MYTHIC

CHARACTER CODEX

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MYTHIC
CHARACTER CODEX

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INTRODUCTION

This supplement is an amazing resource for every gamemaster who would like to try out the mythic rules but might feel a bit intimidated by the huge amount of work of conversion. *The Pathfinder Roleplaying Game Mythic Adventures* hardback contains a wealth of new rules, but in one book there cannot be room for everything. The *Mythic Character Codex* takes up the basic rules laid out in the mythic rules and runs with them a country mile. This includes core elements like mythic paths and path abilities, mythic magic items, and mythic feats. Where *Pathinder Roleplaying Game Mythic Adventures* contains over a hundred mythic feats, there was a vast number of familiar Pathfinder favorites that just couldn't fit inside those covers. ***The Mythic Hero's Handbook***, ***Mythic Monster Manual***, and ***Mythic Spell Compendium*** from Legendary Games, Kobold Press, Rogue Genius Games, and Dreamscarred Press unleashed a huge expansion to the mythic ruleset for *Pathfinder*, and in the years that have followed many smaller mythic products have been released along the way. The *Mythic Character Codex* and its companion volume, the ***Mythic Monster Manual 2***, are the culmination of the mythic rules, filling in new mythic options for rule subsets, classes, spells, feats, and creature types that didn't even exist when the original mythic rules were published! Within this volume, you'll find over 1000 mythic feats and spells, tons of new mythic class features and path abilities, and the brand-new mythic paths of the **bound**, the **mystic**, and the **reluctant hero**!

These books, and the mythic rules in general, are not just an exercise in bigger numbers (though you'll find those here as well), but bringing new and exciting dynamic and even cinematic options to your characters, allowing them to adventure on a more vivid and dramatic scale in everything they do, from the mundane Craft skill to the most obscure and specialized fighter feat or magnificent martial art, from abilities focused on the strength, speed, and stamina of the body to the intellect, will, and psyche of the mind. If you are playing Pathfinder with the mythic rules, you need to grab this book.

But here's a little secret: This book is an amazing resource for you even if you're NOT using the mythic rules. The mythic rules are a terrific toolbox for making Pathfinder play more exciting and, even better, more *interesting*, in a regular Pathfinder campaign. When you want to create creatures and characters with abilities outside the norm, things that will surprise the players that think they've seen it all, the mythic rules offer an organized system for doing that. Does your campaign feature strange races with skills and talents that others do not fully understand but know well to respect? Is there an ancient culture that delved into secrets man was not meant to know and dared madness and annihilation in pursuit of power? Do your mysterious cultists receive power from their eldritch patrons in exchange for sacrifice, something that drives their magic beyond the ordinary even in a magical world? Have your players received the blessing of the gods on their holy quest? These are all excellent situations to drop in a bit of mythic psionics, or a cadre of members of a mythic character class, or revered masters who might teach the use of a mythic feat or skill or path ability, or a hoard containing a long-lost treasure beyond price. These are places where the GM can instill a sense of wonder around people, places, and things in the game world, by showing a qualitative difference in options available to PCs (or the villains) on an ongoing basis or during special events. An often-overlooked element of the mythic rules is that they can be entirely transitory. What mythic power is given can as easily be taken away. It is an overlay system that does not much disturb the essential game mechanics underneath it. However you introduce mythic material into your campaign, this book contains the kind of amazing rules that will leave your Pathfinder players shaking their heads and saying "What was THAT?" These are spells that leave them feeling like epic heroes when they get to wield it, or when they triumph over an enemy using it against them, whatever their level, and they are brought to you by expert designers who know the mythic monster rules like no one else because they are the same authors that helped create the mythic rules in the original *Pathfinder Roleplaying Game Mythic Adventures* and have done far more exploration of the possibilities of the mythic rules than anyone.

What is a "mythic" feat?

Most mythic feats are more powerful versions of the feats your characters usually use or face, though some mythic feats have no non-mythic equivalent and can be selected only by mythic creatures, or even only by mythic creatures of a certain level. Some mythic feats are constant in their enhanced effect, while others may or may not have a greater effect than the normal feat but also have a specific additional effect that can be triggered by the use of power. As to the in-game rationale of why mythic feats exist, their origin can be anything you want it to be for your campaign. Each mythic feat could be a unique practice or discipline developed by a long-dead master of a particular arcane craft, fighting style, or some other secret knowledge. Characters may obtain mythic feats as they advance in mythic tiers, though as with any mythic advancement you may also tie the acquisition of certain mythic features to tutelage from a knowledgeable trainer or rare text jealously guarded by members of a secret society or religion. Mythic feats can be something characters can discover on their own during their careers, or they can be something that is available to them only sporadically or in special circumstances. They could be a sort of lost technology, the forgotten lore of an elder age now known only through

fragmentary records. You can create the perfect origin story and background for mythic versions of feats to make them fit precisely with your world. What you need are the stats for these enhanced rules elements, 100% crunch designed by people who know mythic design like no one else, and that is what the *Mythic Character Codex* delivers.

What is a "mythic" spell?

Everything you just read in the paragraph above about mythic feats? The exact same principles apply to mythic spells.

What do I need to use this book?

The *Mythic Character Codex* is a supplement for the *Pathfinder Roleplaying Game*, and it requires the use of the *Pathfinder Roleplaying Game Core Rulebook* and *Pathfinder Roleplaying Game Mythic Adventures*, or equivalent online resources. The electronic version of this book is extensively hyperlinked to the official Pathfinder Reference Document as well as d20pfsrd.com, where the core rules for the *Pathfinder Roleplaying Game* can be accessed online. The point is not to supersede the game books, but rather to help support you, the player, in accessing the rules, especially those from newer books or that you may not have memorized. You'll certainly find it useful to have the *Mythic Hero's Handbook*, *Mythic Monster Manual*, and *Mythic Spell Compendium*, but those volumes are separate and distinct from this book and not required for play.

Most rules references to the above two books are not directly hyperlinked, unless the rules reference is an obscure one; however, references to Universal Monster Abilities found in *Pathfinder Roleplaying Game Mythic Adventures* are underlined. However, every monster that is not unique to this book is hyperlinked to the statistics for its non-mythic version in one of the above online resources. References to other *Pathfinder* books are hyperlinked and, in most cases, called out with a superscript to indicate the title of that reference, as noted below:

AP# = Issues of the official path adventures for *Pathfinder*, including the relevant issue number (see OGL).

ACG = *Pathfinder Roleplaying Game Advanced Class Guide*

ACO = Softcover companion for origins of advanced classes.

AF = *Advanced Feats: Visions of the Oracle*

AG = *Pathfinder Roleplaying Game Adventurer's Guide*

APG = *Pathfinder Roleplaying Game Advanced Player's Guide*

ARG = *Pathfinder Roleplaying Game Advanced Race Guide*

B1 = *Pathfinder Roleplaying Game Bestiary*

B2 = *Pathfinder Roleplaying Game Bestiary 2*

B3 = *Pathfinder Roleplaying Game Bestiary 3*

B4 = *Pathfinder Roleplaying Game Bestiary 4*

B5 = *Pathfinder Roleplaying Game Bestiary 5*

B6 = *Pathfinder Roleplaying Game Bestiary 6*

BotA = Softcover companion for characters of ancient blood.

BotD = Hardcover book of damned fiends of the lower planes.

CoP = Softcover companion for characters who champion purity.

CRB = *Pathfinder Roleplaying Game Core Rulebook*

DHH = Softcover guide for kingdoms of the river

FKCC = *Forest Kingdom Campaign Compendium*

GCC = *Gothic Campaign Compendium from Legendary Games.*

GRK = Softcover companion for heroes from the wilderness.

HA = *Pathfinder Roleplaying Game Horror Adventures*

HotD = Softcover companion for heroes from dark underground lands.

HotW = Softcover companion for heroes from the wilderness.

ISB = *Pathfinder Roleplaying Game* standard game world bestiary (see OGL).

ISG = Softcover guide to gods in the lands of the Inland Sea (see OGL).

ISM = Softcover guide to magic in the lands of the Inland Sea (see OGL).

ISMC = Softcover codex of monsters in the lands of the Inland Sea.

IST = Softcover guide to temples in the lands of the Inland Sea.

ISWG = Guide to the world of the Inland Sea (see OGL).

LFW = Softcover companion for characters with a legacy from the fey worlds.

MC = *Pathfinder Roleplaying Game Monster Codex*

NPCC = *Pathfinder Roleplaying Game NPC Codex*

OA = *Pathfinder Roleplaying Game Occult Adventures*

PA = *Pathfinder Roleplaying Game Planar Adventures*

PCC = *Pirate Campaign Compendium* from Legendary Games

PotS = Softcover companion for characters whose people live among the stars.

PU = *Psionics Roleplaying Game Pathfinder Unchained*

TG = Guide to technology in the official *Pathfinder Roleplaying Game* campaign world.

UCam = *Pathfinder Roleplaying Game Ultimate Campaign*

UC = *Pathfinder Roleplaying Game Ultimate Combat*

UE = *Pathfinder Roleplaying Game Ultimate Equipment*

UI = *Pathfinder Roleplaying Game Ultimate Intrigue*

UM = *Pathfinder Roleplaying Game Ultimate Magic*

UW = *Pathfinder Roleplaying Game Ultimate Wilderness*

VC = *Pathfinder Roleplaying Game Villain Codex*

How to read mythic feat and spell descriptions

The *Mythic Character Codex* follows the feat description format established in the *Pathfinder Roleplaying Game Core Rulebook* for the small number of brand-new feats introduced in this volume. These descriptions provide the functional rules for the standard non-mythic version of those feats. The majority of feats in this book, however, are mythic versions of existing feats, and these follow the mythic feat description format established in *Pathfinder Roleplaying Game Mythic Adventures*. Mythic feat descriptions do not include information on all prerequisites of the underlying non-mythic feats, as those prerequisites are assumed to have been satisfied (or bypassed by a class ability or other effect, such as a ranger's combat style or monk's bonus feats) in order to obtain the non-mythic feat in the first place. Those prerequisites do not change when the feat is made mythic, so as long as a creature has a non-mythic feat and has a mythic feat slot available, it can take the mythic version of that feat. Some mythic feats have additional requirements listed, typically based on a creature's mythic rank or tier.

Mythic spells follow the same principle, in that the version of the spell listed here details only what is changed from the base version of the spell, using the mythic spell description format established in *Pathfinder Roleplaying Game Mythic Adventures*. For full information on the level, range, duration, etc. of each spell, consult the appropriate sourcebook for the spell you are using.

Hyperlinks: If you have the PDF version of this book, the majority of feat descriptions in this book are hyperlinks to online resources like the Pathfinder PRD or d20pfsrd, where you can find the full text of the non-mythic version of each spell. Feats not hyperlinked did not have their full descriptions available online at the time of publication of the *Mythic Character Codex*.

Organization: Since the feats in this book are organized alphabetically, presenting a single encyclopedic listing of feats as a table of contents or index was deemed redundant. Feats are grouped by the letter of the alphabet of the first word in the spell's name, even in the case of feats beginning with Greater or Improved. While in some cases it would make sense to alphabetize Improved or Greater feats by the name of the base feat (such as Weapon Focus and Weapon Focus, Greater), this would create consistency issues with other feats that include Improved or Greater in their name but which do not have a base feat (such as Greater Grapple or Improved Trip). However, to aid with reference, base feats that have Improved or Greater versions are noted with a superscript ^{G} and/or ^{I} alongside the name of the base feat.

Bookmarks: Each letter of the alphabet contains a listing of the feats found with that letter, and each feat listed there contains an active bookmark link that allows you to jump immediately to the description of that mythic feat.

About Legendary Games

Legendary Games is an all-star team of authors and designers, founded by Clark Peterson of Necromancer Games, Inc. and run by Jason Nelson. Legendary Games uses a cooperative, team-based approach to bring you, the Paizo fan, the best expansion material for your game. We are gamers and storytellers first, and we believe that passion shows in our products. Check us out and **Make Your Game Legendary!**

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Miraculous Mythic Grandmaster

Vic Smith

Magnificent Mythic Grandmaster

Burt Smith

Marvelous Mythic Grandmaster

Devin MacInnis

Hardcore Mythic Grandmasters

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Henry Bevil (gloomblade)

Monster Spawner

Jason Jones (vampire magus)

Burt Smith (xenoid template)

Master of the Mythic Arts

William Mead (Mythic Marvels)

Sponsors

Carlos Cabrera (astral suffocation, astral tsunami, gate mirage, planar feedback), Max Conzémius (Dispelling Blood, Unraveling Blood), Devin MacInnis (mythic dragonhide), Andrew Martinek (Dark Forces Adept, Inhuman Inside, Strange Revelations)

CHAPTER I MYTHIC PATHS

Chapter 1: Mythic Paths

Every mythic character belongs to a mythic path. Each path represents a journey into legend, and each tier in that path grants abilities and features related to that pursuit. Upon achieving his 1st mythic tier, a character must choose one mythic path to follow. Characters can choose from the following mythic paths. The archmage, champion, guardian, hierophant, marshal, and trickster are described in full in *Pathfinder Roleplaying Game Mythic Adventures* and are not reprinted here, nor are the genius, living saint, overmind, and stranger paths from the *Mythic Hero's Handbook*, while the bound, mystic, and reluctant hero paths are described in full in this chapter.

Archmage: A master of arcane magic, the archmage casts powerful spells with great skill and ease, and shapes reality at whim. The powers of the archmage allow her to alter her spells, penetrate foes' defenses, and master nearly any subject. While many of the archmage's abilities are most valuable to a character with a high Intelligence score, those with high Charisma scores will also find a wide variety of powerful options. The path of the archmage is suitable for arcane spellcasters.

Champion: Unparalleled in combat, the champion stands triumphant on the battlefield, surrounded by bruised and broken foes. The abilities of the champion allow him to deliver strikes more accurately, perform astounding combat maneuvers, and move effortlessly around the battlefield. Characters with a high Strength score will find this path extremely useful, as will those with a high Constitution score. The path of the champion is suitable for characters who rely on martial arms and combat maneuvers.

Guardian: None can get past the impervious guardian—those who threaten this devout hero's charges are doomed to fail. The powers of the guardian allow her to hold her ground, protect her allies, prevent enemies from moving past her, and survive hits that would defeat lesser heroes. Characters that have a high Constitution score and frequently find themselves in the middle of combat gain valuable powers by becoming a guardian. The path of the guardian is suitable for those who routinely sustain massive amounts of damage.

Hierophant: Drawing on power that goes beyond the gods, the hierophant is an inviolate vessel for the divine. The abilities of the hierophant allow him to enhance the power of his spells, heal others with greater potency, and commune with the gods. Most characters that become hierophants have a high Wisdom score, although many also have an above-average Charisma score. The path of the hierophant is suitable for divine spellcasters.

Marshal: Inspiration and courage make the marshal the greatest leader, capable of leading troops to victory over any challenge. The powers of the marshal allow her to inspire others, which grants bonuses and additional opportunities to all of her comrades. Characters with a high Charisma score and an above-average Intelligence score will gain a variety of useful abilities by becoming marshals. The path of the marshal is suitable for those who continually aid others.

Trickster: Skill, training, and savvy make the trickster the master of the impossible—defying unbeatable obstacles and traps, tricking the wise, and hitting otherwise unattainable targets. The trickster's abilities allow him to change his appearance, manipulate others, and strike with deadly accuracy. Characters with high Dexterity and Charisma scores have a lot to gain from becoming tricksters. The path of the trickster is suitable for those who rely on subterfuge and cunning.

Base Mythic Abilities

Every mythic PC gains a number of base abilities common to all mythic characters, in addition to the special abilities granted by each mythic path. These abilities are gained based on the character's mythic tier. If you wish to recalibrate some of the base mythic abilities described here to your preferred power level for mythic play, including revisions of the amazing initiative and recuperation abilities, please see The **Challenges of Mythic Play** in the *Mythic Hero's Handbook*, also published separately as *Mythic Solutions*.

Table: Base Mythic Abilities

Mythic Rank	Ability Bonus	Mythic Feat	Base Mythic Ability
1st	-	1st	Hard to kill, mythic power, surge +1d6
2nd	1st	-	Amazing initiative
3rd	-	2nd	Recuperation
4th	2nd	-	Surge +1d8
5th	-	3rd	Mythic saves
6th	3rd	-	Force of will
7th	-	4th	Surge +1d10
8th	4th	-	Unstoppable
9th	-	5th	Immortal
10th	5th	-	Legendary hero, surge +1d12

A mythic character gains one mythic path ability at each tier, in addition to the abilities listed in the table above and described below.

Ability Score: Upon reaching the 2nd mythic tier, an ability score of your choice permanently increases by 2. At 4th, 6th, 8th, and 10th tiers, another ability score of your choice permanently increases by 2; this can be an ability score you've already increased or a different ability score.

Mythic Feat: Select one mythic feat or non-mythic feat as a bonus feat. You must qualify for this feat normally. You gain another mythic feat at 3rd tier, and again every 2 tiers thereafter.

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.

Mythic Power (Su): Mythic characters can draw upon a wellspring of power to accomplish amazing deeds and cheat fate. This power is used by a number of different abilities. Each day, you can expend an amount of mythic power equal to 3 plus double your mythic tier (5/day at 1st tier, 7/day at 2nd, etc.). This amount is your maximum amount of mythic power. If an ability allows you to regain uses of your mythic power, you can never have more than this amount.

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 1d6 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. The bonus die gained by using this ability increases to 1d8 at 4th tier, 1d10 at 7th tier, and 1d12 at 10th tier.

Amazing Initiative (Ex): At 2nd tier, you gain a bonus on initiative checks equal to your mythic tier. 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.

Recuperation (Ex): At 3rd tier, 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.

Mythic Saving Throws (Ex): At 5th tier, 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.

Force of Will (Ex): At 7th tier, 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.

Unstoppable (Ex): At 8th tier, you can expend one use of mythic power as a free action to immediately end any one of the following conditions currently affecting you: bleed, blind, confused, cowering, dazed, dazzled, deafened, entangled, exhausted, fascinated, fatigued, frightened, nauseated, panicked, paralyzed, shaken, sickened, staggered, or stunned. All other conditions and effects remain, even those resulting from the same spell or effect that caused the selected condition. You can use this ability at the start of your turn even if a condition would prevent you from acting.

Immortal (Su): At 9th tier, if you are killed, you return to life 24 hours later, regardless of the condition of your body or the means by which you were killed. When you return to life, you aren't treated as if you had rested, and don't regain the use of abilities that recharge with rest until you next rest. This ability doesn't apply if you're killed by a coup de grace or critical hit performed by either a mythic creature (or creature of even greater power) or a non-mythic creature wielding a weapon capable of bypassing epic damage reduction. At 10th tier, you can be killed only by a coup de grace or critical hit made with an artifact.

Legendary Hero (Su): At 10th tier, you have reached the height of mortal power. You regain uses of your mythic power at the rate of one use per hour, in addition to completely refreshing your uses each day.

MYTHIC PATRONAGE

Not all who harness mythic power do so of their own accomplishment. Some are gifted mythic power when it is bestowed onto them by greater beings who have already achieved greatness. The following section details an alternate source of mythic power stemming from mythic tiers granted by an individual who has already had their moment of ascension.

Becoming a Mythic Patron

Any character with the mythic patron feat has the ability to loan out their mythic power to allies. Once the mythic patron feat

has been taken, a character may immediately begin investing portions of his mythic power in others. Becoming a mythic patron is not only a responsibility, but also a significant risk and should not be something undertaken lightly.

Bestowing Tiers

A mythic patron may bestow any number of mythic tiers on another creature or creatures up to their current mythic tier -1. These creatures are called mythic benefactors. For example, a 9th-tier character may bestow a total of 8 mythic tiers to benefactors. When a patron bestows a mythic tier on a benefactor, the patron's effective mythic tiers are reduced by a number equal to the total bestowed. This does not result in the loss of mythic feats, hit points, or other standard mythic traits. However, if the mythic patron no longer meets the prerequisites for specific path abilities, such as minimum mythic tier required to obtain, they may no longer use that mythic path ability until they reclaim their power.

Bestowing a mythic tier requires a full-round action and line of sight to a non-mythic target. Mythic tiers cannot be bestowed on characters or creatures that are already mythic. For purposes of bestowing tiers, viewing the target via a *scrying* spell or similar effect counts as line of sight. Mythic tiers may only be bestowed on a willing target, though the target may be coerced into accepting these mythic tiers without full understanding of what doing so entails.

For the duration of time that their mythic tiers are bestowed on others, a mythic patron acts as if they were effectively of lower mythic tier for purposes of ability effects, number of mythic surges per day, and any other effect related to total mythic tier. A mythic patron may not gain additional mythic tiers while they are investing their power in others, but trials completed while acting as a mythic patron still count towards the required number of trials. Once the mythic patron has regained all of their loaned tiers, they may gain new mythic tiers as normal, or immediately gain access to tiers earned while acting as a patron.

Receiving a Mythic Patron

When you are granted mythic tiers by a mythic patron, you are considered a mythic benefactor and immediately gain a number of mythic tiers determined by the patron. These tiers are automatically considered to be of the mythic path originally chosen by your mythic patron and may not be

changed by the mythic benefactor. Additionally, you may only select mythic path abilities and mythic feats from among those selected by your patron. If your mythic patron has the mythic spellcasting path ability and you choose it, you are limited to their selection of mythic spells and may not cast them if they are not on your spell list or are of a level too high for you to cast. You gain the same number of bonus hit points from bestowed mythic tiers as your patron had gained.

For all purposes you act as a normal mythic character of your tier while bestowed these temporary tiers. You may even gain the Mythic Patron feat if you are bestowed sufficient tiers to qualify for it, and thereby bestow some of the granted tiers you were given to other individuals following the same rules. For example, a 9th-tier trickster patron bestows 5 tiers on his lieutenant. In turn, his lieutenant takes the Mythic Patron feat as his third-tier mythic feat in the same place his patron had gained it. The benefactor then chooses to bestow 2 tiers on his chosen subordinate.

When bestowing mythic power on a mythic benefactor, a mythic patron may choose to mark this benefactor as his representative with a symbol or brand somewhere on their body at the time mythic tiers are bestowed. The appearance of the mark is chosen by the mythic patron, but remains the same for all benefactors once chosen, and becomes synonymous with their mythic legacy.

Reclaiming Mythic Power

A mythic patron may reclaim any number of mythic tiers bestowed on their mythic benefactors as a standard action while the benefactor is within line of sight. Stripping a benefactor who is himself a mythic patron to another individual of their power also subsequently strips that individual of their power if the benefactor can no longer qualify for the Mythic Patron feat due to loss of effective tiers. Any of the patron's tier-related limited use abilities only resume their full potency and number of uses after the mythic patron has regained mythic power as part of resting.

Once mythic power has been reclaimed from a benefactor it may not be bestowed upon them by again for 24-hours by the same patron. Losing mythic power in this way is a taxing experience, and the benefactor being drained must make a Fortitude save (DC 10 + twice the number of tiers being removed) or be staggered for a number of rounds equal to the number of mythic tiers lost. If a benefactor is bestowed mythic power by a mythic patron again, they are free to choose an entirely new suite of powers and are not limited by their previous choices.

The following mythic feat and path ability are excellent ways to implement mythic patrons and protégés in your campaign.

Mythic Patron (Mythic)

You possess the ability to bestow mythic power on others.

Prerequisite: Mythic tier 1

Benefit: You gain the ability to become a mythic patron (see the mythic patron rules above.)

Universal 3rd-Tier Path Ability

Call Protégé (Su): As a full-round action you may expend one use of mythic power to summon an individual that you have invested mythic power in as a mythic patron. The target must be an active recipient of one or more of your mythic tiers and be on the same plane as you. Your protégé may not resist this calling, however they cannot be summoned from areas where teleportation magic does not function, or while under the effects of spells such as *dimension lock*. Your protégé appears in an empty square within 30 feet at the beginning of your next turn and may act immediately as they wish.

If a mythic patron dies, all invested mythic tiers are immediately removed from all benefactors. If a benefactor dies, all mythic tiers bestowed on them are automatically returned to the mythic patron.

Path of the Bound

Not all mythic heroes gain their power through deed and might alone. Some require a push to get themselves started, while others seek mythic power through Faustian bargains with otherworldly sources. The Bound mythic path represents mythic heroes who receive their power from outside sources, be they gods, outsiders, or even other mythic heroes. All mythic heroes from the Bound path are assumed to have their mythic power granted as their mythic ascension.

This section details power suitable for heroes who have forged a bond with a source of mythic power and offers diverse abilities that can easily represent different sources of mythic power. It is recommended that players work with their GM to determine the nature of their mythic patron, and optionally may utilize the Mythic Patronage rules (see page 3) to add more of a give-and-take relationship between mythic patrons and mythic protégés.

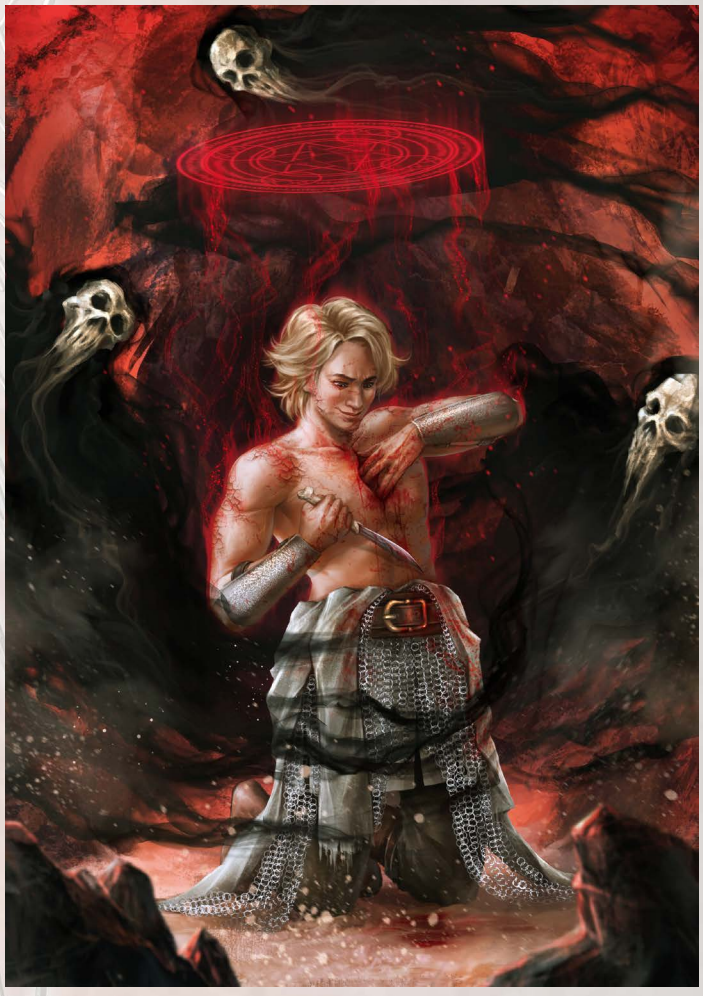
The path of the bound is a natural fit for using the Mythic Flaws optional rule (see Chapter 4: Running a Mythic Game

in *Pathfinder Roleplaying Game Mythic Adventures*), representing the idea that mythic power is anything but a free ride, and that with great power comes a great price. This mythic path embodies that ideal, and Mythic Flaws are an excellent way to represent the cost of gaining transcendent power. In addition to the standard flaws of dependency, elemental vulnerability, furious rage, hubris, material weakness, mercurial mind, school aversion, and weapon weakness, the following new Mythic Flaws are uniquely well suited to mythic heroes taking the path of the bound.

Bound Vessel: The source of your mythic bargain can influence your actions once per day as if it were an intelligent magic item with ego equal to your character level plus your tier.

Corrupted: You gain a corruption (*Pathfinder Roleplaying Game Horror Adventures*). Your number of manifestations is equal to your tier. You must use the vile corruption variant. Add half your tier (minimum 1) to the DC to resist the corruption progressing and to your manifestation level to determine the effects of corruption stains (but not for other purposes, such as gifts or gaining additional stains).

Doomed: You are doomed to die in an ordained fashion. Whenever you are dealt damage within 30 feet of your doom, the attack ignores all your defensive abilities and deals maximum damage. If a saving throw is allowed, you roll twice and take the lower result. You cannot apply a mythic surge to the saving throw or use other abilities to protect yourself while exposed to your doom.



BOUND

Draw power from forces beyond the ken of peers, understand the symbiotic nature of the planes and their inhabitants, and enhance yourself with power derived from a mysterious source. Characters who derive power from outside sources and seek to quickly gain access to power that may not fully understand find themselves drawn to the bound path. The mythic power of these heroes allows them to bend not only themselves but reality to their will, all the while moving to the machinations of their benefactor.

Role: As a bound, your role in the party is a fluid one. You can find your way to the fore of battle, slip into the shadows unnoticed, command supernatural power, and retreat away to your master's side when needed. Though you are a jack of all trades, you excel at no one talent unlike other mythic paths.

Classes: Members of any class can excel in the bound path, especially those who would benefit from additional means of mobility or shoring up mundane talents with a supernatural flair. Clerics, oracles, mediums, shamans, summoners, and witches are some thematically appropriate for the Bound path.

Bonus Hit Points: Whenever you gain a bound tier, you gain 3 bonus hit points. These hit points stack with themselves, and don't affect your overall Hit Dice or other statistics.

Tier	Path Features
1st	Bound pact, path ability
2nd	Path ability
3rd	Path ability
4th	Path ability
5th	Path ability
6th	Path ability
7th	Path ability
8th	Path ability
9th	Path ability
10th	Path ability, true pact

BOUND FEATURES

As you gain new tiers, you gain the following abilities.

Bound Pact: Select one of the following abilities. Once chosen, it cannot be changed.

Eldritch Wish (Sp): As a swift action, you can expend one use of mythic power to cast any one spell as a spell-like ability without expending a spell slot or prepared spell. If the spell has a focus or material component, you must provide it. The spell may be from the cleric, shaman[ACG], sorcerer/wizard, or witch[APG] spell list. It must be of a spell level less than or equal to your tier. Your caster level for this spell is equal to your character level. The save DC is equal to 10 + spell level + your tier. You cannot choose the same spell twice in one day.

Painful Brand (Su): As a swift action when you strike a creature within 30 feet with an attack, you can expend one use of mythic power to mark them with a sigil or scar representing your patron. The target takes a -1 penalty on all saving throws for a number of rounds equal to your mythic tier. At 5th tier, this penalty increases to -2, and to -3 at 10th tier.

In addition, once per round when the branded creature takes damage from any source while within 30 feet of you, as a free action you can increase the damage it takes by an amount equal to your mythic tier. If you use this ability to increase damage from your own attack or an effect you create, the damage is instead increased by 1d6, plus an additional 1d6 for every 3 tiers after 1st. This damage is not multiplied on a critical hit.

Step Between (Su): As a swift action, you can expend one use of mythic power to shift into the edge of your patron's extradimensional domain, allowing you to move up to 5 feet per mythic tier in any direction and then shift back into reality. When you reappear, you may shroud yourself in the residual essence of your patron's domain (such as a halo of dazzling light for a celestial, sooty smoke for a demon, or twinkling twilight for a fey patron), affecting you as a *blur* spell until the beginning of your next turn, or you may immediately make one melee attack at your highest attack bonus. This negates the *blur* effect, but your opponent is considered flat-footed against the attack. This attack is in addition to any other attacks you are allowed. You must have line of effect to any space in into which you wish to teleport with this ability.

Wardpact (Su): As an immediate action, whenever you are targeted with an attack or harmful effect (or are in the area of a harmful effect), you can expend one use of mythic power to curse your attacker. Your attacker takes a -2 penalty on one of the following (your choice): AC, attack rolls, caster level checks and concentration checks, or saving throws. This penalty lasts for a number of rounds equal to your mythic tier, though your attacker can attempt a Will save (DC 10 + twice your mythic tier) to reduce the duration to 1 round. The penalty from your wardpact increases by 1 for every 3 tiers you possess.

Path Ability: At 1st tier and every tier thereafter, select one new path ability from the bound path abilities lists or from the universal path abilities lists. Once you select an ability, it cannot be changed. Unless otherwise noted, each ability can be selected only once. Some abilities have requirements, such as a class ability or minimum mythic tier, which you must meet before you select those abilities.

True Pact (Ex): At 10th tier, whenever you target a creature with a spell, supernatural ability, or spell-like ability that requires a Will save, and the target fails that save, you may expend one use of mythic power to affect the target with the effects of *geas/quest*. You determine the specifics of the geas when the target fails their saving throw. You may dismiss this effect as a free action at any time.

1st-Tier Bound Path Abilities

You can select these path abilities at any tier.

Blink[T] (Su): In a sudden burst of movement you may expend one use of mythic power to move up to your speed as an immediate action in any direction to a destination that you have line of sight to. You may ignore any difficult or hazardous terrain crossed during this movement such as rubble, lava, or hazardous spell effects such as *entangle* or *black tentacles*, and your movement does not trigger traps. Furthermore, you may move on open air, such as to cross chasms or climb directly upward. However, if your movement ends mid-air, you immediately fall and take falling damage as appropriate.

Bound Aspect (Su): As a standard action, you can infuse your body, mind, and soul with the power of your patron for a number of minutes per day equal to your mythic tier. This duration need not be continuous but must be spent in 1-minute increments.

Accursed Aspect: You can transform into a misshapen and inhuman creature blighted and twisted by the power of your patron. You can adopt the shape of a Small or Medium monstrous humanoid as if using *monstrous physique I*[UM], though your face always resembles your true form and your adopted shape is marked with the colors or symbol of your

patron. While in this form, you are immune to non-mythic curses and fear effects.

Illuminated Aspect: Your appearance does not change but your head is wreathed in a nimbus of light (which can appear as heavenly light, hellish flame, or any shade you wish) that sheds light as a *light* spell. You may choose to have this light obscure your face or to surround and illuminate it. Meanwhile, your skin is covered in writhing patterns of letters, images, and symbols that describe your patron's glory and insight into secrets of the universe. You gain a bonus equal to one-half your mythic tier (minimum +1) on Knowledge (arcana), Knowledge (planes), and Knowledge (religion) checks. When in this form, you cannot be blinded, dazzled, or deafened, and you also are immune to gaze effects and patterns.

Perfected Aspect: Your skin, hair, and garments take on a shining, beautiful appearance, which may be metallic, jewel-like, ethereally fey, burnished and muscular, or something else appropriate to your patron and featuring their favored colors. You gain a +4 enhancement bonus to your Charisma score and you gain low-light vision and a +2 racial bonus on Perception checks. When in this form, you are immune to non-mythic emotion effects.

In either aspect, you can communicate telepathically with outsiders whose alignment subtypes match your alignment, and any other creatures that serve your patron regardless of alignment. You gain a bonus on Charisma checks and Charisma-based skill checks equal to one-half your mythic tier (minimum +1) with them.

Chained Bondage (Ex/Su): You are proficient with spiked chains and whips, and you take no penalty on attack rolls when using chains as improvised weapons. In addition, you can use any chain as if it were a whip for both attacks and combat maneuvers, and this ability counts as Exotic Weapon Proficiency and Weapon Focus with both the whip and spiked chain for the purpose of meeting prerequisites for any feats that normally require the use of a whip, such as Whip Mastery[UC].

Any whip, chain, or spiked chain you wield is considered magical for the purpose of overcoming damage reduction. At 3rd tier, you also may select an alignment subtype that matches the alignment of your patron; from that point forward, any whip, chain, or spiked chain you wield is also treated as that alignment subtype for the purpose of overcoming damage reduction.

You can expend one use of mythic power as a standard action to grant a whip, chain, or spiked chain you wield with any of the following properties for one minute: *flaming*, *ghost touch*, *keen*, *ki focus*, *ominous*[UE], *vicious*, *wounding*. If the weapon is already magical, this property is in addition to any other properties the weapon already possesses.

