, Azlanti, Celestial, Common, Draconic, Dwarven, Elven, Giant, Gnoll, Gnome, Goblin, Halfling, Ignan, Infernal, Kelish, Orc, Osiriani, Sylvan, Terran, Undercommon**SQ** amazing initiative, arcane bond (rapier), divine source (Evil, Nobility [Leadership subdomain], Protection [Defense subdomain]), exceptional resources, permanent spells, recuperation**Combat Gear** *Arazni's staff of the magi*, *Harlot's Kiss*, *lesser maximize metamagic rod*, *pearls of power* (2, 3rd level), *scroll of greater scrying*, *scroll of teleport*, *scroll of tongues*, *wand of inflict light wounds* (50 charges); **Other Gear** +5 *arrow deflection mithral buckler*, *amulet of natural armor* +5, *belt of physical might* +6 (Str, Dex), *cloak of resistance* +5, *dusty rose prism ioun stone*, *eyes of the eagle*, *handy haversack*, *headband of mental superiority* +6, *pale green ioun stone*, *ring of freedom of movement*, *ring of protection* +5, *spellbook* (includes all sorcerer/wizard spells, plus unique spells Arazni personally researched), diamond worth 25,000 gp**SPECIAL ABILITIES****Exceptional Resources (Ex)** Arazni has the wealth of a 20th-level PC, rather than an NPC. This increases her CR by 1. She used some of this wealth to create and read the following books to gain inherent bonuses to her ability scores: *manual of gainful exercise* +5, *manual of quickness in action* +4, *tome of clear thought* +5, and *tome of leadership and influence* +5.

Permanent Spells Using *permanency*, Arazni gave herself the constant effects of *arcane sight*, *resistance*, and *see invisibility*. She is under the effect of a *contingency* that casts *harm* on her if she's brought below 100 hit points.

Arazni was once a demigod and herald to Aroden. As the Red Crusader, she rode into battle during the Shining Crusade. Yet her bravery and might were of no avail against the Whispering Tyrant, who humiliated her before torturing her to death, throwing her broken form amid the ranks of her army to dishearten them. But even in death Arazni found no comfort. She lay in rest only 67 years before the overzealous Knights of Ozem provoked the witch-king Geb, who raised some of the fallen knights as grave knights and sent them to bring Arazni's revered remains to him. Not content with her corpse, he infused deathless vitality into her and bound her spirit up in her bones, making her his Harlot Queen. She rules still in his stead.

Arazni's onetime disciples in the Knights of Ozem have resolved to lay her finally to rest. The knights possess the *Bloodstones of Arazni* (*Pathfinder Campaign Setting: Artifacts & Legends* 13): four of her organs kept in funerary jars, which they recovered from Geb. They believe those bearing these jars have the protection of both *holy aura* and *mind blank* against Arazni's magic (in addition to an ability unique to each jar). But whether the jars hold the key to truly destroying her has not yet been proven. The Harlot Queen plots in secret to destroy—or recover, if possible—all the remaining jars. Her graveknight bodyguards monitor for any sign of the Bloodstones. It's said that Arazni senses the location of a jar when it's used, but no one can be sure whether this is true or a rumor the Harlot Queen has spread to keep those relics from being used.

Arazni's Staff of the Magi (Minor Artifact): Arazni possesses an unusual *staff of the magi* that Geb recovered from a nameless pharaoh's tomb and offered his newly risen bride. This *staff of the magi* uses its wielder's caster level, Intelligence modifier, and feats when determining its spells' saving throws, rather than the set save DCs of a typical *staff of the magi*. In addition, if the wielder knows the mythic version of one of the staff's spells, she can expend uses of mythic power to cast or augment that spell as if she were casting it normally. If the wielder doesn't know the mythic version of a spell, she can use the mythic version of that spell by expending one use of mythic power per 2 levels of the spell (rounding up); a mythic spell cast this way can't be augmented. The wielder can use metamagic feats in conjunction with spells cast from her staff if she has a way to apply the feats on the spot without increasing the spells' caster

levels (such as Arazni's arcane metamastery path ability, a *metamagic rod*, or the Spell Perfection feat).

Arazni's *staff of the magi* can create unique *fireballs*, which cost 2 charges to cast. These fireballs begin as eruptions of black fire, but coalesce into explosive waves of freezing darkness. These fireballs can deal fire damage, cold damage, or half cold and half fire. Creatures failing their saving throws against such a *fireball* are staggered for 1 round by the force of the explosion. In addition, the area of the *fireball* is treated as *deeper darkness* until the end of the wielder's next turn. Any creature or object that enters the darkness during this time takes damage as if it had been in the area when the *fireball* was cast. This power replaces *telekinesis*.

Harlot's Kiss (Minor Artifact): Arazni's scarlet-hilted rapier is a relic of her days as the Red Crusader. Her blade acts as a +1 *conductive dancing keen rapier*, and its *conductive* property can be used once per round even while it is dancing.

The blade has two abilities only Arazni can use. If she hurls *Harlot's Kiss* using the hand of the apprentice ability, it can perform a full attack against a single target rather than a single attack, instantly returning to Arazni at the end of her turn. However, she can't use hand of the apprentice on the rapier while it's dancing. If Arazni expends one use of mythic power when commanding the weapon to dance, the weapon's attacks use her caster level as the base attack bonus (effectively gaining a +10 bonus on attack rolls) for as long as it dances.





Jarl Gnargorak

Clad in mithral and furs and armed with a glowing sword made of ice, this towering, blue-skinned humanoid has a regal presence.

JARL GNARGORAK **CR 25/MR 8**

XP 1,638,400

Male frost giant ranger 12/marshal 8 (*Pathfinder RPG Mythic Adventures* 38)

CE Large humanoid (cold, giant)

Init +19; **Senses** low-light vision; Perception +33

DEFENSE

AC 43, touch 19, flat-footed 38 (+10 armor, +5 deflection, +5 Dex, +14 natural, -1 size)

hp 485 (26 HD; 14d8+12d10+356)

Fort +34, **Ref** +26, **Will** +19; +2 vs. fire-based effects

Defensive Abilities evasion, hard to kill, mythic saving throws, rock catching, unstoppable; **Resist** electricity 20, fire 30

OFFENSE

Speed 30 ft.

Melee *Winter's Heart* +41/+36/+31/+26 (2d8+25/17-20 plus 1d6 cold)

Ranged +5 *seeking composite longbow* +33/+28/+23/+18 (2d6+18/19-20/x3) or rock +28 (1d8+19)

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

Special Attacks favored enemy (animals +4, evil outsiders +2, humans +4), fight on, inspiring assault, marshal's order (advance, decisive strike), menacing presence, mythic bond, mythic presence, press the advantage, rock throwing (120 ft.)

