



MYTHIC MONSTERS:
DEMONS

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MYTHIC SUCCUBUS

CR 8/MR 3

XP 4,800

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

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

DEFENSE

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

hp 114 (8d10+70)

Fort +7, Ref +9, Will +10

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

OFFENSE

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

Melee 2 claws +11 (1d6+1)

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

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

Constant—*detect good*, *tongues*

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

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

STATISTICS

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

Base Atk +8; CMB +11; CMD 22

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

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

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

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

ECOLOGY

Environment any (Abyss)

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

Treasure standard





SPECIAL ABILITIES

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

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

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

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



WELCOME TO ULTIMATE PLUG-INS: MYTHIC MONSTERS!

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