Claim My Soul (Sp): You seal a pact with one or more outsiders to claim your soul if you are killed. You are immune to possession and effects that would trap your soul, and your spirit cannot rise as an undead. In addition, you can call one or more outsiders as *lesser planar ally* to come and claim your soul directly when you die. The called outsider(s) take one-half the usual payment in exchange for this future service, reappearing 1d4 rounds after your death to claim your soul. You can stipulate that the called creature(s) must attempt to avenge your death, with the amount of time they must spend attempting to hunt down your killer determined by the amount they were paid in advance for their services, as per the *lesser planar ally* spell description. The required payment is not increased because of the potential danger involved.

If you are at least 3rd tier, this functions instead as *planar ally*; if at least 6th tier, as *greater planar ally*; and if 10th tier, as *gate*, though you cannot call an outsider whose Hit Dice exceed your own Hit Dice or level plus your mythic rank or tier.

Once your soul is claimed in this way, you cannot be raised or from the dead, as if *rest eternal*[APG] had been cast upon your body (caster level equals your character level). However, the creature(s) with whom you struck your initial pact can be called or contacted and a new bargain or arrangement struck in order to retrieve your soul and allow you to be returned to life.

Contract (Su): You can seal an agreement with supernatural power. The two parties in the agreement must join hands and willingly state the terms to which they are agreeing, while you expend one use of mythic power (requiring 1 minute). While you use this ability, you and all parties agreeing to the contract can understand one another's language, and the terms of the deal appear magically on two duplicate scrolls. While making the agreement, each side gains a +10 competence bonus on Sense Motive checks made against the other party in the agreement. Once the terms are agreed, each party accepts a *lesser geas* (no save) to fulfill the terms of the contract. This function does not occur if either character is under a mind-affecting effect or threat that forces her to consent to the agreement. This compulsion lasts 7 days, starting immediately.

While the *lesser geas* remains in effect, both copies of the contract remain pristine and unaltered. Should either party attempt to alter their copy of the contract in any way, the other party's contract shows the attempted alteration in bright red ink. If either contract is destroyed, the other contract becomes sooty and tattered but the effects of the *lesser geas* remain for both creatures for the remainder of the contract. If any party to the contract removes the *lesser geas* by magic, the *lesser geas* is immediately ended for all others.

At 3rd level, you can expend two uses of mythic power to create a contract with the effect of a *geas/quest*, but the contract otherwise functions as described above.

Cooperative Caster (Ex): You can combine your magical energies with the essence of your patron and use it to tap into the spellcasting abilities of others to fortify your own powers. You gain Allied Spellcaster[APG] as a bonus feat, and you gain the benefits of this feat whenever you are adjacent to an allied spellcaster who uses the same kind of magic (arcane, divine, psychic) as the spell you are casting, even if that ally does not have this feat. If an adjacent ally does have this feat and you and that ally cast the same spell simultaneously by readying an action, the save DC of both spells is increased by 1 (or by 2 for creatures that are affected by both spells simultaneously). Furthermore, if your caster levels are not the same, both you and your ally use the higher of their two caster levels when rolling any caster level checks associated with the spell.

As a standard action, you can expend one use of mythic power to grant the Allied Spellcaster[APG] or Shielded Caster[APG] feat to an ally you touch for 1 minute.

Curse-bearer (Ex): You may touch, wear, wield, or carry a non-mythic cursed item without being affected by the curse. You may choose to be affected by the curse if you wish. Mythic cursed items affect you as normal, but you may expend one use of mythic power as a free action to suppress the effects of the item's curse on you for one round.

Destiny's Tool (Ex): Destiny has already chosen your fate and your own whims and desires are irrelevant. Whenever you are encounter an effect or item which has differing effects according to alignment, you may expend one use of mythic power as an immediate action to select which alignment you wish to be treated as by that effect. If the effect has a non-instantaneous duration (such as wielding a *holy* weapon), you are treated as that alignment for the purpose of that effect for a number of hours equal to your mythic tier.

Dream Trader (Su/Sp): You sacrifice your own dreams to your patron, allowing it to inhabit your mind and memory and peel away the residue of your personal dreamworld. You are immune to effects that would read your dreams or allow a creature to contact or enter your dreamscape, and any creature attempting to do so is so disturbed by your warped dreamscape that it takes 1d4 points of Wisdom damage (Will negates) and becomes shaken until this Wisdom damage is cured.

Your hollow dreamscape grants you the ability to do the same to the dreams of others (allowing your patron to feed upon them as well). As a standard action, you can siphon the dreams of a sleeping creature (Will negates), granting you a +2 circumstance bonus on Bluff, Diplomacy, Intimidate, and

Sense Motive checks against that creature in the future, and you gain one special use of mythic power, which you can use only when interacting with that creature. You can have a number of such stored uses of special mythic power equal to your mythic tier, but no more than one such use of power per creature. If the creature succeeds on this save, it is immune to this effect for 24 hours.

You also can plant subconscious thoughts or suggestions in the mind of a sleeping creature, expending one use of mythic power to use *sow thought*[ACG] or *suggestion* as a spell-like ability. You can use this ability as part of casting a *dream*, *minor dream*[ARG], or *nightmare* spell. If you can cast any of those spells, you can cast the mythic versions of those spells whenever you use them to target a sleeping creature. The duration of this effect begins once the creature awakens, and the target is unaware of this manipulation.

The save DC for any of the above abilities is equal to 10 + 1/2 your Hit Dice + your Charisma modifier. If the target is a non-mythic creature, you add one-half your tier (minimum +1) to the save DC. Creatures that don't sleep or dream are immune to this ability.

Empathic Healing[G] (Su): You can expend one use of mythic power to transfer up to 10 points of damage per tier from a touched ally to yourself, healing the target and damaging you. This transferred damage bypasses all effects that reduce or negate hit point damage (such as damage reduction). Alternatively, you can expend two uses of mythic power to transfer an ongoing disease or poison from a touched ally to yourself, which halts ongoing effects on the target from that affliction and requires you to attempt any remaining saves against it. If you're immune to the disease or poison, transferring it to yourself destroys the affliction.

Exorcist (Su): As a full-round action, you can tap into the power of your bond to unravel the power of hostile spirits to control the bodies, minds, and souls of mortals. When you use this ability, you must target one creature within 30 feet to which you have line of sight. A successful Will save (DC = 10 + 1/2 your Hit Dice + your Charisma modifier) negates the effects of this feat. If your target is not a mythic creature, you add one-half your mythic tier (minimum +1) to the DC.

An incorporeal undead creature that fails its save against this effect is staggered. If you target a possessed creature, the possessing entity must succeed at a Will save to resist being staggered for 1 round. If it is staggered, the creature it possesses can immediately attempt a new saving throw to end the possession effect (possession effects that don't allow saving throws to resist them cannot be ended with this power, but the feat can still stagger a possessed creature). You can use this ability a number of times per day equal to your mythic tier.

Fast Bargainer (Ex): As a swift action, you can expend one use of mythic power to make a Bluff, Diplomacy, Intimidate, or Sense Motive check to interact with any number of creatures within 10 feet per tier. Add your tier to the result.

Flash of Omniscience[A] (Ex): Your ability to recall information is astounding. When you take 10 on any Intelligence-based skill check, add your tier to the result. As a free action, you can expend one use of mythic power to ask one question as if using *divination*. The base chance for a correct answer is 70% + your highest arcane caster level + your tier (maximum 100%). The answer doesn't come from a divine agent, but from your own native understanding; therefore, the answer is never cryptic. If you don't get a correct answer, it's like failing a Knowledge check, and you cannot use this ability on this question again.

Greater Familiar Link[A] (Su): You have bound yourself so deeply to your familiar that your life forces are intertwined. Anytime you or your familiar takes damage, you may split the damage evenly between you and your familiar as if using *shield other*. Using this ability doesn't require an action, but it works only if you're conscious and both you and your familiar are alive.

You must have a familiar to select this ability.

Headless Horseman (Su): You have learned to shroud yourself with the mystic power of fear. As a swift action, you can expend one use of your mythic power to make your head invisible and partially incorporeal for a number of rounds equal to your tier, so that it appears you are entirely headless. You can still see, hear, and speak normally, but you cannot eat or drink and you gain a +2 circumstance bonus on saving throws against inhaled poison or gas. You gain a +2 bonus on Intimidate checks while apparently headless, and you have a 25% chance to ignore extra damage from a critical hit, sneak attack, or similar precision-based damage (this chance is increased to 50% against effects that specifically target your head or neck, such as a *vorpal* weapon. This does not stack with other effects like *fortification* that grant a percentage chance to ignore critical hits. While you are using this feat, undead ignore you as if you were using *hide from undead* (DC 11 plus your mythic tier). This ability applies only when you are mounted; if you dismount, your head becomes visible again.

Heirloom (Ex): You gain a legendary item that is an ancestral relic of your house, family, or culture. This functions as the legendary item universal path ability described in *Pathfinder Roleplaying Game Mythic Adventures*, but you are so protective of this item that you add your mythic tier as a bonus to CMD against disarm, steal, and sunder combat maneuvers directed at the item, and one-half your mythic tier as a bonus on saving

throws made by the item. You can take this ability again at 3rd and 6th tier to grant additional abilities to your heirloom item. You can have both an heirloom and a legendary item; however, the total number of legendary abilities between the two items combined cannot exceed your mythic tier +3.

Incarnation (Ex): You carry within you the essence of an ancient soul, an eldritch shard of some entity lingering from the distant past that is now arisen again in an unsuspecting host. You bear an uncanny resemblance to that past hero or villain and may in fact be that being reborn in the flesh. You continue to age normally but never take penalties for aging, as if using *greater age resistance*, and cannot die of old age. In addition, your insights into the past and present allow you to use *legend lore* as a spell-like ability once per week by expending one use of mythic power. If you are at least 3rd tier, you can instead use *vision* as a spell-like ability by expending two uses of mythic power. You always gain a bonus on Knowledge (history) checks equal to its mythic tier.

In addition, you can expend one use of mythic power as a swift or immediate action to exchange a feat, language, or spell you know for a different feat, language, or spell, representing some past piece of knowledge seeping through from the consciousness of your predecessor. You must meet the prerequisites for this ability, and the ability it exchanges cannot be a prerequisite for any other ability. Knowledge of this exchanged feat, language, or spell persists for a number of rounds equal to your mythic tier, though you can make the exchange permanent by meditating for one hour and expending two additional uses of mythic power.

Inspired Advice (Ex): You can tap into skills and practical knowledge you do not possess, drawing sudden inspiration from the whispered voices, prophetic dreams, and interconnected thoughts of your patron and those with whom you are bound. Once per day when you expend a mythic surge, you can roll twice and take the better result.

In addition, you can select one of the following skills at each mythic tier: Craft (select one), Disable Device, Knowledge (select one), Linguistics, Perform (select one), Profession (select one). You can make untrained skill checks in that skill, and if you are trained you can add a bonus equal to 1d6-1 whenever you make a check with your chosen skill(s). If you expend a mythic surge as part of a

skill check for one of your chosen skills, you can roll twice and take the better result.

If you are an investigator[ACG] with the inspiration class feature, it functions as if you were 4 levels higher.

Knowledgeable Guardian[G] (Su): Add double your tier as a bonus on Knowledge checks you attempt to identify monsters, including checks made to learn any special powers and vulnerabilities. As a free action, you can expend one use of mythic power to telepathically communicate the knowledge you obtain from this check to all allies within 100 feet.

Menacing Presence[M] (Su): Something about you puts others on edge. You can attempt an Intimidate check to influence a creature's attitude as full-round action instead of it taking 1 minute. In combat, you can attempt an Intimidate check to demoralize an opponent as a move action. If you expend one use of mythic power, you can attempt to use Intimidate to demoralize all enemies within 30 feet as a standard action, or as a move action if using the Dazzling Display feat.

My Soul Is Not My Own (Ex): Your binding to your patron helps guard you against the powers of other immortal creatures and their servants. You gain immunity to possession effects (other than those used by your patron or its other servants). You also gain a +1 bonus on saving throws against divine magic and spells, spell-like abilities, and supernatural abilities used by outsiders. This bonus increases to +2 at 5th tier and to +3 at 10th tier. This bonus is doubled against mind-affecting effects, negative energy, positive energy, and death effects or energy drain. This bonus is sacred if you are good-aligned, profane if you are evil, and a luck bonus if you are neutral.

Against divine spell effects that deal positive or negative energy damage, force damage, or untyped energy damage (such as *flame strike*, *searing light*, or *unholy blight*), you gain energy resistance 5, plus 5 for every 2 mythic tiers. For effects such as flame strike that deal damage split between untyped damage and some other kind of damage, this resistance applies only to the untyped damage.

Mythic Companion[G] (Su): Select one animal companion, cohort, eidolon, familiar, or bonded mount. That creature can use the surge ability a number of times per day equal to your tier. Its surge ability uses the same bonus die type as you do when you use your surge ability.

Mythic Hex (Su): When you gain this path ability you learn one witch hex. Additionally, you may expend one use of mythic power when using any hex you know to target a creature a second time with the same hex.

Mythic Spiritualist (Su): When determining the effects of your medium[OA] spirit and spirit focus, the mental focus and focus powers of an occultist[OA], or a shaman spirit[ACG], you're considered 4 levels higher. This increases the effects of powers you already possess, but it doesn't grant you powers at a lower level than normal. If a shaman's spirit grants a spirit ability that can be used multiple times per day, such as ancestor's council, you gain a number of extra uses of that power equal to half your tier (minimum 1).

If you are a spiritualist[OA], your phantom gains its abilities as if your spiritualist level were 2 higher, and you are treated as 2 levels higher for the purpose of your phantom recall, *calm spirit*, and *call spirit* class features.

None of Your Business (Su): When a creature uses a divination effect against you, you are aware of it and can make an Intimidate check as an immediate action to demoralize the creator of the effect. If you succeed, the creator of the effect must succeed on a concentration check with a DC equal to the result of your Intimidate check or the divination spell ends. In addition, you can expend one use of your mythic power as an immediate action to use *misdirection* or *nondetection* on yourself, using character level plus your mythic tier as your caster level.

Oathbound (Ex): You can take a vow in a manner similar to a monk's vows[UM], but rather than gaining additional points added to your ki pool you instead gain additional daily uses of mythic power as a result of keeping to your vow, treating your mythic tier as your monk level for the purpose of how many daily uses of mythic power you gain. You can take this ability more than once. Each time you select it, you must take a different vow.

If you are a monk or another class that gains ki, you may choose each day whether to gain uses of mythic power or ki points from your vow(s).

Out of Time (Ex): You are dislocated in time from the present day, a relic from a bygone age who has survived through uncanny means into the present day. You gain a bonus equal to your mythic tier on Knowledge (history) checks about events at least 50 years in the past but are often unfamiliar with idiom and subtext in the present day. You get a bonus equal to one-half your mythic tier (minimum +1) on Linguistics checks dealing with ancient languages but take a -4 penalty on Linguistics checks regarding modern languages. Whenever you fail a save against a language-dependent effect you can expend one use of mythic power as a free action to reroll the save; if the second save succeeds, you misunderstand the intended meaning and negate the effect. You must accept the result of the second roll.

You are immune to magical aging effects and to *haste* and *slow* spells (unless you wish to be affected), and divinations

that would reveal information about your future or about your past (if they extend farther back than one year) automatically fail unless they are mythic effects.

When you are affected by effects that stop time, like *temporal stasis* or *time stop*, you can attempt a Fortitude save once per round of the spell's effect, even if that spell usually does not allow a save. If the save succeeds, the effect ends for you and you can interact with other creatures able to act during the stopped time.

You must have the longevity universal path ability to select this ability.

Patron's Mark (Su): As a standard action you may touch one willing creature and bestow the mark of your patron on them. This functions as *arcane mark* with a caster level equal to 10 + your tier. You may remove this mark as a free action at any time. You may expend one use of mythic power when using this ability to forge a telepathic bond with a creature so marked. This functions as *telepathic bond* and lasts until the mark is removed. At any point while a creature is marked, you may expend one use of mythic power as a free action to transfer any ongoing mind-affecting affect currently affecting you to any one creature you have marked, even if they are on another plane. The marked creature receives no saving throw against this effect and the condition resumes its normal duration on this new target.

Patron's Protection (Su): You are marked as an ally by your patron, causing other servants of your patron to give you a wide berth to avoid crossing your patron. Choose one type of non-humanoid creatures connected with your patron (for outsiders, include a specific subtype such as demons or azatas). You gain +2 circumstance bonus on Diplomacy and Intimidate checks against such creatures, and such creatures treat you as if you had a continuous *sanctuary spell* (DC 10 + your mythic tier). If you attack a creature of that type, this *sanctuary* effect is suppressed for 24 hours.

In addition, when any creature confirms a critical hit against you, reduces you to 0 hit points, or affects you with any curse effect, you can invoke your patron's wrath against your attacker as an immediate action, forcing them to succeed on a Will save (DC 15 + your mythic tier) or become shaken for a number of minutes equal to your mythic tier.

At 3rd tier, you may expend one use of mythic power when triggering this effect to force your attacker to make an additional Will save or be affected as *bestow curse*.

Quick Call (Su): When you cast a summoning spell that normally has a casting time of 1 round, you can expend one use of mythic power to make the casting time to a standard action instead. If you expend two uses of mythic power, the casting time becomes a swift action. If you're a summoner, as a full-round action you can expend one use of mythic power to summon your eidolon. If you're a spiritualist, as a full-round action you can expend one use of mythic power to call forth your phantom from your mind. You must be at least 3rd tier to select this ability.

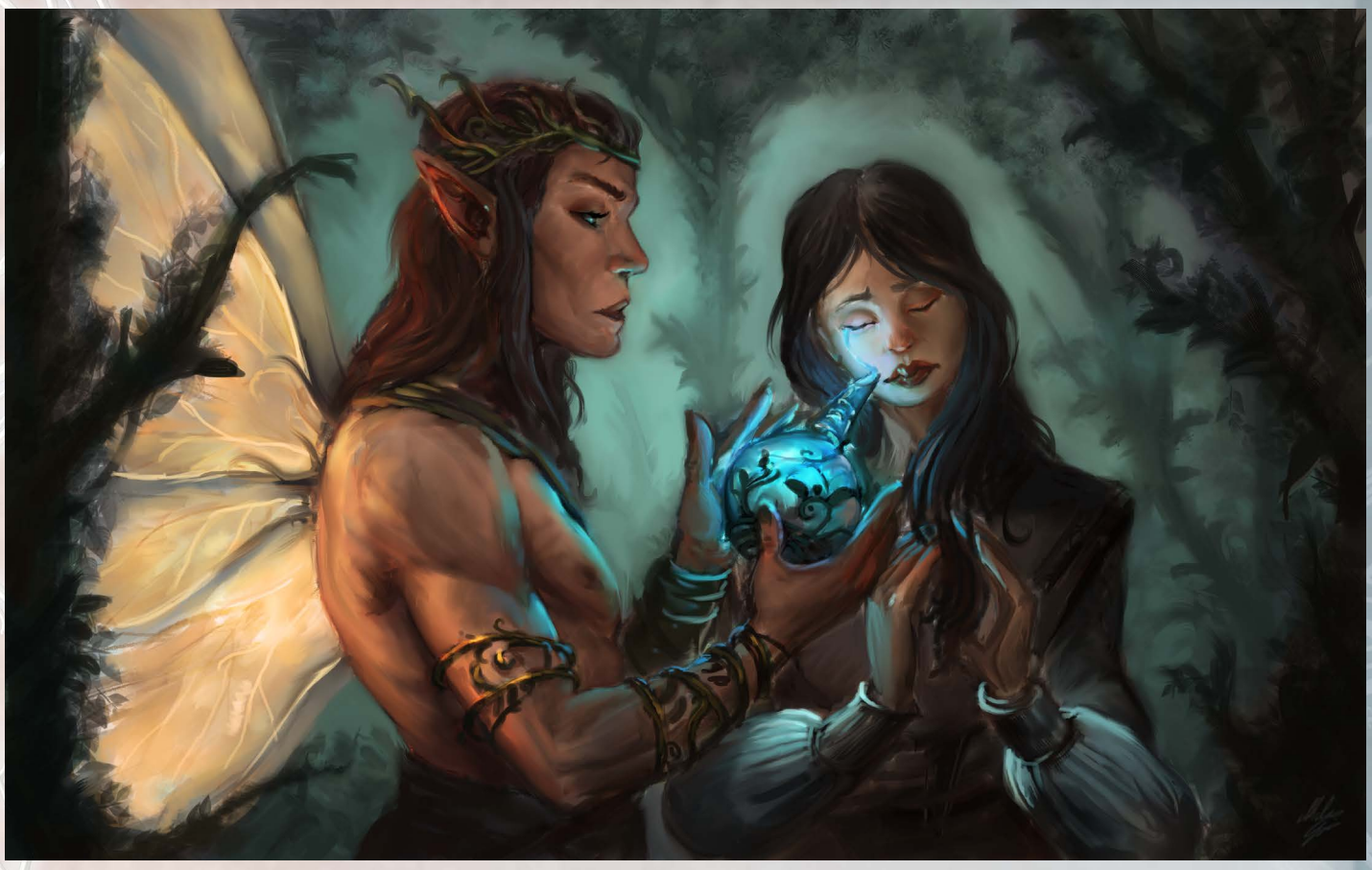
Secrets of the Multiverse (Ex): The secrets of the countless planes of existence are revealed to you. You gain a bonus equal to your tier on all Knowledge skill checks and you can attempt all Knowledge checks untrained.

Share Power (Sp): You can expend one use of mythic power to transfer one or more spells that you know to a creature you touch, allowing them to use those powers instead. This functions like *imbue with spell ability*, but you can transfer spells from any spellcasting class you possess, and you may transfer any spells of the abjuration, divination, or enchantment schools. If you know the mythic versions of the spells you grant, you can imbue additional mythic power in the target when you share power in order to cause those spells to take effect as mythic spells when used.

While the target creature retains the spells you have granted, you are aware of that creature's location and condition as if you had cast *status*, and the target takes a -4 penalty on saving throws against divinations you use. If you use a teleportation effect to transport yourself to their location, the area is treated as studied carefully. You cannot regain the use of mythic power you used to share power until the shared spells are cast, the target dies, or you use a standard action to dismiss the effect. Any unused spells and additional mythic power shared are wasted.

Sinister Seduction (Su): You bind a non-mythic helpless creature's mind and heart to you, breaking its will, bending its mind, and reshaping its thought to be your willing, obedient minion. This mental conditioning requires multiple successful Intimidate checks. Each check requires 8 hours of interaction with the creature (reduced to 1 hour if you expend one use of your mythic power), which can range from conversation to whispering in its ear as it sleeps to outright torture. Only bonuses that apply for the entire 8 hours (or 1 hour) apply to the check. A creature imprisoned with no reasonable hope of escape is considered helpless for the purpose of this ability. Using this ability is often an evil act, though some bound may use it to attempt to redeem evil creatures and curb their viler impulses.

You must succeed on a number of successful Intimidate checks equal to the target's Hit Dice plus its Wisdom modifier. If it has a permanent bonus on saving throws against fear, add a number equal to this bonus to the number of successful checks required. Each time you fail an Intimidate check, you add two to the number of checks required to break the target's will. If you ever fail three consecutive checks, the



number of successful checks reverts to zero and you must begin again.

Once you successfully complete the required number of Intimidate checks, the creature swears to you a Vow of Obedience (see sidebar; monk vows are described in *Pathfinder Roleplaying Game Ultimate Magic*). As long as your minion can see and hear you, as a standard action you can cause it to become exhausted, nauseated, panicked, or paralyzed for 1 minute times your mythic tier. A successful Will save (DC 10 + 1/2 your level + your mythic rank or tier + your Charisma modifier) negates this effect. You can do this as often as you wish, but if you do it more than once per day the save DC decreases by 2 each time after the first. If your minion is wearing some object bearing your symbol, you may expend one use of your mythic power when tormenting him in this way, forcing him to roll his saving throw twice and take the worse result.

Breaking this vow causes your minion to break down mentally, falling unconscious for a number of minutes equal to your tier after taking the offending action. When your minion awakens, it is shaken for a number of hours equal to your mythic rank or tier but it can attempt a saving throw (as above) to break free of its vow.

You may command any number of minions in this way, so long as their total HD do not exceed twice your level plus twice your mythic tier. This is a mind-affecting effect but is not magical and cannot be dispelled, though it can be removed by *greater restoration*, *limited wish*, *miracle*, *wish*, or repeated use of modify memory (a number of castings equal to the number of successful Intimidate checks made when breaking the target's will). The mental compulsion can be detected with a successful Sense Motive check against a DC of 25 plus the mythic tier of the creature's master.

Spirit Versatility (Ex): When you bind with a medium[OA] spirit you may choose one mythic path ability from the aligned mythic path (archmage path for the archmage spirit, etc). You must meet the prerequisites for this mythic path ability and may use it as if it were one of your normal mythic path powers until you are no longer bound with that spirit.

Stigmata (Su): You are a sacrificial soldier serving your patron, willing to give your life's blood in their service. You are marked by scarified wounds that you may cause to stop or start bleeding by force of will. Stopping or starting the flow of blood from your stigmata is a standard action; at 3rd tier it may be activated or ended as a move action, at 6th tier as a swift action.

Activating your stigmata causes bleed damage equal to one-half your mythic tier (minimum 1), and this bleed damage is

Vow of Obedience

Restriction: Choose a character to be your master. Your master is typically an NPC, but at the GM's discretion it may be another PC. You are forever considered to have a Vow of Truth in regards to this master; if you possess a Vow of Silence, you may speak freely with your master, and your master only. You automatically fail saving throws against any mind-affecting effect used by your master and you must obey any command addressed to you by your master, immediately and to the best of your ability. This obedience includes violating other vows, performing alignment violations, or the execution of such suicidal actions as willing starvation, dehydration, or voluntarily failing a Fortitude save—usually after performing a coup de grace upon yourself at your master's command. You may never attack your master, nor command or suggest that others attack your master (including creatures you have called or summoned), even if you or your master is under the effects of a charm or compulsion effect, unless the effect is a mythic effect and its creator has a higher mythic tier than your master. You are always considered flat-footed against your master.

Benefit: A character with this vow increases his ki pool by 1 ki point for every 5 Hit Dice you possess (minimum 1). In addition, whenever you are affected by a charm or compulsion effect used by a creature other than your master while you have line of sight to your master, once per round you can spend 1 point from your ki pool at the beginning of your turn to suppress the effect. This does not require an action. If you do not have a ki pool, you can do this for one round per day for every 5 Hit Dice you possess (minimum 1). Even when the effect is not suppressed, if you are given a command that directly contradicts your master's orders, you become dazed until the end of your turn.

Vow of Truth

Restriction: A character with this vow is not allowed to deliberately speak any lies, including bluffing, stating half-truths with the intent to deceive, exaggerating, telling white lies, and so on. This applies to all forms of communication. If presented with circumstances where telling the truth would bring harm to another, the monk remains silent. Many monks of this vow also take a vow of silence to show their commitment.

Benefit: A monk with this vow increases his *ki* pool by 1 *ki* point for every 5 monk levels (minimum +1). You gain no benefit if you do not have a ki pool.

not halted by curative magic. While bleeding, the you gain a special bonus equal to one-half your tier (minimum 1). This is a sacred (if good) or profane (if evil) bonus (neutral bound may choose either, but once chosen this can never change) that can be applied to attack rolls, weapon damage rolls, Armor Class, caster level checks (including checks to overcome SR), or saving throws. It can be applied to one attribute or spread between several but cannot be changed without stopping and reactivating your stigmata.

While your stigmata are bleeding, you are immune to blood drain and bleed damage (whether hit point or ability damage or drain) from any other source and can use *bleed* or *stabilize* at will as a spell-like ability; activating either ability is a standard action.

Temporary Binding (Su): As a swift action, you can expend one use of mythic power to call an outsider as though you had cast *planar binding*, except you use your mythic tier to determine the number of Hit Dice the bound outsider may possess and do not need to pay any of the material costs for the spell. The outsider must be called in any space within 5 feet per tier, may act on the round it is called, and remains for 1 round per tier. At the end of the calling, the outsider instantly returns to its home plane.

They Made Me Do It (Ex): You are always aware when an action you might take would violate your alignment, priestly vows, cavalier or paladin code, or other similar restrictions. However, the terms of your binding allows you to circumvent those vows without repercussions, shifting culpability for them to the compulsions of your patron. The first time you violate your code, you must expend one use of mythic power at the time you commit the violation. This allows you to avoid the effects of that violation (and any further instances of that same violation you commit within one minute per tier). Each subsequent time that you violate your code (including a different violation occurring within the duration of ignoring the first violation), the cost in mythic power increases by one use. When you gain a new mythic tier, the cost to circumvent your vows resets to one use of mythic power.

Trade Magic (Su): Your mythic nature allows you to exchange magic with another creature as simply as exchanging physical possessions. As a standard action, you can expend one use of mythic power to exchange one ongoing spell on you for another on a creature you touch. The spells must each be of a level less than or equal to your tier. This ends the duration on the previous targets and begins them on the other creature with the remaining duration as if it were the original target. Transferred magic affects the new target as if it were the previous target if that is more advantageous (so an undead creature who received *heroism* would benefit but a living creature who received

command undead would be unaffected). You can choose spells if you have identified them with Knowledge (arcana) or Spellcraft. Otherwise, you exchange the highest-level spells on yourself and the target (ties are broken randomly), up to your maximum. Alternatively, you can exchange a prepared or unused spell slot. A traded spell slot can be used to cast a spell that is not on the caster's spell list, but if so uses the ability score appropriate for the original owner's spellcasting rather than its own. If the caster doesn't have the ability to cast spells of that level, it risks a mishap as if activating a scroll of too high a caster level (the DC of the caster level check to avoid a mishap is 1 + your caster level).

Truthspeaker (Su): You are devoted to the cause of truth, so much so that you are literally incapable of telling a lie. You gain a bonus equal to your mythic tier on Sense Motive checks made to oppose an opponent's Bluff check; this bonus is doubled against non-mythic creatures.

In addition, you can expend one use of mythic power to create a *zone of truth* or to *discern lies*, and you add one-half your mythic tier (minimum 1) to your caster level and the save DC. This is a supernatural ability and is not subject to spell resistance.

If a creature lies to you and you are aware of it, you gain a +2 circumstance bonus on attack rolls and caster level checks against that creature.

Unspeakable Name (Su/Sp): Like demon lords and the witch-kings of legend, you know when others dare to speak of you or your fell deeds. You hear your name and title whenever it is spoken, regardless of distance, and you can expend one use of your mythic power to use scrying as a spell-like ability targeting the creature speaking your name. If your *scrying* is successful, you can expend an additional use of mythic power to deliver a message to the target as *sending*.

If you have at least 3 mythic ranks or tiers, this ability functions across planar boundaries. Expending one use of mythic power allows you to use *greater scrying* on the speaker instead. If you succeed in scrying on the target, you can spend one additional use of mythic power to use *project image* as a spell-like ability. The image appears at the location of the scrying sensor, which is considered the point of origin of the spell. If you scrying sensor is dispelled, so is the *project image*.

If you have at least 6 mythic ranks or tiers, if you successfully scry on a creature you can also read its mind as *detect thoughts*, and you can spend one additional use of your mythic power to *discern location* on the speaker. If a creature says your name three times in a single breath, you learn that creature's true name and can expend two uses of your mythic power to possess the target if it fails a Will save (DC 10 + one-half your level + your mythic rank or tier + your Charisma modifier). The target gains a +2 circumstance bonus for each step its alignment is away from yours (these bonuses stack). If the creature successfully saves, it is immune to possession attempts made by you for a year and a day. A failed save establishes a mental connection between you and the target, as *dominate monster*, but you may also read the target's thoughts as *detect thoughts* or use its senses as *share senses*[APG] at any time simply by concentrating. If the target is within a non-mythic effect that blocks compulsions or possession, you can bypass that effect for 1 hour by expending one use of your mythic power.

As a swift action, you shift your consciousness into or out of the target as *magic jar*. If you prepare spells, while you are possessing the target you may grant one or more prepared arcane or divine spells to the possessed creature, as if you were a cleric using *imbue with spell ability*. Your possession lasts for 24 hours, though you may expend one use of your mythic power each day to renew it. You can possess only one creature at a time. If a creature dispels or blocks your possession with *break enchantment*, *dispel evil*, *protection from evil*, or a similar effect, the caster must succeed on a caster level check (DC 10 plus your level plus your rank or tier); if this check fails, you can expend one use of your mythic tier as a free action to attempt to possess the caster as if she had spoken your name three times. Casting an area spell that blocks possession does not carry this risk unless the caster touches the possessed creature.

3rd-Tier Bound Path Abilities

You must be at least 3rd tier to select these path abilities.

Alignment Insight[H] (Ex): You can automatically detect the alignment of any outsider you can see. This ability doesn't function if the creature is magically disguised or has been polymorphed into a different shape. You can automatically detect the alignment of any creature you see casting a divine spell; if that creature worships a deity, you also learn its deity. Spells and effects that mask a creature's alignment prevent the use of this ability. Whenever you cast a spell that affects creatures differently based on their alignment (such as holy smite), you may have the spell treat creatures of one particular alignment as an alignment one step away from that alignment. For example, when casting *holy smite*, you could treat all lawful neutral creatures as lawful good or lawful evil, all chaotic neutral creature as chaotic good or chaotic evil, or all neutral creatures as neutral good or neutral evil.

Binding Counter (Ex): When you hit a target with an attack, you can expend one use of mythic power as a free action to bind your mythic destiny to that creature for a number of rounds equal to your mythic tier. Whenever that creature expends mythic power during that time, as an immediate action you can expend an equal number of uses of mythic power to negate the opponent's mythic ability. If you already have used your immediate action for the round or wish to

conserve your immediate action, you still can use this ability but must spend an additional use of mythic power to do so. If your opponent was attempting to use a power with limited uses per day, the negated use does not count against that number. You must be aware of the opponent, and the opponent's mythic rank or tier must be lower than yours or this ability has no effect.

Contractual Obligation (Sp): You can call upon your otherworldly patron to send you aid in a time of need. You can create an *unseen servant* a number of times per day equal to one-half your mythic tier (minimum 1). In addition, by expending one use of your mythic power you can create a *phantom steed* or *spiritual ally*[APG]. You also can expend one use of mythic power to call a *lesser planar ally* or *lesser entice fey*[UI] (as appropriate to your patron), though this takes 10 minutes and you must provide the usual material component and make any skill checks normally required when casting the spell in order to appease your patron.

At 6th tier, you can expend two uses of mythic power to call a *planar ally* or *entice fey*[UI]. At 8th tier, you can expend three uses of mythic power to call a *greater planar ally* or *greater entice fey*[UI].

At the GM's option, you can call an undead creature as if it were an outsider, if your patron is connected with undead or the power of death, or an aberration if your patron is an eldritch alien entity from beyond the stars. Regardless of what kind of aid you call upon, you can only have a single spell-like effect active at a time.

Cursed Scorn (Sp): When you strike back against those who have wronged you, you can imbue the attack with a curse by expending two uses of mythic power. If the target damaged you or if you failed a save against an attack from that target, the target is cursed, as *bestow curse*. The save DC is 10 + 1/2 your character level + your tier. If you are at least 6th tier, the curse is instead like *major curse*[UM].

Don't Cross Me[M] (Ex): Even when you're away from your thralls, they fear and obey you. When you successfully use Intimidate to make someone helpful, you can expend one use of mythic power to cause the creature to remain helpful to you even in your absence for up to a number of days equal to your tier. At the beginning of each day, the creature may attempt a Will save; if it succeeds, this effect ends prematurely (DC equal to the result of your original Intimidate check minus 2 for each day since the creature last had direct contact with you). This is a mind-affecting fear effect.

Eldritch Flight[A] (Sp, Su): You gain a bonus on Fly checks equal to your tier. As a standard action, you can expend one use of mythic power to fly (as the *fly* spell) for a number of minutes equal to your tier. At 6th tier, you instead gain a supernatural fly speed of 60 feet (40 feet if you wear medium or heavy armor or are carrying a medium or heavy load) with good maneuverability.