Ranger Spells Prepared (CL 9th; concentration +13)

3rd—*fickle winds*^{UM}, *water walk*

2nd—*barkskin* (already cast), *versatile weapon*^{APG}, *wind wall*

1st—*horn of pursuit*^{UM}, *pass without trace*, *resist energy* (already cast)

STATISTICS

Str 37, **Dex** 24, **Con** 34, **Int** 12, **Wis** 18, **Cha** 18

Base Atk +22; **CMB** +36 (+38 bull rush); **CMD** 58 (60 vs. bull rush)

Feats Awesome Blow, Deadly Aim^M, Endurance, Exotic Weapon Proficiency (bastard sword), Improved Bull Rush, Improved Critical^M (bastard sword), Improved Critical (composite longbow), Improved Initiative, Improved Precise Shot, Iron Will, Leadership, Lightning Reflexes, Pinpoint Targeting, Point-Blank Shot, Power Attack^M, Precise Shot, Rapid Shot^M

Skills Intimidate +33, Knowledge (geography, nature) +13, Perception +33, Sense Motive +14, Stealth +25 (+29 in snow), Survival +33; **Racial Modifiers** +4 Stealth in snow

Languages Common, Giant, Hallit

SQ additional order, amazing initiative, camouflage, evasion, exceptional wealth, favored terrain (cold +4, mountain +2), hunter's bond (companions), pierce the darkness, quarry, recuperation, swift tracker, track +6, wild empathy +16, woodland stride

Combat Gear boots of speed, +1 brilliant energy arrows (10), potions of cure serious wounds (4), +1 demon bane arrows (10), +1 dragon bane arrows (10), +1 flaming burst arrows (10), +1 human bane arrows (20), efficient quiver, glove of storing, greater horn of blasting, staff of journeys^{UE} (50 charges); **Other Gear** +4 improved shadow mithral breastplate, +5 seeking composite longbow (+14 Str) with 30 arrows, *Winter's Heart* (see below), *amulet of natural armor* +5, *belt of physical perfection* +6, *cloak of resistance* +5, *greater bracers of archery*, *greater ring of fire resistance*, *headband of mental prowess* +4 (Wis, Cha), *portable hole*, *ring of protection* +5, *stormlord's helm*, spell component pouch, platinum and sapphire necklace (worth 12,500 gp), platinum symbol of Thremyr (worth 500 gp), sapphires (10, worth 5,000 gp each)

SPECIAL ABILITIES

Exceptional Wealth (Ex) Jarl Gnargorak has the wealth of a 20th-level PC, rather than an NPC. This increases his CR by 1.

WINTER'S HEART		MINOR ARTIFACT
SLOT none	CL 20th	WEIGHT 12 lbs.
AURA strong evocation		
ALIGNMENT chaotic neutral	SENSES 120 ft., blindsight	
INTELLIGENCE 14	WISDOM 12	CHARISMA 19 EGO 28
LANGUAGE telepathy (Common, Giant, Hallit, Skald, and Tien)		

Carved long ago from the ice at the heart of an ancient glacier and infused with a cold and unstoppable drive, this +5 *icy burst quenching bastard sword* (*Pathfinder RPG Ultimate Equipment* 146) changes size to match its wielder. Spell-like abilities used by *Winter's Heart* receive the benefits of Greater Spell Focus (evocation).

As a standard action, the wielder of *Winter's Heart* can dispel fire effects as a *frost brand*. Alternatively, as a standard action, the wielder can quench a Huge or smaller nonmagical fire by touching it with the sword.

The sword commands the following spell-like abilities:

3/day—*heroism* (on its wielder only)

1/day—empowered *cone of cold* (DC 21), maximized widened *detonate*^{APG} (cold only, DC 20), *word of recall*

The DC for *detonate* is determined as if it were an 8th-level spell. If *detonate* is cast on a creature with the cold subtype, it also acts as *heal*; if cast on a creature with the fire subtype, it also acts as *harm*.

Winter's Heart has the special purpose of uniting the lands of the north under one iron rule. When pursuing this purpose, it surrounds its wielder in icy armor that combines the protection of *stoneskin* and *fire shield* (cold flames). If the protection of the *stoneskin* is exhausted, both protections are lost and the sword can't reestablish them for 10 minutes.

DESTRUCTION

Winter's Heart can be destroyed only if it's hurled into the center of a cataclysmic volcanic eruption. Even a normal volcano's heat is insufficient to melt the blade, and immersing it in magma merely solidifies the magma into rock.



The ambitious Gnargorak always hungered for power and status, but he didn't aspire to be Jarl of all Jarls until *Winter's Heart* came into his grasp. The sword whispered dreams of greatness to Gnargorak, of lordship over all frost giants. The first obstacle to establishing his regime was the ancient silver dragon Lanargix, long a thorn in the side of frost giants throughout the Tusk Mountains. Jarl Gnargorak filled her hide with a dozen arrows before meeting her in melee, sword to claw. With the dead dragon's horns adorning his staff, Gnargorak proclaimed himself the chosen of Thremyr and high jarl of all frost giants, in the Tusk Mountains and beyond. Now, a full score of Tusk Mountain jarls openly swear fealty to Gnargorak. Others placate him, lest they draw his wrath. Only the jarl's lack of focus and unceasing need to conquer keeps him from uniting the remaining giants of the Tusks under one banner.

The skulls of those who dared dispute his sovereignty line the path to his mountain fortress of Bos-Phargrumm (see page 33). He rarely sets foot in this ice castle, as raiding the hated Mammoth Lords brings him far more pleasure than consolidating his rule. The towering citadel that reaches into the clouds stays busy even without its ostensible owner sitting upon its massive, ornate throne. Jarl Gnargorak's cloud giant harem lives there, serving as his advisors, maintaining the treasuries, collecting taxes from lands Gnargorak has claimed, and negotiating with the tribes on the jarl's behalf. They grow tired of this work, as the jarl is far more interested in conquering new territory than in ruling over that which he holds.

Winter's Heart also grows weary of Gnargorak's lack of dedication to building a true empire. Of late, the sword has denied the jarl its greater powers except in times of dire need. It constantly searches for another potential leader to bear it and use it to impose rule over the north. Of course, the jarl never lets *Winter's Heart* leave his presence, so the sword's options are limited. The artifact is unattended only while the jarl is in his personal chambers, where he feels he's safe. But one of his harem has communicated with the sword and sympathizes with its goals. She watches for the best candidates, and invites them to Bos-Phargrumm on false pretenses so she can weigh their acumen. She and *Winter's Heart* haven't found a suitable leader among the frost giants; there's no shortage of ambition among their kind, but no tribal leader has half the experience or cunning Gnargorak does.

Though other frost giants admire and fear Jarl Gnargorak's prowess in battle, they view his harem of cloud giants with private derision and a touch of envy. Even given the jarl's imposing 16-foot stature, his brides all stand noticeably taller than he. Gnargorak prizes his exotic harem, and eagerly anticipates the birth of a son surely destined to be the mightiest frost giant in all the Tusks. Yet despite his many brides, the jarl's seed has yet to bear fruit. His displeasure over this continued lack of an heir drives him to ever more brutal raids against the Mammoth Lords so that he can at least leave a legacy of conquest and make a mark for all to see in the histories of the north—even if there would be no one of his own blood to take over his domain.

Jarl Gnargorak leads a veritable army, but because he started out as a hunter, not a soldier, he uses his forces in unconventional ways that suit the tactics he learned in the wild. Rather than simply leading an overwhelming force directly into battle against the Mammoth Lords, he draws the warriors' attention away from the safety of their followings and into his snares and ambushes. Only when a group is weakened does he sweep in to destroy them.





Kortash Khain

This withered humanoid wears sooty, fire-blackened robes and a headdress of black and gold.

KORTASH KHAIN**CR 23/MR 6****XP 819,200**

Male ghoul cleric of Kabriiri 5/sorcerer (wildblooded) 5/mystic theurge 10/hierophant 6 (*Pathfinder RPG Mythic Adventures* 32, *Pathfinder RPG Ultimate Magic* 70)

CE Medium undead

Init +11; **Senses** darkvision 60 ft., deathwatch 30 ft., true seeing; Perception +11

DEFENSE

AC 39, touch 22, flat-footed 34 (+5 armor, +5 deflection, +5 Dex, +2 luck, +7 natural, +5 shield)

hp 391 (22 HD; 2d8+5d8+5d6+10d6+308)

Fort +25, **Ref** +17, **Will** +34

Defensive Abilities channel resistance +2, contingencies, hard to kill, *mind blank*, mythic saving throws; **Immune** undead traits

OFFENSE

Speed 30 ft.

