

Araonna Chorster

Female human oracle 15 (mythic hierophant 6)

Medium humanoid (mythic)

Init +8; **Senses** scent, tremorsense 30 ft., Perception +18

Aura *aura of doom* (20 ft., DC 26)

Languages Common, Giant, Undercommon; *tongues*

DEFENSE

AC 38, touch 17, flat-footed 36 (+11 armor, +5 deflection, +2 Dex, +4 natural, +6 shield)

hp 146 (15 HD)

Fort +12, **Ref** +12, **Will** +14; +4 vs. death spells and magical death effects

Defensive Abilities *death ward*, fearless, *freedom of movement*, hard to kill; **Immune** aging, energy drain, entangle, fear (unless mythic), grapple, negative energy

OFFENSE

Speed 20 ft. (4 squares)

Melee bone club +11/+6/+1 (1d6–2)

Ranged bone club +13/+8/+3 (1d6–2)

Special Attacks Command Undead 11/day (DC 32), mythic power (15/day, surge +1d8), reminder of death 11/day (DC 28)

Spell-Like Abilities (CL 17th; Concentration +28)

3/day – *touch of fatigue*

Oracle Spells Known (CL 16th, CL 17th w/necromancy spells, or CL 22nd w/animate dead; Concentration +27)

7th (6/day) – *creeping doom*^B, *ethereal jaunt*, *lesser create demiplane*^{FUM}, *mass inflict serious wounds*^B

6th (8/day) – *animate objects*, *antilife shell*, *harm*, *heal*, *magic jar*^B, *mass inflict moderate wounds*^B, *wall of bones* (as *blade barrier*)

5th (8/day) – *create juju zombies*^{BM} (as *create undead*, but juju zombies only), *dominate person*, *greater command*, *greater forbid action*^{UM}, *major curse*^{UM}, *mass inflict light wounds*^B, *plane shift*^F, *raise dead*^M

4th (8/day) – *aura of doom*^{UM}, *blessing of ferver*^{APG}, *charm monster*^B, *communal protection from energy*^{UC}, *death ward*, *freedom of movement*, *inflict critical wounds*^B, *tongues*

3rd (9/day) – *animate dead* (288 HD limit with mythic power), *contagion*^B, *fear*^B, *blindness/deafness*, *borrow fortune*^{APG}, *dispel magic*, *inflict serious wounds*^B, *speak with dead*, *stone shape*

2nd (9/day) – *death knell*, *gentle repose*, *grace*^{APG}, *hideous laughter*^B, *hold person*, *inflict moderate wounds*^B, *remove paralysis*^B, *shield other*^F, *silence*, *status*

1st (9/day) – *bane*, *bless*, *deathwatch*, *decompose corpse*^{UM}, *detect undead*, *hide from undead*, *inflict light wounds*^B, *restore corpse*^{UM}, *speak with animals*^B

0 (at will) – *bleed*, *create water*, *detect magic*, *detect poison*, *guidance*, *light*, *mending*, *purify food and drink*, *read magic*, *resistance*, *stabilize*, *virtue*

Mystery juju*

STATISTICS

Abilities Str 10 (+0), Dex 14 (+2), Con 14 (+2), Int 14 (+2), Wis 10 (+0), Cha 33 (+11)

Base Atk +11; **CMB** +11; **CMD** 23

Feats Command Undead^B, Craft Wondrous Item, Dual Path (trickster^M), Extend Spell, Extra Path Ability^M, Heighten Spell, Quicken Spell, Spell Focus (necromancy^B), Spell Specialization (*animate dead*), Spell Perfection (*animate dead*), Undead Master^{BM}, Varisian Tattoo (necromancy)

Skills Bluff +29, Diplomacy +29, Intimidate +29, Knowledge (religion) +20, Perception +15 (deaf), Spellcraft +20, Stealth +24; **Armor Check Penalty** –3

SQ beyond morality, divine surge (inspired spell), false death, force of will, longevity, mythic prescience (DC 27), mythic saving throws, natural divination +8 (4/day), necromantic mastery, no one of consequence (DC 27), recuperation, spirit vessels, sustained by faith, undead servitude



Combat Gear material components (*animate dead/create juju zombie* [1,500gp worth], salt (1 lb.), spell foci (*lesser create demiplane*, *plane shift* [all planes], *shield other*), *wand of cure light wounds* (50 charges), *wand of inflict light wounds* (50 charges); **Other Gear** +5 *comfort improved shadow bone breastplate*, +5 *heavy bone shield*, *amulet of natural armor* +5, bone clubs (4), *cloak of resistance* +5 (resembles flayed flesh), *darkskull* (keyed to *death ward* [good creatures only]), *hat of disguise*, *headband of alluring charisma* +6, *orange prism ioun stone* (imbedded), *pages of spell knowledge* (*contagion*, *remove paralysis*), *ring of protection* +5, tender (90pp, 91gp, 5sp), undead hoard (created within a desecrated area with an altar, see below)