Eldritch Shield (Su): As an immediate action you may expend one use of mythic power to surround yourself with a protective field of energy bestowed by your patron. This shield grants you temporary hit points equal to 10 + three times your tier. Each round you regain a number of temporary hit points equal to your mythic tier. Once your temporary hit points provided by this power are reduced to 0, your eldritch shield is dismissed and you must spend another use of mythic power to reactivate it. While your eldritch shield is active you shed light like a torch.

Eye of Vengeance (Ex): When a creature strikes you with an attack, your destinies are briefly joined as your gaze pierces all veils between you. Until the end of your next turn, you can perceive your attacker as if you had *true seeing* and you gain a bonus equal to one-half your mythic tier on attack rolls made to confirm critical hits. If your attacker has damage reduction that applies against your attacks, that damage reduction is reduced by an amount equal to your mythic tier. If your attacker confirmed a critical hit against you, this effect lasts for a number of rounds equal to the critical multiplier of the attack.

Any inquisitor[APG] judgment or smite effect (such as a paladin's smite evil) you use against your attacker functions as if you were 4 levels higher.

If you attack any creature other than your attacker, including any offensive spell or ability that targets another creature (even if it also affects your attacker), the effects of your eye of vengeance end immediately.

Feel Your Pain (Su): Whenever an adjacent ally gains one of the following conditions, you can expend one use of mythic power as a free action to have that condition affect you rather than your ally: bleed, blinded, confused, cowering, cursed, dazed, dazzled, deafened, diseased, entangled, exhausted, fascinated, fatigued, frightened, nauseated, panicked, paralyzed, poisoned, shaken, sickened, staggered, or stunned, as well as any pain-based effect. You can expend two uses of mythic power to instead take on one of the above conditions that would affect an ally within 30 feet. If the effect is not instantaneous or permanent, you can attempt a new saving throw to end the effect each round at the end of your turn by expending one use of mythic power, or two uses of mythic power if it is caused by a mythic effect. This does not require an action. If the effect is instantaneous or permanent or does not allow a saving throw, you can end the effect after 1 minute by expending two uses of mythic power, or four uses if the effect is caused by a mythic effect.

Forsake Fate (Su): You confound and frustrate those who seek to drive your destiny. Divinations that would reveal information about your future automatically fail unless they are mythic effects. Creatures that would normally gain an insight or luck bonus against you or against an effect you create instead take a penalty equal to the bonus they would normally receive. In addition, you are immune to effects that would force you to reroll a die roll or to roll two or more times and take the worst result unless it is a mythic effect, and you can expend one use of your mythic power as a free action to negate mythic effects of this type.

Ghost Rider (Su): You and your mount are terrifying avatars of the spirit world. When you use your headless horseman path ability, the effect lasts for a number of minutes equal to your tier. You may replace the image of your head with a flaming visage like a skull, jack-o'-lantern, or ghostly animal, or even just a ghostly image of your own head, shedding light as a torch and gaining low-light vision. You gain an additional +2 bonus on saving throws against inhaled poison or gas and on Intimidate checks.

You also can choose to make yourself and your mount appear ghostly and transparent, as *ghostly disguise*[UM] affecting both of you, and when using this ability you leave no tracks. If you expend two uses of mythic power, your mount gains the speed and additional movement abilities as if it were a *phantom steed*, treating your mythic tier +5 as your caster level. In addition, when you and your mount use the run or withdraw action, you may expend 1 minute of the effect's duration to cause both of you to become incorporeal until the beginning of your next turn. This ability applies only when you are mounted; if you dismount, all effects end. You must have the headless horseman path ability to select this ability.

I Am Altering the Deal (Ex): Your binding agreement with your patron has left you room to negotiate future amendments

and alterations. You gain a floating +2 circumstance bonus which you can apply to any one skill you wish each time you renew your mythic power. Alternatively, you can apply it as a +1 luck bonus to your Armor Class or to one of your saving throws (Fortitude, Reflex, or Will). You decide where the bonus applies each day and it remains there until changed.

In addition, as a full-round action you can call out to your patron and ask it to grant you a boon in the form of a bonus feat, a bonus mythic feat, or even an additional mythic path ability of your choice. You must qualify for the feat, mythic feat, or path ability, and the GM may disallow certain choices if they seem radically against the ethos of your patron. Generally speaking, though, patrons are happy to draw you further into their web of influence in exchange for their favor.

Once you accept the boon, you must begin making Charisma checks once per hour, with a base DC of 10 for a bonus feat, DC 13 for a mythic feat or 1st-level path ability, DC 15 for a 3rd-level path ability, or DC 18 for a 6th-level path ability. The DC increases by 1 for each hour after the first. You gain a +2 circumstance bonus on your Charisma checks associated with a boon if you making a sacrifice to your patron, as listed below. If you double, triple, or otherwise increase the sacrifice, the circumstance bonus is increased by the same amount. At the GM's option, specific sacrifices that appeal to your patron's nature may be worth more than their actual gp value (if they are intrinsically valuable objects or substances), or may substitute in place of gp value, such as sacrifices of blood or souls.

Sacrifice	Type of Boon
100 gp	Bonus feat
250 gp	Bonus feat (2+ prerequisite feats or minimum base attack, class level, or skill ranks of 4)
500 gp	Bonus feat (4+ prerequisite feats or minimum base attack, class level, or skill ranks of 11)
1,000 gp	Mythic feat or 1st-level path ability
2,500 gp	Mythic feat or 3rd-level path ability
5,000 gp	Mythic feat or 6th-level path ability

The first failed Charisma check causes you to become fatigued, even if you are normally immune to fatigue. This fatigue cannot be removed as long as you retain the boon granted by this ability.

The second failed check causes you to gain a temporary negative level that persists for as long as you retain the boon and for 24 hours thereafter; this negative level applies even if you are immune to energy drain or necromantic effects and cannot be removed as long you retain the boon.

A third failed check makes that negative level permanent and causes you to acquire an oracle curse[APG] of a random type, or as chosen by the GM. The curse should be in keeping with the flavor of your patron. You gain only the negative effects of this curse, with none of the benefits.

You can try to give back a boon you have accepted at any time, but your patron is not obliged to take it back. You must succeed on a Charisma check with the same DC described above to return the boon. A natural 20 always succeeds on this check. Your circumstance bonus for any sacrifices made also applies to this Charisma check, and you can make additional sacrifices at any point to enhance your Charisma check to end the boon. If you expend a mythic surge to boost your Charisma check, you may roll twice and take the better result, and your check automatically succeeds on a natural 19 or 20.

Once you have returned the boon, fatigue or negative levels can be removed in the usual fashion. If you acquired an oracle's curse, it persists for one day for every hour that you had the boon, though it also can be removed with *remove curse* (DC 10 + the number of hours you retained the boon).

If You Kill Me (Su): When you are killed, you may revive yourself from death in a manner depending on how many uses of mythic power you had available to spend at the time of your death. Using this ability does not take an action, and the revival happens 1d6 x 10 years after your death.

Mythic Power Spent Effect	Revival
1	*reincarnate*
2	*raise dead*
4	*resurrection*
8	*true resurrection*
+1	reduce time before revival by 10 years per use of mythic power expended

Any creature that harmed you during the combat in which you were killed must succeed on a Will save (DC 10 plus 1/2 your Hit Dice + your Charisma modifier). The DC is increased by 4 for the creature that dealt the killing blow, and by an amount equal to one-half your mythic tier (minimum 1) for non-mythic creatures. Creatures that fail their saves acquire a hereditary curse, passed down to each successive generation in their family, taking a –4 penalty on saving throws against curses, divinations, fear effects, and mind-affecting effects you create. In addition, you can expend one use of its mythic power as a full-round action to use *locate creature* as a spell-like ability that detects any creature afflicted with this generational curse. The DC to remove this curse is the same as the original save DC.

Impossible Spell Knowledge (Ex): For every two mythic tiers you have, choose a spell or extract on the alchemist, cleric, druid, psychic, shaman, sorcerer/wizard, or witch spell list of a level you can cast in any spellcasting class. Treat alchemist as a spellcasting class for this purpose. Your eldritch bargain has granted you magical secrets allowing you to cast these spells, adding them to your class spell list for one spellcasting class you possess. If you have a limited number of spells known or stored in a spellbook, familiar, or similar receptacle, you gain that spell as a spell known or stored in the appropriate receptacle. You must spend a use of mythic power as an additional component to cast the spell. You also learn the mythic version of that spell. Uses of mythic power required to cast it as a mythic spell are in addition to the use of mythic power the spell always costs. Whenever you gain another even-numbered mythic tier, you learn another spell from the same spell list of a level you can cast and its mythic version.

Interdimensional Stride (Su): As a swift action you may expend one use of mythic power to slip into the Ethereal or Shadow plane (or to the Material plane if you are already on the Ethereal or Shadow). You remain on this plane for 1 round per tier, or until you use this ability again, whichever comes first.

Loophole (Su): Your binding has made you an expert at circumventing the requirements of curses and compulsions, both for yourself and for others. If you or an ally within 30 feet is affected by a curse or compulsion, you can make a Bluff or Diplomacy check opposed by the Sense Motive check of the creature that created the effect as a move action. If the check succeeds, you can expend one use of mythic power to grant a new saving throw to break the curse or end the compulsion, with a bonus on the save equal to one-half your mythic tier (minimum +1) if it is a non-mythic effect. You can use this ability more than once to try finding a loophole in the same effect, but you take a cumulative -5 penalty on each skill check after the first.

This is a language-dependent effect, though you can expend one use of mythic power to make yourself understood. This ability does not function on cursed objects.

Menacing Whisper[T] (Ex): Whenever you're adjacent to a creature that cannot see you (whether through Stealth, magic, or the creature being unable to see) but can hear you, as a swift action you can attempt an Intimidate check to demoralize that creature. You can expend one use of mythic power as a free action to give such a creature a *suggestion*. The save DC against this effect is 10 + your tier + your Charisma modifier.

Mythic Bargainer (Ex): When you make a bargain with any creature, you can solemnize the contract as a swift action by expending a use of mythic power. When you do, the creature is compelled to uphold its end of the bargain as if by a *mark of justice*. The save DC is equal to your character level + your tier. The mark is removed if you break your end of the deal. This ability has no effect if the target was magically manipulated into consenting. If the target is mythic, it can negate the mark with a successful Will save against DC 10 + 1/2 your character level + your tier.

Mythic Major Hex (Sp): When you gain this path ability you learn one witch major hex. Additionally, you may expend one use of mythic power when using any hex you know to target a creature a second time with the same hex.

Penetrating Damage[C] (Su): Whenever you deal damage to a creature with damage reduction, you can overcome one of the following types of damage reduction: chaotic, cold iron, evil, good, lawful, magic, or silver. You can change this type with each attack. This ability only aids in overcoming one type of damage reduction; if the creature's damage reduction requires a combination of different types of damage, you must be able to overcome the other types using other means.

Possess Companion[G] (Su): You can expend one use of mythic power to project your soul from your body and into

your animal companion, cohort, eidolon, familiar, or bonded mount as if possessing that creature with the *magic jar* spell. Unlike with *magic jar*, the companion creature's soul remains within its body, allowing you to know what it knows and share its memories. This effect lasts until you end it as a standard action.

Purifier (Su): Your mythic power can purge taint and impurity of body and spirit of a creature within 30 feet. You can expend one use of mythic power to *remove curse* or *remove disease*, or two uses to create both effects simultaneously to eliminate a supernatural disease or disease curse like mummy rot.

If you are at least 6th tier, you can purify genetic material. You can permanently polymorph an aasimar, half-elf, half-orc, ifrit, oread, sylph, tiefling, or undine into a full-blooded human (Fortitude negates). This affects the target like a dead creature returned to life as a human with *reincarnate*, including acquiring two permanent negative levels. A half-elf or half-orc can instead be polymorphed into a full-blooded elf or orc (as appropriate). This purification has does not affect dead creatures.

Alternatively, you can remove any template that includes the "half-" prefix, including half-celestial, half-dragon, and half-fiend. If the target creature fails its save, the target reverts to a normal creature of its type. This ability does not affect other templates, whether inherited or acquired.

Using this ability costs one of use of mythic power for every 3 Hit Dice of the target (rounded up).

Speak My Name (Su): When you take this path ability you must choose a "true name" that represents your spiritual self and serves as a binding representation of your mythic power. You may teach this name to up to one creature per tier. Whenever someone successfully says your true name, you can appear at that creature's location by expending two uses of mythic power as if taken there by *word of recall*. You know who is saying your true name, and you can choose not to be transported if you wish.

Stalwart Companion (Su): Select one of the following: your animal companion, eidolon, familiar, or phantom. It gains DR 5/epic. This ability can be taken a second time at 6th tier or higher and a third time at 9th tier or higher. Each additional time it's taken, the DR increases by 5. This benefit does not stack with blessed companionH.

Storied Ally (Su): Select one of the following: your animal companion, eidolon, familiar, or phantom. It counts as a mythic creature for all purposes and unless it is an outsider, it gains the hard to kill special quality. You can apply your mythic surge ability to that ally.

6th-Tier Bound Path Abilities

You must be at least 6th tier to select these path abilities.

Artifact (Ex): You acquire or forge a minor artifact, or an item you own reveals it was a disguised artifact. The artifacts you may choose from depends on your tier, as indicated on the following list. The artifact gains the properties of a legendary item, including two legendary powers. You may choose this path ability a second time to grant the artifact three more legendary powers.

6th tier: *beacon of true faith*[UE], *fleshhook of mythic sustenance*[MA], *hermetic flask*[MA], *knucklebone of fickle fortune*[UE], *perfect golden lute*[UE], *runescarred dragonship*[UE], *spindle of perfect knowledge*[UE].

7th tier: *hammer of thunderbolts*, *screaming spear of the sun*[MA], *sword of the mists*[MA], *torc of the heavens*[MA].

8th tier: *elemental chain*[MA], *glabrezu claw*[MA], *rod of spell sundering*[MA], *staff of the magi*.

9th tier: *branch of life*[UE] (if it disappears, *atonement* brings it back), *fortune's arrow*[MA], *nexus crystal*[MA].

10th tier: *aegis*[MA], *crown of the iron king*[UE], *staff of eldritch sovereignty*[MA].

Bloodtheft (Su): When you confirm a critical hit against a mythic creature, you steal some of the target's mythic power for your own, rolling 1d20 and adding your Hit Dice plus your mythic tier against a DC equal to 15 plus the target's Hit Dice and its mythic rank or tier. If this check fails to beat the DC, the target loses one daily use of its mythic power and you gain nothing. If the check succeeds, the target loses a number of uses of mythic power equal to the weapon's critical multiplier and these uses are temporarily added to your daily uses of mythic power. You cannot have more temporary uses of mythic power than you have mythic tiers, and these temporary uses are lost at a rate of 1 per hour.

Companion Power[G] (Su): You can imbue your bonded creature with your own mythic nature. Select one of the following: your animal companion, eidolon, familiar, or bonded mount. This creature gains any one guardian path ability as if it were a 1st-tier guardian. If that ability can be used only by expending mythic power, your companion can instead use the ability three times per day.

Defy Destiny (Sp): You can call upon powerful forces to rewrite the immediate past and defy destiny itself. As an immediate action, you can expend three uses of mythic power to change an action you took during your previous turn. If you take the same action again, you roll any dice anew and keep the new result instead of the original result (even if it is worse). Reality changes to suit the new result.

Devour Magic (Su): Once per round you may automatically pass the saving throw of one spell or spell-like ability. When you use this ability, you absorb the spell as a *rod of absorption* with the same limitations, except that you may only hold a number of spell levels at any time equal to twice your mythic tier. In addition to being able to use the stored spell energy to cast spells, you may always use this energy to cast *dispel magic* as a spell-like ability by expending 3 stored spell levels, with a caster level equal to 10 + your mythic tier.

Direct Control (Su): When you fail a Will save against a mind-affecting effect, you may expend one use of mythic power as a free action to negate the effect. However, for the duration of the effect you are controlled by your mythic patron (and are controlled by the GM), who has full use of your knowledge and abilities. Your patron will act in your best interests and keep you from harm, but it disregards the needs of your allies unless it directly impacts you.

Flexible Terms (Ex): You can use the ultimate versatility universal path ability once per day to permanently change a feat or class feature. In addition, you can use it a number of times per day equal to your tier to temporarily change a decision regarding a class feature for a number of minutes equal to your tier. You must have the ultimate versatility path ability to select this ability.

Infinite Spellcasting (Sp): Choose up to two 1st-level spells or one 2nd-level spell you can cast. You can cast it as a spell-like ability available at will, meaning it requires no verbal or somatic components and cannot be countered. You must still provide any material or focus component required by the spell unless you expend one use of mythic power per 2,000 gp of the component's cost. You can choose this ability a second time if you are at least 9th tier. Increase the spell level limit to up to two 1st- or 2nd-level spells or one 3rd-level spell.

Innate Spellcasting (Sp): Whenever you cast a spell of a level lower than your tier, you can choose to cast it as a spell-like ability, meaning it requires no verbal or somatic components and cannot be countered. You must still provide any material or focus component required by the spell unless you expend one use of mythic power per 2,000 gp of the component's cost.

Overcome Curse[H] (Su): You are immune to curse effects. For example, *bestow curse* has no effect on you, and you can handle, carry, or discard a cursed magic item without harm. If a cursed item has useful functions and a cursed effect (such as *armor of arrow attraction*) or drawback (such as a *mace of blood*), you are immune to the cursed effect and drawback, and can still use its other abilities. If a cursed item works normally for a period of time before its curse triggers (such as *gauntlets of fumbling*), the item stops working for you when the curse would normally trigger. If you're an oracle, you can ignore the negative effects of your oracle's curse.

Penance (Sp): You can impose a binding sentence upon a creature, expending one use of mythic power in order to use *geas/quest*, *mark of justice*, *overwhelming grief* [UM], *terrible remorse*[UM], or *vengeful outrage*[UM] as a spell-like ability. If you are a mythic spellcaster and know any of the above spells, you can cast them as mythic spells.

Shunned by Magic (Su): You gain spell resistance equal to 5 + your character level + your tier. This interferes with spells cast by all other creatures including allies, but not your own spells. You can expend one use of mythic power without using an action to allow a spell to bypass your spell resistance.

Trade Health (Su): As a standard action, you can exchange hit point totals with another creature. If a creature would exceed its hit point maximum this way, the excess hit points are gained as temporary hit points that last for 1 hour per tier. You must touch a creature to use this ability. An unwilling target can resist this effect with a successful Will saving throw against DC 10 + 1/2 your character level + your tier. If the target is mythic, a successful save negates the effect. If the target is non-mythic, a successful save leaves each of you with the average of your two hit point totals.

Unfathomable Knowledge (Su): By expending one use of mythic power as a swift action, you may consult your patron's vast wisdom on a single topic. Treat this as the results of the *vision* spell, except you suffer no ill effects. You gain an insight bonus on all Knowledge checks equal to your mythic tier for 1 minute per tier after using this ability.

BOUND BUILDS

When selecting your Bound's path abilities, you may wish to consider the following themes. Each one suggests a variety of complementary path abilities, with different interpretations about what it means to be truly bound to a greater power.

Blessed One: You are consecrated to the powers of heaven, whether a prophesied servant and speaker of the empyreal realms or someone blessed and anointed as a youth, raised up in the temple to become a champion of the faithful and an avenger of the righteous. *1st-Tier Path Abilities*-bound aspect, claim my soul, empathic healing, oathbound, persuasive countenance, quick call, stigmata, temporary binding, truthspeaker; *3rd-Tier Path Abilities*-alignment insight, eldritch shield, speak my name; *6th-Tier Path Abilities*-flexible terms, innate spellcasting, penance.

Exorcist: You have sworn yourself to purge the world of the binding influence of immortal entities dabbling in the lives of mortals. You seek out possession and heresy wherever it exists, calling upon a patron yourself only out of bitterest necessity. You use the tools of the enemy to become a crusader of truth and purification. *1st-Tier Path Abilities*-chained bondage, destiny's tool, exorcist, knowledgeable guardian, menacing presence, my soul is not my own, mythic spiritualist, stigmata, truthspeaker; *3rd-Tier Path Abilities*-cursed scorn, eye of vengeance, menacing whisper, penetrating damage, purifier; *6th-Tier Path Abilities*-bloodtheft, penance, shunned by magic.

Fey-Lost: You or someone in your family disappeared into the realms of the fey, thinking themselves gone only for a night but returned to find decades gone by. You seem out of step with the world around you, with one foot still in the dreamlands of the fey who hold the keys to your soul. *1st-Tier Path Abilities*-bound aspect, dream trader, incarnation, many forms, mythic hex, oathbound, out of time, patron's mark, sinister seduction, trade magic; *3rd-Tier Path Abilities*-eldritch flight, interdimensional stride, mythic major hex, speak my name; *6th-Tier Path Abilities*-devour magic, direct control, trade health.

Hellbound: Through temptation, diabolic contract, or outright possession, you and your lineage have been tainted by the fires of the lower planes. The voices of demons echo in your mind and scream in your veins as you try to remain the master of your immortal soul. *1st-Tier Path Abilities*-bound aspect, chained bondage, claim my soul, headless horseman, quick call, sinister seduction, temporary binding, they made me do it, unspeakable name; *3rd-Tier Path Abilities*- alignment insight, don't cross me, ghost rider; *6th-Tier Path Abilities*-bloodtheft, devour magic, innate spellcasting.

Immortal Ancestor: You and your bloodline have endured for time out of mind. Age does not touch you as it does other mortals, leaving you to roam the world a stranger forever seeing the turning of history but never more than a visitor in any age as the years continue to toll. *1st-Tier Path Abilities*-curse-bearer, destiny's tool, fast bargainer, flash of omniscience, heirloom, incarnation, longevity, my soul is not my own, mythic companion, mythic spiritualist, out of time, spirit versatility; *3rd-Tier Path Abilities*-forsake fate, if you kill me, mythic bargainer, possess companion; *6th-Tier Path Abilities*-artifact, companion power, overcome curse.

Sensate: You are mentally linked not only to your patron but also to others bound to them through a psychic connection that none of you truly understand but which allows you to draw upon one another's strength and knowledge. *1st-Tier Path Abilities*-cooperative caster, dream trader, empathic healing, flash of omniscience, inspired advice, none of your business, secrets of the universe, share power; *3rd-Tier Path Abilities*-binding counter, feel your pain; *6th-Tier Path Abilities*-direct control, infinite spellcasting, unfathomable knowledge.

Path of the Mystic

The mystic arts of arcane and divine magic require study and practice, prayer and sacrifice, and a dedication and a devotion to collecting the lore of the ages and weaving it together into enchantments of boundless power. This is no less true for those who study the magic of the mind; but theirs is an inward focus on the inscrutable and ineffable mysteries of the mind, body, and spirit uniting across a panoply of mystic traditions. For many, these hidden secrets demand a lifetime of contemplative meditation and casting the measure of the mind out beyond the farthest expanse of reality, but for the mystic this transcendent union of one with all comes as naturally as breathing, their minds forever humming with cosmic concordance.

Mystic

The mystic is a master of psychic magic, and many of the abilities of this path enhance your ability to cast psychic spells or greatly increase their potency, or weave psychic pillars of such as mesmerism, telepathy, and telekinesis. Many of the options in this path increase your knowledge of magic and of those who wield it, while others delve into the eldest of mysteries and the psychic residue of spirits, thoughts, and memories that suffuse and permeate the physical world. At the highest tiers, you can begin to break down the walls between the different types of magic and alter the very fabric of reality itself, spanning the gulfs of fate and time.

Role: As a mystic, your role in the party often falls in the realm of information and matters of the mind, from divinations to mental control, as well as dealing with the spirit world and curses and curios of the ancients. Psychic power manifests in many ways, however, and characters specializing in telekinesis may instead find their role more heavily in combat blasting and controlling the battlefield with their warping of the substance of the universe.

Classes: Members of all psychic classes are well-served by exploring the mystic path, including kineticists, mediums, mesmerists, occultists, psychics, and spiritualists. Other classes who tap into the power of the spirit world, including shamans and witches, also can benefit from this path, as can characters of other classes whose archetypes, feats, or skills incline them towards psychic magic or specializing in the occult.

Bonus Hit Points: Whenever you gain a mystic tier, you gain 3 bonus hit points. These hit points stack with themselves, and don't affect your overall Hit Dice or other statistics.

Tier	Path Features
1st	Mystic secret, path ability
2nd	Path ability
3rd	Path ability
4th	Path ability
5th	Path ability
6th	Path ability
7th	Path ability
8th	Path ability
9th	Path ability
10th	Path ability, true secret

Mystic Features

As you gain new tiers, you gain the following abilities.

Mystic Secret: Select one of the following abilities. Once chosen, it cannot be changed.

Compelling Influence (Ex): As a swift action, you can expend one use of mythic power to make a Bluff, Diplomacy, Intimidate, or Sense Motive check to interact with any number of creatures within 10 feet per tier. Add your tier to the result.

Kinetic Barrage (Su): As a swift action, you can expend one use of mythic power to make a ranged attack with a simple blast. This is in addition to any other blasts you make this round, but you may not add any other infusions to this blast. When making this ranged attack, you do not provoke attacks of opportunity and add your tier as a bonus on the attack roll. Damage from this attack bypasses all damage reduction and energy resistance. If the target is not mythic, it also bypasses energy immunity.

Mindwalk (Su): As an immediate action, you can expend one use of mythic power to convert your physical self into a body of pure thought, becoming incorporeal until either the start or the end of your next turn (your choice). When you use this ability, you gain damage reduction 10/epic in addition to the standard incorporeal traits.

Psychic Overload (Su): As a standard action, you can expend one use of mythic power to cast any one psychic spell without expending a prepared spell or spell slot. The spell must be on one of your psychic spellcasting class spell lists and must be of a level that you can cast with that psychic spellcasting class.

You don't need to have the spell prepared, nor does it need to be on your list of spells known. When casting a spell in this way, you treat your caster level as 2 levels higher for the purpose of any effect dependent on level. You can apply any metamagic feats you know to this spell, but its total adjusted level cannot be greater than that of the highest-level psychic magic spell you can cast from that spellcasting class.

Path Ability: At 1st tier and every tier thereafter, select one new path ability from the mystic path abilities lists or from the universal path abilities lists. Once you select an ability, it cannot be changed. Unless otherwise noted, each ability can be selected only once. Some abilities have requirements, such as a class ability or minimum mythic tier, which you must meet before you select those abilities.

True Psychic (Ex): At 10th tier, whenever you cast a psychic spell or use a kineticist talent that targets one or more non-mythic creatures, each of those creatures must roll any saving throws against the spell twice and take the lower result.

You gain spell resistance equal to 15 + your highest psychic caster level or kineticist level, but only against psychic spells and kineticist spell-like abilities. Once per round when your spell resistance protects you from a spell or spell-like ability used by an enemy mythic creature, you regain one use of mythic power.

1st-Tier Mystic Path Abilities

You can select these path abilities at any tier.

Adamantine Mind[G] (Ex): Your mind is as hard as any armor and is dangerous to engage. You gain a bonus equal to your tier on saving throws against mind-affecting effects. Whenever you succeed at a save against a mind-affecting effect, the creature attacking you with that effect must succeed at a Will save (at the same DC) or be stunned for 1 round.

Binding Inscription (Su): If you are able to cast *protection from evil* and *magic circle against evil* and their equivalents for other alignments, you also can cast the mythic versions of those spells, and you increase your caster level with those spells by an amount equal to one-half your tier (minimum 1). If you create a binding circle as a trap, you add one-half your tier (minimum 1) to the Perception and Disable Device DC to notice or disarm that trap. If the trap allows a saving throw, the save DC is increased by 1 against mythic creatures, and by one-half your tier (minimum 1) against non-mythic creatures.

If you first create a *binding circle* and then cast a *planar binding* spell (including greater or lesser versions), your caster level for that spell is also increased as above, and you may expend mythic power in order to cast the mythic version of the *planar binding* spell.

Boundless Spirituality (Su): You can call upon legendary spirits, wandering spirits, and other location-based abilities without being in an appropriate location. You can communicate with any fey, outsider, or undead creature as if you shared a language (as *tongues*). You can communicate with haunts as *speak with haunt*[OA] and you gain a competence bonus equal to your mythic tier on Charisma checks and Charisma-based skill checks made when interacting with haunts and incorporeal undead.

Collective Unconscious (Su): You can tap into the psychic resonance of other creatures with similar talents to yours. As a swift action, you can expend one use of mythic power to remove 1 point of burn or influence, or to regain 1 point of mental focus, 1 point to your phrenic pool, or 1 daily use of a mesmerist trick. You can use this ability to benefit yourself or another creature, but you must touch the creature you wish to affect.

In addition, you can create a shared collective unconscious with a number of other willing creatures equal to your tier. As long as you are on the same plane, you can expend one use of mythic power as a standard action to send a message to anyone in the collective as the dream spell. When you contact them in the *dream*, you also can expend one use of mythic

power to create a psychic conduit between you, allowing that creature to spend one or more points of mental focus or from their phrenic pool, or daily mesmerist tricks, in order to grant those additional points or uses to you. They can transfer a maximum number of such points or daily uses equal to your mythic tier. They lose those daily uses until the next time they would regain them. You retain the points or uses for 24 hours or until they are expended. You cannot gain more points or daily uses in total than your mythic tier, even if you use this ability more than once. You must have the same type of class feature in order to benefit from these transferred uses, though you can use them to power your own implements, mesmerist tricks, or psychic class features.

Curio Collector (Ex): You collect item and lore, picking up small amounts of this or that throughout your travels. As a result, you may carry unspecified equipment worth up to 100 gp per tier. This can be any kind of gear that can reasonably fit into a backpack, including potions and scrolls (but not any other sort of magic item). As a full-round action, you may dig through your pockets to retrieve an item you specify at that time, deducting its value from the allocated amount of cost. This item cannot weigh more than 10 pounds, and may not be a unique or specific item—you can't conveniently draw forth the key to a specific locked door, but you could produce lockpicks. When the total remaining cost reaches 0, you can retrieve no more items until you replenish your collection by spending a few hours and an amount of gold to bring your total up to 100 gp per tier. You can reduce this to a swift action by expending one use of your mythic power.

You are also highly skilled at carrying a seemingly impossible amount of junk in unthinkable places. You add twice your tier to your Strength score to determine your light encumbrance (though this does not increase your maximum carrying capacity). A creature searching you or your gear takes a penalty on Perception checks equal to your tier (or equal to twice your tier if they are not mythic) to find any hidden object on your person. This penalty also applies on Spellcraft checks made to identify magic items you are wearing, wielding, or carrying.

If you spend one hour carefully packing all of your gear, you can expend one use of mythic power to shroud all objects you are carrying with *nondetection* with a caster level equal to your Hit Dice plus your tier. This does not affect divinations that target or gather information about you, just about the objects you are wearing or carrying.

Curse-bearer (Ex): You may touch, wear, wield, or carry a non-mythic cursed item without being affected by the curse. You may choose to be affected by the curse if you wish. Mythic cursed items affect you as normal, but you may expend one use of mythic power as a free action to suppress the effects of the item's curse on you for one round.

Deadspeaker (Su): You gain a bonus equal to your tier on Bluff, Diplomacy, and Sense Motive checks made when interacting with undead creatures, and you can affect intelligent undead creatures with language-dependent effects even if they are mind-affecting, as long as you share a language. As a standard action, you can expend one use of mythic power to converse with the dead as if using a *speak with plants* spell to converse with plant creatures (when speaking with intelligent undead) or with normal plants (to converse with skulls, corpses, and mindless undead). This effect lasts for 1 minute.

Dual Focus (Su): You can select a second element on which to focus as a kineticist. You gain access to that element's simple blast and basic utility wild talent, but you do not gain any class skills granted by that element. You can thereafter learn and use wild talents and use your kineticist class features equally with either element. You must have the elemental focus class feature to choose this path ability.

Durable Kinetics (Su): Kinetic constructs you create are much more difficult to destroy. Whenever you use a spell-like wild talent whose duration is not instantaneous, the DC to dispel its effect is increased by 4. In addition, when you accept burn to increase the duration of a wild talent, treat your kineticist level as if it were 4 levels higher in order to determine the duration of the effect.

Empathic Healing[G] **(Su)**: You can expend one use of mythic power to transfer up to 10 points of damage per tier from a touched ally to yourself, healing the target and damaging you. This transferred damage bypasses all effects that reduce or negate hit point damage (such as damage reduction). Alternatively, you can expend two uses of mythic power to transfer an ongoing disease or poison from a touched ally to yourself, which halts ongoing effects on the target from that affliction and requires you to attempt any remaining saves against it. If you're immune to the disease or poison, transferring it to yourself destroys the affliction.

Enduring Armor[A] **(Su)**: You are protected by armor made of force. This armor grants you an armor bonus to AC equal to 3 + your tier. This ability is an abjuration effect with a spell level equal to your tier. If this armor is dispelled or otherwise ended, you can reactivate it as a swift action.

Exorcist (Su): As a full-round action, you can tap into the power of your bond to unravel the power of hostile spirits to control the bodies, minds, and souls of mortals. When you use this ability, you must target one creature within 30 feet to which you have line of sight. A successful Will save (DC = 10 + 1/2 your Hit Dice + your Charisma modifier) negates the effects of this feat. If your target is not a mythic creature, you add one-half your mythic tier (minimum +1) to the DC.

An incorporeal undead creature that fails its save against this effect is staggered. If you target a possessed creature, the possessing entity must succeed at a Will save to resist being staggered for 1 round. If it is staggered, the creature it possesses can immediately attempt a new saving throw to end the possession effect (possession effects that don't allow saving throws to resist them cannot be ended with this power, but the feat can still stagger a possessed creature). You can use this ability a number of times per day equal to your mythic tier.

Flash of Omniscience[A] **(Ex)**: Your ability to recall information is astounding. When you take 10 on any Intelligence-based skill check, add your tier to the result. As a free action, you can expend one use of mythic power to ask one question as if using *divination*. The base chance for a correct answer is 70% + your highest arcane caster level + your tier (maximum 100%). The answer doesn't come from a divine agent, but from your own native understanding; therefore, the answer is never cryptic. If you don't get a correct answer, it's like failing a Knowledge check, and you cannot use this ability on this question again.

Flexible Focus (Su): As a full-round action, you can reassign points of mental focus you have imbued in your implements however you choose. In addition, if one of your implements is damaged, destroyed, or taken from you, you can expend one use of mythic power as an immediate action to reassign a number of points of mental focus equal to your mythic tier imbued in that implement to any of your other implements. You must be aware that the item has been damaged, destroyed, or taken to do this.

Forbidden Writings (Su): As a student of occult mysteries, you gain a bonus equal to your tier on Linguistics checks made to interpret writing; on Perception checks made to notice magical traps created with glyphs, runes, or symbols; and on Spellcraft or Use Magic Device checks made to identify or activate written magical items. You can expend one use of mythic power to use *codespeak*[UI], *comprehend languages*, *read magic*, *share language*[APG], or voluminous vocabulary[UI] as a spell-like ability, with a caster level equal to twice your mythic tier.

If you are a spellcaster, you can use any written spell-completion item like a scroll as if the spells they contain were on your class list, as long as the spell level is of a level you can cast and is less than your mythic tier.

Haunt Breaker (Su): You are familiar with all manner of paranormal activity, gaining a bonus equal to your mythic tier on skill checks made to notice or identify a haunt. You gain a bonus equal to one-half your tier to your AC and on saving throws against any effect created by a haunt. In addition, whenever you deal damage to a haunt you can expend one use of mythic power to maximize any damage dice you roll.

If you are a medium and choose to draw a haunt into yourself, you add your mythic tier on Will saves to end the haunt's possession of you.