Melee bite +12 (1d6+1 plus disease and paralysis), 2 claws +12 (1d4+1 plus paralysis), *staff of power* +14/+9/+4 (1d6+3)

Ranged ray +17 (by spell/19–20)

Special Attacks alter channel, the blood is the life^{UM} (13/day), channel negative energy 15/day (DC 22, 3d6), death's kiss (2 rounds, 14/day), disease, divine surge (inspired spell), eldritch breach, enduring blessing (1 minute/level), faith's reach, lore keeper, mythic power (15/day, surge +1d8), paralysis (1d4+1 rounds, DC 21, elves are immune to this effect), spell synthesis

Spell-Like Abilities (CL 22nd)

2/day—*ghoul touch*

1/day—undead minion^{BOTD2}

Cleric Spells Prepared (CL 15th; concentration +26)

8th—*fire storm*^M (DC 29), *mind blank*^D (already cast), *unholy aura*

7th—*destruction*^D (2, DC 29), *empowered flame strike* (2), *repulsion* (DC 28)

6th—*create undead*^D, *greater dispel magic*, *harm*^M (2, DC 29), *plague storm*, *word of recall*

5th—*plane shift*^M (DC 26), *scrying* (DC 26), *slay living*^D (3, DC 27), *steal power*^{MA} (DC 28), *true seeing* (already cast)

4th—*aura of doom*, *blessing of fervor*^{APG}, *dismissal* (DC 25), *divine power*, *enervation*^{D, M} (2), *freedom of movement*

3rd—*bestow curse* (3, DC 25), *dispel magic*, *magic vestment* (already cast), *prayer*^M (2), *seek thoughts*^{APG, D}

2nd—*darkness*^M, *ghoul touch*^D (DC 25), *remove paralysis*, *resist energy* (2), *silence*^M (2, DC 23), *spiritual weapon*

1st—*comprehend languages*^D, *divine favor*, *entropic shield*, *protection from good* (3), *shield of faith*^M (2)

0 (at will)—*detect magic*, *guidance*, *light*, *mending*

D domain spell; **Domains** Death (Undead subdomain^{APG}), Knowledge (Thought subdomain^{APG}); **M** mythic spell

Sorcerer Spells Known (CL 15th; concentration +25)

7th (5/day)—*finger of death*^M, (DC 29), *power word blind*, *prismatic spray*^M

6th (8/day)—*contagious flame*^{APG}, *contingency*^M, *greater dispel magic*, *undeath to death* (DC 28)

5th (8/day)—*cone of cold* (DC 25), *dominate person*^M (DC 25), *mage's private sanctum*, *teleport*, *waves of fatigue*

4th (8/day)—*animate dead*, *bestow curse* (DC 26), *charm monster* (DC 24), *enervation*^M, *fire shield*

3rd (8/day)—*fly*, *hold person* (DC 23), *magic circle against good*, *nondetection*, *vampiric touch*^M

2nd (9/day, 8 remaining)—*command undead* (DC 23), *false life* (cast once), *mirror image*, *resist energy*, *scorching ray*, *spider climb*^M

1st (9/day)—*chill touch* (DC 23), *expeditious retreat*, *feather fall*, *ray of enfeeblement* (DC 23), *silent image* (DC 21), *vanish*

0 (at will)—*acid splash*, *arcane mark*, *dancing lights*, *ghost sound* (DC 20), *mage hand*, *message*, *prestidigitation*, *read magic*, *tough of fatigue*

Bloodline undead (sanguine^{UM}); **M** mythic spell

STATISTICS

Str 13, **Dex** 21, **Con** —, **Int** 17, **Wis** 32, **Cha** 31

Base Atk +11; **CMB** +12; **CMD** 32

Feats Accursed Critical^{UM}, Craft Wondrous Item, Demonic Obedience^{BOTD2}, Empower Spell, Eschew Materials, Extra Channel, Improved Critical (ray), Mythic Spell Lore, Spell Focus^M (necromancy), Thanatopic Spell^{UM}, Toughness^M, Weapon Focus (ray)

Skills Intimidate +32, Knowledge (arcana, planes, religion) +28, Spellcraft +28, Use Magic Device +24

Languages Common

SQ amazing initiative, aura, bloodline arcana (+1 caster level with necromancy spells), combined spells (5th), exceptional wealth, ghoulish apotheosis (+4 Charisma), mythic spellcasting, recuperation

Combat Gear *crown of conquest*^{UE}, *extend metamagic rod*, *greater strand of prayer beads*, *ring of spell turning*, *scroll of tongues*, *staff of necromancy*, *staff of power*; **Other Gear** +4 mithral buckler, *amulet of natural armor* +5, *belt of incredible dexterity* +6, *cloak of resistance* +5, *darkskull (invisibility purge)*, *deathwatch eyes*, *headband of mental prowess* +6 (Wis, Cha), *ring of protection* +5, *eye ointment* (worth 250 gp), gold and platinum holy symbol (worth 1,000 gp)

SPECIAL ABILITIES

Contingencies Kortash Khain is under the effect of the following *mythic contingencies*: *resist energy* when he's affected by an acid, cold, electricity, fire, or sonic effect dealing more than 10 points of damage; *teleport* when he's brought below 50 hit points or unable to take actions

for 1 full round; and both empowered *mirror image* and *mythic shield of faith* when he's targeted with an attack that requires an attack roll.

Disease (Su) *Ghoul Fever*. Bite—injury; *save* Fort DC 21; *onset* 1 day; *frequency* 1 day; *effect* 1d3 Con and 1d3 Dex damage; *cure* 2 consecutive saves. The *save* DC is Charisma-based. A humanoid who dies of ghoul fever rises as a ghoul at the next midnight; a humanoid with 4 Hit Dice or more rises as a ghast.

Exceptional Wealth (Ex) Kortash Khain has the wealth of a 20th-level PC, rather than an NPC. This increases his CR by 1.

Kortash Khain is the high priest on Golarion of the demon lord Kabriri, the Lord of Everglut. He rules as Priest-King of Nemret Noktoria, a city of bone-white towers where ghouls dwell. His city lies deep in the vaults of Sekamina in the Darklands below Osirion. Kabriri rules over the Abyssal city of Everglut, a cyclopean necropolis inhabited by ghouls and riddled with tunnels. All Kortash Khain's immortal thought is bent on replicating his master's dead city within the living world.

Though Khain has sent ambassadors to Thuvia, Osirion, and their neighbors to conduct trade negotiations, thoughts of war, insurrection, and murder are never far from his mind. Much of his wrath has been turned against the nearby inhabitants of the Darklands—his purges have largely depopulated Sekamina in the vicinity of his city. A fortunate few are merely dead and devoured—all of the rest have been absorbed into Khain's ever-growing ghoul army.

Not even the genies of Garund have escaped the Priest-King's capture squads. Many have been defeated and converted by the powers of death into great ghuls, often serving in positions of prominence as atamans, beys, and pashas under Khain's dominion. The most powerful of these are four great ghul oracles called the Quadrante Pillars, each formed from the undead remnant of a genie twisted into serving in death the element that was its opposite in life. A few renegade shaitans have been converted to the worship of Kabriri, and serve Kortash Khain as architects, engineers, and builders in his city. This so-called Blackstone Brotherhood is held in high esteem in Nemret Noktoria not only for its architectural creations but also for its members' prowess as hunters. They infiltrate their genie brethren and lure them into ambushes.