Encumbrance light 33 lb., medium 66 lb., heavy 100 lb.; **Weight Carried** 60 lb. (excluding tender)

SPECIAL ABILITIES

Amazing Initiative (Ex) You gain a bonus on initiative checks equal to your mythic tier (included above). In addition, as a free action on your turn, you can expend one use of mythic power to take an additional standard action during that turn. This additional standard action can't be used to cast a spell. You can't gain an extra action in this way more than once per round.

Beyond Morality (Ex) You have no alignment. You can become a member of any class, even one with an alignment requirement, and can never lose your membership because of a change in alignment. If you violate the code of ethics of any of your classes, you might still lose access to certain features of such classes, subject to GM discretion. Attempts to detect your alignment don't return any results. If a class restricts you from casting spells with an alignment descriptor, you can cast such spells without restrictions or repercussions. If you're the target of a spell or effect that is based on alignment, you're treated as the most favorable alignment when determining the spell's effect on you. Any effects that alter alignment have no effect on you. If you lose this effect, you revert to your previous alignment.

False Death (Su) Add *charm person* and *dominate person* to your spell list. You must select these spells using your allotment of spells known. Any creature under the effect of one of these spells or *charm monster* appears dead to any examiners. Although affected creatures do not detect as undead, they look pale and death-like while under the effects of your magic. Additionally, an affected creature ordered to lie still gains a +20 circumstance bonus on Disguise skill checks to look like a corpse.

Fearless (Su) You are immune to all fear effects from nonmythic sources.

Force of Will (Ex) You can exert your will to force events to unfold as you would like. As an immediate action, you can expend one use of mythic power to reroll a d20 roll you just made, or force any non-mythic creature to reroll a d20 roll it just made. You can use this ability after the results are revealed. Whoever rerolls a roll must take the result of the second roll, even if it is lower.

Hard to Kill (Ex) Whenever you're below 0 hit points, you automatically stabilize without needing to attempt a Constitution check. If you have an ability that allows you to act while below 0 hit points, you still lose hit points for taking actions, as specified by that ability. Bleed damage still causes you to lose hit points when below 0 hit points. In addition, you don't die until your total number of negative hit points is equal to or greater than double your Constitution score.

Inspired Spell (Su) You can expend one use of mythic power to cast any one divine spell, treating your caster level as 2 levels higher. This spell must be on your divine spell list (or your domain or mystery spell list) and must be of a spell level that you can cast using that divine spellcasting class. If you are a spontaneous spellcaster, you don't need to have the spell prepared, nor does it need to be on your list of spells known. Using this ability does not expend a prepared spell or available spell slot. You can apply any metamagic feats you know to this spell, but its total spell slot level must be a slot level you can normally cast.

Longevity (Su) You can no longer die from old age. If you have penalties to your physical ability scores due to aging, you no longer take those penalties. You still continue to age, and you gain all the benefits to your mental ability scores.

Mythic Presence (Su) Your power unnerves ordinary mortals. By expending one use of mythic power, you gain an effect similar to frightful presence, except that creatures are affected according to their tier (or rank, in the case of monsters) instead of their Hit Dice. Non-mythic creatures that fail their saves are panicked for 1 minute, and those that succeed are shaken for 1 minute. Creatures with a mythic tier or

rank equal to or less than your tier are unaffected if they succeed, and are shaken for 1 minute if they fail. Creatures with a mythic tier or rank higher than yours are unaffected by your mythic presence. The Will save against your mythic presence equals 10 + your tier + your Charisma modifier. This ability lasts for 1 minute and has a range of 30 feet.

Mythic Saving Throws (Ex) Whenever you succeed at a saving throw against a spell or special ability, you suffer no effects as long as that ability didn't come from a mythic source (such as a creature with a mythic tier or mythic ranks). If you fail a saving throw that results from a mythic source, you take the full effects as normal.

Natural Divination (Ex) You can read the entrails of a freshly killed animal or humanoid to gain an insight bonus equal to your Charisma modifier on one saving throw. Alternatively, by observing and interpreting the flight of birds, you may apply a +10 competence bonus on any one skill check. Finally, by charting marks in dirt or on stone, or observing the behavior of sand thrown into the wind, you gain a +4 insight bonus on one initiative check. These bonuses must be used during the next 24 hours, and you must declare you are using the bonus before the check or save is made. Making a natural divination takes 10 minutes. You may use natural divination (in any combination) once per day plus one additional time per day for every four oracle levels you have attained.