Haunting Presence (Su): In your presence, haunts become more potent and terrifying. Any haunt within 10 feet times your mythic tier has its caster level and save DCs increased by 2, while the haunt itself gains a +2 bonus on its saving throws and on the DC of caster level checks to suppress its effects with *calm spirit*[OA]. You can expend one use of mythic power as an immediate action to grant a haunt within this radius temporary hit points equal to 5 times your mythic tier. These temporary hit points persist until expended or until the next time you regain your mythic power.

If you are within 5 feet times your tier when a haunt manifests, you can expend one use of mythic power as an immediate action to make its effects more frightening. Creatures failing their save against the haunt must succeed on a second Will save against the same DC or become shaken for a number of rounds equal to your tier.

Heirloom (Ex): You gain a legendary item that is an ancestral relic of your house, family, or culture. This functions as the legendary item universal path ability described in *Pathfinder Roleplaying Game Mythic Adventures*, but you are so protective of this item that you add your mythic tier as a bonus to CMD against disarm, steal, and sunder combat maneuvers directed at the item, and one-half your mythic tier as a bonus on saving throws made by the item. You can take this ability again at 3rd and 6th tier to grant additional abilities to your heirloom item. You can have both an heirloom and a legendary item; however, the total number of legendary abilities between the two items combined cannot exceed your mythic tier +3.

Imprinting Hand[C] (Su): By touching a foe, you can gain knowledge about it, including its weaknesses. To use this ability, you must first successfully hit a foe with an unarmed strike, natural weapon, or melee touch attack to make contact, then use this ability is a free action. As long as the target remains within 1 mile of you, you always know the direction and approximate distance to it. If the foe has any weaknesses or vulnerabilities (including a mythic flaw), you immediately know this information.

You can maintain this connection with only one creature at a time; if you use this ability on another creature, your connection with the previous creature is lost.

Ingathering (Su): You can draw power to yourself more swiftly, allowing you to gather power as a swift action in order to reduce burn by 1 point, or as a move action in order to reduce burn by 2 points. If you take damage while gathering power and you spend a mythic surge to enhance the result of your concentration check, you can roll your surge die twice and select the better result.

Insightful Mind (Ex): Whenever an effect grants you an insight bonus, that bonus is increased by 1. If the insight bonus is granted by a psychic spell or psychic class feature you use on yourself, you can expend one use of mythic power to double the bonus instead.

Inspire Trust (Ex): You can inspire instant trust in those you meet. As a swift or immediate action, you can expend one use of mythic power to make a Diplomacy check to improve a non-mythic creature's attitude toward you. There is no maximum on how much its attitude can improve at once this way. If you are in combat but have not attacked the target, you must expend an additional use of mythic power and the DC is increased by the target's Hit Dice. You can't affect a target that knows you have ever attacked it.

Irrepressible Soul[G] (Su): Your true self cannot be buried beneath disguises or magical effects. Once per round as a free action, you can expend one use of mythic power to attempt to end one effect that is currently affecting you. When you use this ability, you make an additional saving throw against the effect at its original DC, even if one would not normally be allowed. This ability can end only polymorph effects, charm and compulsion effects, domination effects, illusion effects that change your appearance, and any effects that control or conceal your true identity. If you succeed at the second saving throw, the effect immediately ends.

Kinetic Jolt (Su): You can use your simple blast to infuse a gentle jolt of energy into an ally. This deals 1d6 points of nonlethal damage to your ally but allows a new saving throw to immediately end one of the following conditions: confused, dazed, fascinated, frightened, panicked, shaken, staggered, or stunned. If more than one of these conditions is present, roll randomly to determine which effect allows a new saving throw. If the original effect did not allow a saving throw, you must expend one use of mythic power to allow a new saving throw (or two uses, if it was caused by a mythic effect), using the standard save DC for an ability of its type; for most monsters, this is 10 + 1/2 the creature's Hit Dice + its Constitution modifier (or a different save DC at the GM's discretion).

If your ally is below 0 hit points, you can instead use this ability to immediately stabilize your ally and grant it a number of temporary hit points equal to your mythic tier.

Kinetic Metabolism (Su): Whenever you accept burn to enhance a wild talent that targets you, a surge of psychic energy grants you one of the following benefits that lasts until the end of your next turn: +1 luck bonus on attack rolls, +1 luck bonus on saving throws, +1 luck bonus on skill and ability checks, increase your speed by 20 feet, or increase the effect of one wild talent you use, increasing your effective kineticist level by one-half your mythic tier (minimum 1).

Menacing Presence[M] (Su): Something about you puts others on edge. You can attempt an Intimidate check to influence a creature's attitude as full-round action instead of it taking 1 minute. In combat, you can attempt an Intimidate check to demoralize an opponent as a move action. If you expend one use of mythic power, you can attempt to use Intimidate to demoralize all enemies within 30 feet as a standard action, or as a move action if using the Dazzling Display feat.

Mighty Phantom (Ex): Your phantom gains DR/epic equal to your mythic tier. This overlaps and does not stack with other forms of damage reduction it already gains based on your level. In addition, as a move action you can expend one use of mythic power to grant your phantom the benefits of a *heroism* spell.

Mythic Discipline (Ex): When determining the effects of your discipline powers, you are considered 4 levels higher. This increases the effects of powers to which you have access, but it does not grant you powers at a lower level than normal. If you have a psychic discipline power that can be used multiple times per day you gain a number of extra uses of that power equal to half your tier (minimum 1). You must have the discipline class feature to select this ability.

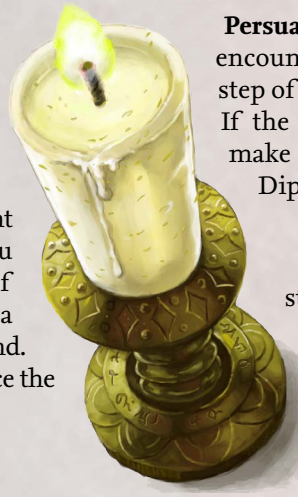
Mythic Focus (Su): You may expend one use of mythic power when preparing spells to gain one additional focus power from one of your occultist implements. You retain this focus power until you regain mythic power.

Mythic Hex (Su): When you gain this path ability you learn one witch hex. Additionally, you may expend one use of mythic power when using any hex you know to target a creature a second time with the same hex.

Mythic Implements (Su): Your occultist implements gain DR/epic equal to twice your tier. If any of your implements are destroyed, you can recreate them as a full-round action by expending one use of mythic power.

Mythic Phantom (Su): Your phantom is treated as a mythic creature with regards to spells and effects that target mythic creatures. Additionally, your phantom can use the surge ability a number of times per day equal to your tier. Its surge ability uses the same bonus die type as you do when you use your surge ability.

Mythic Séance (Su): When you perform a séance, you can expend a use of mythic power to channel a mythic legendary spirit. Treat your medium level as four higher when determining the benefits of that spirit, including spirit bonus, spirit surge, and spirit powers. This does not grant you access to additional spirit powers. As long as you channel that spirit, you can give the spirit 2 points of influence over you without using an action to gain a temporary use of mythic power that lasts for 1 round. You can also expend a use of mythic power to reduce the spirit's influence over you by 1 point.



Mythic Spirit Surge (Su): When you use the spirit surge ability of the medium class, you add your mythic surge die in addition to your die from spirit surge.

No One of Consequence^{T} (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 wih 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.

None of Your Business (Su): When a creature uses a divination effect against you, you are aware of it and can make an Intimidate check as an immediate action to demoralize the creator of the effect. If you succeed, the creator of the effect must succeed on a concentration check with a DC equal to the result of your Intimidate check or the divination spell ends. In addition, you can expend one use of your mythic power as an immediate action to use *misdirection* or *nondetection* on yourself, using character level plus your mythic tier as your caster level.

Occult Font (Ex): You add your mythic tier to the number of occult skill unlocks you can use each day. You can spread these additional uses across any occult skill unlocks you know. If you do not already have access to occult skill unlocks, this path ability grants you the ability to use occult skill unlocks corresponding to any skills in which you are trained. In addition, when you use a mythic surge on a skill check for an occult skill unlock, you may roll the surge die twice and select the better result.

Persuasive Countenance^{M} (Su): Whenever you encounter a creature whose alignment is within one step of yours, treat its starting attitude as one step better. If the creature's starting attitude is helpful, you can make requests of the creature with a +5 bonus on your Diplomacy or Intimidate skill check.

Psychic Coupling (Su): Whenever you spend a standard action, move action, or swift action to activate a discipline power, implement power, mesmerist stare, or spirit power, you can also activate an ability that uses mythic power as a free action. The mythic ability you activate must require the same action type as the other

ability you activated or faster (a swift action is faster than a move action, and a move action is faster than a standard action).

Psychic Enhancement (Ex): Your mythic mind enhances magic items that tap into psychic power. Add one-half your tier (minimum 1) to the caster level of any spell-trigger or spell-completion item you use that creates a psychic spell effect. When using a spell-trigger item with charges, you may activate the item by expending one use of mythic power instead of one of its charges.

This ability functions even if a magic item was created as an arcane or divine magic item, as long as the spell it creates is on the class spell list of a psychic spellcasting class in which you have one or more levels.

Psychic Penetration (Su): When you cast a mind-affecting psychic spell or use a mind-affecting class feature of a psychic spellcasting class or mind-affecting kineticist class feature against a creature that is immune to mind-affecting effects, you can expend one use of mythic power to bypass that immunity. In the case of a specific immunity, such as the immunity to direct mental control provided by *protection from evil*, this path ability bypasses only the immunity it grants to mind-affecting effects; it does not obviate any other portion of that spell's effect. This ability does not negate spell resistance or affect saving throws, nor does it allow you to affect mindless creatures.

Regain Trust (Su): When you fail a Bluff, Diplomacy, or Disguise check, you can expend one use of mythic power as an immediate action to reroll the check. If the person interacting with you is a non-mythic creature, you add your mythic tier as a bonus on this roll. You must accept the result of the second roll, even if it is worse.

If you use a mind-affecting psychic spell or class feature against a creature and it succeeds on its saving throw, you can expend one use of mythic power as an immediate action to make a Bluff check (with a bonus equal to your mythic tier if the target is a non-mythic creature) to convince the target that you were not responsible, that it was all just a joke, or otherwise harmless fun.

You also can use this path ability when you transgress a taboo, you can expend one use of mythic power as an immediate action to avoid the negative consequences of that transgression. If you violate your taboo more than once, the cost in mythic power increases by one use for each transgression after the first. This increase persists any time you channel that same spirit, even if you choose a different taboo, though it does not apply to other spirits and their taboos. When you gain a new mythic tier, the cost for circumventing all taboos resets to one use of mythic power.

Ritualist (Ex): You are at one with the strands of power that infuse the world and the mystic rituals required to tap into them. You gain a bonus equal to your tier on all ability checks and skill checks required to learn or perform an occult ritual[OA] or to tap into ley lines[OA]. If you fail such a check, you can expend one use of mythic power as an immediate action to reroll the save. You must accept the result of the reroll even if it is worse.

You add one-half your tier to your character level where applicable to determine duration or other effects of your rituals. You gain a +2 bonus on your own saving throws against negative effects of rituals you perform, while increasing the save DC by 2 for other creatures (unless they are allies assisting you in the ritual).

You also can perform rituals more quickly, reducing the time required by 10 minutes for each use of mythic power you expend. If already reduced to 10 minutes, you can reduce the casting time to 1 minute by expending one additional use of mythic power.

Sensory Link[A] (Su): As a standard action, you can see and hear through your familiar's eyes and ears. While using this ability, you cannot see or hear using your normal senses. You can speak through your familiar using any language you know, even if the familiar cannot normally speak. You may end the link and restore your own senses as a standard action. While linked, you can expend one use of mythic power to cast a spell and have it originate from your familiar instead of you. You must have a familiar to select this ability.

Share My Pain (Su): Your psyche lashes out at those that bring you pain. When a creature scores a critical threat against you, as an immediate action you can lash out against your attacker with an empathic blast that deals 1d6 points of damage times your mythic tier. The target can choose to attempt a Will save (DC 15 + your tier) for half damage, but if the save is failed the target is also sickened with pain for 1 round. The penalties for this condition apply on the critical hit confirmation roll and subsequent damage roll. This is a mind-affecting pain effect with a maximum range of 10 feet per tier. You must have line of effect to your target but you do not need line of sight.

You also can trigger this ability when a creature affects you with any effect with the pain descriptor or with a fear effect or death effect.

Spirit Versatility (Ex): When you bind with a medium[OA] spirit you may choose one mythic path ability from the aligned mythic path (archmage path for the archmage spirit, etc). You must meet the prerequisites for this mythic path ability and may use it as if it were one of your normal mythic path powers until you are no longer bound with that spirit.

Synchronized Bond (Su): You gain telepathy with a range of 100 feet with any summoned creature, phantom, eidolon, animal companion, or familiar you have. In addition, when you gain this path ability, you can choose any creature you can telepathically communicate with (including a phantom). You and that ally use the higher of your two results on initiative rolls when you are both in combat and neither of you is surprised unless both of you are.

Telekinetic Master (Su): You can use mage hand or open/close at will as a standard action, and you can affect unattended magical objects with *mage hand*. The weight limit for these abilities increases by 5 pounds per tier. Treat your caster level as 2 levels higher when casting *levitate*, *telekinesis*, and similar spells.

Trade Memory (Su): As a standard action, you can expend one use of mythic power to learn one of the target's memories and show it one of yours. This is similar to *share memory*[APG] with caster level equal to your character level + your tier. You can use this ability to exchange a feat or a spell known. A creature can't exchange more than one feat or spell known this way; it can gain up to one of either and lose up to one of either. If a second would would be gained or lost, the previous one reverts. You can't take a feat from a creature with more Hit Dice than you. You can't take a spell known of a higher spell level than your tier. A spell known determines its spell level according the recipient's spell list. If it's not on the recipient's spell list, use the spell's level based on the donor's spell list. This spell is then considered to be a spell known on the recipient's spell list in all respects, while the spell that was traded away is not and cannot be prepared or cast. A received spell can't be cast if the recipient doesn't have spell slots of a high enough level. You can't affect an unwilling target.

3rd-Tier Mystic Path Abilities

You must be at least 3rd tier to select these path abilities.

Borrowed Power (Su): As a swift action, you can expend one use of mythic power and pick any one mythic path ability from a path other than mystic that is of a tier you have access to. You immediately gain access to this mythic path ability for a number of rounds equal to twice your mythic tier.

Certain Sanity (Ex): Your studies into the awful realms of madness have changed you, forcing you to purge and shield your mind from the intrusion of the unspeakable beyond. Any time you would take Intelligence, Wisdom, or Charisma damage or drain, that damage or drain is halved (rounding down, to a minimum of 0). Permanent penalties to those ability scores (such as from *bestow curse*) are likewise halved, and you are immune to temporary penalties to these ability scores (such as from *touch of idiocy*). You are immune to *confusion*, *feeblemind*, *song of discord*, *insanity*, unless they are created by a mythic creature whose mythic rank or tier exceeds yours, and you gain a +4 bonus on saving throws against patterns and phantasms.

Shutting off your mind from madness, however, leaves you unable to perceive creatures with the mythos descriptor or effects they create. Such spells and creatures are described in the *Gothic Campaign Compendium* from Legendary Games but include creatures inspired by the writings of H.P. Lovecraft, such as aboleths, intellect devourers, great old ones, mi-go, shantaks, shoggoths, and the like. Such creatures are treated as if they had total concealment from you and you have a -20 penalty on Knowledge or Spellcraft checks made to identify such creatures or spell effects they create. This does provide you with immunity against gaze attacks or attacks requiring you to clearly see a mythos creature or its spells. If you are attacked by a mythos creature, you can dimly perceive it as if it had concealment for 1d4 rounds thereafter, though to you it appears only as a dim, threatening shape.

You can expend one use of mythic power as a full-round action to forgo the benefits of this ability for 24 hours, allowing you to clearly perceive mythos creatures and their spells.

Chronokinesis (Su): When you are affected by *time stop* or similar effects that alter the flow of time around you relative to their caster, as an immediate action you can expend one use of mythic power to take a single standard action at any point you choose during the effect. Using this ability requires you to accept 10 points of burn when taking the action, reduced by an amount equal to your mythic tier.

Don't Cross Me[M] (Ex): Even when you're away from your thralls, they fear and obey you. When you successfully use Intimidate to make someone helpful, you can expend one use of mythic power to cause the creature to remain helpful to you even in your absence for up to a number of days equal to your tier. At the beginning of each day, the creature may attempt a Will save; if it succeeds, this effect ends prematurely (DC equal to the result of your original Intimidate check minus 2 for each day since the creature last had direct contact with you). This is a mind-affecting fear effect.

Ectokinesis (Su): Your telekinetic power extends through the ether and is infused with ectoplasmic energies. You can use *telekinesis* to attempt to grapple or trip an incorporeal creature, and you gain a bonus equal to your mythic tier on combat maneuver checks (other than to grapple or trip) attempted against incorporeal creatures with *telekinesis* or any kineticist wild talent.

Whenever you use a wild talent, you can expend one use of mythic power to allow it to deal full damage against incorporeal creatures (or to negate the 50% chance for an incorporeal creature to ignore non-damaging effects). If your wild talent creates a solid barrier or obstruction, incorporeal creatures can still move through it but treat it as difficult terrain and after moving through it take a penalty equal to your mythic tier on Acrobatics and Stealth checks until the end of their turn as strands of ectoplasm cling to them before unraveling.

Esoteric Order (Ex): You have connections to a network of secret societies and hidden clubs and coteries with an interest in the occult. Knowing many of the tropes of such organizations and details of their rituals grants you a competence bonus equal to your tier on Bluff and Disguise checks to pass yourself off as a member of such a secret society.

In addition, when in an urban area you can spend 1 hour and one use of mythic power to gain a temporary contact[UCam] who is a member of a secret society who may owe you certain favors. This contact aids you for a number of days equal to your tier. Your Trust level with this contact is equal to one-half your mythic tier. If you already have a contact, you can instead expend one use of mythic power to increase that contact's Trust by one for a number of days equal to your tier.

In addition to the normal uses for contacts, you can have your contact seek out information for you, allowing you to make a Diplomacy check to gather information. Your contact spends 1d4 hours and uses your Diplomacy modifier for this check, with a +2 circumstance bonus if the check relates to psychic magic, occultism, or similar topics. You do not need to spend time or money to make the check.

You also can have your contact spread rumors about a specific named character, family, or organization, accusing them of witchcraft, involvement in the occult, membership

in secret covens, and other questionable or scandalous activities. These rumors cause any creatures not already helpful toward that creature or group to have their attitude toward them moved one step negatively. This effect lasts for a number of days equal to your tier or until the target or member of that group spends 8 hours refuting the rumors with a successful Diplomacy check (DC 10 + your Charisma modifier + your mythic tier).

Rather than seeking out the kind of information typically available with Diplomacy, you can expend one use of mythic power and have your contact research esoteric and mysterious occult lore regarding a specific question for 1d4 hours, allowing you to receive an informative but possibly cryptic answer, as if you had cast divination with a caster level equal to twice your mythic tier. If you are at least 6th mythic tier, you can instead expend two uses of mythic power to gain the answers to a number of questions equal to one-third your tier (as divination) or learn more information about a single topic (as *legend lore*).

Essence Gathering (Su): When you gather power, your body erupts with the power of your element. During any round in which you gather power, you may choose to gain the benefits of *elemental body I* until the beginning of your next turn. If your chosen element is something other than air, earth, fire, or water, the benefits you gain from this effect are identical to that of an air elemental if your element is gaseous, an earth elemental if it is solid, or a water elemental if it is liquid. You gain the benefits of *elemental body* as a fire elemental if your chosen element is a type of energy, though your energy resistance and the type of damage dealt by your burn attack is of the same type as your chosen energy (or the damage dealt by your simple blast, if different) rather than fire.

If you are at least 5th tier and gather energy in two consecutive rounds, you may choose to gain the benefits of *elemental body II* on the second round, lasting until the beginning of your next turn. You then gain the benefits of *elemental body I* for one additional round and then return to your normal body.

If you are at least 7th tier and gather energy in three consecutive rounds, you may choose to gain the benefits of *elemental body III* on the third round, lasting until the beginning of your next turn. You then gain the effects of *elemental body II* for one round and then *elemental body I* for one round before returning to normal.

If you are at least 9th tier and gather energy in four consecutive rounds, you may choose to gain the benefits of *elemental body IV* on the fourth round, lasting until the beginning of your next turn. You then gain the effects of *elemental body III*, *elemental body II*, and *elemental body I* for one round each before returning to normal.

In addition to the above, during any round in which you gather power, you can expend one use of mythic power as part of gathering power to extend the duration of your elemental body of the highest spell level's iteration to a number of minutes equal to your tier.

Ghost Breaker (Su): Your flesh is the bane of ghosts and spirits. Incorporeal creatures cannot pass through your body, though they can use Acrobatics as normal to move through your space. If you have a natural armor bonus to AC, one-half of that bonus applies against attacks made by incorporeal creatures. Your natural weapons and unarmed strikes are considered magical weapons for the purpose of attacking incorporeal creatures.

You can expend one use of mythic power as a swift action to grant a single weapon you wield (including your unarmed strike or a natural weapon) the *ghost touch* property for a number of minutes equal to your tier, or you can grant the *ghost touch* property to all weapons you wield, including all natural weapons, ammunition, double weapons, and so on, for a number of rounds equal to your tier.

In addition, you can expend one use of mythic power as a standard action to imbue your armor or your shield with the ghost touch property for a number of minutes equal to your tier. If you expend to uses of mythic power, you can grant the *ghost touch* property to both your armor and your shield.

Greater Mythic Séance (Su): When you channel one or more mythic legendary spirits, you gain a 1st-tier path ability from a matching mythic path (archmage, champion, guardian, hierophant, marshal, or trickster). You must have the mythic séance path ability to choose this path ability.

Harmonious Chakra (Su): You can tap into the serpent-fire ki with unparalleled grace to draw power through your chakras[OA]. You add your tier to your character level to determine which chakras you can open and on saving throws you make to open and maintain your chakras. If you expend a mythic surge on a chakra saving throw, it applies to both your Fortitude and Will saving throw for that round.

In addition, you gain a pool of ki points equal to your tier that are usable only to open and maintain your chakras. Any effects that you create through your chakras are considered mythic effects, and non-mythic creatures take a -2 penalty on saving throws to resist them.

Haunted Mansion (Su): You gain increased control over the physical and spiritual world around you when haunts are nearby, drawing upon their spiritual energies to sow terror. As long as a haunt is within 10 feet times your tier, you can use *dancing lights*, *ghost sound*, *mage hand*, *open/close*, and *prestidigitation* at will, and activating any of these spell-like abilities is a swift action. In addition, you can expend two uses of mythic power to use *animate objects*, *mirage arcana*, or *symbol of fear* as a spell-like ability, with a caster level equal to your mythic tier plus the caster level of the haunt. A *symbol of fear* created in this way lasts for a number of hours equal to your mythic tier or until triggered. Effects that you create with this ability have a maximum range of 10 feet times your level away from the haunt you use to create them.

If you are within 5 feet times your tier when a haunt manifests, you can expend one use of mythic power as an immediate action to intensify the terror of its appearance. Creatures with line of sight to the haunt take a -1 penalty on saving throws against fear effects and harmful emotion effects for the next 24 hours (-2 if they are not mythic creatures). In addition, the next time they go to sleep they must succeed on a Will save against the haunt's save DC or be affected as *nightmare* spell. Each time a creature fails its save against the nightmare, the penalty on saving throws persists for another 24 hours and the creature must save again the next time it sleeps or have another *nightmare*, though the save DC decreases by 1 for each night after the first (or by 2 per night for mythic creatures).

You must have the haunting presence path ability to select this ability.

Just a Fake (Su): You are a master counterfeiter, gaining a bonus equal to your mythic tier on Craft and Linguistics checks made to create forgeries. You can expend one use of mythic power to use *instant fake*[UI] as a spell-like ability, with a caster level equal to twice your tier.

In addition, when a creature disarms, steals, sunders, or otherwise damages or removes an item you are wearing, wielding, or carrying, as an immediate action you can switch the affected item with another item of similar size and shape.

Using this ability requires you to expend one use of mythic power if you already have a similar item in hand, two uses of mythic power if it is worn or carried on your person and you have a free hand, or three uses of mythic power if it is worn or carried and you do not have a free hand. You can increase the cost in mythic power by one to exchange an object of a different size or shape, such as a dagger instead of a sword, a wand instead of a staff, or a hat instead of a cloak.

If you have a mesmerist trick implanted on yourself, you can expend that trick in place of one use of mythic power when using this ability.

Look at Me! (Su): Your garish garb and compelling gaze inescapably draw the eye of everyone around you. You are so distracting that all creatures within 10 feet plus 5 feet per mythic tier of you that have line of sight to you are treated as dazzled against every creature other than you. Creatures are so captivated by you that they find it hard to concentrate on other tasks, taking a penalty equal to one-half your mythic tier on concentration checks, Sense Motive checks, and saving throws to disbelieve illusions.

If you are a mesmerist target an affected creature with your hypnotic stare, that creature becomes so fixated upon you that it takes your bold stare penalty to its AC as well as on Will saves.

This functions like a gaze weapon (though it does not interfere with a mesmerist's hypnotic stare or other stares), and creatures can avoid its effects by closing their eyes. They also can avert their gaze, which gives them a 50% chance to avoid its effects but grants you concealment against them. This is a mind-affecting compulsion. You can suppress or resume the effects as a swift or move action.

Pentrakinesis (Ex): When you use a blast wild talent against a creature whose damage reduction or energy resistance would apply against it, you reduce that damage reduction or energy resistance by an amount equal to your tier. This has no effect against creatures with immunity to the type of damage your blast wild talent deals.

If you expend one use of mythic power when using any wild talent that deals hit point damage, it ignores 5 points of damage reduction or energy resistance, plus an additional 5 points for every two mythic tiers you possess.

Phrenic Flexibility (Su): You add one-half your mythic tier to your phrenic pool. In addition, each day you can expend one use of mythic power to temporarily gain access to a phrenic amplification you do not normally possess. You retain access to this amplification until the next time you regain mythic power.

Possess Companion[G] (Su): You can expend one use of mythic power to project your soul from your body and into your animal companion, cohort, eidolon, familiar, or bonded mount as if possessing that creature with the magic jar spell. Unlike with *magic jar*, the companion creature's soul remains within its body, allowing you to know what it knows and share its memories. This effect lasts until you end it as a standard action.

Psychic Duelist (Su): You are a master of psychic dueling. You can expend one use of mythic power to cast *instigate psychic duel*[OA] or two uses of mythic power to use *mindscape door*[OA] as a spell-like ability (caster level equals twice your mythic tier). If you already can cast either spell, you add one-half your tier to your caster level whenever you cast it, and you also can cast the mythic version of that spell.

Whenever you begin a psychic duel, you gain an additional number of manifestation points equal to one-half your tier, or equal to your mythic tier if your opponent in the psychic duel is not a mythic creature.

Psychic Metamancy (Su): As a swift action, you can expend one use of mythic power to enhance any psychic spells you cast for a number of rounds equal to your mythic tier with any one metamagic feat you know. The feat you select must not increase the level of the spell by more than 1 level. Once you trigger this path ability, any psychic spells you cast, including spells from a spell-trigger or spell-completion item, gain the benefit of that metamagic feat without increasing their level or their casting time. If you use this ability again, the previous use of the ability immediately ends (though this does not affect spells already cast).

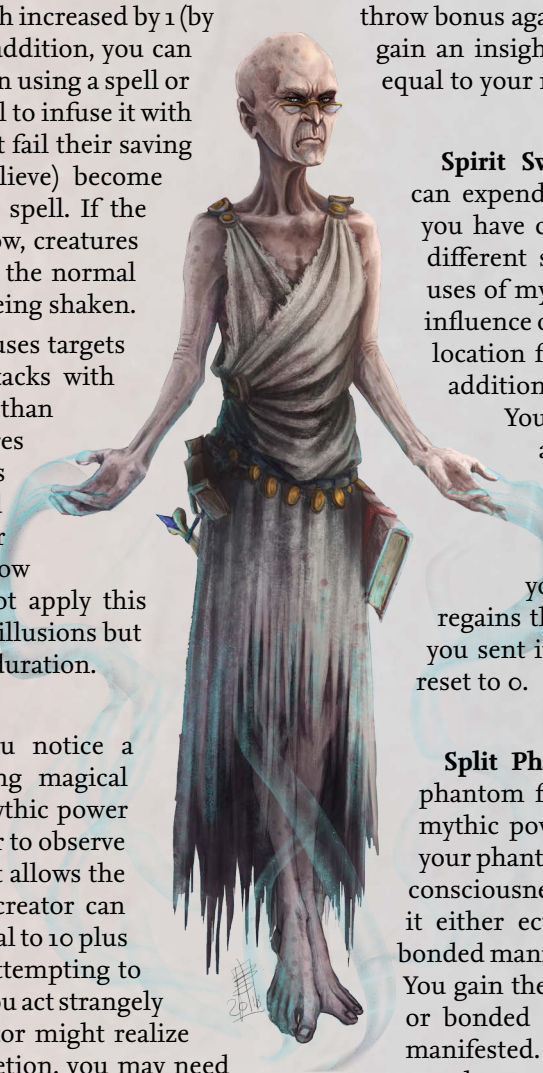
You can select this ability more than once. Each time you select it, the maximum level increase of the metamagic feat you select increases by 1, up to a maximum of 4. You must expend a number of uses of mythic power equal to the spell level increase of the metamagic feat you choose in order to trigger this power.

Pushback (Su): Whenever you are attacked in melee, you can expend one use of mythic power as an immediate action to target your attacker with a simple blast, which gains the additional effect of the *pushing infusion*[OA] wild talent. If your attacker is not a mythic creature, you add your mythic tier as a bonus on your combat maneuver check to bull rush it

away from you. This simple blast affects only your attacker and does not provoke attacks of opportunity. You may accept burn to increase the maximum distance your attacker is pushed back. An attacker pushed farther away from you than its reach cannot attack you unless it is able to move.

Rending the Veil (Su): When you draw into the well of your mind, the visions you conjure forth are tainted with the trans-spatial nightmare dimensions you have glimpsed beyond the stars. The caster level and save DC of fear, *confusion*, and insanity effects that you create are each increased by 1 (by 2 against non-mythic creatures). In addition, you can expend one use of mythic power when using a spell or spell-like ability of the illusion school to infuse it with this awfulness, causing creatures that fail their saving throw (other than a save to disbelieve) become shaken for 1 round per level of the spell. If the illusion does not allow a saving throw, creatures must succeed on a Will save against the normal DC for a spell of that level to avoid being shaken.

If the effect of the spell already causes targets to become shaken, this duration stacks with the duration of the effect rather than increasing the degree of fear. Creatures immune to fear are immune to this effect, as are creatures that succeed on their saving throw against your illusions. Creatures with a saving throw bonus specific to fear effects do not apply this bonus to avoid being shaken by your illusions but are shaken for only half the normal duration.



Reverse Scrying[A] (Su): When you notice a scrying sensor created by a scrying magical effect, you can expend one use of mythic power as a standard action to use that sensor to observe its creator. If the initial scrying effect allows the target a saving throw, the sensor's creator can attempt a saving throw with a DC equal to 10 plus double your tier to realize you are attempting to observe it and block this attempt. If you act strangely once you notice the sensor, its creator might realize you're aware of it; at the GM's discretion, you may need to attempt a Bluff check against the creator's Sense Motive. If your reverse scrying goes unnoticed, you can expend an additional use of mythic power to control what the caster perceives, as if you had cast *false vision* with a duration of concentration and a caster level equal to double your tier.

Shared Seance (Su): Whenever you grant your seance boon to your allies, you may expend one use of mythic power to temporarily grant one of your mythic path powers to that ally for 24 hours. When you grant an ally one of your mythic powers, they may use it as though with your mythic tier and any uses of mythic power are drawn from your reserves. Once you share a mythic path ability with an ally, you may not use it until after the 24 hours has elapsed. You may use this ability among multiple allies, but its effects do not stack.

Shield of Knowledge (Su): Whenever you must make a saving throw against a spell or spell-like ability, you may expend one use of mythic power as an immediate action to use your Spellcraft skill bonus in place of your saving throw bonus against this effect. If you pass the save, you gain an insight bonus to Knowledge (arcana) checks equal to your mythic tier for 1 minute.

Spirit Swap (Su): As a full-round action, you can expend mythic power to exchange the spirit you have channeled with your daily séance for a different spirit. You must expend a number of uses of mythic power equal to the spirit's current influence over you. If you are not in an appropriate location for the new spirit, you must spend one additional use of mythic power to channel it. You must immediately select a new taboo appropriate to your new spirit, and your influence penalty changes to reflect the new spirit.

The next time you channel the spirit you sent away to gain a new spirit, it regains the same influence over you at the time you sent it away rather than having its influence reset to 0.

Split Phantom (Su): When you manifest your phantom fully, you may expend one use of your mythic power in order to to harbor a portion of your phantom in your consciousness (as the shared consciousness class feature) or to partially manifest it either ectoplasmically or incorporeally (as the bonded manifestation class feature) at the same time. You gain the benefits of your shared consciousness or bonded manifestation while your phantom is manifested. Your fully manifested phantom takes a -1 penalty on attack and damage rolls, skill and ability checks, and saving throws while split in this way.

Taboo (Su): As a standard action, you can expend one use of mythic power to force a number of creatures within 10 feet times your mythic tier to share the taboo you have chosen for the day. They can attempt to resist the taboo with a successful Will save (DC 10 + your mythic tier + your Charisma modifier), but if the save fails they are affected by the same taboo for a number of hours equal to your mythic tier. They are aware of the taboo you shared with them, and if they break it they

take a -2 penalty on attack and damage rolls, skill and ability checks, and saving throws for 1 hour.

As long as you do not break your taboo, you gain a +2 circumstance bonus on Bluff, Diplomacy, and Intimidate checks against creatures sharing your taboo, and any charm, compulsion, or fear effect you use upon creatures sharing your taboo takes effect at 2 levels higher. This applies to both beneficial and harmful effects of these types.

6th-Tier Mystic Path Abilities

You must be at least 6th tier to select these path abilities.

Direct Control (Su): When you fail a Will save against a mind-affecting effect, you may expend one use of mythic power as a free action to negate the effect. However, for the duration of the effect you are controlled by your mythic patron (and are controlled by the GM), who has full use of your knowledge and abilities. Your patron will act in your best interests and keep you from harm, but it disregards the needs of your allies unless it directly impacts you. You must have a mythic patron in order to choose this path ability.

Interdiction (Su): As an immediate action, you can expend one use of mythic power to grant any creature within 10 feet per mythic tier immunity to mind-affecting effects until the end of your next turn. Alternatively, you can expend two uses of mythic power as an immediate action to grant all allies within 5 feet plus 5 feet per mythic tier immunity to mind-affecting effects until the end of your next turn. If an effect would normally bypass immunity to mind-affecting effects, it only does so if it is a mythic effect created by a mythic creature whose rank or tier exceeds yours.

Kinetic Fury (Su): You can use your telekinetic powers to catch and hurl massive objects, seizing control of nearby items for a number of minutes equal to your mythic tier. While your kinetic fury persists, you gain a deflection bonus to AC equal to your mythic tier. You also gain the rock throwing[B1] and rock catching[B1] universal monster abilities, adding your mythic tier as a bonus on attack rolls with rocks and on saving throws to catch rocks and similar projectiles. As a standard action, you can hurl a rock and infuse it with your simple blast, adding the damage from that blast to the damage dealt by your rock.

You are treated as a creature size larger than your actual size for the purpose of these abilities.

In addition to the above benefits, you gain the *foe throw*[OA] and *pushing infusion*[OA] infusions as long as your kinetic fury persists.