Kortash Khain and any other clerics or oracles worshipping Kabriri gain several unique options when summoning or creating undead to serve them. They add the following creatures to their *summon monster* lists: I—fiendish human zombie (standard or fast

zombie); II—fiendish ghoul, fiendish plague zombie; III—fiendish ghast; IV—giant fiendish ghast; V—ghul; VI—fiendish ghul, great ghul; VII—fiendish great ghul, fiendish shaitan; VIII—black jinni; IX—fiendish black jinni. When using *create undead*, a cleric or oracle of Kabriri can create a ghul or great ghul from the corpse of a genie rather than creating a mummy (minimum caster level 15th). When creating a ghoul, ghast, ghul, or great ghul with this spell, a cleric or oracle of Kabriri can also apply the fiendish template to that creature. This requires the caster to double the normal material component cost or sacrifice a living humanoid as an additional material component of casting the spell.





Old-Mage Jatembe

This gray-haired man with a short, wiry beard wears a nondescript robe festooned with satchels and decorations.

OLD-MAGE JATEMBE

CR 24/MR 6

XP 819,200

Male old human wizard 20/archmage 6

NG Medium humanoid (human)

Init +13; **Senses** *arcane sight*, darkvision 60 ft., see *invisibility*; Perception +28

DEFENSE

AC 32, touch 19, flat-footed 29 (+8 armor, +5 deflection, +3 Dex, +1 insight, +5 natural)

hp 210 (20d6+138); regeneration 1

Fort +16, **Ref** +15, **Will** +25; +8 vs. mind-affecting

Defensive Abilities hard to kill, *mind blank*, mythic saving throws; **DR** 10/epic

OFFENSE

Speed 30 ft.

Melee *staff of the planes* +13/+8 (1d6+3)

Special Attacks abundant casting, archmage *arcana* (wild *arcana*), hand of the apprentice (18/day), metamagic mastery (7/day), mythic spellpower, permanent *shapechange*, rapid preparation

Wizard Spells Prepared (CL 20th; concentration +35)

- 9th—*ascension*^M, *gate*, *mage's disjunction*, *meteor swarm*, *time stop*^M, empty slot*
- 8th—maximized *cone of cold*, *maze*^M, *polymorph any object* (DC 33), *power word stun*, *summon monster VIII*, empty slot*
- 7th—quickened *fireball*^M (2, DC 32), *forcecage* (DC 33), *mage's sword*, *mass invisibility*, *summon monster VII*, empty slot*
- 6th—*chain lightning*^M (DC 32), *globe of invulnerability*^M, *mislead*^M (DC 31), quickened *scorching ray*^M, *summon monster VI*, *true seeing*, empty slot*
- 5th—*baleful polymorph* (DC 30), *cloudkill* (DC 31), *communal stonesskin*^{UC}, quickened *entangle*^M (DC 30), *mage's faithful hound*, *overland flight*, empty slot*
- 4th—*communal protection from energy*^{UC} (DC 29), *dimension door*, *enervation*, *mass enlarge person* (DC 29), maximized *magic missile*^M, *wall of fire*, empty slot*
- 3rd—*call lightning*^M (2, DC 29), *communal resist energy*^{UC} (DC 28), *fireball*^M (DC 29), *haste*^M (2), *lightning bolt* (DC 29), empty slot*
- 2nd—*barkskin*, *blur*, *communal protection from evil*^{UC}, *forest friend*^{UC}, *glitterdust* (DC 28), *mirror image* (2), empty slot*
- 1st—*entangle*^M (2, DC 26), *expeditious retreat*, *feather fall*, *magic missile*^M, *obscuring mist*^M, *true strike*, empty slot*
- 0 (at will)—*ghost sound* (DC 25), *light*, *mage hand*, *prestidigitation*

M mythic spells

* Jatembe has one unprepared slot at each level for his rapid preparation archmage path ability.

STATISTICS

Str 14, **Dex** 16, **Con** 18, **Int** 41, **Wis** 24, **Cha** 22

Base Atk +10; **CMB** +12; **CMD** 31

Feats Augment Summoning, Extend Spell, Fast Learner^{ARG}, Greater Spell Penetration, Heighten Spell, Improved Initiative, Maximize Spell, Mythic Spell Lore (2), Quicken Spell, Scribe Scroll, Silent Spell, Spell Focus (conjunction), Spell Focus (evocation), Spell Penetration^M, Still Spell, Toughness

Skills Bluff +30, Diplomacy +30, Fly +27, Handle Animal +30, Heal +28, Intimidate +30, Knowledge (arcana, dungeoneering, geography, history, nature, planes, religion) +39, Perception +28, Perform (oratory) +30, Sense Motive +28, Spellcraft +39, Stealth +5, Survival +28, Use Magic Device +30

Languages Abyssal, Aklo, Ancient Osiriani, Azlanti, Celestial, Common, Cyclops, Draconic, Druidic, Elven, Infernal, Polyglot, Protean, Sylvan, Treant, Undercommon

SQ amazing initiative, arcane bond (*ring of continuation*), crafting mastery, exceptional wealth, gifts of the teachers, immortality arcane discovery^{UM}, Jatembe's divine knowledge, perfect preparation, permanent spells, recuperation

Combat Gear *bag of tricks* (tan), *beacon of true faith*, *cloak of ethereality*, *dryad sandals*^{UE}, *greater book of extended summoning*^{UE} (good), *robe of gates*^{UE}, *staff of the planes*^{UE}, *wand of cure critical wounds* (CL 20th, 50 charges), *wand of restoration* (50 charges); **Other Gear** *belt of physical perfection* +6, *bracers of armor* +8, *cloak of resistance* +5, *headband of mental superiority* +6, *ring of protection* +5, *amulet of the planes*, *circlet of persuasion*, *dusty rose prism ioun stone*, *gloves of shaping*, *handy haversack*, *polymorphic pouch*^{UE}, *ring of regeneration*, *stone of good luck*, eye ointment for *true seeing* (worth 1,000 gp), granite and diamond dust for *communal stonesskin* (worth 10,000 gp), miniature platinum sword for *mage's sword* (worth 250 gp), rare herbs and gems for *ascension* (worth 10,000 gp), ruby dust for *forcecage* (worth 1,500 gp)

SPECIAL ABILITIES

Exceptional Wealth Jatembe has the wealth of a 20th-level PC, rather than an NPC. This increases his CR by 1.

Gifts of the Teachers (Ex) Old-Mage Jatembe sought the knowledge and assistance of many great powers—from angels to demons to gods—so he could help his people. Among the gifts they bestowed on him were permanent versions of augmented *mythic barkskin*, *mind blank*, and *shapechange*, plus the knowledge and power that allowed him to develop his enhanced divine knowledge ability. These increase his CR by 1.

Jatembe's Divine Knowledge (Ex) Jatembe has a much stronger version of the divine knowledge archmage path ability (*Pathfinder RPG Mythic Adventures* 19). He has the following spells on his list of spells known: *barkskin*, *call lightning*, *entangle*, *forest friend*^{UC}, *lesser restoration*, *plant growth*, *speak with animals*, and *speak with plants*.

Perfect Preparation (Ex) Jatembe no longer needs a spellbook to prepare spells. He knows and can prepare any wizard spell from the *Pathfinder RPG Core Rulebook* that doesn't have the evil descriptor, any spell from pages 28 and 29 of *Pathfinder Player Companion: Faiths & Philosophies* (casting these as though they were wizard spells of the highest level listed in their descriptions), and possibly others as well, including unique ones he's researched.

Permanent Spells Through the use of *permanency*, Jatembe is constantly under the effects of the following spells: *arcane sight*, *darkvision*, *see invisibility*, and *telepathic bond* (once with each of his Ten Magic Warriors). He is under the effect of a *contingency* that causes *dimension door* to come into effect if he's brought below 80 hit points.