Necromantic Mastery (Su) When casting a necromancy spell, you can expend one use of mythic power as a free action to increase its caster level by your tier (minimum 2).

No One of Consequence (Ex) Your mythic nature is a cloak that can shield you from the minds and memories of others. Creatures struggle to recognize you, recall your appearance, remember the nature of conversations they had with you, and recount the actions you took when you were in their presence. If a creature makes a deliberate attempt to recall details about time spent with you, it must succeed at a Will save (DC 10 + your tier + your Charisma modifier) to recall anything beyond vague details. In addition, you're under a permanent *nondetection* effect with a caster level equal to your character level plus your tier. You can end this effect at any time, and can resume it as a swift action.

Ongoing Spells The following spells are regularly active upon your person: *aura of doom*, *death ward* (from *darkskull*), *deathwatch*, *freedom of movement*, *protection from good* (from *darkskull*), *shield other* (with cyclops), *status* (on cyclops, purple worm, and rocs), and *tongues*. Unless otherwise stated, all spells benefit from the Extend Spell feat. All ongoing spell effects function at 16th-caster level (and thus require a DC 26 caster level check to dispel) except for *aura of doom* and *deathwatch*, which function at 17th-caster level (DC 27). These spell effects are included in the above and below stats where appropriate.

Recuperation (Ex) You are restored to full hit points after 8 hours of rest so long as you aren't dead. In addition, by expending one use of mythic power and resting for 1 hour, you regain a number of hit points equal to half your full hit points (up to a maximum of your full hit points) and regain the use of any class features that are limited to a certain number of uses per day (such as barbarian rage, bardic performance, spells per day, and so on). This rest is treated as 8 hours of sleep for such abilities. This rest doesn't refresh uses of mythic power or any mythic abilities that are limited to a number of times per day.

Reminder of Death (Su) You can imbue a handful of salt with the power of life, making it a potent ward against undead creatures. As a standard action, you can throw salt at a single undead creature within 5 feet, affecting it as per the spell *halt undead*. Alternatively, you can spend a full-round action covering a 5-foot-square with imbued salt, causing any single undead creature that enters this square within the next 10 minutes to be affected as per *halt undead*. You can use this ability a number of times per day equal to 3 + your Charisma modifier. The save DC is Charisma-based.

Spirit Vessels (Su) You can channel wendo spirits into lifeless bodies, reanimating them to aid you. When using the *animate dead* spell, you can control 6 HD worth of undead creatures per caster level rather than 4 HD. In addition, any zombies or juju zombies you create using *animate dead*, *create undead*, or similar spells possess maximum hit points.

Surge (Su) You can call upon your mythic power to overcome difficult challenges. You can expend one use of mythic power to increase any d20 roll you just made by rolling 1d8 and adding it to the result. Using this

ability is an immediate action taken after the result of the original roll is revealed. This can change the outcome of the roll.

Sustained by Faith (Su) You require no food, water, or sleep. If you have abilities or class features that require rest before they can be regained, you can choose to regain them once per day by spending 1 hour in uninterrupted meditation. You can expend one use of mythic power in order to also not need to breathe for 24 hours.

Undead Servitude (Su) You gain Command Undead as a bonus feat. You can channel negative energy a number of times per day equal to 3 + your Charisma modifier, but only to use Command Undead. You can take other feats to add to this ability, such as Improved Channel, but not feats that alter this ability, such as Alignment Channel.

* From *Pathfinder Adventure Path #39: City of Seven Spears*, not to be confused with another oracle mystery of the same name from *Faiths and Philosophies*.

Bloody Hill Giant Skeleton Bodyguards ×10

NE Large Undead

Init +4; **Senses** darkvision 60 ft., Perception +0

DEFENSE

AC 24, touch 9, flat-footed 24 (+4 armor, +11 natural, –1 size)

hp 85 (10 HD); fast healing 5

Fort +5, **Ref** +3, **Will** +5

Defensive Abilities channel resistance +4; **DR** 5/bludgeoning; **Immune** cold, undead traits

OFFENSE

Speed 30 ft. (6 squares), 40 ft. without armor

Melee greatclub +13/+8 (2d8+10) or

2 slams +13 (1d8+7) or

2 claws +13 (1d6+7)

Ranged by weapon +6

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

STATISTICS

Abilities Str 25 (+7), Dex 10 (+0), Con –, Int –, Wis 10 (+0), Cha 14 (+2)

Base Atk +7; **CMB** +15; **CMD** 25

Feats Improved Initiative^B

Skills Stealth –7; **Armor Check Penalty** –3

SQ deathless

Gear hide armor, greatclub

Encumbrance light 532 lb., medium 1,066 lb., heavy 1,600 lb.; **Weight Carried** 66 lb.