Kinetic Rail (Su): As a swift action, you can expend one use of mythic power or accept 10 points of burn to transform your body into the pure essence of your chosen kineticist element for a number of rounds equal to one-half your tier. If you accept burn, the amount of this burn is reduced by an amount equal to one-half your mythic tier. In this form, you can travel up to 10 feet per mythic tier in a straight line in any direction, dealing 1d6 points of damage of the same type dealt by your simple blast to creatures and objects in your path, though they may attempt a Reflex save (DC 10 + your Constitution modifier + your mythic tier) for half damage. This movement does not provoke attacks of opportunity and you can move through the space of creatures and through solid barriers if you deal enough damage to bypass their hardness and hit points; if not, your movement stops.

Mindstrike (Su): You can expend one use of mythic power to transform yourself into pure thought as a swift action, moving up to 10 feet in any direction and reappearing adjacent to a non-mindless creature within that range. You must be aware of the target but do not need line of sight or line of effect as long as you know your target's location. This movement is instantaneous and does not provoke attacks of opportunity but is not a teleportation effect. You can move through solid objects or creatures without impediment, but not through barriers made of force or that block the passage of magic or living creatures, such as an *antilife shell*, *antimagic field*, or *prismatic sphere*.

When you arrive adjacent to the target you can make one melee attack at your highest attack bonus. This attack is resolved as a melee touch attack, and if the attack hits the target is dazed for 1 round unless it succeeds on a Will save (DC 10 + your Constitution modifier + your mythic tier). The dazing effect is mind-affecting.

If you target a creature using *mind blank* or an equivalent effect, you may choose to expend one additional use of mythic power in order to attempt to dispel the mind blank, making substituting a Constitution check with a bonus equal to your mythic tier (or twice your mythic tier, if the target is a non-mythic creature) in place of a caster level check. If this check succeeds, the *mind blank* is dispelled and your mindstrike attack is resolved normally. If it fails, your mindstrike attack also fails.

Omnikinesis (Su): You can use telekinesis to perform any combat maneuver, not just bull rush, disarm, grapple, and trip maneuvers. In addition, if you expend one use of mythic power you can use the same combat maneuver simultaneously on a number of targets equal to one-half your mythic tier, making separate combat maneuver checks against each target. If you use a mythic surge to enhance your combat maneuver check, the result of the surge die applies on all combat maneuver checks you make with your *telekinesis* until the beginning of your next turn.

You can forgo one or more combat maneuver checks to which you would be entitled, keeping that telekinetic energy in reserve to use defensively. If you are attacked before the beginning of your next turn, you can expend one of these reserved maneuvers to attempt to block the attack by making a combat maneuver check. If the result of your check equals or exceeds the result of your attacker's attack roll, the attack is deflected harmlessly. If the attacking creature is more than one size larger than you, you must expend an additional reserved maneuver for each additional size category your attacker is larger than you. This includes ranged attacks against you, such as giant-hurled boulders.

You can block rays and ranged touch attacks with omnikinesis, in addition to normal ranged attacks. Using omnikinesis to deflect an attack does not require an action, but you cannot attempt to block the same attack more than once. You must be aware of an attack to block it, and you cannot block area effects or effects which do not require attack rolls.

Overcome Curse[H] (Su): You are immune to curse effects. For example, *bestow curse* has no effect on you, and you can handle, carry, or discard a cursed magic item without harm. If a cursed item has useful functions and a cursed effect (such as *armor* of *arrow attraction*) or drawback (such as a *mace of blood*), you are immune to the cursed effect and drawback, and can still use its other abilities. If a cursed item works normally for a period of time before its curse triggers (such as *gauntlets of fumbling*), the item stops working for you when the curse would normally trigger. If you're an oracle, you can ignore the negative effects of your oracle's curse.

Sanctum[A] (Su): You gain access to your own personal extradimensional sanctum. By concentrating for 1 minute without interruption, you conjure the door to your own personal sanctum, similar to *create mindscape*[OA], but with the following differences. The sanctum takes up a space equal to six 20-foot cubes per tier, shapeable when you first create it as if it were a spell whose area or effect is shapeable. The sanctum is permanent and persistent, so you can store objects within the sanctum and retrieve them on future visits. The sanctum includes one unseen servant per tier. When you conjure the sanctum's door, you decide which creatures can see and use it (to all other creatures it's invisible and impermeable). The door remains until you dismiss it—a standard action with unlimited range as long as you are on the same plane as the door. If you dismiss the door while you are outside the sanctum, all creatures other than your familiar are immediately shunted outside. Conjuring the door automatically dismisses any other active door. As a full-round action, your familiar can enter or leave the sanctum from any square adjacent to you, without using the conjured door. The patron of your mythic power, if any, automatically knows when you create a sanctum and can never be prevented from entering it. You may summon your patron – if they are willing -- once per day in your sanctum by expending one use of mythic power for 1 hour per mythic tier.

Spiritual Echo (Su): When targeted by a single-target or ray spell or spell-like ability, you can expend one use of mythic power as an immediate action to replace yourself with a spiritual duplicate and teleport to any open square within 30 feet of your current position. You are unaffected by the effect and may then choose to redirect this effect using your spiritual echo's location as the effect's point of origin and the original caster's caster level and save DC. Your spiritual echo disappears when you redirect the effect, or otherwise choose not to. Using this ability requires a line of effect to the square into which you teleport.

Superior Mythic Séance (Su): When you channel one or more mythic legendary spirits, you gain a 1st- or 3rd-tier path ability from a matching mythic path (archmage, champion, guardian, hierophant, marshal, or trickster). This is in addition to the 1st-tier path ability you gain from the greater mythic séance path ability. You must have the mythic séance and greater mythic séance path abilities to choose this path ability.

Trade Fates (Su): As a swift action, you can expend one use of mythic power to exchange bodies with a creature, as *mind swap*[OA]. If you are at least 9th tier, this ability can instead function as *greater mind swap*[OA]. Treat your caster level as your character level + your mythic tier. If the target is non-mythic, you can choose to expend two uses of mythic power to instead trade locations and identities for the same duration. In the latter case, non-mythic creatures remember you as having always had the target's role in their lives and remember the target always having your role in their lives. Altered memories fill in the gaps as best they can to make the swap seem sensible, but if it is hard to do so, they receive a Will saving throw to remember the truth when the strangeness is pointed out specifically. The save DC is 10 + 1/2 your character level + your tier.

Unfathomable Knowledge (Su): By expending one use of mythic power as a swift action, you may consult the collective memory of the universe to obtain vast wisdom on a single topic. Treat this as the results of the vision spell, except you suffer no ill effects. You gain an insight bonus on all Knowledge checks equal to your mythic tier for 1 minute per tier after using this ability.

MYSTIC BUILDS

When selecting your mystic's path abilities, you may wish to consider the following themes. Each one suggests a variety of complementary path abilities, with different interpretations about what it means to be truly bound to a greater power.

Ghostwalker: You are a student of the spirit world, able to see and speak with the dead as if they still endured, and this may drive you to close connection with spirits from beyond the grave, especially with your ancestors and patrons from your past. Of course, being surrounded by ghosts also might drive you into an ectocidal wrath that wishes nothing but to bust in and kill the dead forever; if you cannot escape them, certainly they never will escape from you!

1st-Tier Path Abilities-boundless spirituality, deadspeaker, enduring armor, exorcist, haunt breaker, mighty phantom, mythic phantom, mythic séance; *3rd-Tier Path Abilities*-ectokinesis, ghost breaker, greater mythic séance, shared séance, split phantom; *6th-Tier Path Abilities*-spiritual echo, superior mythic séance.

Mentalist: You are a true master of the mind. Whether your power springs from a towering intellect, an indomitable will, or an unconquerable psyche, you can read others like a book and make your thoughts theirs. You could ply the weak-willed for your amusement and enrichment and make your name a legend, or you issue a mental call to ally with heroes of like mind to protect a world that hates and fears what it does not understand.

1st-Tier Path Abilities-adamantine mind, imprinting hand, insightful mind, inspire trust, menacing presence, mythic discipline, occult font, persuasive countenance, psychic coupling, psychic penetration, regain trust, sensory link, synchronized bond, trade memory; *3rd-Tier Path Abilities*-don't cross me, look at me!, phrenic flexibility, possess companion, psychic duelist, psychic metamancy, reverse scrying; *6th-Tier Path Abilities*-direct control, interdiction, trade fates.

Occult Scholar: You delve deeply into secrets man was not meant to know, and while your grip on reality may be tenuous you know there is a vast universe and unspeakable secrets hidden across the deeps of time and the gulfs of space. You will never stop searching for clues from the past, present, or future that will once more open up the mysteries of the universe to you.

1st-Tier Path Abilities-binding inscription, curio collector, curse-bearer, deadspeaker, flexible focus, forbidden writings, haunting presence, heirloom, mythic focus, mythic hex, mythic implements, mythic séance, none of your business, psychic enhancement, ritualist; *3rd-Tier Path Abilities*-certain sanity, esoteric order, haunted mansion, just a fake, psychic metamancy, rending the veil, shield of knowledge, taboo; *6th-Tier Path Abilities*-overcome curse, sanctum.

Open Soul: Your soul is not wholly your own, as you have mastered the sublime simplicity of becoming but one strand in an omniversal tapestry. Your awakening makes you a living

antenna for spiritual energies and connections, and your mind, body, and spirt are in constant communion with one another and the infinite reflections across the multiverse.

1st-Tier Path Abilities-boundless spirituality, collective unconscious, empathic healing, flash of omniscience, haunting presence, irrepressible soul, mythic spirit surge, ritualist, share my pain, spirit versatility; *3rd-Tier Path Abilities*-borrowed power, harmonious chakra, reverse scrying, spirit swap; *6th-Tier Path Abilities*-mindstrike, spiritual echo, unfathomable knowledge.

Ultrakinetic: Your mental powers go far beyond the realm of pure thought, feeling and shaping the fundamental essences and energies of reality. You are not bound by the meager manipulations of those that struggle with the simplest tasks of matter manipulation; all the universe is clay in your hands if you can but reach out and grasp it.

1st-Tier Path Abilities-dual focus, durable kinetics, enduring armor, ingathering, kinetic jolt, kinetic metabolism, telekinetic master; *3rd-Tier Path Abilities*-chronokinesis, etcokinesis, essence gathering, pentrakinesis, pushback; *6th-Tier Path Abilities*-kinetic fury, kinetic rail, omnikinesis.

PATH OF THE RELUCTANT HERO

A Reluctant Hero is a character in spite of himself. It is not that he despises heroics; it is just that he sees them as something done by others. Adventures are dangerous things that make one late for dinner and drag one off to foreign lands far from the comforts of the familiar. However he resists the call of duty and destiny, adventure seems to keep finding him, and through talent and readiness he always seems ready with exactly what is needed. Some reluctant heroes are altruistic while others are scoundrels and reprobates, but either way they would rather shun the spotlight and just be left to themselves, yet somehow the call is never far away, and while they may complain about having to get involved, it is a call they cannot help but answer.

He is stubborn as a tree root, and though he never loses his humility or his affinity for the common folk, when the time comes to stand up and be counted he can endure anything, face down anyone, and go anywhere to do what must be done. Accolades and honor, fortune and fame are never his goal, and laurels and hosannas leave him embarrassed and unsure what all the fuss is about. He only wishes to do what must be done, to solve the problem any way he can, to quell disorder and halt destruction, and to bring back normalcy and peace. In this he finds true contentment, not in rewards but in a simple life, well and truly lived. To others, a reluctant hero is an inspiration. His detractors may see him as disingenuous at first, a corny and deluded rube who lacks the ambition to rise to greatness, but it is in his very self-effacing integrity that he becomes the hero his world needs. His tools are strength and skill, patience and power, cunning and compassion, leavened with an unwavering hope, trust, devotion, idealism, and the sheer earnestness to overcome every challenge. With equal measures of luck and pluck, a reluctant hero can become a legend.

Role: As a Reluctant Hero, you can fill any role in a party but operate best as a support character. You have access to a number of abilities that allow you to rescue both yourself and your allies as well as many which could turn the tide of battle even when the dice are not rolling your way.

Classes: Reluctant heroes can come from any class but the path is best suited to skilled or support classes such as bards, clerics, rogues, barbarians, or rangers. It is also extremely well suited to multiclass characters with a mixed bag of stats or sub-optimal choices motivated by character choices rather than game mechanics. Poor saves, base attack bonus, or spell save DCs are all much less of an issue for the reluctant hero than for other characters as many of their abilities excel at turning failure into success.

Bonus Hit Points: Whenever you gain a Reluctant Hero tier, you gain 4 bonus hit points. These hit points stack with themselves, and don't affect your overall Hit Dice or other statistics.

Tier	Path Features
1st	Path ability, reluctant heroics
2nd	Path ability
3rd	Path ability
4th	Path ability
5th	Path ability
6th	Path ability
7th	Path ability
8th	Path ability
9th	Path ability
10th	Embrace destiny, path ability

Reluctant Hero Features

As you gain tiers, you gain the following abilities.

Reluctant Heroics: Select one of the following abilities. Once chosen, it can't be changed.

Anti-Hero (Ex): You may expend a use of mythic power as a free action to commit an unsavory act without attracting attention. You may cast a spell with the evil descriptor, execute a coup de grace, steal or disarm combat maneuver (or Sleight of Hand check to steal a small item), use an evil-aligned special ability, activate an evil-aligned item, or take a similar action without affecting your alignment. If allies are present while you execute this act you may attempt a Slight of Hand or Bluff check opposed by their Perception checks for it to go unnoticed or to pretend it was accidental. You gain a bonus on this check equal to twice your mythic tier.

Cynic (Ex): Your disdain for adventure and heroism hardens your mind. Add a bonus equal to one-half your mythic tier (minimum +1) on saves against illusions and effects that would cause you to become charmed, dominated, or fascinated, and you gain a bonus equal to your mythic tier on Sense Motive checks and to the DC to demoralize you or change your behavior with a Diplomacy or Intimidate check. You automatically receive a Will save to disbelieve any illusion within 10 feet that you observe. If you fail a saving throw against an illusion or enchantment, you may expend one use of mythic power as an immediate action to reroll the save, or as a move action on your next turn to reroll the save with a +4 bonus. You can attempt only one reroll regardless of which type you choose.

Fluke (Ex): When you hit with a weapon, natural weapon, or unarmed strike, you may expend a use of mythic power as a free action to deal maximum damage (in terms of the weapon's base damage dice only), plus a bonus to damage equal to twice your mythic tier. Damage from this attack bypasses any damage reduction, and if making the attack would normally harm you as the attacker, such as a melee attack against a barbed devil or a creature using a *fire shield* or *unholy aura* spell, you take no damage from that effect.

Non-Combatant (Su): You may expend a use of mythic power as a swift action to grant all allies who can see and hear you within 30 feet a +1 competence bonus on attack and weapon damage rolls, increasing by 1 for every 3 tiers after 1st. This bonus persists as long as you take no offensive actions, though you may use non-attack spells or otherwise act to assist your allies, up to a maximum duration of 1 minute per mythic tier. If you have the inspire courage performance ability you may instead expend one use of mythic power when you start your performance to increase the competence bonus granted by that ability by the same amount. If you take any offensive action, this ability is suppressed for 10 minutes.

Path Ability: At 1st tier and every tier thereafter, select one new path ability from the reluctant hero path abilities lists or from the universal path abilities lists. Once you select an ability, it can't be changed. Unless otherwise noted, each ability can be selected only once. Some abilities have requirements, such as a class ability or minimum mythic tier, that you must meet before you select them. Path abilities marked with a superscript also appear in *Pathfinder Roleplaying Game Mythic Adventures* as abilities for the genius[G], guardian[Gd], marshal[M], stranger[S], or trickster[T] paths.

Embrace Destiny (Ex): At 10th tier, you are able to embrace your destiny and realize your true potential as a hero. When you fail a saving throw and take damage from a trap, spell, or a special ability, you take only one-half normal damage or the effect's duration is reduced by half for mythic effects, or to one-quarter normal for non-mythic effects. In addition, once per round when you roll a natural 1 or a natural 20 on a saving throw or attack roll you regain one use of mythic power. You must expend this use of mythic power before the end of your next turn or it is lost.

1st-Tier Reluctant Hero Path Abilities

You can select these path abilities at any tier.

Additional Heroics (Ex): You learn an additional reluctant heroic ability. You can select this ability twice.

Always a Chance[C] (Ex): You don't automatically miss when you roll a 1 on an attack roll.

Assured Drinker[T] **(Ex)**: No one can stop you from imbibing, even in combat. You don't provoke attacks of opportunity when drinking an elixir, extract, or potion. As a swift action, you can expend one use of mythic power to retrieve and drink an elixir, extract, or potion.

Blind Luck (Ex): When making an attack roll against a target with concealment or total concealment, if your attack roll is a critical threat your attack ignores any miss chance. Against a creature using *mirror image* or a similar effect, if your attack roll is a critical threat you automatically target the actual opponent rather than one of the images.

Call In a Favor[S] **(Ex)**: While you keep to yourself, you have made a few close connections that can help you in a pinch. Once per month, you can get a loan of up to 200 gp times your character level times your mythic tier, which may be a loan in cash or in the form of a magical item. Alternatively, you can gain the temporary service of a cohort or a group of followers as if you had the Leadership feat. This cohort or these followers accompany you and follow your directions for a number of days equal to your mythic tier. You can retain the services of these allies by expending one use of mythic power per day for the cohort and for every 10 followers.

The limits on what you can acquire with a loan or what kind of cohorts or followers are available are at the GM's discretion. Except in unusual cases, you must be in an urban area to use this ability, and the size of the area will influence what is available. You do not need to pay interest on the loan

or pay the temporary cohort and followers you gain, though you must meet their living expenses. You cannot get a new loan until you repay your previous loan.

If you are using the contacts rules in *Pathfinder Roleplaying Game Ultimate Campaign*, you add your mythic tier as a bonus on all negotiation checks, and if you use a mythic surge to assist a negotiation check you may roll the surge die twice and select the better result. Your contacts also never lose trust based on how long you are away.

Cautious (Ex): If you use the delay action to shift your turn until the end of the first round of combat, you may add an insight bonus equal to twice your mythic tier on a single d20 roll made before the end of your next turn. In addition, whenever you take a readied action or make an attack of opportunity that provokes an attack of opportunity or triggers a harmful effect, you add your mythic tier as an insight bonus on your Armor Class or one-half your mythic tier (minimum +1) as a bonus on saving throws related to that attack or effect.

Common Sense (Ex): You can see through prevarications and confabulations and are rarely taken in by chicanery and legerdemain. You gain a bonus equal to one-half your mythic tier (minimum +1) on saving throws against enchantments, and when making a save to end an ongoing non-mythic compulsion, such as hold person or *dominate person* (though not on your initial saving throw against the effect), you can roll twice and select the better result.

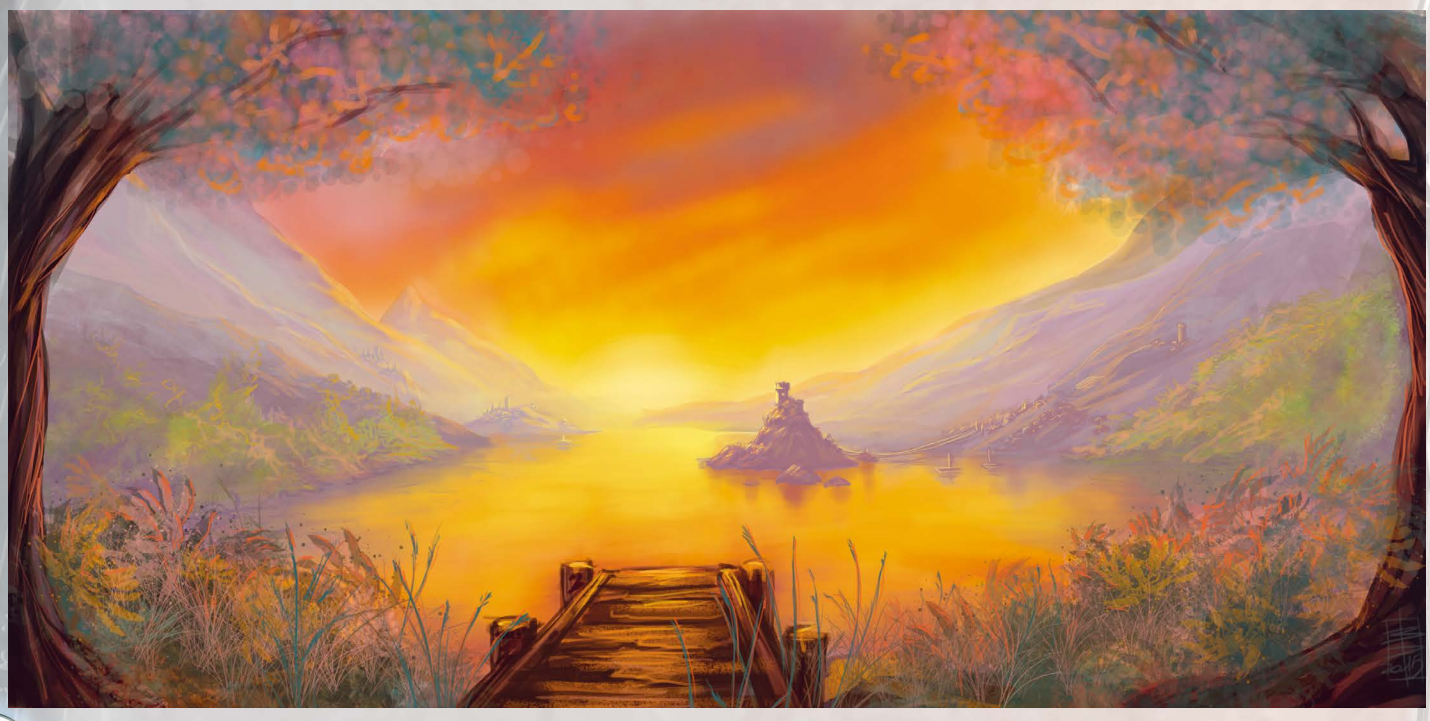
You add your mythic tier as a bonus on Sense Motive checks, and when making an opposed Sense Motive check against a non-mythic creature you may roll twice and select the better result. Creatures trying to influence your behavior with an opposed Charisma check or Diplomacy or Intimidate check take a penalty equal to your mythic tier, and if they are not mythic creatures must roll twice and take the worse result.

Curse-bearer (Ex): You may touch, wear, wield, or carry a non-mythic cursed item without being affected by the curse. You may choose to be affected by the curse if you wish. Mythic cursed items affect you as normal, but you may expend one use of mythic power as a free action to suppress the effects of the item's curse on you for one round.

Destiny's Tool (Ex): Destiny has already chosen your fate and your own whims and desires are irrelevant. Whenever you are encounter an effect or item which has differing effects according to alignment, you may expend one use of mythic power as an immediate action to select which alignment you wish to be treated as by that effect. If the effect has a non-instantaneous duration (such as wielding a *holy* weapon), you are treated as that alignment for the purpose of that effect for a number of hours equal to your mythic tier.

Distracting Flurry (Ex): When you make multiple attacks in the same round against a creature, each missed attack against that target results in a -1 penalty to that target's AC until the end of your turn. This penalty stacks with multiple missed attacks. If you expend one use of mythic power as a swift action, this AC penalty persists until the beginning of your next turn. You cannot use this ability on a creature whose mythic rank or tier exceeds yours.

Follow Example (Ex): When an ally confirms a critical hit against a target both of you threaten, you can make



an attack against the same target as an immediate action. This attack ignores cover and concealment and damage from it bypasses damage reduction. If the target is flat-footed against your ally's attack, it is also considered flat-footed against your attack made using this ability. In addition, you can expend one use of mythic power to use this ability when an ally confirms a critical hit with a ranged attack and/or against an opponent that is 5 feet beyond your threatened area, allowing you to take a 5-foot step and attack that opponent as above.

Faithful Friend (Ex): If you are adjacent to or sharing the space of your animal companion, eidolon, familiar, or similar bonded creature, whenever a non-mythic effect that affects both of you requires a Reflex save, both of you roll a saving throw and you both may take the higher result. If you expend one use of mythic power, you can use this effect against a mythic effect requiring a Reflex save or a non-mythic effect that requires a Fortitude or Will save.

Flag of Convenience[S] (Ex): You are adept at aligning yourself with the winning side and have mastered the art of shifting or switching allegiance when convenient. You can disappear in one place and appear in another with new affiliations and associations, yet without besmirching your reputation. Even when caught in illicit acts, you easily evade blame. You gain a +2 bonus on all Bluff and Disguise checks, and on Linguistics checks made to create forgeries. You never take a penalty to your Leadership score for moving around frequently, aloofness, cruelty, or the loss of prior cohorts or followers, and can replace lost followers in half the normal amount of time.

If you are a cavalier, you may belong to two orders at once. You gain the benefits only one order at a time but can switch between orders as a full-round action. In addition, you may choose a different set of teamwork feats for each order to use with your tactician class feature.

If you have access to domains, you may select one domain that is not normally granted by your deity or religion. Each day when you prepare spells or renew your spell slots, you may choose to replace one of your normal domains with this alternate domain. You may resume using your normal domain (or switch which of your normal domains is replaced by the alternate domain) at any point in the future when preparing or renewing spells.

Fortunate Mistake (Ex): Whenever you fail a skill check or saving throw, you may grant an ally (other than yourself) a luck bonus equal to one-half your mythic tier (minimum +1) on any d20 roll they make before the beginning of your next turn. Providing this bonus is a free action, which you may take on your turn or you may hold the bonus until the beginning of your next turn, granting the bonus to any ally at any point during their turn. If the bonus is not used by the beginning of your next turn, it is lost. You can grant this bonus even if you are incapacitated, killed, or unable to take actions and can add the bonus even after the die is rolled, but you must choose to grant it be before the result of the roll is revealed.

Group Shot (Ex): When you make a ranged attack that misses and your target is adjacent to two or more other creatures, as a free action you may choose to reroll your attack, which targets one of the adjacent creatures (roll randomly to determine which adjacent creature is targeted, including your allies that are adjacent to the original target). A successful attack roll deals half damage. If you expend one use of mythic power as a swift action, you may exclude allies from the chance of being hit by the redirected shot, and a successful attack deals full damage.

He Ain't Heavy... (Ex): When you are one of multiple targets of a beneficial spell cast by an ally that affects only a limited number of targets, you do not count towards the total number of targets. In addition, you do not count towards the maximum number of patients an ally can grant long term care to using the Heal skill, you count as only half your weight (including equipment) when carried by an ally, and when an ally successfully uses Survival to "get along in the wild" you eat without counting as a creature. You can expend one use of mythic power to share this ability with an ally for 24 hours.

Heirloom[S] (Ex): You gain a legendary item that is an ancestral relic of your house, family, or culture. This functions as the legendary item universal path ability described in *Pathfinder Roleplaying Game Mythic Adventures*, but you are so protective of this item that you add your mythic tier as a bonus to CMD against disarm, steal, and sunder combat maneuvers directed at the item, and one-half your mythic tier as a bonus on saving throws made by the item. You can take this ability again at 3rd and 6th tier to grant additional abilities to your heirloom item. You can have both an heirloom and a legendary item; however, the total number of legendary abilities between the two items combined cannot exceed your mythic tier +3.

Helpful Rebuke[M] (Ex): You are quick with stern yet helpful words of advice. Whenever an ally within line of sight fails a skill check with a skill you're trained in, you can expend one use of mythic power as an immediate action to allow that ally to reroll that skill check with a bonus equal to your tier. If the new roll is successful, your ally succeeds at that check instead of failing it. The ally who failed the skill check must be able to see and hear you to gain this reroll. You can use this ability with a skill you aren't trained in, but you must expend two uses of mythic power to do so, and the ally doesn't gain your tier as a bonus on the reroll.

Hold Onto Hope (Ex): Whenever you gain a morale bonus, the duration of the effect is increased by a number of rounds equal to your mythic tier, up to a maximum of double the effect's normal duration. If your morale bonus is granted by a spell, a creature attempting to dispel the effect must roll twice and use the lower result on their

caster level check. In addition, whenever your morale bonus would be countered, dispelled, suppressed, or otherwise ended, it persists for a number of rounds equal to one-half your mythic tier (minimum 1 round).

I'm Getting Too Old for This (Ex): Whenever you become blinded, confused, cowering, dazed, deafened, exhausted, fascinated, fatigued, frightened, nauseated, panicked, paralyzed, shaken, sickened, staggered, or stunned, you can expend one use of your mythic power at the end of your next turn to attempt a new save to end the effect. If the save succeeds, you feel tired and aged for the next 24 hours, causing you to take penalties to Strength, Dexterity, and Constitution as if you were one age category older (up to a maximum of venerable). If you are already venerable or are treated as venerable due to the effects of this ability, your saving throw to end such effects is made with a –4 penalty.

If I Can, So Can You (Su): If an ally within 30 feet fails on a saving thrown against an effect and you successfully save against the same effect, you can expend one use of mythic power as an immediate action to replace the result of their saving throw roll with your own (though they apply their own modifiers to that saving throw, rather than using yours). You may expend mythic power to affect multiple allies within 30 feet as part of the same immediate action at a cost of one additional use of mythic power for each ally after the first.

Innocent Bystander (Ex): When you are flat-footed or prone, non-mythic creatures with Intelligence 3 or greater regard you as harmless and unimportant, not worth their time to attack, unless they succeed on a Will save (DC 10 + your tier + your Charisma modifier). This effect functions similarly to *sanctuary*, and if you take an offensive action it is suppressed for 1 minute, though you can renew the effect as a move action after taking an offensive action by expending one use of your mythic power.

Whenever an opponent makes an attack of opportunity against you, you can expend one use of your mythic power as a free action to cause it to believe that a different creature it threatens performed the action that provoked the attack of opportunity. If it fails a Will save (DC as above), it redirects its attack to target that creature instead.

You can use this ability in a similar fashion immediately after attacking a creature or after a failed Bluff, Diplomacy, or Intimidate check, causing the target of your attack or the creature with whom you were interacting when making the check to succeed on a Will save (DC as above) or believe the attack or failed check was made by a different creature that threatens it (for a melee attack) or within 30 feet (for a ranged attack or skill check). How the target responds to that attack or failed check is not under your control, but if made hostile its ire is directed at the creature you designate.

If you perform an action that would cause you to lose honor or that would adversely affect your reputation (as described in *Pathfinder Roleplaying Game Ultimate Campaign*), you can expend one or more uses of mythic power while performing that action while designating a creature within 30 feet with at least Intelligence 3. If that creature fails a Will save (DC as above), you decrease the amount of honor or reputation you lose by an amount equal to the number of uses of mythic power you expend, while the creature you designate loses that amount of honor or reputation.

Lesson Learned[Gd] **(Ex)**: Whenever you fail a saving throw against a supernatural or spell-like ability, you gain a +5 bonus on all further saving throws against that ability, including subsequent saves against an ongoing effect, or against the same effect produced by a different source or creature. This bonus lasts for a number of minutes equal to your tier. For example, if you fail a save against a demon's *fireball* spell-like ability, you gain this bonus against a *fireball* spell-like ability from any creature; if you fail a save against a blue dragon's electricity breath weapon, you gain this bonus against all blue dragon electricity breath

weapons, but not against a black dragon's acid breath weapon or a gorgon's petrification breath weapon. If you fail another saving throw against the same ability, the duration of lesson learned resets but the bonus doesn't stack with itself.

Lucky Stumble (Ex): Whenever you gain a dodge bonus to AC it is increased by +1, and whenever you fall or drop prone you gain a bonus on Reflex saves and a dodge bonus to AC equal to one-half your mythic tier (minimum +1) until the end of your next turn. You may take a 5-foot step in difficult terrain, and you can always take a 5-foot step as a move action, even if you have already taken a 5-foot step in the same round. Finally, when you use the withdraw action the first two squares you move through are not considered threatened by enemies. If you are attacked while using the withdraw action, you can fall prone as an immediate action, gaining a dodge bonus to AC equal to your mythic tier against that attack.

No One of Consequence[T] (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.

Panicked Consumption (Ex): Whenever you are affected by a fear effect, you may retrieve or consume a potion, elixir, or alchemical extract without provoking attacks of opportunity, and you can expend one use of mythic power to retrieve or consume such an item as a swift or move action. You can ingest such substances even if the fear effect would normally prevent you from taking actions, such as being cowering, panicked, paralyzed, or stunned. Whenever you would be killed (including death from a fear effect), if you have a hand free you can expend one use of mythic power to retrieve and drink any potion, elixir, or alchemical extract on your person as a free action. You can choose to take the normal effect of the potion, elixir, or extract, which takes effect before the effect or attack that would kill you, or you may use the potion's energy to retroactively add the spell level of the potion or extract (or a flat +2 bonus for an elixir) as a bonus on your saving throw against the effect that would kill you. If the effect of the potion, such as healing hit points or granting energy resistance, or the adjusted saving throw would allow you to survive, you do not die.

Perfect Aid[M] (Ex): Whenever you successfully use the aid another action, your ally also adds your tier to the aid another bonus. If you use your surge ability on the aid another roll, add the result of the surge die to this bonus as well.

Perfect Pitch (Ex): Choose one bardic performance (or equivalent ability) that affects either multiple targets or a target other than yourself. This includes archetype abilities that replace a form of bardic performance, such as a detective[APG] bard's true confession ability, but does not masterpieces. When you use this ability to affect targets other than yourself treat your class level as 5 higher when determining the benefits of that performance. If this ability targets multiple creatures you may include yourself provided at least one other creature is affected.

Perfection (Ex): Each time you gain an ability score increase at an even-numbered mythic tier you also gain permanently increase a different ability score by 1. You cannot apply this increase to the same ability score more than once and cannot apply it to the same score you increased that tier with your standard mythic ability boost.

Quick Recovery[Gd] (Ex): Whenever you are dazed, dazzled, deafened, sickened, or stunned, reduce the duration of that condition by half (minimum 1 round). Any other effects relating to the source of that condition are unaffected; for example, if you are panicked and sickened from an eyebite spell, the panicked effect has the normal duration even though you are sickened for only half as long. You can select this ability twice. The second time you select it, you also reduce the duration of the blinded, nauseated, and paralyzed conditions by half.

Reluctant Combatant (Ex): You may choose to activate your rage, inquisitor's bane, arcane pool, or sacred weapon, abilities as a standard action instead of a swift action to increase the duration of these effects by 2 rounds or to grant 4 additional rounds of rage.

Reluctant Stand (Ex): When you are the only creature threatening an enemy, you take no penalty on attack rolls against that creature when fighting defensively. If you are using the total defense action, you can make a single melee attack and gain the normal dodge bonus to AC, or if you choose to take total defense without making an attack the dodge bonus you gain to AC increases to +6 (or +9 if you have 3 or more ranks in Acrobatics).

She May Not Look Like Much[G] (Ex/Sp): You take no penalty on attack rolls when using an improvised weapon, and when you attack with a broken weapon, it functions as if it were not broken. In addition, if you have a mount or animal companion, or if you are riding an ordinary mount whose CR does not exceed your mythic tier, that creature is immune to fatigue and exhaustion, and you can expend one use of mythic power to use any of the following spell-like abilities on that mount, using your Hit Dice as your caster level: *ant haul*, *expeditious retreat*, *false life*, *greater magic fang*, *longstrider*. You may expend additional uses of

mythic power to grant that creature the mythic version of those spells.

Shot in the Dark (Ex): You can deal precision damage to targets with concealment or total concealment. When you attack a creature whose location is unknown, you may designate two adjacent squares when making an attack. If a target is in either square, you may attack it. If a creature in a square you designate is an ally, you instinctively are aware of this and can choose not to attack or to direct your attack elsewhere.

Skeptical Eye[G] **(Ex)**: You gain a bonus equal to your mythic tier on Sense Motive checks and on Perception checks made to oppose Disguise or Sleight of Hand checks. You gain a bonus equal to one-half your mythic tier (minimum +1) on saves against illusions, and against illusions that allow disbelief you are automatically allowed a saving throw to disbelieve if the spell's level is lower than your mythic tier.