No character looms larger in the myths of the Mwangi tribes than Old-Mage Jatembe. Jatembe rose to prominence in the Age of Anguish, a time when mankind was just beginning to recover from the devastation caused by Earthfall and the destruction of Azlant. Jatembe was the first among humanity to rediscover the art of wizardry and written magic, and did much to redeem these arts in the eyes of a superstitious people. Jatembe worked tirelessly to stem the tide of barbarism left in the wake of the Age of Darkness, and preserve the learning and culture of his people. He is remembered as a folk hero among the Mwangi, and as a beacon of hope in a darkest of times.

Little is known about Jatembe's origins. Even in the earliest of myths, he's described as an old man. Some scholars point out parallels between Jatembe's ageless nature and the immortal masters of the lost city of Ird, suggesting that fabled city as his birthplace, though the decadent and cruel lords of Ird have little else in common with him. Later accounts claim Jatembe and his disciples destroyed the city of Ird to punish it for its wickedness, casting doubt on this theory. Other myths connect Jatembe with the druids of the Mwangi Expanse, some even claiming he was an ex-druid himself. True or not,

Jatembe did have an affinity for druidic magic, and the magical school he founded—the Magaambya—continues to teach druid spells to this day.

The details of Jatembe's ascension are similarly occluded by millennia of myth and legend. One popular tale holds that Jatembe learned the deepest mysteries of magic from the severed head of Ydersius before sewing the serpent-god's lips shut. Others claim he gained mythic knowledge from sources among the planes, for many tales tell of his dealings with angels, demons, and other outsiders while in search of ways to protect his people. Still more stories say that Jatembe found some potent artifact amid the ruins of the Mwangi that awakened his mythic potential, and that he departed Golarion once the strength of this artifact had faded.

Prior to his mysterious departure, Jatembe performed many astonishing deeds. The first of these was the gathering of his disciples, the Ten Magic Warriors. These men and women were known only by the golden animal masks they wore, having forsaken their identities in service to Jatembe and his quest. With their help, Jatembe explored the ancient ruins that dot the Mwangi Expanse, uncovering ancient magical secrets and treasures. He founded the city of Nantambu and the Magaambya arcane academy to preserve and share knowledge and wealth with future generations, and to protect the Expanse from further devastation such as that wrought by the Earthfall. In later days, Jatembe fought and defeated the twisted sorcerer known as the King of Biting Ants, who claimed to possess a weapon that would allow him to eat the sun and cast the world into darkness.

For reasons unknown, Jatembe departed Golarion; if anyone knows where he left to, they're silent on the matter. Some believe he left to fulfill obligations to the beings who granted him mythic power, and others think a magnificent spell took him. He left his Ten Magic Warriors behind to rule in his place, and forged the *Ring of Nine Facets* (*Artifacts and Legends* 40) to aid them in his absence. He has created and used other artifacts in his travels, but gave them all away to allies, keeping only the *beacon of true faith* that one of his patrons gave him.





Oliphant of Jandelay

The elephantine creature is titanic in scale. Curving tusks frame its flexing, muscular trunk and its canyon of a mouth.

OLIPHAUNT OF JANDELAY**CR 30****XP 9,830,400**

CN Colossal outsider (chaotic, extraplanar)

Init +8; **Senses** darkvision 60 ft., *true seeing*; Perception +52**Aura** *dimensional lock* (500 ft., DC 41)**DEFENSE****AC** 50, touch 30, flat-footed 42 (+20 deflection, +8 Dex, +20 natural, -8 size)**hp** 740 (40d10+520); regeneration 35 (acid from a mythic spell or item)**Fort** +37, **Ref** +21, **Will** +27**Defensive Abilities** guardian of Jandelay, ward against command, wards of Jandelay; **DR** 20/epic; **Immune** ability damage, disease, energy drain, paralysis, petrification, poison, polymorph; **SR** 41**OFFENSE****Speed** 120 ft., *air walk***Melee** bite +49 (4d10+17/19-20 plus grab), 4 gores +49 (4d10+17/19-20), 2 slams +50 (4d10+17/19-20), trunk +47 (4d8+8 plus grab)**Space** 80 ft.; **Reach** 80 ft.**Special Attacks** constrict (4d8+25), ruinous tusks, swallow whole (4d10+17 damage, AC 20, 74 hp), trample (4d10+25, DC 47), weather sphere**Spell-Like Abilities** (CL 40th; concentration +51)Constant—*air walk*, *freedom*, *true seeing*At will—*greater shout* (DC 29)3/day—*transmute rock to mud***STATISTICS****Str** 44, **Dex** 27, **Con** 37, **Int** 14, **Wis** 17, **Cha** 32**Base Atk** +40; **CMB** +65 (+69 grapple or sunder); **CMD** 103 (105 vs. sunder, 107 vs. grapple or trip)**Feats** Ability Focus (*greater shout*), Cleave, Combat Expertise, Critical Focus, Empower Spell-Like Ability (*greater shout*), Great Cleave, Great Fortitude, Greater Sunder, Improved Critical (bite), Improved Critical (gore), Improved Critical (slam), Improved Sunder, Iron Will, Multiattack, Power Attack, Run, Skill Focus (Perception), Staggering Critical, Stunning Critical, Weapon Focus (slam)**Skills** Climb +37, Diplomacy +51, Intimidate +54, Knowledge (arcana, religion) +25, Knowledge (planes) +45, Perception +52, Sense Motive +46, Spellcraft +45, Swim +37**Languages** Celestial, Jandelayan**SQ** massive**SPECIAL ABILITIES****Guardian of Jandelay (Su)** The Oliphant was created to live in Jandelay, and attempting to remove it from the place is almost impossible. The Oliphant can prevent a *gate* or similar effect

from opening inside Jandelay's borders unless the effect was created by an artifact or cast by a mythic character. If brought outside Jandelay, the Oliphant attempts a Will saving throw each day to return. The DC is equal to the DC of the spell that transported it, or the DC that spell would have if it allowed a saving throw. The return of the Oliphant triggers a magical punishment on those that stole it, laying waste to people and land. Centered on the point from which the Oliphant just departed, the ward triggers a *mass hold monster* spell targeting all creatures in a 5-mile radius. Then, that area is affected by an *earthquake* and *storm of vengeance* that last 1d12 months. While in Jandelay, the Oliphant's *dimensional lock* aura extends to protect the entire realm.

Massive (Ex) The Oliphant is so enormous in scale that it gains the benefits of a kaiju's massive ability (see *Pathfinder RPG Bestiary 4*).**Ruinous Tusks (Ex)** The Oliphant's gore attacks are treated as adamantine, and any creature hit by one is affected by a targeted *greater dispel magic* spell.**Ward against Command (Su)** The Oliphant is immune to any mind-affecting spell or effect unless the Oliphant has line of sight to the caster. Even then, all mind-affecting spells and effects gain the language-dependent descriptor. Magical means of translation such as *tongues* do not bypass this restriction.**Wards of Jandelay (Su)** Ancient protective magic was bound into the essence of the Oliphant. The wards give it a +20 deflection bonus to AC, spell resistance 41, and a constant *freedom* effect.**Weather Sphere (Su)** The Oliphant can continuously change the environment around it, as *control weather* with a 5-mile radius. The Oliphant can change the weather to that of any season, and the effects manifest 1 round thereafter. If the Oliphant creates stormy weather, it can call down one lightning bolt per round as a free action, as if using *call lightning storm*.

Only once did the Oliphant of Jandelay set foot on Golarion. A runelord of Thassilon, a precursor of Karzoug, had the knowledge to call the creature, and the ambition and ego to do so despite the risks. He erected the Spindlehorn, a slender tower of dark slate thousands of feet tall, in the Wyvern Mountains simply so he could look the Oliphant in the eye and attempt to control it. And control it he did.