SPECIAL ABILITIES

Deathless (Su) A bloody skeleton is destroyed when reduced to 0 hit points, but it reanimates 1 hour later at 1 hit point, allowing its fast healing thereafter to resume healing it. A bloody skeleton can be permanently destroyed if it is destroyed by positive energy, if it is reduced to 0 hit points in the area of a *bless* or *hallow* spell, or if its remains are sprinkled with a vial of holy water.

Araonna's giants serve as her shock troops and body guards. Wherever she goes, they go (though they are often kept beneath the surface of the earth, awaiting their master's call).



Crimson Worm Fast Plague Zombie

Giant Purple Worm Fast Plague Zombie

NE Colossal Undead

Init -2; **Senses** darkvision 60 ft., tremorsense 60 ft., Perception +0

DEFENSE

AC 11, touch 0, flat-footed 11 (-2 Dex, +11 natural, -8 size)

hp 242 (22 HD)

Fort +7, **Ref** +4, **Will** +13

Immune undead traits

OFFENSE

Speed 30 ft. (6 squares), burrow 20 ft., swim 10 ft.

Melee bite +27 (6d8+15 plus disease and grab) and sting +27 (3d8+15 plus disease) and slam +27 (3d8+15 plus disease) or 2 slams +27 (3d8+15 plus disease)

Space 30 ft.; **Reach** 20 ft.

Special Attacks death burst, disease (DC 21), quick strikes

STATISTICS

Abilities Str 41 (+15), Dex 6 (-2), Con -, Int -, Wis 10 (+0), Cha 10 (+0)

Base Atk +16; **CMB** +39 (+43 grapple); **CMD** 47 (can't be tripped)

Feats Toughness^B

Skills Stealth -18, Swim +23

Encumbrance light 58,752 lb., medium 117,504 lb., heavy 176,640 lb.; **Weight Carried** 0 lb.

SPECIAL ABILITIES

Death Burst (Ex) When a plague zombie dies, it explodes in a burst of decay. All creatures adjacent to the plague zombie are exposed to its plague as if struck by a slam attack and must make a Fortitude save or contract zombie rot.

Disease (Su) The slam attack—as well as any other natural attacks—of a plague zombie carries the zombie rot disease. *Zombie rot*: slam; *save* Fort DC = 10 + ½ the zombie's Hit Dice + the zombie's Cha modifier; *onset* 1d4 days; *frequency* 1/day; *effect* 1d2 Con, this damage cannot be healed while the creature is infected; *cure* 2 consecutive saves. Anyone who dies while infected rises as a plague zombie in 2d6 hours.

Quick Strikes (Ex) Whenever a fast zombie takes a full-attack action, it can make one additional slam attack at its highest base attack bonus (included above).



Araonna and her undead hoard often ride within her crimson worm while it burrows beneath the earth, allowing her to keep her undead hoard out of sight of those who might attempt to destroy them (or worse, wrest control from her). Once battle is joined, the worm emerges, releasing the hoard upon her enemies before submerging again and creating sink holes underneath large groups of enemies, burying them alive (to later be dug up and animated by Araonna). It is rumored that Araonna once destroyed an entire city by having her worm weaken its foundations for weeks, ultimately causing the entire city to collapse in on itself in one massive sink hole.

Juju Zombie Cyclops Servant (via Command Undead)

NE Large Undead

Init +4; **Senses** darkvision 60 ft., low-light vision, Perception +11

Languages Common, Cyclops, Giant

DEFENSE

AC 24, touch 10, flat-footed 23 (+4 armor, +1 deflection, +10 natural, –1 size)

hp 100 (10 HD)

Fort +4, **Ref** +4, **Will** +9

Defensive Abilities channel resistance +4; **DR** 10/magic and slashing;

Immune cold, electricity, *magic missile*, undead traits; **Resist** fire 10

OFFENSE

Speed 30 ft. (6 squares)

Melee cleaver +13/+8 (3d6+10/×3) or
slam +13 (1d8+10)

Ranged heavy crossbow +6 (2d8/19-20)

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

STATISTICS

Abilities Str 25 (+7), Dex 10 (+0), Con –, Int 10, Wis 13 (+1), Cha 8 (–1)

Base Atk +7; **CMB** +15; **CMD** 26

Feats Alertness, Cleave, Great Cleave, Improved Bull Rush, Improved Initiative^B, Power Attack, Toughness^B

Skills Climb +12, Intimidate +9, Perception +11, Profession (soothsayer) +10, Sense Motive +5, Survival +6;

Racial Modifiers +8 Climb, +8 Perception; **Armor Check Penalty** –3

SQ flash of insight

Gear cleaver (as greataxe), heavy crossbow, hide armor, personal belongings

Encumbrance light 532 lb., medium 1,066 lb., heavy 1,600 lb.; **Weight Carried** 66 lb.