Take a Breather (Ex): When subject to a spell or effect that heals hit point damage or ability damage, if you take no actions other than movement in the following round you are healed again at the end of your next turn an amount equal to 50% of the all hit point or ability damage healed in the previous round.

The Road Goes Ever On (Su): You are a skilled traveler, inured to long journeys and heavy loads. You add your mythic tier to your Strength score to determine your carrying capacity, and you (and any mount you ride) add your mythic tier to the number of hours per day you can hustle or forced march when traveling overland before you risk taking nonlethal damage or becoming fatigued (see Chapter 7 of the *Pathfinder Roleplaying Game Core Rulebook* for details on encumbrance and overland travel). You can expend one use of your mythic power to remove the fatigued condition from yourself or an ally by touch, and if your ally has nonlethal damage incurred from a hustle, forced march, or similar exertion, you also cure an amount of that nonlethal damage equal to your surge die plus your mythic tier.

This Might Just Work[T] (Ex): You're adept at combining optimistic resourcefulness with natural skill. You can attempt a skill check with a class skill in place of a skill that uses the same ability score modifier. For example, you could attempt an Acrobatics check in place of a Stealth check because both skills are based on Dexterity. You take a –5 penalty on this check and can't take 10 or 20 on it. The GM can disallow certain uses of this ability when the skill

can't possibly be applied to the task.

Tongue of the Land[H] (Su): Animals, elementals, fey, and plants are magically able to understand you when you speak Druidic, as if you were using speak with animals or tongues. If speaking to creatures of different types at the same time, you can allow all of them to understand you or speak understandably to just one type at a time. For example, if speaking to a group of animals and fey, you can make yourself understandable to all of them, just to the animals, or just to the fey.

Tricks of the Trade (Ex): Select one Profession skill and two regular skills, which must have something in common; discuss with your GM how those skills that might be connected in the context of your character's background. You can use your bonus in the Profession skill in place of his bonus in the associated skills. When substituting in this way, you use your total Profession skill bonus, including class skill bonus, in place of the associated skills even if he has no ranks in those skills.

Trusty Tools (Su): When you use a tool of your trade (requiring at least 1 rank in the appropriate Craft or Profession skill) as a weapon you take no penalties for using an improvised weapon. In addition, that weapon gains an enhancement bonus equal to half your mythic tier (minimum +1), and its critical threat range is increased by 1 for every 2 mythic tiers you possess. Your tool's hardness is increased by an amount equal to your mythic tier as long as it is on your person, and you can expend one use of mythic power as a standard action to grant the item 5 temporary hit points per mythic tier you possess.

Unfocused Focus (Ex): If you have more than one class, you may select a single class ability (other than spellcasting) from one of your classes (such as wildshape, channel energy, or sneak attack). You may treat your class level for that ability as up to 4 higher than your class level in that class, up to a maximum equivalent class level equal to your Hit Dice.

Unorthodox Tactics (Ex): When you take a readied action, you may take an additional move action before or after your readied standard action. In addition, your unorthodox tactics confound your enemies, negating any competence, insight, or morale bonuses they would gain against you until the end of your next turn.

Untrained Warrior (Ex): As a full-round action you may expend one use of mythic power to gain proficiency in a type of weapon or a type of armor (light, medium, heavy) for 24 hours. In addition, you may expend a use of mythic power to change the weapon or armor specific parameters of a feat or class ability you have. For example, if you have Weapon Focus (club), you could alter that feat to become Weapon Focus (light crossbow), or if you had weapon training (light blades) you could alter that ability to become weapon training (heavy blades). You must meet the prerequisites for an altered feat. This effect lasts 24 hours or until you expend another use of mythic power to change that feat again.

Unwavering Skill[M] (Ex): You can always take 10 or 20 on checks using class skills, even if threatened or in a hazardous situation. You can't use this ability with skill checks that don't normally allow you to take 10 or take 20.

You'll Have to Go Through Me (Ex): You gain a bonus equal to your mythic tier to your CMD against combat maneuver checks made to bull rush, drag, overrun, or reposition you, as well as against grapple maneuver checks made to move you. In addition, you count as occupying all squares that you threaten for the purpose of enemies attempting to move through your space, requiring them to succeed on an Acrobatics check, overrun combat maneuver, or use a similar ability to pass through that area. An opponent making a successful combat maneuver check to overrun you does not knock you prone unless it moves through your actual space.

3rd-Tier Reluctant Hero Path Abilities

You must be at least 3rd tier to select these path abilities.

Accidental Observation (Ex): If you have the trapfinding class feature, you automatically gain the trap spotter rogue talent. In addition, whenever you must make a reactive Perception check (that is, in response to another creature's action), you may roll twice and take the highest result. If a successful Perception check would allow you to act in a surprise round, you are not denied your Dexterity bonus during the surprise round (if you already have uncanny dodge, you gain a dodge bonus to your AC during the surprise round equal to one-half your mythic tier (minimum +1)), and you may expend one use of your mythic power to treat your initiative roll for that combat as a natural 20.

An Eye for an Eye[S] (Ex): When a creature confirms a critical hit against you, the next successful attack you make against that creature before the end of your next turn is automatically a critical threat. In addition, if your attacker used a critical feat against you, you can apply the effects of that feat against your opponent if you confirm a critical hit, even if you would not normally qualify for that feat. You use your own base attack bonus, ability scores, and other characteristics to determine any effects of the critical feat that are dependent on them.

Bodily Ricochet (Ex): A creature that confirms a critical hit against you with a melee weapon must succeed at a Reflex save (DC 10 + one-half the damage dealt) or drop its weapon in your square. You may expend a use of mythic power as an immediate action to use this ability on any successful attack with a melee weapon, even if it is not a critical hit.

Critical Skill[T] (Ex): Whenever you roll a natural 20 on a skill check, you perform that skill with exceptional proficiency. Typically, this means that the task takes half the normal amount of time to accomplish. If the skill would normally take a full-round action, it instead takes a standard action. If it would normally take a standard or move action, it instead takes a swift action. If it would normally take a swift or free action, it instead takes no time at all. The GM might rule that instead of reducing the amount of time needed, using the skill takes the normal amount of time but the critical success results in some other added benefit, depending on the skill being used and the situation.

Defensive Feedback (Su): Whenever you are affected by a force effect that grants an armor or shield bonus to AC, you increase the bonus it grants by 1. In addition, you may expend one use of mythic power as a free action when affected by such a force effect in order to deal damage to creatures striking you in melee. An attacker that hits you takes 1d4 points of force damage with each successful hit. If the attacker confirms a critical hit against you, this damage is multiplied by the weapon's critical multiplier. Attacks with reach weapons do not damage the attacker in this fashion; however, each hit with a reach weapon deals the above force damage to the reach weapon itself, bypassing an amount of the weapon's hardness equal to your mythic tier. Damage to an attacker or a reach weapon is applied after resolving the attack.

Divine Motivation (Su): If you cast a divine spell in the first round of combat or during a surprise round, you also may simultaneously cast one of the following spells spontaneously as part of the same action by expending a spell or spell slot of equivalent level; *divine favor*, *bless*, *sanctuary*, *shield of faith*, *shillelagh*, *magic stone*, *obscuring mist*. Alternatively you may expend a use of mythic power in place of a spell or spell slot.

Feel Your Pain (Su): Whenever an adjacent ally gains one of the following conditions, you can expend one use of mythic power as a free action to have that condition affect you rather than your ally: bleed, blinded, confused, cowering, cursed, dazed, dazzled, deafened, diseased, entangled, exhausted, fascinated, fatigued, frightened, nauseated, panicked, paralyzed, poisoned, shaken, sickened, staggered, or stunned, as well as any pain-based effect. You can expend two uses of mythic power to instead take on one of the above conditions that would affect an ally within 30 feet. If the effect is not instantaneous or permanent, you can attempt a new saving throw to end the effect each round at the end of your turn by expending one use of mythic power, or two uses of mythic power if it is caused by a mythic effect. This does not require an action. If the effect is instantaneous or permanent or does not allow a saving throw, you can end the effect after 1 minute by expending two uses of mythic power, or four uses if the effect is caused by a mythic effect.

Fight Your Battles (Ex): Once per round as a free action, you can use the aid another action to assist an adjacent ally. If you gain a circumstance and/or dodge bonus to AC during the same round that you aid an ally in this way, you can transfer some or all of that bonus to your ally rather than using it for yourself. In addition, when an adjacent ally is reduced below 0 hit points, rendered incapable of taking actions, or is disarmed or otherwise forced to drop its weapon, as an immediate action you may retrieve and wield your ally's weapon. This does not provoke attacks of opportunity. For 1 minute, you can wield your ally's weapon as if you were proficient, and as if you possessed any combat feats your ally possessed that

modify attacks made with that weapon. If your ally has the challenge, favored enemy, rage, or smite evil class feature (or an equivalent class feature, at the GM's option), you may expend one use of your mythic power as a free action to activate one daily use of the same ability, lasting up to 1 minute.

Focus Over Fury (Ex): By expending rounds of rage as a free action you may use one of your rage powers without activating your rage ability. To use a rage power for one round you must expend a number of rounds of rage equal to the minimum barbarian level required to learn that rage power (minimum 1). Instead you may expend a single round of rage and a single use of mythic power.

Forsake Fate (Su): You confound and frustrate those who seek to drive your destiny. Divinations that would reveal information about your future automatically fail unless they are mythic effects. Creatures that would normally gain an insight or luck bonus against you or against an effect you create instead take a penalty equal to the bonus they would normally receive. In addition, you are immune to effects that would force you to reroll a die roll or to roll two or more times and take the worst result unless it is a mythic effect, and you can expend one use of your mythic power as a free action to negate mythic effects of this type.

Handy Souvenir[G] (Ex): You collect a miscellany of items in the course of your travels, allowing you to carry unspecified equipment worth up to 100 gp times your mythic tier. This can be any kind of gear that can reasonably fit into a backpack, including potions and scrolls (but not any other sort of magic item). As a full-round action, you may dig through your pockets to retrieve an item you specify at that time, deducting its value from the allocated amount of cost. This item cannot weigh more than 10 pounds and cannot be a unique or specific item; you could pull out a cross-country map of a country, but not a detailed map of a specific castle. When the total remaining cost reaches 0, you can retrieve no more items until you pick up more souvenirs, requiring spending several hours shopping and spending allocating the requisite amount of gold to bring you up to your total of 100 gp per tier. You can expend one or more uses of mythic power while shopping, adding 100 gp times the result of your surge die to the amount of additional unspecified equipment you can carry.

You add your mythic tier as a bonus on Sleight of Hand checks to hide small objects on your person, and you add one-half your tier to your Strength score to determine the maximum amount you can carry while remaining at light encumbrance; this does not increase your total carrying capacity.

Happy Go Lucky (Ex): Whenever you successfully save against a harmful emotion or fear effect, you gain a morale bonus equal to one-half your mythic tier that you may apply to any d20 roll until the end of your next turn. This bonus does not stack if you save against more than one such effect. In addition, whenever you gain a morale bonus (not including morale bonuses to your ability scores, such as from barbarian rage or similar effects), you may treat it as a luck bonus instead. Whenever you receive a luck bonus, you may treat it as a morale bonus instead.

Indomitable Self (Ex): Whenever you would take ability damage or ability drain or a temporary or permanent penalty to an ability score (such as from *bestow curse* or *ray of enfeeblement*), reduce the amount taken by an amount equal to one-half your mythic tier.

Learning By Example: Select a 1st or 3rd tier ability from another mythic path. You can take this ability only once per 3 mythic tiers you possess.

Lucky Guess (Ex): When you use a divination effect with a percentage chance of success, such as *augury*, *divination*, or *contact other plane*, add your mythic tier to your chance of a successful divination. In addition, you can make Appraise, Disable Device, Heal, Knowledge, Linguistics, Sense Motive, Spellcraft, and Use Magic Device checks untrained, and you may expend one use of mythic power to make a check with one of these skills in which you have no ranks with a +20 luck bonus. If you do have ranks in the skill, you instead can expend one use of mythic power to gain a luck bonus on the check equal to twice your mythic tier.

Memento[S] (Su): You can expend one use of mythic power to imbue a Tiny or smaller object with a status effect that connects you to a creature you designate. As long as that creature possesses that object, whether it is on its person or stored in its home, you are aware of their location and condition as status. The memento also contains a single-use *sending*, which the only the designated owner can use to send a message to you. If the designated owner dies, the effect ends but you may expend one use of mythic power to learn the circumstances of its death, as if you had cast blood biography[APG]. If the owner was killed by a creature, or if the item was stolen without killing the owner, you may spend two uses of mythic power as an immediate action to scry on the killer or the thief (DC 14 + your Wisdom or Charisma modifier (your choice) + your mythic tier), and if your scrying is successful you may expend two uses of mythic power to declare that creature as your quarry, as the ranger class feature.

Obscurity (Ex or Su): You may shake off the heroism that troubles you. You gain a +20 bonus on Disguise checks to assume another identity. This identity must be a non-heroic, non-famous commoner or expert. This identity is so ordinary it goes unquestioned by any who have not encountered you before and only those who witness behavior unusual for a commoner or expert attempt Perception checks to overcome your Disguise. You may expend a use of mythic power as part of your Disguise check to gain immunity to divinations as though you had cast mind blank (though you gain no bonus on saving

throws against mind-affecting effects) for 24 hours or until you remove the Disguise.

One Step Ahead[G] (Su): Whenever you are targeted with a spell or effect (including being included in the area of a harmful area effect) that can be directly and specifically countered or defended by an ability you possesses and have ready for use, such as a prepared spell (or spell slot for a spontaneous caster), you can expend one use of your mythic power to use that ability as an immediate action upon yourself before resolving the original effect. The effect must target you, not other creatures or an area.

This ability can only be used during combat, but it may be used while you are unaware of your attacker or are flat-footed. If you are affected by a condition that prevents you from taking actions, such as being dazed, stunned, or unconscious, you can still use this ability by expending an additional use of your mythic power. You can also use this ability to use a potion, scroll, or other magical item with a suitable effect by expending an additional use of your mythic power.

Examples of spells that could be cast using this ability include: *resist elements* or *protection from elements* spell when targeted by an effect dealing that type of damage; *shield spell* when targeted by *magic missile*; *protection from evil* against a charm, compulsion, or dominate effect; *stoneskin* against a weapon or natural weapon attack; *death ward* against an energy drain attack or death effect; *freedom of movement* when grappled or held; *water breathing* when forcibly submerged underwater; *mind blank* or *nondetection* against a divination; or *see invisibility*, *true seeing*, or *invisibility purge* when attacked by an invisible creature. Spells or effects that are generally useful as defensive abilities but not specific to the attack being used, such as *mirror image*, *invisibility*, or *displacement*, and multi-function effects that are only partly related to the attack being used, such as using *elemental form I* or *fire shield* to gain resistance to fire, are not suitable for use with this ability.

Right Place, Right Time (Ex): Your allies are treated as if they possessed the same teamwork feats as you do for the purpose of determining whether you receives a bonus from your teamwork feats. Your allies do not receive any bonuses from these feats unless they actually possess the feats themselves. The allies' positioning and actions must still meet the prerequisites listed in the teamwork feat for you to receive the listed bonus. As a swift action you may expend one use of mythic power when an ally's action or position is allowing you to use a teamwork feat to grant that ally the benefits of that teamwork feat for 1 minute. If that ally already has that teamwork feat and you expend one use of mythic power in this way, you and that ally both gain the benefits of the mythic version of that teamwork feat.

Rise to the Occasion (Su): As a swift action, you may

expend one use of mythic power to gain the effects of a *bear's endurance*, *bull's strength*, *cat's grace*, *eagle's splendor*, *fox's cunning*, or *owl's wisdom* spell for a number of minutes equal to one-half your mythic tier. Alternatively, you may gain the benefits of a *transformation* spell for a number of rounds equal to one-half your mythic tier, or to gain fast healing equal to your tier for the same duration, or to gain both effects for one round.

Take Your Best Shot[S] (Su): If you are targeted by a harmful spell, spell-like ability, or supernatural ability and suffer no harm from it, whether because of a successful saving throw, spell resistance, the attack missing, or some other protection, as an immediate action you can make an Intimidate check to demoralize the creature that produced the effect, adding a bonus on the check equal to your mythic tier. The creature you attempt to demoralize must be within 10 feet times your mythic tier and must have line of sight to you. At 6th tier, you can use this ability after succeeding at a saving throw to reduce the effects of an attack (if no save is allowed, you cannot use this ability).

Taking You With Me (Ex): Whenever you fall prone, either by choice or accidentally, you may attempt a combat maneuver to trip an adjacent creature as an immediate action. This does not provoke an attack of opportunity. If the creature you choose to trip is responsible for knocking you prone, you gain a +10 circumstance bonus on this check. You may expend a use of mythic power as part of this attempt to gain a +20 bonus on the check.

That's Not Fair! (Su): Whenever a creature uses applies a luck bonus or a beneficial luck-based effect as part of a harmful action against you, you may apply the same luck

bonus or luck-related ability as part of one action you make against it. If the effect you create affects more than one creature, the luck-based effect applies only against the creature that used the luck effect against you. Likewise, when a creature uses any ability that forces you to reroll a die roll or to accept a specific result on a die roll, such as the touch of chaos or touch of law domain power or the force of will mythic ability, you may use the same ability against that creature on its next turn. You can affect the creature in this way even if you are incapacitated or dead. When attacking a target with damage reduction or energy resistance or immunity, you can expend one use of your mythic power as a free action to ignore 1 point of damage reduction or 2 points of energy resistance or an energy immunity per mythic tier you possess until the end of your next turn.

Unexpected Surge (Su): Whenever you roll a natural 20 on a caster level check or concentration check, the effect of your spell is enhanced. If the spell has an instantaneous duration, the spell is empowered as Empower Spell; if its duration is not instantaneous, the duration is doubled as Extend Spell. If the spell is already empowered or extended, this ability has no effect.

This ability is also triggered when an opponent rolls a natural 1 on its saving throw against a spell you cast; however, in this case the enhanced effect applies only against that creature. If the spell affects multiple targets or an area, this does not alter the effect for other creatures.

Unflinching[S] (Ex): You gain immunity to pain effects and add a bonus equal to one-half your mythic tier (minimum 1) on saving throws against effects that deal nonlethal damage or that would cause you to become staggered or stunned. When you succeed on a saving throw against such an effect, you are completely unaffected, even if it is from a mythic source. Even if you fail your save against a staggering or stunning effect, you can negate the effect as an immediate action by expending one use of mythic power, or two uses of mythic power if it is a mythic effect, including an exceptional ability or feat used by a mythic creature.

Use Everything (Su): As a full-round action, you may expend multiple lower level spell slots to cast a spell you know of a higher level. You must expend a number of spell slots equal to the level of the spell you wish to cast +1. For example, a sorcerer could expend four 1st level spell slots to cast fireball, a 3rd level spell.

6th-Tier Reluctant Hero Path Abilities

You must be at least 6th tier to select these path abilities.

Class Mimic[T] (Ex): The abilities of your allies are available to you with a touch. As a standard action, you can expend one use of mythic power and touch a willing creature to copy one of that creature's class features. You gain the use of this class feature for 10 minutes per tier, using the level of the creature touched as your level for any effects based on level. You can't copy an ability that has a limited number of uses per day (such as rage, smite evil, or spellcasting) or an ability that involves a companion (such as eidolon, hunter's bond, or nature bond). You can have only one use of this ability in effect at one time. If you use this ability again, any previous use immediately ends. You can't copy the same ability more than once per day.

Cling to Life[G] (Su): When you die, as long as your body remains, you can be healed by any spell or effect that heals damage, though you regain only half the normal number of hit points. If you're healed to full hit points, you come back to life and gain 1 permanent negative level for each minute you were dead (these negative levels can be removed as normal). Until you're healed to full hit points, you don't regain consciousness and are still dead no matter what other abilities you might have. If you aren't brought back to life within a number of minutes equal to your total character level, your death is permanent (although you can still be brought back by spells such as *raise dead*).

Ever Practical (Ex): You are never the first to crack. You are immune to effects that cause *confusion* or *insanity*, and whenever you and your allies must save simultaneously against a mind-affecting effect that affects an area or multiple creatures, you may expend one use of your mythic power to use the result of an ally's d20 roll on that saving throw in place of your own. The ally whose saving throw you duplicate must be within 30 feet of you. Whenever you would take Intelligence, Wisdom, or Charisma damage or drain, you can expend one use of mythic power to negate it. This does not require an action.

Nemesis[S] (Su): Whenever an opponent you threaten expends a use of mythic power as part of a swift or immediate action, it provokes an attack of opportunity from you. If the you have no remaining attacks of opportunity, you can expend one use of its mythic power to make one. In addition, whenever an opponent expends a use of its mythic power as part of an action that targets you, includes you in the area of effect of a harmful effect, or otherwise directly affects you (GM's discretion), you gain a bonus mythic surge which you can use without expending mythic power. You must use this mythic surge before the end of your next turn or it is lost.

Roaring Rampage of Revenge[S] (Sp): As a standard action, you can expend two uses of mythic power to cast *vengeful outrage*[UM] on yourself, using your Hit Dice as your caster level. As long as the *vengeful outrage* lasts, you treat a single creature as your quarry, as the ranger class feature, and gain immunity to charm, compulsion, and fear effects used by the target of your vengeance. If you are slain before killing

the target of your vengeance, you may expend two uses of mythic power to rise from the dead 1d4 rounds later, as if brought back to life with *raise dead*. You can expend four uses of mythic power to return to life as *resurrection* and six uses of mythic power to return to life as *true resurrection*. When you return to life, the *vengeful outrage* spell becomes permanent until you slay your target, and until you do so you gain the baleful shriek, reason to hate, self-loathing, and sense murderer abilities of a revenant[B2]. These abilities apply against the target of your revenge as well as the creature that killed you, if that is a different creature.

Snatch From Death (Ex): When an ally is targeted with an attack or effect, or would be harmed by a trap, you may move up to your speed as an immediate action to try to pull them back from danger; if they are too far away for you to reach in a single move, you cannot use this ability.. You must move in the most direct route possible to your ally, and upon reaching them you may move yourself and them 5 feet in any direction (including back the way you came). You may move yourself and your ally 10 feet in any direction rather than 5 feet, but you both end up prone after moving if you do so. If this moves your ally out of the attacker's reach or outside the range of the effect or trap that would have harmed them, they are unaffected by it. If they remain within reach or within range even after being moved, they nevertheless gain a +4 circumstance bonus to AC against that attack. You can use this ability to aid multiple allies by expending one use of mythic power for each ally beyond the first. All allies must be within your reach along your path.

You Shall Be Avenged! (Su): When you witness an enemy taking an offensive action against an ally, you may expend one use of mythic power as a swift action to challenge that creature as the cavalier class feature, treating your mythic tier as your cavalier level; this stacks with any cavalier levels you possess. When you select this mythic power, choose one cavalier order; you also gain that order's challenge bonus when using this ability (though you do not gain any other order benefits). Each time you gain a new mythic tier, you may select an additional order, and when you trigger this ability you may select which order's ability you will use. If you have cavalier levels, those levels stack for the purpose of your order challenge bonus only when using the bonus of your actual order. If an attack you make against the target of your challenge has a miss chance or a percentage chance to negate a critical hit or precision damage, you may roll twice and select the better result. You may also roll twice and select the better result if you expend a mythic surge to add a bonus on your attack roll against the target of your challenge.

If you witness a creature reduce an ally to 0 hit points or less, or permanently incapacitate an ally in a way other than by hit point damage, you may challenge that creature as a free action without expending mythic power. If you expend

one use of mythic power as a swift action to challenge that foe, the power of your challenge is greatly enhanced. Your attacks against that creature bypass damage reduction and hardness (and any energy damage dealt by your weapon or through it (including spells delivered by a *spell storing* weapon or a magus' spellstrike) bypasses energy resistance or immunity), and your first successful hit against the

target adds 1d6 points of damage times your mythic tier rather than your usual damage bonus. If you expend a mythic surge to add a bonus on your attack roll against the target of your challenge, that die is automatically treated as the maximum result.

This effect lasts for 1 minute or until you or your target is reduced below 0 hit points. You may use this ability once per day plus one additional time per day for each mythic tier you gain beyond 6th.

RELUCTANT HERO BUILDS

When selecting your Reluctant Hero's path abilities, you may wish to consider the following themes. Each one suggests a variety of complementary path abilities, with different interpretations about what it means to be the kind of hero who is trying to be anything but.

Denier of Destiny: You are burdened with the weight of history and heritage, with a connection to famous forebears or incredible events that have marked you and your family line, but you despise that legacy and the implicit demands that accompany it. You may refuse to live up to an impossible standard of greatness, or loathe the tarnished reputation that clings to your family true. You are not your ancestors, you will never be the chosen one, and you yearn to forge your own future free from the detritus of the past. *1st-Tier Path Abilities*-destiny's tool, heirloom, hold onto hope, no one of consequence, the road goes ever on; *3rd-Tier Path Abilities*-an eye for an eye, forsake fate, memento, obscurity, take your best shot, taking you with me; *6th-Tier Path Abilities*-nemesis, you shall be avenged!

Homebody: You are content and comfortable in your life and work. Adventures are a fine thing to read about, but they make one late for dinner. You would never do anything unexpected, or invite the gossip of the neighbors by consorting with the wrong sort of folk. You are curious about the far and wondrous things of the world that you've only read about, with the road going ever on and on, yet throughout your journeys you think always of the comforts of home and the delights of a simple life, well-lived. *1st-Tier Path Abilities*-cautious, he ain't heavy, heirloom, if I can so can you, innocent bystander, lucky stumble, untrained warrior; *3rd-Tier Path Abilities*-accidental observation, handy souvenir, happy go lucky, use everything; *6th-Tier Path Abilities*-snatch from death.

Orphan: You are a small and lonely figure in a wide and dangerous world, abandoned at an early age through some tragedy or mishap and raised among strangers. Your heritage and history are a blank slate, though now and then clues and half-forgotten flashes of memory hint at a legacy that lies just beyond your reach. All your life you have felt that you were nothing and nobody, but an elusive glimmering suggests that perhaps you were meant for more. *1st-Tier Path Abilities*-curse-bearer, follow example, fortunate mistake, heirloom, no one of consequence, unfocused focus, unorthodox tactics; *3rd-Tier Path Abilities*-divine motivation, learning by example, lucky guess, obscurity; *6th-Tier Path Abilities*-class mimic, cling to life.

Retired Hero: You've tried to play the hero, and even helped a few people along the way, but against the seemingly endless enemies and pervasive corruption you became disillusioned with the whole heroic enterprise. Resignation and a sense of futility have seeped into your very core, and you just don't want to do it anymore. Still, even though you know it probably won't make a difference in the long run or the big picture, when a problem crosses your path, you say to yourself, "Well, perhaps just one more time." *1st-Tier Path Abilities*-always a chance, assured drinker, call in a favor, group shot, helpful rebuke, I'm getting too old for this, reluctant stand, take a breather, you'll have to go through me; *3rd-Tier Path Abilities*-bodily ricochet, one step ahead, right place right time, unflinching; *6th-Tier Path Abilities*-roaring rampage of revenge, snatch from death.

Scoundrel with a Heart of Gold: Your luck swings from good to bad, but you're always willing to gamble on opportunities to get ahead. You talk grandly about your wishes for creature comforts and a life of luxury and can imagine quite a bit, yet it seems always get mixed up with the wrong kind of friends, the kind with legal entanglements you just can't afford. It's not your fight, and you'd rather get through with your head down and making money from both sides, but when push comes to shove you just can't resist getting involved. *1st-Tier Path Abilities*-assured drinker, blind luck, call in a favor, flag of convenience, panicked consumption, shot in the dark; *3rd-Tier Path Abilities*-critical skill, happy go lucky, that's not fair!, one step ahead; *6th-Tier Path Abilities*-class mimic, you shall be avenged!

Simple Farmer: You are the salt of the earth and the blood of the land, tied to simple folk and simple ways. You have little interest in bustling cities and far-off lands, and often prefer the company of animals to people, and when drawn into the chess matches of cosmopolitan schemers, you rely on your plain common sense to keep you on the straight and narrow path until you can get back to your humble home. *1st-Tier Path Abilities*-common sense, faithful friend, helpful rebuke, no one of consequence, skeptical eye, take a breather, tongue of the land, tricks of the trade, trusty tools; *3rd-Tier Path Abilities*-indomitable self, rise to the occasion, that's not fair!, unflinching; *6th-Tier Path Abilities*- ever practical, snatch from death.

Chapter 2: Mythic Class Features

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While there are numerous mythic spells and a long list of mythic feats to help mythic characters develop their amazing powers, the actual class features of each class do not have mythic upgrades available. There are heroic path abilities that tie into some class abilities and common skills, but no upgrades for the classes' main abilities and talents themselves. This is unfortunate, because many characters focus much more on their core class abilities and powers than on feats. To alleviate this lack, in this section, we offer mythic upgrades for every class feature and talent for all the official core classes from the core rulebook line. This allows characters to focus on classic abilities, such as armor mastery, evasion, uncanny dodge, and even bloodlines, domains, and arcane schools.

Gaining Mythic Class Features

A mythic class feature is considered a 1st-tier universal path ability or may be taken in place of a mythic feat. You must have a class feature in order to gain its mythic version. A mythic class feature cannot be taken more than once unless it says otherwise.

HYBRID CLASSES

The following mythic class features are for the hybrid classes described in the *Pathfinder Roleplaying Game Advanced Class Guide*.

Mythic Arcanist Class Features

Mythic arcanists are the creators of new and unheard artifacts, magic systems and bizarre demiplanes. Thanks to them, magic advances and progresses in their worlds.

Mythic Skill Points: The arcanist gains 1 additional skill point per level, which must be spent on Craft, Knowledge, Spellcraft, or Use Magic Device.

Mythic Skills: The arcanist adds half his mythic tier (minimum +1) to all Knowledge skills she has at least one rank in.

Mythic Spell List: The arcanist can add one witch spell of a spell level she can cast to her arcanist class spell list. If she is mythic tier 5 she can add one psychic or spiritualist spell of a spell level he can cast to her arcanist class spell list. If she is mythic tier 10 she can add one spell from any class list of a spell level he can cast to her arcanist class spell list. She must still take time and make a roll to learn the spell, but she is considered to always have access a source of the spell (as if she had another spellcaster's spellbook with the spell in it).

This mythic class feature may be selected more than once. Each time it is selected, it adds another appropriate spell to the arcanist's class spell list.

Mythic Cantrips: The arcanist adds her mythic tier to the number of cantrips she can prepare.

Mythic Spellbooks: The arcanist creates one spellbook that contains all the secrets of a specific arcane school (if she has the mythic school understanding exploit) or sorcerer bloodline (if she has the mythic bloodline development exploit). If the arcanist prepares spells from this spellbook when she first prepares spells for the day, she gains all the advantages of a specialist wizard of the selected arcane school or a sorcerer with the selected bloodline, in addition to the school or bloodline powers she selected with her mythic exploits. She gains only one bonus spell slot of each level for specialist spells, though she may use this slot for spells of her actual school or the school associated with her mythic spellbook. Bloodline spells are added to the arcanist's list of known spells and prepared spells, but she does not gain bonus spell slots to cast them.

The arcanist can only possess one such spellbook at a time, and no other spellcaster may learn or prepare spells from it. If it is destroyed, the arcanist can create it without access to a spellbook containing the same spells by re-scribing all the spells it contained. It must contain at least one spell of every spell level the arcanist can cast.

An arcanist must have the mythic school understanding or mythic bloodline development exploits before she can take this mythic class feature. An arcanist may take this mythic class feature more than once. Each time, it allows her to create a new spellbook with the secrets to another arcane school or sorcerer bloodline.

Mythic Arcane Reservoir: The arcanist may expend one use of mythic power to add one point to her arcane reservoir. Once per day the arcanist may expend 3 points from her arcane reservoir as a free action to recover one use of mythic power.

Mythic Exploits (Selection): Once per day as a full-round action, the arcanist may change one exploit (but not mythic exploit or greater exploit) she has selected. In essence, she loses one exploit, and gains a new exploit to replace it, as if she had retrained the class feature. She may not swap out any exploit she is using as a prerequisite.

This mythic class feature may be selected more than once, but not more times than the total number of exploits the arcanist has. Each time it is selected, it allows her to swap out an exploit one additional time per day. She may swap out the same exploit multiple times, or swap out different exploits.

Mythic Exploits (Power): The arcanist may make one exploit she has selected mythically powerful. Each mythic arcanist exploit has its own specific benefits, detailed below.

Mythic Acid Jet: The damage dealt increases to 1d10 points of acid damage + the arcanist's Charisma modifier, increasing by 1d10 points every 2 levels after 1st (maximum 10d10). Any creature that fails its Fortitude save takes 2d6 points of acid damage at the start of its turn for 1d4 rounds, in addition to being staggered.

Mythic Arcane Barrier: The arcanist adds her tier to the number of hit points she gains, and to the number of minutes the barrier lasts.

Mythic Arcane Weapon: At mythic tier 1, the arcanist adds one of the following to her list of arcane weapon special abilities: *allying, benevolent, bewildering, conductive, corrosive, corrosive burst, dispelling, dispelling burst, disruption, ghost touch, merciful, peaceful, silencing, vicious.* Once selected, it cannot be changed. The arcanist adds another weapon special ability at each mythic tier beyond tier 1.

If the arcanist is mythic tier 5 or higher, she may select one of the following: *adaptive, anchoring, burning, called, countering, courageous, distracting, greater distracting, glamered, glorious, guardian, impervious, mimetic, obliviating, sapping, seaborne, thundering, vicious, wounding.*

If the arcanist is mythic tier 10, she may select one of the following: *anarchic* (if chaotic), *axiomatic* (if lawful), *bane, heartseeker, holy* (if good), *negating, unholy* (if evil).

Mythic Bloodline Development: The arcanist can use her selected bloodline's 1st-level power as though she were a sorcerer of her arcanist level. As a swift action, the arcanist can expend both 1 point from her arcane reservoir and one use of mythic power to gain another power from the same bloodline and use it as a sorcerer of her arcanist level for a number of rounds equal to her Charisma modifier (minimum 1). The arcanist still has to meet the minimum level prerequisites to use a bloodline power.

Mythic Consume Magic Items: When using this exploit, the arcanist adds a number of points to her arcane reservoir equal to the level of the spell contained in the item (1st-level spells included). In addition, there is a 50% chance that the arcanist is able to extract power from an item without draining it. Lastly, the arcanist can use this ability in reverse, expending points from her arcane reservoir to recharge a magic item: a number of points equal to ½ the spell level (minimum 1) contained in the item will cause a wand to recover 5 charges and any other item to recover 1 charge. Mythic consume magic items works on any magic item with charges and can drain more than 1 charge per day from a magic staff.

Mythic Counterspell: The arcanist adds her mythic tier to her Spellcraft check to identify a spell to counter. If she expends one use of mythic power, she automatically succeeds at the check to identify a spell from a non-mythic source.

Mythic Dimensional Slide: The arcanist can take with her a number of other adjacent willing creatures equal to ½ her mythic tier (minimum 1). If she expends one use of mythic power, she can teleport back and forth between her starting point and her destination point for a number of rounds equal to her mythic tier, though she can still teleport only once per round. Additionally, when expending mythic power in this way, she may affect targets within a range of 20 feet, +5 feet for every additional tier beyond her first.

Mythic Energy Shield: The arcanist gains the benefits of a *planar adaptation* spell for the ability's duration.

Mythic Familiar: The arcanist's familiar is considered a mythic creature with a mythic tier equal to half its master's (minimum tier 1). The arcanist may choose to have any spell she casts originate and calculate its range from her familiar, rather than from herself. She must either be able to see her familiar, or have line of effect to her familiar, to cast spells in this way.

Mythic Flame Arc: The damage dealt increases to 1d10 points of fire damage + the arcanist's Charisma modifier, plus 1d10 points every 2 levels after 1st (maximum 10d10). Any creature that fails its Reflex saving throw catches on fire, taking 2d6 points of fire damage each round until the fire is extinguished. Attempts to extinguish this fire use the same DC of the original save.