The Oliphant caused the carnage the runelord intended, destroying an invading army from Azlant. Black clouds sprang from a clear sky around the mountain of a creature, and lightning and hail shot down on the amassed troops. Every impact of the thing's foot shook the ground, and the thunder of the Oliphant's march through the armies drowned out even the screams of the dying thousands. A massive valley marked the path



where the Oliphaunt trod, with entire cities lying buried underneath the earth by the crushing footfalls.

But even a runelord couldn't control such power forever, and the wards protecting the Oliphaunt continued to draw it back to its home realm of Jandelay. The legion following the runelord's ally, Runelord Xanderghul, suffered the parting punishment when the Oliphaunt vanished, torn back to Jandelay. A quarter of Xanderghul's legion froze still in their tracks, then were ripped apart by chaotic, bloody storms and repeated earthquakes left in the Oliphaunt's wake.

In spite of the repercussions of calling the Oliphaunt of Jandelay, spellcasters of great influence and arrogance still attempt to recreate the singular feat of calling it to Golarion. Desperation drives most who try, most notably the Runelord Alaznist, who was prepared to call the beast down upon Karzoug as he prepared to finally march on her territory. Only Earthfall cut Alaznist's plans short.

Since the fall of the runelords and Thassilon, lore about the Oliphaunt and Jandelay has become much harder to come by—but it's far from forgotten. Ancient lichs still work away in secluded laboratories to recreate the complicated means that once before called forth the great Oliphaunt, meticulously reconstructing what few scraps of ancient records they can find. Speculators collect all sorts of relics purported to be chunks of tusk that sloughed off the beast, vials of water collected from lakes formed by the Oliphaunt's tears, and all manner of other curiosities. Few eyewitness accounts remain, since most who saw the Oliphaunt died.

Few alive on Golarion even know about the Oliphaunt, but even fewer understand what Jandelay itself is. Some believe it's the name of the person who first scribed a tale of the Oliphaunt, others think it's an even greater progenitor beast that spawned the creature. Those who've deeply researched to topic found only a few hints. The most compelling of these are within the epic poem *Jandelay*, as inscribed at the base of the Spindlehorn. The poem tells of the Oliphaunt's rampage and the other legendary acts of the runelord who summoned it (though lacking specific details of how the runelord pulled off this feat). However, within the poem is a cipher that when translated reveals these words:

*Jandelay, proof against the Maelstrom,
Jandelay, of green fields and faultless spires;
No sane soul born dares trespass fair Jandelay
For the Oliphaunt guards you always.*





Raskineya, the Dark Comet

This spined dragon has black scales that pulse with green light. Her tattered wings show a starscape that whirls in mad patterns.

RASKINEYA

CR 16/MR 6

XP 76,800

Female adult void dragon (see *Pathfinder RPG Bestiary 4*)

CE Huge dragon (mythic)

Init +11^M; **Senses** dragon senses, see in darkness; Perception +22

Aura alien presence (180 ft., DC 23, sickened or nauseated 5d6 rounds)

DEFENSE

AC 35, touch 9, flat-footed 34 (+1 Dex, +26 natural, -2 size)

hp 260 (16d12+156)

Fort +16, **Ref** +11, **Will** +15

Defensive Abilities dragon blood (1d8 cold), **DR** 10/epic and magic; **Immune** cold, confusion, dragon traits, insanity effects, paralysis, sleep; **SR** 30

OFFENSE

Speed 40 ft., fly 200 ft. (good), starflight

Melee bite +26 (2d8+15/19-20 plus 2d6 obliteration plus grab), 2 claws +24 (2d6+10), tail slap +22 (2d6+15), 2 wings +22 (1d8+5)

Space 15 ft.; **Reach** 10 ft. (15 ft. with bite)

Special Attacks breath weapon (50-ft. cone, 12d8 cold, Reflex DC 24 half, usable every 1d4 rounds), crush, dual breath, dragon fury (1d8 cold), fast swallow, gaze of the void (DC 23), mythic power (6/day, surge +1d8), obliteration (DC 23), suffocating breath (DC 23), swallow whole (2d8 cold damage plus suffocating void, AC 23, 26 hp)

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

At will—*asral gloom*, *blur*, *ray of enfeeblement* (DC 16), *ray of exhaustion* (DC 18)

Sorcerer Spells Known (CL 7th; concentration +12)

3rd (5)—*dispel magic*, *rage*

2nd (7)—*darkness*, *shatter*, *touch of idiocy*

1st (8)—*cause fear* (DC 16), *hypnotism* (DC 16), *mage armor*, *obscuring mist*, *true strike*

STATISTICS

Str 31, **Dex** 12, **Con** 23, **Int** 20, **Wis** 17, **Cha** 20

Base Atk +16; **CMB** +28 (+32 grapple); **CMD** 37 (41 vs. grapple or trip)

Feats Flyby Attack, Hover, Improved Critical (bite), Improved Initiative^M, Iron Will^M, Multiattack, Weapon Focus^M (bite), Wingover

Skills Acrobatics +17 (+21 when jumping), Bluff +24, Fly +20, Intimidate +24, Knowledge (arcana, planes) +24, Perception +22, Sense Motive +22, Spellcraft +24, Stealth +20, Use Magic Device +24; **Racial Modifiers** +4 Acrobatics when jumping, +8 Stealth

Languages Abyssal, Aklo, Celestial, Draconic, Infernal

SQ agile, breathless

SPECIAL ABILITIES

Astral Gloom (Sp) Raskineya can expend one use of mythic power to cast *deeper darkness*. Her caster level for this ability is equal to her Hit Dice. This darkness doesn't interfere with her alien presence or gaze of the void abilities.

Dual Breath (Su) Raskineya can expend one use of mythic power to use both her breath weapon and her suffocating breath simultaneously as a standard action. Both breath weapons affect the same 50-foot cone, and creatures caught in the cone must save separately against each effect.

Suffocating Void (Su) Creatures swallowed whole by Raskineya are exposed to the cold vacuum of space. In addition to the listed damage, the first time a creature begins its turn swallowed whole by Raskineya, it must succeed at a Fortitude save or begin to suffocate (as her suffocating breath ability). Even if it succeeds at this save, the creature can't breathe, speak, or cast spells with verbal components while it remains swallowed.

Void dragons are a cursed race, born on the boundary between rational space and the vast unknowable nothingness that lurks between the stars. They are not typically evil, but few escape the notice of the unnamable beings that dwell within that distant void. The fortunate ones resist the fell influence of the Dark Tapestry and survive with their minds intact.

Raskineya was not one of the fortunate ones. The taint of the void shattered her mind, driving her to mindless violence and destruction. In her madness she sought out the inner planets of Golarion's solar system, plunging into the gravity wells of the inhabited worlds to feed and raze before fleeing back to the stars and plotting her next attack.

This urge to destroy is what brought her to the attention of the cult of Rovagug. Priests of the Rough Beast often enslave powerful creatures to serve as proxies for their shackled god and guardians for their hidden temples, and Raskineya's savagery and madness made her an excellent prospect. The priests called to the stars, whispering promises of blood to the dragon to lure her into their waiting clutches. In her unthinking madness, she was no match for the cunning priests, and soon she was subdued, shackled, and locked in a cavern hidden deep within the earth.

