**SAGE OF PLAGUES CR 4/MR 2**

Mythic allip (*Pathfinder RPG Bestiary 3* 12, *Pathfinder RPG Mythic Adventures* 226)

CE Medium undead (incorporeal, mythic)

**Init** +5/–15, dual initiativeMA; **Senses** darkvision 60 ft.; Perception +7

**Aura** babble (60 ft., DC 16)

**DEFENSE**

**AC** 15, touch 15, flat-footed 14 (+4 deflection, +1 Dex)

**hp** 50 (4d8+32)

**Fort** +5, **Ref** +4, **Will** +4

**Defensive Abilities** channel resistance +2, incorporeal, poisonous blood (insanity mist); **Immune** undead traits

**OFFENSE**

**Speed** fly 30 ft. (perfect)

**Melee** incorporeal touch +4 (1d4 Wisdom damage)

**Special Attacks** babble, mythic powerMA (2/day, surge +1d6), simple divine spellcastingMA, touch of insanity

**Spell-Like Abilities** (CL 4th; concentration +8)

1/day⎯*bane* (DC 15), *bestow curse* (DC 17), *disfiguring touch*UM (DC 16), *inflict moderate wounds* (DC 16)

**TACTICS**

**During Combat** The Sage of Plagues begins combat by debilitating one or more enemies with a spell-like ability and then attacks anyone holding a shard of the shattered ruby or a nearby foe. So long as it has spell-like abilities remaining, the Sage of Plagues alternates between using those and its maddening touch. It prefers to use *bestow curse* and *disfiguring touch* on creatures it knows can hurt it, and it saves *inflict moderate wounds* to heal itself. It pursues fleeing enemies but does not go outside.

**Morale** The sage fights until destroyed.

**STATISTICS**

**Str** —, **Dex** 12, **Con** —, **Int** 11, **Wis** 11, **Cha** 18

**Base Atk** +3; **CMB** +4; **CMD** 18

**Feats** Improved Initiative, Lightning ReflexesM

**Skills** Fly +16, Intimidate +11, Perception +7, Stealth +8

**Languages** Aklo, Common

**SQ** madness

**SPECIAL ABILITIES**

**Poisonous Blood (Ex)** Any creature that confirms a critical hit against the allip with a piercing or slashing melee weapon breaks off a piece of its mad essence. Melee weapons with reach don’t endanger their users in this way. The attacker briefly becomes enveloped by a cloud of insanity mist (inhaled; *save* Fort DC 15; *frequency* 1/round for 6 rounds; *effect* 1d3 Wis; *cure* 1 save). **d**

**Dual Initiative (Ex)**: The monster gets two turns each round, one on its initiative count and another on its initiative count – 20. For example, if the monster's initiative is 23, for its first turn it could make a full attack (and take a 5 foot step) at initiative 23, and for its second turn at initiative 3 it could take a move action and cast a spell. This allows the monster to perform two actions per round that normally take an entire round, such as using a *summon monster* spell. For the purposes of spells and effects that have a duration of a round or longer or trigger at the beginning of the creature's round or the start of its turn such as saving throws against ongoing effects or taking bleed damage), only the monster's first turn each round counts toward such durations.
*Format*: +21/+1; *Location*: Initiative.

**LIGHTNING REFLEXES (MYTHIC)**

Your reflexes are superhuman.

**Prerequisite**: [Lightning Reflexes](http://paizo.com/pathfinderRPG/prd/feats.html#_lightning-reflexes).

**Benefit**: Whenever you roll a Reflex saving throw against a spell, spell-like ability, or supernatural ability from a non-mythic source, roll twice and take the higher result.

**BANE**

**School** enchantment (compulsion) [fear, mind-affecting]; **Level** cleric 1

**Casting Time** 1 standard action

**Components** V, S, DF

**Range** 50 ft.

**Area** 50-ft.-radius burst, centered on you

**Duration** 1 min./level

**Saving Throw**[Will](http://paizo.com/pathfinderRPG/prd/combat.html#_will) negates; [**Spell Resistance**](http://paizo.com/pathfinderRPG/prd/glossary.html#_spell-resistance) yes

*Bane*fills your enemies with fear and doubt. Each affected creature takes a –1 penalty on attack rolls and a –1 penalty on saving throws against fear effects. *Bane*counters and dispels [*bless*](http://paizo.com/pathfinderRPG/prd/spells/bless.html#_bless).

**BESTOW CURSE**

**School** necromancy; **Level** cleric 3, sorcerer/wizard 4

**Casting Time** 1 standard action

**Components** V, S

**Range** touch

**Target** creature touched

**Duration** permanent

**Saving Throw**[Will](http://paizo.com/pathfinderRPG/prd/combat.html#_will) negates; [**Spell Resistance**](http://paizo.com/pathfinderRPG/prd/glossary.html#_spell-resistance) yes

You place a curse on the subject. Choose one of the following.

* –6 decrease to an ability score (minimum 1).
* –4 penalty on attack rolls, saves, ability checks, and skill checks.
* Each turn, the target has a 50% chance to act normally; otherwise, it takes no action.

You may also invent your own curse, but it should be no more powerful than those described above.

The curse bestowed by this spell cannot be dispelled, but it can be removed with a [*break enchantment*](http://paizo.com/pathfinderRPG/prd/spells/breakEnchantment.html#_break-enchantment), [*limited wish*](http://paizo.com/pathfinderRPG/prd/spells/limitedWish.html#_limited-wish), [*miracle*](http://paizo.com/pathfinderRPG/prd/spells/miracle.html#_miracle), [*remove curse*](http://paizo.com/pathfinderRPG/prd/spells/removeCurse.html#_remove-curse), or [*wish*](http://paizo.com/pathfinderRPG/prd/spells/wish.html#_wish)spell.

*Bestow curse*counters [*remove curse*](http://paizo.com/pathfinderRPG/prd/spells/removeCurse.html#_remove-curse).

**DISFIGURING TOUCH**

**School** transmutation [curse]; **Level** cleric 2, sorcerer/wizard 2, witch 2

**Casting Time** 1 standard action

**Components** V, S

**Range** touch

**Target** creature touched

**Duration** 1 day/level

**Saving Throw** Will negates; **Spell Resistance** yes

With a touch, you cause the victim of this spell to suffer a painful curse that causes it to grow hideously disfigured. The physical appearance of the deformity is subject to the caster's whim (most demon worshipers choose deformities that reflect their Abyssal patron's shape or form). The target takes one of the following penalties.

• –2 decrease to an ability score (minimum 1).

• –2 penalty on attack rolls or saving throws.

• Land speed reduced by 5 feet.

You may also invent other effects, but they should be no more powerful than those described above.