Mythic Force Strike: At 4th, 7th, and 10th tier, she may create an additional blast. Blasts can strike the same target or different targets, one at a time or all together, and the missiles bypass the *shield* spell and similar effects as if they were *mythic magic missiles*.

Mythic Ice Missile: The damage dealt increases to 1d10 points of cold damage + the arcanist's Charisma modifier, plus 1d10 points every 2 levels after 1st (maximum 10d10). Any creature that fails its Fortitude save is also entangled for 1d6 rounds.

Mythic Item Crafting: The arcanist gains the mythic version of her chosen item creation feat.

Mythic Lightning Lance: The damage dealt increases to 1d10 points of electricity damage + the arcanist's Charisma modifier, plus 1d10 points every 2 levels after 1st (maximum of 10d10). The target is also blinded for 1 round if it fails its Fortitude save.

Mythic Metamagic Knowledge: The arcanist gains the mythic version of her chosen metamagic feat.

Mythic Metamixing: The arcanist can add the mythic version of the chosen metamagic feat to a spell. If she expends one use of mythic power, she can use the non-mythic version of a metamagic feat she doesn't possess with this ability.

Mythic Potent Magic: Whenever the arcanist expends 1 point from her arcane reservoir to increase the caster level of a spell, the caster level increases by 3 instead. Whenever she expends 1 point from her arcane reservoir to increase the spell's DC, it increases by 3 instead.

Mythic Quick Study: The arcanist can replace a number of prepared spells equal to her mythic tier by expending 1 point from her arcane reservoir.

Mythic School Understanding: The arcanist can use all of her selected school's 1st-level abilities as though she were a wizard of her arcanist level. As a swift action, the arcanist can expend both 1 point from her arcane reservoir and one use of mythic power to gain another ability from the same school and use it as a wizard of her arcanist level for a number of rounds equal to her Charisma modifier (minimum 1).

Mythic See Magic: The arcanist chooses three detect spells (spells with "detect" in their name) when she first gains this exploit. Her see magic ability now functions as if she concentrated for 3 rounds on all those spells.

Mythic Spell Disruption: A spell effect is suppressed for a number of rounds equal to the arcanist's Charisma modifier plus her mythic tier, and can suppress a spell for two creatures at a time. A non-mythic unwilling target is not entitled to a save against this ability.

Mythic Spell Resistance: The arcanist adds her tier to the number of minutes this ability lasts.

Mythic Spell Tinkerer: The arcanist can use this ability on effects or targets of spells within 30 feet of her. A non-mythic unwilling target is not entitled to a save against this ability.

Mythic Swift Consume: The arcanist can use the consume spells class feature or the consume magic items exploit as immediate actions.

Mythic Consume Spells: The arcanist adds her tier to the number of times per day she can use consume spells. By expending one use of mythic power, she can add points to her arcane reservoir without losing the selected spell slot.

Mythic Greater Exploits (Selection): Once per day as a full-round action, the arcanist may change one greater exploit (but not mythic exploit, or exploit) she has selected. In essence, she loses one greater exploit, and gains a new greater exploit to replace it, as if she had retrained the class feature. She may not swap out any greater exploit she is using as a prerequisite. An arcanist may select an exploit to replace her greater exploit, and it is treated as a greater exploit for purposes of all the greater exploit selection class features (allowing her to replace it with greater exploits using this ability, but not with mythic exploits).

Mythic Greater Exploits (Power): As mythic exploits (power). Each mythic greater arcanist exploit has its own specific benefits, detailed below.

Mythic Alter Enhancements: The arcanist can exchange her weapon's enhancement bonus with special abilities or vice versa, as long as the total cost of the weapon's magic properties stays the same. If the arcanist expends one use of mythic power, the exploit's effect is permanent until it is used again.

Mythic Burning Flame: If the arcanist expends 2 points from her arcane reservoir instead of one, non-mythic targets are not entitled to a saving throw to avoid catching fire. Water doesn't automatically extinguish the flames but grants a +10 bonus on the save.

Mythic Counter Drain: The arcanist regains a number of points to her arcane reservoir equal to the level of the spell countered. She can instead choose to regain one use of mythic power for every three spell levels (rounded down), to a maximum of 3 points at 9th level.

Mythic Dancing Electricity: If the arcanist expends 2 points from her arcane reservoir instead of one, non-mythic targets are not entitled to a saving throw to avoid being blinded or to halve the damage.

Mythic Energy Absorption: Whenever the arcanist's energy shield exploit prevents any amount of damage, she can use an exploit that deals energy damage of any type without expending points from her arcane reservoir.

Mythic Greater Counterspell: The arcanist can counter a spell by expending one arcanist spell slot of any level.

Mythic Greater Metamagic Knowledge: The arcanist gains the mythic version of the chosen metamagic feat and can change any of the metamagic feats she possesses for a number of times per day equal to ½ her tier.

Mythic Greater Spell Disruption: The arcanist adds her mythic tier to the dispel check. If she expends one use of

mythic power, the disruption is permanent if used on a non-mythic spell or magic item.

Mythic Greater Spell Resistance: The spell resistance granted by this exploit applies even to spells that don't normally allow itl. In addition, by expending one use of mythic power, the arcanist can become immune to one specific spell she knows for the ability's duration.

Mythic Icy Tomb: If the arcanist expends 2 points from her arcane reservoir instead of one, the target is paralyzed rather than entangled as long as the ice remains if it fails its saving throw. The Dexterity damage is suffered as normal. A non-mythic target cannot break free from the ice, and melting it requires more than 20 points of fire damage with a single attack.

Mythic Lingering Acid: If the arcanist expends 2 points from her arcane reservoir instead of one, the target must succeed at an additional Fortitude saving throw or be permanently maimed by the acid, taking a -2 penalty on attack rolls and reducing its base speed by 5 feet. This penalty can be cured with a *lesser restoration* spell or similar effect.

Mythic Redirect Spell: The arcanist retains control of a redirected spell for a number of rounds equal to her tier for each point spent from her arcane reservoir. If she expends one use of mythic power, she doesn't need to make a caster level check to use this exploit.

Mythic Resistance Drain: The arcanist adds a number of points to her arcane reservoir equal to the level of the spell she was protected from. She can retain a number of points in excess of her arcane reservoir's normal maximum capacity equal to her mythic tier.

Mythic Syphon Spell: The arcanist adds a number of points to her arcane reservoir equal to the disrupted spell's level. This functions with any spell of 1st level or higher.

Mythic Spell Thief: The arcanist can transfer a stolen spell to a creature other than herself. She can have a number of transferred spells active simultaneously equal to ½ her tier.

Mythic Suffering Knowledge: The arcanist can use this exploit with spells from any class list. The spell still has to be of a level she can cast. The ability remains in effect until the next time the arcanist prepares her spells.

Mythic Magical Supremacy: The arcanist only needs to expend a number of points from her arcane reservoir equal to ½ + the level of the spell to be cast when she converts arcane energy into spells. She can instead cast that spell as a mythic spell (even if she doesn't know it's mythic version) by spending a number of points equal to its level +1.

Mythic Bloodrager Class Features

Mythic bloodragers are the incarnations of magic's fury and the slayers of legendary monsters.

Mythic Bloodline (power): The bloodrager infuses her connection to the powers of her blood with mythic energies. He adds his mythic tier to his bloodrager level when determining the effectiveness and duration of any bloodline power (though this does not impact what bloodline powers or spells he has access to at each class level). Additionally, if a bloodline power allows to apply a spell to himself while in a bloodrage, the bloodrager can apply the mythic version of that spell to himself. If a bloodline grants a power that can be used once per bloodrage, the bloodrager a number of additional times per rage equal to half her mythic tier (minimum +1/rage). If it grants an ability that can be used a fixed number of times per day, the bloodrager gains one additional use per day of the ability at mythic tier 5, and again at mythic tier 10. Some bloodlines gain other specific benefits when selected with mythic bloodline (power), as noted below.

Mythic Aberrant Bloodline

At 8th level, the bloodrager's reach increases by 10 feet when bloodraging.

At 12th level, the bloodrager adds his mythic tier to his percentage chance to ignore any critical hit or sneak attack scored against her.

At 16th level, the bloodrager's reach increases by 15 feet when bloodraging.

Mythic Abyssal Bloodline

At 8th level, the bloodrager gains electricity resistance equal to 1/2 his mythic tier (minimum resist 1) and a bonus equal to his mythic tier on saving throws against poison.

At 16th level, the bloodrager's electricity resistance is equal to her mythic tier. This stacks with any other electricity resistance he has. In addition, he adds his mythic tier to the damage inflicted by his demonic aura power.

Mythic Arcane Bloodline

At 1st level, the bloodrager adds half his tier to his enemies' DC to cast spells defensively in his threatened area.

At 12th level, the bloodrager adds half his tier to the number of attacks of opportunity he can make each round, but these attacks of opportunity may be used only against spellcasters in his threatened area who cast spells or attempt to cast defensively.

Mythic Celestial Bloodline

At 4th level, the bloodrager gains a +2 bonus to saves against poison. This increases to +4 at 12th level.

At 16th level, the bloodrager is affected by *magic circle against evil* (rather than mythic protection from evil as seen above).

Mythic Destined Bloodline

At 4th level, the bloodrager's luck bonus to AC and saving throws increases by 1. It increases by another 1 at mythic tier 4, 7, and 10.

At 16th level, any critical threats against the bloodrager from non-mythic sources confirm only if automatically confirmed.

Mythic Draconic Bloodline

At 4th level, the bloodrager gains a +2 bonus to saves against paralysis and sleep. This increases to +4 at 8th level, and +6 at 16th level.

Mythic Elemental Bloodline

At 1st level, when the bloodrager uses elemental strikes, he deals +1 point of damage for every 2 tiers he possesses (minimum 1).

At 3rd level, whenever the bloodrager is affected by a spell with a caster level equal to or greater than the bloodrager's class level -2, and that spell inflicts energy damage that matches his chosen elemental bloodline type's energy type and fails to harm the bloodrager, he gains a +1 bonus to attack rolls for a number of rounds equal to half the spell's spell level. Starting at 6th tier, if the negated spell is mythic, the bonus increases to +2.

Mythic Fey Bloodline

At 1st level, the bloodrager adds ½ his mythic tier to the save DC of a target affected by his confusing critical ability.

At 4th level, the bloodrager ignores difficult terrain (but not other creatures) for the duration of his bloodrager, not only during a charge

At 16th level, animals and plants are always friendly towards the bloodrager. If they are under a magical compulsion to attack or if the bloodrager attack first, such creatures must succeed on a Will save (DC = 10 + ½ the bloodrager's level + his Charisma bonus) the first time they try to attack him. If the save succeeds, they can attack normally. If it fails, they become frightened for a number of rounds equal to the bloodrager's mythic tier and must flee from him, though they may attack other creatures if they hinder their flight.

Mythic Infernal Bloodline

At 4th level and higher, the bloodrager's infernal resistance grants him the same amount of cold resistance as fire resistance. At 20th level, his cold resistance increases to 20.

At 8th level, the bloodrager adds ½ his his mythic tier to his bonus on saving throws against enchantments and fear effects.

Mythic Undead Bloodline

At 1st level, the bloodrager can cause a non-mythic creature already shaken to become frightened when using his frightful charger ability.

At 8th level, the bloodrager gains a +4 bonus to saves against paralysis and sleep.

Mythic Bloodline (Selection): The bloodrager may select an additional bloodline. Each day when he regains uses of spells per day, he must select which bonus bloodline spell he knows at each spell level he has access to, selecting from the bloodline spells of all his bloodlines. This selection remains until he next regains spells per day. When he gains a bonus bloodline feat, he may select it from all her bonus feats from all bloodlines.

Mythic Bloodrage: As the mythic rage champion path ability.

Mythic Fast Movement: The bloodrager adds the additional 10 feet from fast movement to all his forms of movement, even temporary movement (such as the wings of heaven bloodline power). In the case of movement based on the bloodrager's normal speed (such as making a Climb check to move 1/4 the bloodrager's speed), the additional movement is added both to the bloodrager's normal speed and again after all other calculations. Thus an unarmored human bloodrager with a 40 speed (30 feet, +10 feet for fast movement) can make a Climb check to climb 20 feet; 10 feet (1/4 of his 40 foot speed) +10 feet for mythic fast movement.

Mythic Uncanny Dodge: Against attacks from non-mythic sources, the bloodrager is never considered to be flat-footed or to have lost his Dexterity bonus to AC unless he is helpless.

Mythic Blood Sanctuary: The bloodrager is immune to spells cast by himself. Whenever he rolls a saving throw against a spell cast by a non-mythic ally, he can roll twice and take the higher result.

Mythic Blood Casting: The bloodrager can cast spells from all his classes while bloodraging. When casting defensively during a bloodrage, he gains a bonus on his concentration check equal to ½ his tier (minimum 1).

Mythic Eschew Materials: The bloodrager gains the Mythic Eschew Materials feat.

Mythic Spell List: The bloodrager can add one sorcerer/wizard spell of a spell level he can cast to his bloodrager class spell list. If he is mythic tier 5 he can add one bard or magus spell of a spell level he can cast to his bloodrager class spell list. He must still choose the spell as a spell known (counting normally against his maximum spells known) to be able to cast the spell.

This mythic class feature may be selected more than once. Each time it is selected, it adds another appropriate spell to the bloodrager's class spell list.

Mythic Improved Uncanny Dodge: The bloodrager adds half his mythic tier (minimum +1) to the number of rogue levels a creature must have to be able to flank him.

Mythic Damage Reduction: The bloodrager applies the DR he gains from the bloodrager class to all damage he takes, from any source. This stacks with other damage-reducing abilities, such as energy resistance.

Mythic Greater Bloodrage: The bloodrager adds half his tier (minimum +1) to all weapon damage he deals while bloodraging. In addition, if he knows the mythic version of a spell he wants to apply to himself during a bloodrage (including but not limited to personal-range spells), he can do that without expending uses of mythic power.

Mythic Indomitable Will: A number of times per day equal to half his mythic tier (minimum 1/day), as a free or immediate action, the bloodrager may choose to ignore the effects of a single mind-affecting effect while he is raging.

Mythic Tireless Bloodrage: A number of times per day equal to half his mythic tier (minimum 1/day), as a free or immediate action the bloodrager may choose to end any fatigued or exhausted condition he is suffering.

Mythic Mighty Bloodrage: The bloodrager confirms all critical threats when bloodraging. Furthermore, he can choose one bloodline power that only functions during a bloodrage. That power's benefits become permanent, even when he is not bloodraging.

Mythic Brawler Class Features

Mythic brawlers are the walking fortresses who lift mountains and defeat whole armies barehanded.

Mythic Brawler's Cunning: The brawler is treated as having a score of 13 in Intelligence, Wisdom and Charisma for the purpose of qualifying for combat feats.

Mythic Martial Flexibility: The brawler adds her mythic tier to her level when determining this ability's effectiveness. At 20th level, she retains the selected feats for a number of minutes equal to 10 x her mythic tier.

Mythic Martial Training: The brawler qualifies for feats that require either the panache or rage class features as if she were a barbarian or a swashbuckler of her same level. If a feat would require the expenditure of rounds of rage or points of panache, the brawler expends uses of her martial flexibility class ability instead: For every use of martial flexibility expended as part of activating such a feat, the brawler is treated as though as though she was raging for 2 rounds. The brawler may expend one or more uses of martial flexibility to be treated as though she had expended one point of panache to fuel a panache-based feat per use of martial flexibility expended. This mythic ability doesn't allow the brawler to enhance class features she does not have.

Mythic Unarmed Strike: The brawler may deal her unarmed damage dice in place of her weapon damage dice whenever she deals damage with a weapon belonging to the close weapons or monk weapons group. This does not change any other aspect of the attack (such as threat range).

Mythic Bonus Combat Feats: The brawler may select any combat feats as her bonus feats. In addition, once per day as a full-round action, the brawler may change one combat feat

she has selected. In essence, she loses one bonus feat, and gains a new bonus feat to replace it, as if she had retrained the feat. She may not swap out any feat she is using as a prerequisite.

This mythic class feature may be selected more than once, up to a number of times equal to the number of bonus combat feats the brawler has. Each time it is selected, it allows her to swap out a bonus feat one additional time per day. She may swap out the same feat multiple times, or swap out different bonus feats.

Mythic Brawler's Flurry: The brawler may add the extra attacks gained from brawler's flurry to the single melee attack she gains as an attack action. At mythic tiers 1-5 this is limited to a single extra attack from brawler's flurry. At mythic tier 6-9, a brawler of 8th or higher level may add two extra attacks from brawler's flurry to a single melee attack taken as an attack action. At mythic tier 10, a brawler of 8th or higher level may add three extra attacks from brawler's flurry to a single melee attack taken as an attack action. This does not allow a brawler to gain extra attacks from any other source when taking an attack action, and any abilities or attack options that normally apply to only a single attack (such as a charge taken as a partial action, or Vital Strike) do not apply to the additional attacks gained from brawler's flurry.

Mythic Maneuver Training: The brawler has amazingly mastered the maneuvers for which she has received training. When using a combat maneuver she's trained in, whenever the brawler adds a mythic surge to her CMB, she also adds the same value to her CMD against that maneuver for a number of rounds equal to her mythic tier.

Additionally, the brawler may add a mythic surge on a combat maneuver check roll when using a maneuver she's trained in without expending one use of mythic power. The brawler may do this a number of times per day equal to the number of maneuvers she has selected with maneuver training (once per day at 3th, twice per day at 7th, and so on).

Mythic AC Bonus: The brawler adds her mythic tier to her brawler level for purposes of determining her AC bonus.

Mythic Knockout: The brawler adds half her mythic tier (minimum +1) to the save DC of attacks made using the knockout ability. Non-mythic creatures immune to critical hits or nonlethal damage are not immune to this ability.

Mythic Brawler's Strike: The brawler adds her mythic tier to her class level when determining this ability's effectiveness.

Mythic Close Weapon Mastery: When wielding a close weapon or a monk weapon, the brawler uses her unarmed strike damage and adds ½ her tier to the damage dealt. If the brawler already possesses or later gains the mythic unarmed strike ability, she can select another weapon not belonging to the close weapons or monk weapons groups to apply the increased damage to. This ability can be selected more than once: every time it allows to use increased damage with a different weapon.

Mythic Awesome Blow: If the brawler's Awesome Blow combat maneuver succeeds against a corporeal opponent of her size or smaller, her opponent takes damage (typically slam damage) plus twice the brawler's Strength modifier, is knocked flying 20 feet in a direction of the attacking creature's choice, and falls prone. Additionally, the opponent must succeed on a Fortitude save (DC 10 + ½ the brawler's level + her Strength modifier) or they are rendered stunned for 1 round.

If an obstacle prevents the completion of the opponent's move, the opponent and the obstacle each take 2d6 points of damage, the opponent is knocked prone in a space adjacent to the obstacle, and must succeed on a Fortitude save (same DC as above) or be stunned for 1 round. Finally, the brawler can expend one use of mythic power as a swift action to extend the duration of the stunned effect for an additional round.

Mythic Improved Awesome Blow: When the brawler uses the full attack action, every attack can be an Awesome Blow, and each one may be directed against a different foe. If the maneuver's attack roll is a natural 20, the critical threat is automatically confirmed against non-mythic creatures.

Mythic Hunter Class Features

Mythic hunters are the terrors of the woods, fused with nature and their animal companions.

Mythic Spell List: The hunter can add one shaman spell of a spell level she can cast to her hunter class spell list. If she is mythic tier 3 or higher, she can add one inquisitor spell of a spell level she can cast, to her ranger class spell list. If she is mythic tier 6 or higher, she can add one witch spell of a spell level she can cast to her hunter class spell list.

This mythic class feature may be selected more than once. Each time it is selected, it adds another appropriate spell to the hunter's class spell list.

Mythic Orisons: The hunter adds her mythic tier to the number of orisons she can prepare each day.

Mythic Animal Companion: The hunter's animal companion gains a portion of the hunter's mythic power. The animal companion gains the hard to kill base mythic ability. If the hunter is mythic tier 3 or higher, the animal companion also gains the amazing initiative base mythic ability. If the hunter is mythic tier 5 or higher, the animal companion also gains the recuperation base mythic ability. If the hunter is mythic tier 7 or higher, the animal companion also gains the mythic saves base mythic ability. If the hunter is mythic tier 9 or higher, the animal companion also gains the immortal base mythic ability.

Alternatively, if the campaign allows the Leadership feat and cohorts, the hunter may gain an unusual creature as a companion. This companion must have a CR at least two lower than the highest level cohort the hunter could have if she had Leadership, loses any summoning or calling ability it has, any spells or spell-like ability it has of a level higher than 1/3 the hunter's mythic tier, and any spell, spell-like ability, or supernatural ability it has can be used a maximum number of times per day equal to half the hunter's mythic tier (rounded down).

The GM has final discretion on what creatures make appropriate companions.

Mythic Animal Focus: The hunter adds her mythic tier to her level when determining the daily duration of her animal aspect.

The hunter and her animal companion also gain abilities from their animal focus as if her hunter level were equal to her actual level plus her mythic tier. Alternatively, when this mythic class feature is selected the hunter may choose to gain unique benefits from one of her animal foci in addition to those listed. This works both when the animal aspect is applied to the hunter and the animal companion. The unique benefits for each animal focus are outlined below.

Bat: The creature gains a fly speed equal to its land speed.

Bear: The creature gains a grab attack when hitting at least 2 times in a round with an unarmed or natural attack.

Bull: The creature gains a secondary gore attack, with a damage determined by its size.

Falcon: The creature gains a fly speed equal to its land speed, with average maneuverability.

Frog: The creature gains a secondary tongue attack, with damage and reach determined by its size.

Monkey: The creature gains a climb speed equal to its land speed.

Mouse: The creature can squeeze through narrow spaces at least half as wide as its normal space without slowing its movement.

Owl: The creature gains a rend special attack, adding its normal Strength bonus to it.

Snake: The creature gains the constrict monster special ability.

Stag: The creature gains a secondary gore attack, with a damage determined by its size.

Tiger: The creature gains the pounce monster special ability.

Wolf: The creature gains the trip special attack.

Mythic Nature Training: The hunter counts her total hunter level as shaman levels and witch levels for the purpose of qualifying for feats, traits, and options that modify or improve an animal companion or familiar. If she has levels in shaman or witch, these levels stack. The hunter can apply to her animal companion all shaman or witch abilities that normally are applied to familiars.

Mythic Wild Empathy: The hunter may use her wild empathy on animals, elementals, fey, humanoids, magical beasts, monstrous humanoids, and plants. If the creature affected does not have an Intelligence of 2 or more, she takes a -10 penalty to her wild empathy check. Creatures affected by the wild empathy with an Intelligence of 1 or no Intelligence score do not attack the hunter if friendly, and actively defend her if helpful, but cannot be given any directions.

Mythic Precise Companion: The hunter gains the mythic version of the selected feat. If she chooses Outflank, she automatically grants the mythic version of this feat to her animal companion as well.

Mythic Track: Whenever the hunter takes 10 on a Survival skill check to follow tracks, he gains a +10 bonus to the total.

Mythic Hunter Tactics: All allied animals and magical beasts within 30 ft. of the hunter actually gain the use of her teamwork feats.

Mythic Teamwork Feat: The hunter can change any teamwork feat she has (rather than only the most recent one taken), and adds her mythic tier to the number of times per day she can use this ability. She may not exchange a teamwork feat that serves as prerequisite for another feat, prestige class, etc.

Mythic Improved Empathic Link: The hunter is not blinded while maintaining a connection with her animal companion to see through its eyes. In addition, she can use this connection to hear whatever sound her companion is listening to, and can talk through the animal. A listener sees the animal's mouth move and hears the hunter's voice come from the animal.

Mythic Woodland Stride: The hunter's woodland stride allows her to move freely through any naturally occurring difficult terrain. Additionally, thorns, briars, and overgrown areas that have been magically manipulated to impede motion have no affect on her unless they are from a mythic source.

Mythic Bonus Tricks: Once per day when regaining spells, the hunter may change a number of tricks known by her animal companion equal to ½ her mythic tier. This ability can be used to temporarily train the animal for a purpose.

Mythic Second Animal Focus: The hunter may expend one use of mythic power to increase the number of animal foci she can have active at the same time by one.

Mythic Swift Tracker: The hunter never takes penalties to tracking based on movement, even if mounted or flying.

Mythic Raise Animal Companion: This ability functions as *mythic raise animal companion*. At 16th level, it works as *mythic resurrection* instead.

Mythic Speak With Master: Other people can understand the hunter's animal companion as well when it speaks, provided the hunter is within 1 mile from the animal.

Mythic Greater Empathic Link: The hunter and her animal companion can communicate telepathically at any distance, as long as they are on the same plane of existence.

Mythic One With the Wild: Animals affected by this ability are always friendly towards the hunter and her animal companion. If the animals are under a magical compulsion to attack or if the hunter or companion attack first, the animals must succeed on a Will save (DC = 10 + ½ the hunter's level + her Charisma bonus) to attack the hunter or companion; on a failed save, the animals flee. In addition, the hunter adds her mythic tier as a bonus on Intimidate checks made to demoralize such animals.

Mythic Master Hunter: Each day, the hunter selects two animal aspects instead of one to be active on herself for the entire day in addition to using her animal focus class ability. In addition, she can apply an additional animal aspect to her animal companion. If the hunter's animal companion is dead, she can apply all its aspects to herself and these aspects do not count toward her maximum number of aspects at once.

Mythic Investigator Class Features

Mythic investigators are the solvers of cosmic mysteries and the captors of divine tricksters.

Mythic Alchemy: As a standard action, the investigator can expend one use of mythic power to create any one extract without expending any of his daily allotment of extracts. The extract must be on the investigator class formula list, must be of a level that he can create, and must have a casting time of "1 standard action" (or less). The investigator doesn't need to have the formula prepared, nor does it need to be on his list of formulas known. When creating an extract in this way, the investigator treats his caster level as 2 levels higher for the purpose of any effect dependent on level. The investigator may can apply any metamagic feats he knows to this extract, but its total adjusted level cannot be greater than that of the highest-level extract he can create.

Mythic Inspiration: The investigator may expend one use of mythic power to fuel abilities that require inspiration without spending points of inspiration. Once per day the investigator may expend 3 points from his inspiration pool as a free action to recover one use of mythic power. In addition, the investigator can use inspiration on any Knowledge, Linguistics, or Spellcraft skill checks without expending a use of inspiration even if he's not trained in that skill.

Mythic Trapfinding: The investigator may search for something (such as a trap or hidden creature) as a swift action.

Mythic Poison Lore: The save DC of any poison the investigator applies to a weapon is increased by 1. The investigator can automatically identify nonmythic poisons, including poisons created by non-mythic spells, poison on non-mythic traps, or the poison of non-mythic creatures, and adds his mythic tier to his skill checks to neutralize poisons.

Mythic Poison Resistance: The investigator is completely immune to poison. At 11th level, he can also confer immunity to any one creature that he applies an alchemical item to, including extracts, should he have the ability to share extracts from some source. This creature remains immune until the investigator grants immunity to a new creature.

Mythic Investigator Talent: To take a mythic talent, an investigator must have the non-mythic version of the talent. No mythic talent may be taken more than once.

Mythic Alchemist Discovery: The investigator can either gain the mythic version of an alchemist discovery he possesses, or gain two non-mythic discoveries. The investigator can only use an alchemist discovery if it doesn't require class features or other prerequisites he doesn't possess.

Mythic Amazing Inspiration: The investigator may expend one use of mythic power to roll 1d10 on an inspiration use. at 20th level, he can instead roll 2d0.

Mythic Blinding Strike: Once per round when the investigator hits a foe with an attack that is not a studied strike, he may expend one use of inspiration and one use of mythic power to inflict the effect of the blinding strike ability rather than the attack's normal damage.

Mythic Combat Inspiration: The investigator can expend one use of inspiration to add inspiration's effects as a bonus to a damage roll or to his CMD to resist a combat maneuver.

Mythic Confusing Strike: Once per round when the investigator hits a foe with an attack that is not a studied strike, he may expend one use of inspiration and one use of mythic power to inflict the effect of the confusing strike ability rather than the attack's normal damage.

Mythic Deafening Strike: Once per round when the investigator hits a foe with an attack, that is not a studied strike, he may expend one use of inspiration and one use of mythic power to inflict the effect of the deafening strike ability rather than the attack's normal damage.

Mythic Device Talent: The investigator can use the inspiration ability with Use Magic Device without expending uses of inspiration, even if he is not trained in the skill.

Mythic Effortless Aid: The investigator can use an aid another action as a swift action. If he expends one use of inspiration, he can instead perform an aid another action as an immediate action.

Mythic Eidetic Recollection: When the investigator takes 10 or 20 on a Knowledge check, he adds his tier to the result.

Mythic Empathy: Benefit: When attempting a Sense Motive check, the investigator makes three d20 rolls and takes the highest result. If an investigator uses inspiration on a Sense Motive check, he rolls the inspiration dice three times and takes the highest result. Once per day, the investigator can expend both one use of inspiration and one use of mythic power to mentally contact one creature that he can see as a free action, as with telepathy. The investigator treats his class level as caster level for the purpose of the duration of the telepathic contact.

Mythic Expanded Inspiration: The investigator can use the inspiration ability with Diplomacy, Heal, Perception, Profession, and Sense Motive without expending uses of inspiration, even if he is not trained in the skill.

Mythic Greater Combat Inspiration: The investigator uses his level in place of his base attack bonus with the chosen weapon when using inspiration on attack rolls made with that weapon.

Mythic Hidden Agendas: When using inspiration on Bluff checks to pass secret messages, Linguistics check to create forgeries, or saving throws against divination spells or effects, the investigator adds his mythic tier to the rolls.

Mythic Inspirational Expertise: Allies within 30 feet apply a +4 bonus on attacks and damage against the identified type of monster for a number of rounds equal to the investigator's tier.

Mythic Inspired Alertness: The investigator is never flat-footed. If he expends one use of inspiration as part of rolling for initiative, he doubles his number of attacks of opportunity in the first round of combat.

Mythic Inspired Intelligence: The investigator adds his Wisdom or Charisma bonus (whichever is higher) to all Knowledge, Linguistics, and Spellcraft checks in addition to his Intelligence bonus, even when he's not using inspiration on a check.

Mythic Inspired Intimidator: The investigator doesn't expend a use of inspiration for the first increase to the demoralize effect. In addition, he can use this ability even if he's not trained in Intimidate.

Mythic Item Lore: The investigator adds his mythic tier to his caster level for divination extracts or spells.

Mythic Perceptive Tracking: For every 5 ranks of Survival the investigator possesses, he gains a +1 bonus on Perception checks, and vice versa. Additionally, whenever the investigator makes a Survival or Perception check to find or follow tracks, he may make both a Survival check and a Perception check, and use whichever result is higher.

Mythic Quick Study: The investigator may use his studied combat ability as an immediate action.

Mythic Repositioning Strike: The investigator adds one-half his mythic tier (minimum 1) as a bonus on the combat

maneuver check he makes to reposition creatures damaged by his studied strike.

Mythic Rogue Talent: The investigator can either gain the mythic version of a rogue talent he possesses, or select two non-mythic rogue talents. The investigator can only use a rogue talent if it doesn't require class features or other prerequisites he doesn't possess.

Mythic Sapping Offensive: The investigator adds half his tier (minimum +1) to the number of rounds during which a damaged studied enemy cannot make attacks of opportunity. Additionally, he may expend a use of mythic power to force a studied enemy he damaged to attempt a Fortitude save (DC 10 + investigator's Int bonus + investigator's. mythic tier) or also be slowed for this duration (as the slow spell).

Mythic Sickening Offensive: Once per round when the investigator hits a foe with an attackthat is not a studied strike, he may expend one use of inspiration and one use of mythic power to inflict the effect of the sickening offensive ability rather than the attack's normal damage.

Mythic Stealing Strike: The investigator adds one-half his mythic tier (minimum 1) as a bonus on the combat maneuver check he makes to steal from creatures damaged by his studied strike.

Mythic Studied Defense: The investigator adds his studied combat bonus both to his AC and his attack and damage rolls against the target of his studied attack.

Mythic Tenacious Inspiration: The investigator may roll three inspiration dice for every attempt and use the highest result.

Mythic Toppling Strike: The investigator adds one-half his mythic tier (minimum 1) as a bonus on the combat maneuver check he makes to trip creatures with his toppling strike ability.

Mythic Unconventional Inspiration: The investigator picks any two skills to apply this talent to. In addition, he treats the chosen skills as class skills.

Mythic Underworld Inspiration: The investigator can use the inspiration ability with Bluff, Disable Device, Disguise, Intimidate, or Sleight of Hand without expending uses of inspiration, even if he is not trained in the skill.

Mythic Keen Recollection: The investigator adds his mythic tier to all Knowledge checks.

Mythic Trap Sense: All allies within 60 feet of the investigator that he can see gain the benefits of his trap sense class feature. Additionally, he adds his tier to his AC against attacks made by traps, and to any saving throw he makes against a trap's attack or effects.

Mythic Studied Combat: The investigator can apply his studied combat bonus to a number of targets at a time equal to ½ his mythic tier (minimum 1). By expending one use of mythic power when he deals damage with a studied strike, the investigator can do so without ending the studied combat effect on that target.

Mythic Studied Strike: The investigator's first attack each round targeting a non-mythic creature is a studied strike, even if he didn't use studied combat on his opponent. Additionally, when the investigator used studied strike against a creature that is immune to precision damage (such as an elemental) or negates sneak attack damage (such as a target with armor of fortification), he may expend one use of mythic power as part of the attack to still deal his studied strike damage to the creature. This decision must be made before the results of the roll to determine whether the damage is negated is made known.

Mythic Swift Alchemy: The investigator can create alchemical items in 10% of the normal time.

Mythic True Inspiration: The investigator adds his mythic tier as a bonus on all skill and ability checks, even when he's not using inspiration on a roll.

Mythic Shaman Class Features

Mythic shamans are the avatars of spirits on earth.

Mythic Spell List: The shaman can add one cleric spell of a spell level she can cast to her shaman class spell list. If she is mythic tier 4 or higher, she can add one witch spell of a spell level she can cast to her shaman class spell list. If she is mythic tier 8 or higher, she can add one druid spell of a spell level she can cast to her shaman class spell list. This mythic class feature may be selected more than once. Each time it is selected, it adds another appropriate spell to the shaman's class spell list.

Mythic Orisons: The shaman adds her mythic tier to the number of orisons she can prepare each day.

Mythic Spirit (power): The shaman talks directly with mythic spiritual forces. She adds her mythic tier to her shaman level when determining the effectiveness and duration of any spirit power (though this does not impact what abilities or spells she has access to at each class level).

Additionally, if a spirit power deals 1d6 points of damage + 1 point for every two class levels the shaman possesses, it deals an additional 1d6 of damage at mythic tier 1, and again at mythic tiers 4, 7, and 10. If a spirit power deals 1d4 points of damage for every class level the shaman possesses, it deals an additional 1d4 of damage at mythic tier 1, and again at mythic tiers 4, 7, and 10.

If a spirit power grants a power that can be used 3 or more times per day, and the number of times per day does not add her class level or half her class level, the shaman adds her tier to the number of times per day it can be used. If it grants an ability that can be used once or twice per day, the shaman gains one additional use per day of the ability at mythic tier 5, and again at mythic tier 10.

Some spirit powers gain other specific benefits when the shaman has mythic spirit, as noted below.

Mythic Battle Spirit

Manifestation: The shaman selects one weapon. With attacking with this weapon, the shaman uses her class level as her base attack bonus.

Mythic Bones Spirit

Manifestation: Once per round, the shaman can cast cause light wounds or *cure light wounds* as a free action. No individual creature can be targeted by either spell more than once per 24 hours.