Raskineya languished at first, longing to once again fly to the stars and seek exotic new prey. Yet the priests had not lied to her when they promised her blood. She was given sacrifices and allowed to hunt and feed within her underground prison. With each such sacrifice, she not only grew stronger and more focused, but also found began to understand the prayers given to her. This world

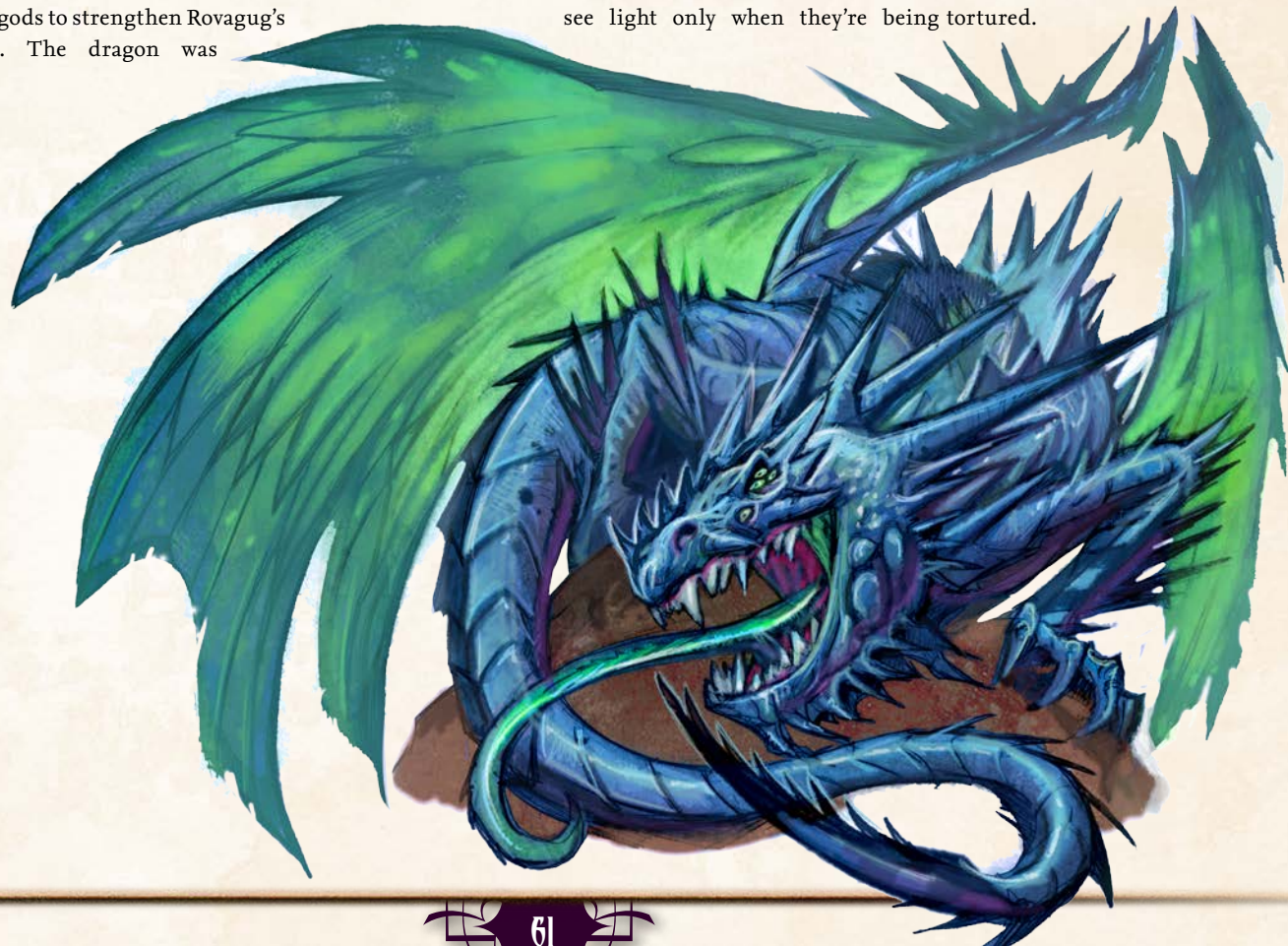
was promised to Rovagug, and he would have it. All worlds were promised to him, and he would destroy them all. Even the gods themselves would fall to his power, and in his wake only nothingness would remain. Raskineya found in Rovagug something she had not realized she was searching for: someone to champion. If she could but release this Unmaker, she could at long last have vengeance upon this existence, and upon the nameless ones who drew her here. All that would be left in his wake would be nothingness, and to nothingness her heart longed to return.

With her newfound sense of purpose, Raskineya turned upon her captors. Her mind intact for the first time in centuries, she quickly overpowered them. First, she swallowed the high priest alive, consuming his life and essence to fuel her ascension. Then she enslaved the priests, and commanded them to find her a way to unleash their god upon the world once more. From them she learned of a prophecy, set down by the oracles of the brimstone haruspex, that a dark comet would herald the return of Gormuz—the first and most powerful of Rovagug’s spawn—who would in turn unleash the Rough Beast himself. Raskineya sees herself as this dark comet, and demands all those who address her to call her by that name (with a slow death awaiting to those who do not).

In the years since her ascension, Raskineya first scoured the world searching for the Star Towers—artifacts created by the gods to strengthen Rovagug’s prison. The dragon was

certain that if she could locate the first of these towers and destroy it, the rest will fall like dominoes, weakening the foundations of Rovagug’s prison enough to allow his escape. She moved from Star Tower to Star Tower, searching for clues as to the location of the original. She last conquered the Star Tower of Vekheen, winning it from a paladin of Sarenrae named Dazma the Bright, who had learned of the dragon’s design on the tower and marshaled an army to defend it. Raskineya vanquished Dazma and her army by dragging meteors from the sky to drop on the Sarenites. Those who survived the initial bombardment were savaged by akatas carried within the meteors, leaving the remainder easy pickings for the dragon.

Though it seemed she was getting closer to her goal, Raskineya’s devotion to Rovagug made her actions unpredictable. Just as she conquered the Star Tower of Vekheen, she heard a pressing call she believed came from Rovagug himself. She flew to the Pit of Gormuz, where she made a den in the Crater of Carnal Joining in anticipation of the Rough Beast’s arrival. There she waits, conducting horrific rituals to attract his attention. She brought with her the Sarenite survivors of the raid on the Star Tower, who she keeps alive as subjects for her rites. Once noble soldiers, they’re now maimed and driven mad, kept in perpetual darkness within a small cave in Raskineya’s lair. The warriors of the Maimed Legion, as she calls them, see light only when they’re being tortured.





The Whispering Tyrant

Clad in ancient leather and bronze and a great horned helm, this withered gray figure is surrounded by a palpable aura of death.

WHISPERING TYRANT**CR 26/MR 10****XP 2,457,600**

Human mythic lich necromancer 20 (*Pathfinder RPG Mythic Adventures* 206)

NE Medium undead (augmented humanoid, human, mythic)

Init +18^M; **Senses** darkvision 60 ft., see in darkness, spell perception; Perception +33

Aura absolute terror (60-ft. radius, DC 39)

DEFENSE

AC 46, touch 19, flat-footed 42 (+8 armor, +5 deflection, +4 Dex, +19 natural)

hp 392 (20d6+320)

Fort +21, **Ref** +16, **Will** +22

Defensive Abilities channel resistance +12, rejuvenation; **DR** 15/bludgeoning and magic; **Immune** acid, channel energy from non-mythic sources, cold, electricity, undead traits;

Resist half damage from positive energy; **SR** 42

OFFENSE

Speed 30 ft.