SPECIAL ABILITIES

Flash of Insight (Su) Once per day as an immediate action, a cyclops can peer into an occluded visual spectrum of possible futures, gaining insight that allows it to select the exact result of one die roll before the roll is made. This effect can alter an action taken by the cyclops only, and cannot be applied to the rolls of others.

In return for immortality, Cid now willingly serves as Araonna Chorster's lieutenant (though she sometimes reinforces her dominance with Command Undead), commanding her undead minions in her absence. He also serves as her soothsayer, offering her wisdom when called upon. He is a cautious warrior and military tactician who prefers to think things through before resorting to violence. He has long been one of Araonna's implacable allies and friends.



Sea Serpent Fast Plague Zombie

NE Colossal Undead

Init +3; **Senses** darkvision 120 ft., low-light vision, Perception +0

DEFENSE

AC 16, touch 5, flat-footed 13 (+3 Dex, +11 natural, -8 size)

hp 385 (35 HD)

Fort +11, **Ref** +14, **Will** +19

Immune cold, undead traits; **Resist** fire 30

OFFENSE

Speed 30 ft. (6 squares), swim 60 ft.

Melee bite +35 (6d8+17 plus disease and grab) and slam +35 (3d8+17 plus disease) and tail slap +30 (4d6+8 plus disease and grab) or 2 slams +27 (3d8+17 plus disease)

Space 30 ft.; **Reach** 20 ft.

Special Attacks death burst, disease (DC 27), quick strikes

STATISTICS

Abilities Str 44 (+17), Dex 16 (+3), Con –, Int –, Wis 10 (+0), Cha 10 (+0)

Base Atk +26; **CMB** +51 (+55 grapple); **CMD** 54 (can't be tripped)

Feats Toughness^B

Skills Perception +0, Stealth –13, Swim +25

Encumbrance light 89,472 lb., medium 178,944 lb., heavy 268,800 lb.; **Weight Carried** 0 lb.

SPECIAL ABILITIES

Death Burst (Ex) As above.

Disease (Su) As above.

Quick Strikes (Ex) As above.



Araonna's serpent is often stored in a pocket plane and is called upon only when sea travel becomes necessary, transporting Araonna and her minions in a fashion similar to that of her worm.

Roc Fast Plague Zombies (mated pair)

NE Gargantuan Undead

Init +3; **Senses** darkvision 60 ft., low-light vision,
Perception +0

DEFENSE

AC 16, touch 9, flat-footed 13 (+3 Dex, +7 natural, -4 size)

hp 242 (22 HD)

Fort +7, **Ref** +10, **Will** +13

Immune undead traits

OFFENSE

Speed 30 ft. (6 squares), fly 80 ft. (clumsy)

Melee 2 talons +22 (2d6+10 plus disease and grab) and
bite +22 (2d8+10 plus disease) and
slam +22 (2d8+10 plus disease) or
2 slams +22 (2d8+10 plus disease)

Space 20 ft.; **Reach** 15 ft.

Special Attacks death burst, disease (DC 21), quick strikes

STATISTICS

Abilities Str 30 (+10), Dex 17 (+3), Con -, Int -, Wis 10 (+0), Cha 10 (+0)

Base Atk +16; **CMB** +30 (+34 grapple); **CMD** 43

Feats Toughness^B

Skills Fly -13, Stealth -9

Encumbrance light 4,256 lb., medium 8,512 lb., heavy 12,800 lb.; **Weight Carried** 0 lb.

SPECIAL ABILITIES

Death Burst (Ex) As above.

Disease (Su) As above.

Quick Strikes (Ex) As above.

Araonna and Cid often use their rocs (formerly a mated pair) as steeds when aerial reconnaissance or assault is called for. Like her serpent, they are often kept in a temporary pocket plane until needed.

Other Undead Minions: At any given moment, Araonna keeps no less than 150 undead soldiers (human fast plague zombies with 22 HP). These soldiers are uncontrolled and are often simply released into an area to create havoc among her enemies. For the safety of herself and others, she keeps these soldiers trapped within a pocket plane of her own design, allowing her to release them all anywhere in her vicinity simply by dispelling the plane.