Melee +2 *keen wounding dagger* +15/+10 (1d4+5/19–20), touch +8 (1d8+10 plus 5d6 negative energy plus paralysis)

Special Attacks animate touch, channel negative energy (DC 29, 16/day), immediate counterspell, mythic power (12/day, surge +1d12), mythic spells (2/day), paralyzing touch (DC 39), wild arcana

Arcane School Spell-Like Abilities (CL 20th; concentration +33) 16/day—grave touch (10 rounds)

Necromancer Spells Prepared (CL 20th; concentration +39)

9th—*energy drain* (DC 36), *foresight*, *mage's disjunction*^M, *meteor swarm*^M (DC 32), *time stop*^M, *wail of the banshee* (DC 36), *wish*^M

8th—empowered *disintegrate*^M, *horrid wilting* (DC 35), *maze*^M, *moment of prescience*, *power word stun*, *protection from spells*, *trap the soul*

7th—*finger of death*^M (2, DC 34), *force cage*, *greater scrying* (DC 30), *limited wish*, *quicken fireball*^M, *spell turning*

6th—*acid fog*, *disintegrate*^M (DC 29), *greater dispel magic* (2), *repulsion* (DC 29), *true seeing*, empowered *vampiric touch*^M

5th—*cone of cold* (DC 28), *silent dimension door*, *dismissal* (DC 28), *dominate person* (DC 28), *quicken magic missile* (2), *wall of force*^M, *waves of fatigue*

4th—*black tentacles*, *detect scrying*, *dimension door*, *enervation* (2), *greater invisibility*, empowered *scorching ray*, *stoneskin*

3rd—*dispel magic* (2), *displacement*, *fireball*^M (DC 26), *fly*, *haste*, *vampiric touch*^M (2)

2nd—*detect thoughts* (DC 25), *false life* (2), *resist energy* (3), *extended shield* (2)

1st—*expeditious retreat*, *grease*, *magic missile* (3), *ray of enfeeblement* (2, DC 28), *true strike* (2)

0 (at will)—*detect magic*, *mage hand*, *message*, *read magic*

Opposition Schools enchantment, illusion

STATISTICS

Str 14, **Dex** 19, **Con** —, **Int** 36, **Wis** 14, **Cha** 28

Base Atk +10; **CMB** +12; **CMD** 19

Feats Command Undead, Craft Construct, Craft Wondrous Item, Empower Spell, Eschew Materials^M, Extend Spell, Extra Mythic Power^M, Greater Spell Focus (necromancy), Improved Initiative^M, Improved Iron Will, Iron Will, Mythic Spell Lore^B, Quicken Spell, Scribe Scroll, Silent Spell, Spell Focus (necromancy)^M, Spell Penetration, Still Spell, Toughness^M

Skills Acrobatics +25, Bluff +30, Diplomacy +30, Escape Artist +25, Fly +28, Intimidate +33, Knowledge (arcana, dungeoneering, history, planes, religion) +37, Perception +34, Sense Motive +34, Spellcraft +37, Stealth +36, Use Magic Device +30; **Racial**

Modifiers +8 Perception, +8 Sense Motive, +8 Stealth

Languages Abyssal, Aklo, Celestial, Common, Draconic, Dwarven, Elven, Giant, Infernal, Orc, Undercommon

SQ arcane bond (amulet), life sight (40 feet, 20 rounds/day), mythic phylactery, perfect necromancer

Combat Gear *greater silent metamagic rod*, *maximize metamagic rod*, *quicken metamagic rod*, *scrolls (contingency, discern location, gate, greater teleport, harm [2], mage's disjunction, mass charm monster, project image, soul bind, time stop, and wish)*, *wand of inflict critical wounds*; **Other Gear** +2 *keen wounding dagger*, *amulet of natural armor +4*, *belt of physical might +4* (Str, Dex), *boots of teleportation*, *bracers of armor +8*, *cloak of resistance +5*, *gloves of the shortened path*^{UE}, *headband of mental prowess +6* (Int, Cha), *Horns of Naraga*^{UE}, *lavender and green ellipsoid ioun stone*, *pale green prism ioun stone*, *ring of protection +5*, *robe of the archmagi* (black), *tyrant's ring* (minor artifact, acts as a *ring of freedom of movement* and a *ring of greater spell storing* containing *antilife shell* and *spell immunity*), *unfettered shirt*^{UE}

SPECIAL ABILITIES

Animate Touch (Su) As a standard action, the Whispering Tyrant can touch a dead creature and animate it as a skeleton or zombie, as if using *animate dead*. He can expend one use of mythic power when using this ability to animate the body as a different type of undead, as if using *greater create undead*. The Whispering Tyrant treats his total Hit Dice as his caster level for these effects. Undead created in this way are automatically under his control. The Whispering Tyrant does not need to expend any material components when using this ability. This ability replaces the creeping paralysis mythic lich ability.

Aura of Absolute Terror (Su) Living creatures within 60 feet of the Whispering Tyrant are paralyzed by absolute terror for 1d4 rounds, after which they are shaken as long as they remain within his aura. Once a creature has been paralyzed by this aura, it is immune for 24 hours. Mythic creatures

receive a DC 29 Will save to negate the paralysis, but are still shaken as long as they remain within the aura. This is a mind-affecting fear effect. This ability replaces the formidable animation mythic lich ability.

Perfect Necromancer (Ex) The Whispering Tyrant can prepare spells from his opposition schools without needing to expend an additional spell slot. He always succeeds at concentration checks to cast spells. He can have any number of undead under his control, and he is not limited by the total Hit Dice of those undead. This ability replaces the enhanced spellcasting mythic lich ability.

The Whispering Tyrant was perhaps the greatest threat that the people of the Inner Sea have ever known. Even after his defeat atop Gallowspire, he wasn't finished. The forces that brought him low had no choice but to seal him within the tower that was once his capital.

Before becoming a lich, the Whispering Tyrant was a powerful necromancer by the name Tar-Baphon. Though his origins are lost to time, it's thought that he grew up on the shores of Lake Encarthan, where he first studied the necromantic arts. As his power grew, so did his ambition, eventually leading him to the Cenotaph, the resting place of the slumbering runelord of gluttony. After unlocking the powers of Zutha, Tar-Baphon gained power beyond that of mortals. He realized then that true greatness required bringing the world itself under his control—alive or dead, all would serve him.

His campaign was brutal. Enlisting nearby orcs and undead, he quickly conquered Ustalav and began a conquest that consumed most of central Avistan. He set down stones on the Isle of Terror, intent upon making it his capital. His actions drew the attention of Aroden, the Last Azlanti, who knew what destruction the runelords had caused, and refused to allow the world to return to those ancient ways. The two met on the Isle of Terror in 896 AR. The battle raged for days and leveled the entire surface of the island. Tar-Baphon's broken form lay among the rubble, and Aroden buried him there, thinking that was the end of the threat.

However, Tar-Baphon had intended to die by Aroden's hand all along. His studies had revealed to him that his only true path to immortality lay in undeath. For Tar-Baphon's last step in becoming a lich beyond compare, he needed to be killed by a god, and Aroden served this purpose. The process sparked by Aroden took time, however, and for 2,307 years Tar-Baphon's body laid dead in the ground before he returned to grim unlife. The Whispering Tyrant was born.

He soon reestablished his power, animating thousands of dead. For centuries, the forces of the living were unable to resist the tide of the dead—with Aroden gone, nothing could stop the Whispering Tyrant. Only the Shining Crusade had a chance to end his threat. Bearing the *Shield of Aroden*, General Arnisant faced the lich, but when the Whispering Tyrant used a *wish* to summon the general's heart to his waiting claw, the symbol of Aroden flared to life, the shield shattered, and the lich's body was destroyed. Without a means to locate the Tyrant's phylactery, let alone destroy it, the crusaders instead sealed him away in his tower, where their descendants remain ever watchful for his return.



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