Mythic Flame Spirit

Manifestation: The shaman adds one of the following metamagic feats per 2 mythic tiers (minimum 1) to the list of feats she may add to fire spells without increasing the spell's level: Bouncing Spell, Disruptive Spell, Ectoplasmic Spell, Focused Spell, Intensified Spell, Lingering Spell, Piercing Spell, Selective Spell, Toppling Spell. Once a metamagic feat is selected for this ability, it cannot be changed.

Mythic Heavens Spirit

Void Adaptation: The shaman needs no more to eat and drink, and has cold resistance 10 and fire resistance 10.

Manifestation: Should the shaman die, she is reborn 1 day later in the form of a star child, who matures over the course of 7 hours. Treat this as the reincarnate spell, with the shaman able to select her incarnation.

Mythic Life Spirit

Healer's Touch: The shaman may stabilize a number of additional people at once equal to half her mythic tier (minimum +1).

Manifestation: Ability damage and drain cannot reduce the shaman below 1 + her mythic tier in any ability score.

Mythic Lore Spirit

Perfect Knowledge: The shaman can choose to automatically succeed at a Knowledge, Linguistics, and Spellcraft check a number of times per day equal to her mythic tier.

Manifestation: The shaman may use the final revelation's wish twice per day.

Mythic Nature Spirit

Spirit of Nature: If the total of the shaman's class level plus her mythic tier is 25 or higher, her fast healing acts as regeneration instead.

Companion Animal: The shaman's spirit animal transforms into a monstrous companion, following the rules of the Monstrous Companion feat.

Manifestation: The shaman's cocoon takes only 1 hour to transform her.

Mythic Stone Spirit

Manifestation: The shaman adds one of the following metamagic feats per 2 mythic tiers (minimum 1) to the list of feats she may add to acid or earth spells without increasing the level: Bouncing Spell, Disruptive Spell, Ectoplasmic Spell, Focused Spell, Intensified Spell, Lingering Spell, Piercing Spell, Selective Spell, Toppling Spell. Once a metamagic feat is selected for this ability, it cannot be changed.

Mythic Waves Mystery

Manifestation: The shaman adds one of the following metamagic feats per 2 mythic tiers (minimum 1) to the list of

feats she may add to cold or water spells without increasing the level: Bouncing Spell, Disruptive Spell, Ectoplasmic Spell, Focused Spell, Intensified Spell, Lingering Spell, Piercing Spell, Selective Spell, Toppling Spell. Once a metamagic feat is selected for this ability, it cannot be changed.

Mythic Wind Mystery

Manifestation: The shaman adds one of the following metamagic feats per 2 mythic tiers (minimum 1) to the list of feats she may add to air or electricity spells without increasing the level: Bouncing Spell, Disruptive Spell, Ectoplasmic Spell, Focused Spell, Intensified Spell, Lingering Spell, Piercing Spell, Selective Spell, Toppling Spell. Once a metamagic feat is selected for this ability, it cannot be changed.

Mythic Spirit Animal: The shaman's spirit animal is considered a mythic creature with a mythic tier equal to half its master's (minimum tier 1). The shaman may choose to have any spell she casts originate and calculate its range from her spirit animal, rather than from herself. She must either be able to see her familiar, or have line of effect to her familiar, to cast spells in this way. In addition, a mythic spirit animal is granted special abilities depending from the shaman's spirit, detailed below:

Battle: The spirit animal gains Improved Natural Attack as a bonus feat.

Bones: The spirit animal is under the constant effect of *mythic blur*.

Flame: Once per day, the spirit animal can burn brightly, gaining a blinding gaze attack. This gaze blinds one creature within 30 feet for 1d6 rounds. A creature that succeeds at a Fortitude save (DC = 10 + ½ the shaman's level + her Constitution modifier) is instead dazzled for 1 round. Creatures with the fire subtype are immune to this blindness.

Heavens: The spirit animal can levitate at will.

Life: Three times per day, the spirit animal can lay on hands (licking a wounded creature or touching it with its paws) as a paladin with a level equal to the shaman's mythic tier.

Lore: The spirit animal is able to use mythic memorize page on itself once per day as a spell-like ability.

Nature: The spirit animal gains the Giant template.

Stone: The spirit animal gains the earth glide universal monster ability. If it didn't already possess a burrow speed, it can now burrow at a speed equal to its land speed.

Waves: If the spirit animal didn't have a swim speed, it now can swim at a speed equal to its land speed. If the animal already had a swim speed, it doubles.

Wind: If the spirit animal didn't have a fly speed, it now can fly at a speed equal to its land speed, with average maneuverability. If the animal already had a fly speed, it doubles and its maneuverability improves of one category.

Mythic Spirit Magic (slots): The shaman gains an additional spirit magic spell slot for each spell level, 1st-9th, to a maximum of her mythic tier -1. If the shaman cannot yet prepare spells

of an extra spirit magic slot's level, she cannot yet use the additional spirit magic slot for any purpose.

Mythic Spirit Magic (spells): The shaman selects one spell granted from a spirit she's not bonded with and of a level she can cast. She can now cast this spell as a spirit magic spell. This mythic class feature may be selected more than once. Each time it is selected, it adds another appropriate spell to the shaman's list of spirit magic spells.

Mythic Hex (power): The shaman empowers one of her hexes with additional mythic power. Once this choice is made, it cannot be changed. If a creature cannot normally benefit from a hex it has already benefited from for 24 hours (or once per day), or be targeted by it again for 24 hours (or once per day) after having been targeted, the shaman can ignore that restriction on each mythic hex, a number of times per day equal to her mythic tier.

If the shaman chooses to empower a hex granted by her spirit, she adds her mythic tier to her shaman level when determining the effectiveness and duration of that hex. If a spirit hex grants a power that can be used 3 or more times per day, and the number of times per day does not add her class level or half her class level, the shaman adds her tier to the number of times per day it can be used. If it grants an ability that can be used once or twice per day, the shaman gains one additional use per day of the ability at mythic tier 5, and again at mythic tier 10.

Some mythic hexes have additional benefits, as detailed below.

Universal Hexes

Mythic Chant: The shaman's spirit animal can chant as a standard action, which functions as if the shaman had chanted.

Mythic Evil Eye: The shaman adds half her mythic tier to her Wisdom modifier (minimum +1) for purposes of determining the evil eye ability's duration.

Mythic Fetish: The shaman gains Mythic Craft Wondrous Item.

Mythic Secret: The shaman gains the mythic version of the selected metamagic feat.

Mythic Shapeshift: This ability functions as the mythic version of the equivalent spell. Alternatively, the shaman may use the non-mythic version of the shapeshift hex on her spirit animal.

Mythic Tongues: The shaman gains truespeech.

Mythic Ward: The shaman can have a number of additional wards in effect at a time equal to half her mythic tier (minimum +1).

Mythic Witch's Hex: The shaman gains the mythic version of a chosen witch's hex. Alternatively, she can gain the non-mythic version of a major hex or grand hex. The shaman must meet the level prerequisites for this hex and uses her Wisdom modifier in place of her Intelligence modifier for the purposes of detrmining the hex's DC and effects.

Spirit Hexes

Battle Master (Battle): The shaman adds ½ her mythic tier to the number of additional attacks of opportunity she can make in a round. At mythic tier 1, the bonus feats the shaman gains apply to an additional weapon of her choice. Once this selection is made it cannot be changed. The shaman applies these feats to an additional weapon at mythic tiers 4, 7, and 10.

Deathly Being (Bones): If the shaman is a living creature, she gains channel resistance equal to her mythic tier against positive energy. At 8th level, her bonus on saves against death effects and effects that drain energy doubles. At 16th level, any negative levels she suffers are automatically removed after an hour. If the shaman is an undead creature, she adds her mythic tier to her channel resistance bonus.

Cinder Dance (Flame): Once per day the shaman can teleport from one fire source to another. This functions as tree stride, but the shaman can only teleport from one fire large enough to engulf her to another. All such fires are treated as "any coniferous tree" for purposes of tree stride.

Gaze of Flames (Flame): The shaman cannot be dazzled.

Life Link (Life): The shaman adds +1 to the healing she provides each round to linked creature, but does not take any additional damage for doing so. This increases to +2 at mythic tier 5, and +3 at mythic tier 10.

Arcane Enlightenment (Lore): The shaman may cast spells she gains access to with this revelation as if they were on her spirit magic spells list.

Benefit of Wisdom (Lore): The shaman adds half her mythic tier (minimum +1) to her effective Wisdom bonus when determining the effectiveness of the benefit of wisdom ability.

Friend to Animals (Nature): The shaman adds all *summon nature's ally* spells of the appropriate level to her list of spirit magic spells.

Stormwalker (Nature): By expending one use of mythic power, the shaman can protect a number of creatures equal to her mythic tier as well for 8 hours.

Stone Stability (Stone): The shaman adds her mythic tier to her CMD against bull rush, drag, reposition, and trip maneuvers.

Crashing Waves (Waves): By spending one use of mythic power, the shaman can knock a target unconscious rather than prone when the target fails the save against a spell affected by this ability. This decision must be made before the reuslts of the save are made known.

Fluid Magic (Waves): The shaman may cast any spell with the water descriptor as a spirit magic spell. If she changes her wandering spirit, any prepared spirit magic spell belonging to that spirit is replaced with the corresponding level spell belonging to the new spirit.

Vortex Spells (Wind): The duration of the staggered condition is doubled.

Mythic Hex (selection): Once per day, as a full-round action, the shaman may change one hex she has selected. In essence, she loses one hex, and gains a new hex to replace it, as if she had retrained the class feature. The shaman may choose a hex granted by her main spirit or an universal hex. She may not swap out any hex she is using as a prerequisite.

Mythic Wandering Spirit (power): The shaman gains the mythic powers of her chosen wandering spirit, as described above.

Mythic Wandering Spirit (selection): As a standard action, the shaman can change her wandering spirit for the day. She remains bonded with the new spirit for the remainder of the 24 hours or until she uses this power again. She can use this power a number of times per day equal to one-half her mythic tier.

Mythic Wandering Hex: The shaman gains the mythic version of one selected wandering hex. Alternatively, she can select a hex granted by any spirit as her wandering hex, even that of a spirit she's not bonded with. The shaman chooses one or the other form of this ability each day when selecting her wandering hexes.

Mythic Skald Class Features

A mythic skald may choose to have mythic raging song, or to have specific types of raging song be mythic (such as mythic inspired rage or mythic song of strength), or both. Each is treated as a separate mythic class feature – selecting mythic raging song only gives you the advantages listed under that entry, below. Each specific form of raging song must be selected as its own ability, and a skald may select any type of raging song he has access to as a mythic class feature whether or not he has also selected the mythic raging song option.

Mythic Spell List: The skald can add one witch spell of a spell level he can cast to his skald class spell list. (He must still select it as a spell known if he wishes to be able to cast it.) If he is mythic tier 3 or higher, he can add one wizard spell of a spell level he can cast to his skald class spell list. If he is mythic tier 6 or higher, he can add one druid spell of a spell level he can cast to his skald class spell list. This mythic class feature may be selected

more than once. Each time it is selected, it adds another appropriate spell to the skald's class spell list.

Mythic Bardic Knowledge: The skald adds his mythic tier to all Knowledge checks.

Mythic Cantrips: The skald adds his mythic tier to the number of cantrips he knows.

Mythic Raging Song: The skald can begin a mythic raging song as a free or immediate action. Maintaining a mythic raging song is also a free action. This acts as a normal raging song, but the skald does not need to be able to perform. The music or words needed for the raging song appear around the skald through sheer mythic might. As long as he can take mental actions, the skald can use his mythic raging song. He can maintain a mythic raging song while also using normal raging song, even if using an ability to have multiple raging songs at once (even if those abilities normally don't stack with other methods of maintaining multiple performances, such as virtuoso performance).

The skald can perform a mythic raging song for number of rounds of per day equal to his mythic tier. No item or ability that grants additional rounds of raging song can extend this number. However, all other options that apply to raging song (such as Lingering Performance) also apply to mythic raging song.

Mythic Inspired Rage: The skald's allies can use Charisma-, Dexterity-, or Intelligence-based skills while under the effect of mythic inspired rage.

Mythic Song of Marching: Movement during a mythic song of marching doesn't count for the purpose of accruing nonlethal damage and fatigue. A mythic skald can expend one use of mythic power to continue his song of marching for an additional hour. The skald still expends only one round of raging song per hour, but must continue his song for the whole time.

Mythic Song of Strength: Allies gain an additional bonus equal to the skald's mythic tier on Strength checks or Strength-based skill checks.

Mythic Dirge of Doom: The skald's dirge of doom stacks normally with other fear effects (allowing it to cause creatures to become frightened or panicked).

Mythic Song of the Fallen: By spending 10 rounds of raging song instead of one, the *raise dead* effect on an ally is permanent.

Scribe Scroll: The skald gains the Mythic Scribe Scroll feat.

Mythic Versatile Performance: The skald selects one skill he has already selected with versatile performance. He may select a second skill with the same key ability score to associate to the same Performance skill, and use the Performance skill in place of the new associated skill bonus. For example, a skald who has selected to associate Handle Animal with Perform (percussion) may select any other Charisma-based skill to also be associated with Perform (percussion).

Mythic versatile performance may be selected a number of times equal to the number of skills the skald has selected with the versatile performance class feature.

Mythic Well-Versed: The skald becomes immune to bardic performance, sonic, and language-dependent effects from non-mythic sources.

Mythic Rage Powers (power): To take a mythic rage power, a skald must have the non-mythic version of the rage power. No mythic rage power may be taken more than once.

Mythic Rage Powers (selection): A mythic skald may select any rage power to affect him and his allies under the influence of his inspired rage. This doesn't change the action required to active the skald's raging song. If he selects a power which requires to spend rounds of rage, he can spend the same number of rounds of raging song instead to activate it.

Mythic Uncanny Dodge: Against attacks from non-mythic sources, the skald is never considered to be flat-footed or to have lost his Dexterity bonus to AC unless he is helpless.

Mythic Spell Kenning: The skald may cast the mythic version of a selected spell without spending uses of mythic power.

Mythic Lore Master: The skald adds his mythic tier to all Knowledge checks (including when he takes 10 or takes 20).

Mythic Improved Uncanny Dodge: The skald adds half his tier (minimum +1) to the number of rogue levels a creature must have to be able to flank him.

Mythic Damage Reduction: The skald applies the DR he gains from the skald class to all damage he takes, from any source. This stacks with other damage-reducing abilities, such as energy resistance.

Mythic Master Skald: Allies affected by inspired rage gain additional attacks per round and increase their movement as per *mythic haste*.

Mythic Slayer Class Features

Mythic slayers are the killers of fiends and gods, the hands of Death that parents mention to scare their children.

Mythic Studied Target: The slayer adds half his studied target bonus to his saving throws against spells and abilities from studied targets, and to his AC against attacks made by studied targets to confirm critical threats.

Mythic Track: Whenever the slayer takes 10 on a Survival skill check to follow tracks, he gains a +10 bonus to the total.

Mythic Slayer Talents: To take a mythic talent, a slayer must have the non-mythic version of the talent. No mythic talent may be taken more than once.

Mythic Deadly Range: The slayer may deal sneak attack damage with ranged attacks at any distance.

Mythic Foil Scrutiny: The bonuses granted by this talent increase to +4. When the slayer succeeds at his saving throw against a mind-reading spell or effect, the creature that created the effect must succeed on a Will save (DC = 10 + ½ the slayer's level + his Intelligence bonus) to avoid being stunned for a number of rounds equal to the slayer's mythic tier.

Mythic Poison Use: The save DC of any poison the slayer applies to a weapon is increased by 1.

Mythic Ranger Combat Style: The slayer has access to all combat feats from his selected combat style by taking this talent only once (provided his level is high enough to gain them). In addition, once per day, as a full-round action, he may change one bonus feat he has selected from his combat style. In essence, he loses one bonus feat, and gains a new bonus feat from his combat style to replace it, as if he had retrained the feat. He may not swap out any feat he is using as a prerequisite.

This mythic class feature may be selected more than once, up to a total number of times equal to the number of bonus combat style feats the slayer has. Each time it is selected, it allows him to swap out a bonus combat style feat one additional time per day. He may swap out the same feat multiple times, or swap out different bonus combat feats.

Mythic Rogue Talent: The slayer can either gain the mythic version of a rogue talent he possesses, or select two non-mythic rogue talents, or a ninja trick. The slayer can only use a rogue talent or ninja trick if it doesn't require class features or other prerequisites he doesn't possess.

Mythic Slowing Strike: The target is treated as fatigued for the same duration of the slowing effect. In addition, if the slayer expends one use of mythic power, the slowing effect (though not the fatigue) lasts one or more days. It can be removed immediately with a *regenerate* spell or by receiving long-term care with the Heal skill. The Heal DC is equal to the save DC plus the slayer's mythic tier, and it is increased by 5 if the slowed character is not on complete rest, or by 10 if the slowed character engages in combat or other strenuous activity. If the check is failed, another day of long-term care is required before the check can be repeated.

Mythic Trapfinding: The slayer has an amazingly sharp eye for details. He may search for something (such as a trap or hidden creature) as a swift action. Additionally, he adds his one-half his tier to his AC against attacks made by traps, and on any saving throw he makes against a trap's attack or effects.

Mythic Sneak Attack: The slayer is an expert at creating situations where he can make an unexpected attack. His first attack each round targeting a non-mythic creature is a sneak attack, even if the creature is not flanked or denied its Dex to AC. Additionally, when the slayer sneak attacks a creature that is immune to sneak attacks (such as an elemental) or negates sneak attack damage (such as a target with fortification armor), he may expend one use of mythic power to still deal his sneak attack damage to the creature.

Mythic Stalker: The slayer adds his mythic tier to all skill checks he can apply his studied target bonus to. He adds one-half his mythic tier to weapon attack and damage rolls against his studied target, and to the DCs of slayer class abilities against that opponent. If the slayer has the mythic studied target ability, he adds ½ his mythic tier to his saving throws against spells and abilities from studied targets, and to his AC against attacks made by studied targets to confirm critical threats.

Mythic Advanced Talents: To take a mythic advanced talent, a slayer must have the non-mythic version of the talent. No mythic advanced talent may be taken more than once.

Mythic Assassinate: The slayer can attempt to assassinate a target he has just dealt sneak attack damage to, by studying that target as an immediate action. The slayer adds half his mythic tier (minimum +1) to the target's save DC.

Mythic Rogue and Ninja Advanced Talents: The slayer can either gain the mythic version of an advanced rogue talent or ninja trick he possesses, or select two non-mythic rogue talents or ninja trick. The slayer can only use a rogue talent or ninja trick if it doesn't require class features or other prerequisites he doesn't possess.

Mythic Slayer Camouflage: When in a favored terrain, if the slayer is in circumstances that allow him to make a Stealth check to hide, he may also become *invisible* (as the spell) as a free action. His invisibility lasts until he attacks (per the spell's definition of an attack), or until he is no longer in a circumstance that allows for a Stealth check to hide.

Mythic Woodland Stride: The slayer's woodland stride allows him to move freely through any naturally occurring difficult terrain. Additionally, thorns, briars, and overgrown areas that have been magically manipulated to impede motion have no affect on him unless they are from a mythic source.

Mythic Swift Tracker: The slayer never takes penalties to tracking based on movement, even if mounted or flying.

Mythic Slayer's Advance: The slayer gains one additional use per day of the ability at mythic tier 5, and again at mythic tier 10. If he expends one use of mythic power when using mythic slayer's advance with Stealth, he does not suffer any penalty on his skill check.

Mythic Quarry: The slayer adds half his mythic tier (minimum +1) to the number of creatures he may have designated as a quarry at a time. If the slayer has a current quarry, he still must wait an hour to designate a new quarry.

Mythic Improved Quarry: The slayer adds ½ his mythic tier (minimum +1) to Survival checks and attack rolls made against his quarry. If he also has mythic quarry (see above), he can add a new quarry after 10 minutes, up to his maximum number of designated quarries.

Mythic Master Slayer: The slayer adds ½ his mythic tier (minimum +1) to the save DC of attacks made using the master slayer ability.

Mythic Swashbuckler Class Features

Mythic swashbucklers are fearless caballeros and the unparalleled boasting skirmishers of romance .

Mythic Panache: When the swashbuckler expends a use of mythic power, she regains one point of panache. This cannot exceed the swashbuckler's normal maximum panache.

Mythic Deeds: Some of the swashbuckler's deeds are better than those of a non-mythic swashbuckler, as detailed below. When this mythic class feature is selected, the swashbuckler selects 3 deeds it applies to. Once this selection is made, it cannot be changed. She may select deeds she does not yet have access to, but in that case, she cannot use the mythic version of the deed until she gains the normal version. This mythic class feature may be selected more than once. Each time, it applies to 3 new selected deeds.

Mythic Derring-Do: The swashbuckler can use this ability without spending a point of panache a number of times per day equal to one-half her mythic tier (minimum 1). When rolling d6s for her bonus, she can reroll the bonus on either a natural 5 or 6 as a result.

Mythic Dodging Panache: The movement the swashbuckler gains from the dodging panache ability does not provoke attacks of opportunity.

Mythic Opportune Parry And Riposte: The swashbuckler can try a parry and riposte by expending a normal attack and her penalties for the opponent's size are halved.

Mythic Kip-Up:The swashbuckler can use the kip-up ability as a swift action, or an immediate action if she spends 1 panache point.

Mythic Menacing Swordplay: The swashbuckler adds her mythic tier to Intimidate checks made with menacing swordplay.

Mythic Precise Strike: The swashbuckler adds her mythic tier to the damage dealt with a mythic precise strike. She can use this deed even with a weapon or shield in her other hand. If the swashbuckler is using precise strike with a throwing weapon, she may do so at any distance.

Mythic Swashbuckler Initiative: The swashbuckler initiative ability functions if the swashbuckler has at least 1 panache point or at least one use of mythic power remaining, and if she has the Quick Draw feat, her hands are free and unrestrained, and the firearms are not hidden. She can draw one or two light or one-handed piercing melee weapon as part of the initiative check.

Mythic Swashbuckler's Grace: The swashbuckler's grace ability functions if the swashbuckler has at least 1 panache point or at least one use of mythic power remaining. By spending 1 panache point, the swashbuckler automatically succeeds at her Acrobatics skill check.

Mythic Superior Feint: Anytime the swashbuckler hits a foe with a with a wielded light or one-handed piercing weapon,

she may spend 1 panache point to intentionally miss the creature and cause that creature to become flat-footed until the start of its next turn.

Mythic Targeted Strike: The swashbuckler may make any attack with a single light or one-handed piercing melee weapon a targeting attack without taking extra time to do so, but must spend 1 panache point for each attack.

Mythic Bleeding Wound: The swashbuckler's bleeding wound ability deals double bleed or ability score damage.

Mythic Evasive: When the swashbuckler has at least 1 panache point and 1 use of mythic power, she gains the benefit of mythic evasion (as the rogue mythic class feature).

Mythic Subtle Blade: While the swashbuckler has at least 1 panache point or 1 use of mythic power remaining, she adds her tier to all disarm, steal, and sunder maneuvers she performs with a light or one-handed piercing weapon.

Mythic Dizzying Defense: While wielding a light or one-handed piercing melee weapon in one hand, the swashbuckler can spend 1 panache point to take the total defense action as a swift action instead of a standard action. When using total defense in this manner, she can combine it with fighting defensively and make attacks of opportunity as normal.

Mythic Perfect Thrust: While the swashbuckler has at least 1 panache point and 1 use of mythic power, she can make a full attack action with the benefits of perfect thrust.

Mythic Swashbuckler's Edge: The swashbuckler adds her mythic tier to all skill checks affected by this ability (including when she takes 10).

Mythic Cheat Death: The swashbuckler can use the cheat death ability by expending one use of mythic power, rather than all her remaining panache points.

Mythic Deadly Stab: The swashbuckler adds a third of her mythic tier (minimum +1) to the save DC of the deadly stab ability.

Mythic Stunning Stab: The swashbuckler adds a third of her mythic tier (minimum +1) to the save DC of the stunning shot ability.

Mythic Swashbuckler Finesse: The swashbuckler gains Mythic Weapon Finesse as a bonus feat with light or one-handed piercing melee weapons. This ability counts as having the Mythic Weapon Finesse feat for purposes of meeting feat prerequisites.

Mythic Charmed Life: When using the charmed life ability, the swashbuckler adds her Charisma modifier to all saving throws for a number of minutes equal to her mythic tier.

Mythic Nimble: The swashbuckler adds her mythic tier to her level to determine the bonus of the nimble ability, and she does not lose this dodge bonus when flat-footed or a foe successfully feints against her.

Mythic Bonus Feats: Once per day, as a full-round action, the swashbuckler may change one combat feat she has selected. In essence, she loses one bonus feat, and gains a new bonus feat to replace it, as if she had retrained the feat. She may not swap out any feat she is using as a prerequisite.

In addition, the swashbuckler adds feats with levels in rogue as a prerequisite to those she can select as bonus feats, and counts her swashbuckler level as her rogue level for the purpose of qualifying for them. If she has levels in rogue, these levels stack. For purposes of bonus feat prerequisites, she treats all her ability scores as being their true value, or 10 + her mythic tier, whichever is higher.

Mythic Swashbuckler Weapon Training: When using a light or one-handed piercing melee weapon, whenever the swashbuckler adds a mythic surge to her attack roll, she also adds the same value to the damage done on a successful attack.

Additionally, the swashbuckler may add a mythic surge to an attack roll with such a weapon without expending one use of mythic power. The swashbuckler may do this a number of times per day equal to her swashbuckler weapon training bonus (once per day at 5th, twice per day at 9th, and so on).

Mythic Swashbuckler Weapon Mastery: When wielding a light or one-handed piercing melee weapon, if the swashbuckler makes an attack roll against a foe that hits its AC, and any defense or effect prevents the swashbuckler from dealing full damage to the target (including conditions and effects that create a percentile miss chance, DR, etherealness, incorporealness, mirror image, and any other effect that would prevent a successful attack roll from dealing full damage), as a free action, she may expend one use of mythic power to attempt to bypass the effect and deal full damage.

If the effect the swashbuckler wishes to bypass is non-mythic, she automatically succeeds. If the effect is from a mythic source, she makes a mythic tier check (1d20 + mythic tier) against a DC of 10 + the mythic rank or tier of the source of the ability she wishes to bypass.

Mythic Warpriest Class Features

Mythic warpriests are the incarnation of divine wrath.

Mythic Spell List: The warpriest can add one paladin spell of a spell level he can cast to his warpriest class spell list. If he is mythic tier 3 or higher, he can add one inquisitor spell of a spell level he can cast to his warpriest class spell list. If he is mythic tier 6 or higher, he can add one druid or ranger spell of a spell level he can cast to his warpriest class spell list.

This mythic class feature may be selected more than once. Each time it is selected, it adds another appropriate spell to the warpriest's class spell list.

Mythic Aura: The warpriest adds his mythic tier to the strength of his aura for all aspects of alignment where his own alignment and his deity's alignment match. Additionally, for one aspect of his alignment that matches, he gains SR equal to 5 + his tier + his class level against spells with the opposing descriptor. If the selected alignment is neutral the warpriest may choose one opposing alignment- once this decision is made it cannot be changed.

Mythic Blessing (limit): The warpriest adds his tier to the number of times per day he can use his blessings.

Mythic Blessing (power): The warpriest infuses his connection to divine force with his mythic energies. He adds his mythic tier to his warpriest level when determining the effectiveness of any blessings (though this does not impact what blessings he has access to at each class level). If the warpriest has more than two blessings, this mythic class feature only increases the power of 2 of them, selected when the mythic class feature is taken. (A warpriest with more than two blessings may take this mythic class feature more than once, applying it to 2 more blessings he has each time it is taken).

Additionally, if a blessing grants a power that deals damage or adds additional damage to a weapon, and this damage does not increase with level, it deals an additional die of damage at mythic tier 1, and again at mythic tiers 4, 7, and 10.

If a blessing grants a power that works as a spell, it works instead as the mythic version of that spell. If it grants a +1 or +2 fixed bonus, that bonus is doubled; if it grants a +4 fixed bonus, the bonus is increased to +6.

Some blessings gain other specific benefits when selected with mythic blessing (power), as noted below.

Mythic Air Blessing

At 1st level, the warpriest can grant any one melee weapon the *throwing* ability for 1 minute.

Mythic Artifice Blessing

At 1st level, a blessed weapon also deals double damage to constructs.

At 10th level, when a weapon borrows the magic power of another, the latter retains its power as well.

Mythic Darkness Blessing

At 1st level, a touched ally gains total concealment (50%).

Mythic Death Blessing

At 10th level, the warpriest inflicts 1d4 temporary negative levels on an opponent rather than a single negative level.

Mythic Glory Blessing

At 10th level, the warpriest adds his mythic tier to Intimidate checks to demoralize a damaged opponent.

Mythic Healing Blessing

At 1st level, the warpriest can apply Mythic Empower Spell to any cure spell.

At 10th level, the warpriest grants regeneration to a touched ally instead of fast healing.

Mythic Luck Blessing

At 1st level, a touched ally can use the lucky presence ability a number of times equal to ½ the warpriest's mythic tier within a minute.

At 10th level, the warpriest can expend one use of mythic power to force an unlucky enemy to roll three times (rather than twice) and take the lowest result.

Mythic Madness Blessing

At 1st level, the warpriest can affect a number of creatures equal to his mythic tier with the madness supremacy ability.

At 10th level, the warpriest chooses one behavior from the *mythic confusion* spell table to apply to the affected creatures.

Mythic Magic Blessing

At 1st level, the warpriest adds both his Dexterity and his Wisdom modifier to the attack roll and both his Strength and his Wisdom modifier to the damage roll when using the hand of the acolyte ability.

At 10th level, the warpriest can use the blessed magic ability to cast the mythic version of a prepared warpriest spell without expending mythic power. The warpriest has not to know the chosen spell's mythic version. He can't cast an augmented mythic spell in this way.

Mythic Plant Blessing

At 1st level, a creature affected by the creeping vines ability entangles all adjacent creatures as well.

Mythic Repose Blessing

At 1st level, a hit creature is affected for a number of rounds equal to ½ the warpriest's tier.

At 10th level, the warpriest inflicts full channeling damage to undead with the back to the grave ability.

Mythic Rune Blessing

At 10th level, a spell-storing weapon created by the effects of the spell-storing weapon ability can store a maximum of spell levels equal to the warpriest's mythic tier, and can contain any number of spells up to that limit.

Mythic Strength Blessing

At 10th level, the warpriest adds ½ his mythic tier as a bonus on saving throws against entangling, staggering, or paralyzing effects.

Mythic Sun Blessing

At 1st level, the blinding strike ability's effect lasts for a number of rounds equal to ½ the warpriest's mythic tier.

At 10th level, the warpriest can choose to grant a touched weapon the *flaming burst* or *mythic undead bane* special ability.

Mythic Travel Blessing

At 1st level, the effect of the agile feet ability lasts for 1 minute.

At 10th level, the warpriest extends his teleportation range by 40 feet or can take 2 creatures with him for every use of his blessing that he expends.

Mythic War Blessing

At 1st level, if an ally chooses to increase their speed, the increase is 20 feet instead of 10.

At 10th level, in addition to other benefits granted, a touched ally doesn't suffer damage from the battle lust ability.

Mythic Blessing (selection): The warpriest may select an additional blessing from her deity's list of possible blessings. This mythic class feature can be selected more than once, but not more than enough times to have access to all of a deity's blessings.

Mythic Focus Weapon: The warpriest receives Mythic Weapon Focus with the chosen weapon.

Mythic Orisons: The warpriest adds his mythic tier to the number of orisons he can prepare each day.

Mythic Sacred Weapon: The warpriest infuses his connection to his sacred weapons with mythic energies. He adds his mythic tier to his warpriest level when determining the damage dealt with a sacred weapon and the number of rounds per day he can enhance a sacred weapon for. Additionally, he adds one of the following to his list of sacred weapon special abilities: *agile, allying, bane, benevolent, conductive, corrosive, corrosive burst, dancing, defending, defiant, fervent, flaming burst, glorious, grayflame, guardian, icy burst, invigorating, liberating, sacred, shock, shocking burst, speed*. In addition, a chaotic warpriest can add *bewildering* and *deceptive*; an evil warpriest can add *cruel* and *ominous*; a good warpriest can add *compassionate* and *peaceful*; a lawful warpriest can add

courageous and truthful. A true neutral warpriest can add mimetic and stalking. Once selected, the ability cannot be changed. The warpriest adds another weapon special ability at each mythic tier beyond tier 1.

Mythic Spontaneous Casting: The warpriest selects one spell of a level he can cast from his class spell list. He can now cast this spell spontaneously, as he does cure spells. This mythic class feature may be selected more than once. Each time it is selected, it adds another appropriate spell to the warpriest's list of spells that may be cast spontaneously.

Mythic Bonus Languages: The warpriest gains a number of bonus languages equal to his tier.

Mythic Fervor: The warpriest may expend one use of mythic power to heal, damage, or cast a prepared spell on an adjacent creature as a swift action.

Mythic Bonus Feats: Once per day, as a full-round action, the warpriest may change one combat feat he has selected. In essence, he loses one bonus feat, and gains a new bonus feat to replace it, as if he had retrained the feat. He may not swap out any feat he is using as a prerequisite.

In addition, for the purposes of these feats, the warpriest can select feats that have a minimum number of paladin levels as a prerequisite, treating his warpriest level as his paladin level.

Mythic Channel Energy: The warpriest adds his tier to all damage dealt or healed with his channel energy ability.

Mythic Sacred Armor: The warpriest adds his mythic tier to his warpriest level when determining the number of minutes he can enhance his sacred armor for. At mythic tier 1, the warpriest adds one of the following to his list of sacred armor special abilities: *balanced, bolstering, calming, defiant, determination, impervious, invulnerability, mind buttressing, radiant, radiant flight, righteous, unbound, unrighteous, vigilant, withstanding.* Once selected, the ability cannot be changed. The warpriest adds another armor special ability at each mythic tier beyond tier 1.

Mythic Aspect of War: The warpriest can use this ability without consuming its daily use by expending one use of mythic power.

BASE CLASSES

The following mythic class features are for classes described in the *Pathfinder Roleplaying Game Occult Adventures*, *Pathfinder Roleplaying Game Ultimate Intrigue*, and *Pathfinder Roleplaying Game Ultimate Wilderness*. If a mythic campaign allows these classes, it should also consider allowing their mythic class features, presented below. These mythic base class features follow all the rules for mythic core class features, presented above.

Mythic Kineticist Class Features

Mythic kineticists are the masters of elements, lords of primal creation and destruction.

Mythic Elemental Focus (power) (Su): The kineticist empowers her basic utility wild talent with additional mythic power. She adds her mythic tier to her kineticist level when determining the effectiveness and duration of the basic utility wild talent. Additionally, a basic utility wild talent that functions as a spell improves to the mythic version of that spell. Some basic utility wild talents gain other specific benefits when selected with mythic elemental focus, as noted below.

Mythic Basic Aerokinesis: The bonus granted on saves by this wild talent increases to +4, and protected creature cannot be detected by scent.

Mythic Wild Talents (element): The kineticist selects one of her known wild talents. That wild talent applies to an element it didn't belong to originally. For example, ice path could be used to create an earthen bridge.

Mythic Wild Talents (power):The kineticist empowers one of her wild talents with additional mythic power. Once this choice is made, it cannot be changed. She adds her mythic tier to her kineticist level when determining the effectiveness and duration of any wild talent (though this does not impact what wild talents she has access to at each class level). Additionally, a wild talent that functions as a spell improves to the mythic version of that spell. Some wild talents gain other specific benefits when selected with mythic wild talent, as noted below.

Mythic Aerial Adaptation: The kineticist doesn't need to breathe, and gains immunity to electricity.

Mythic Aerial Evasion: The kineticist gains mythic evasion, as the mythic rogue class feature.

Mythic Air's Reach: The range of air blasts, air wild talents, or composite blasts that include air triples.

Mythic Earth Climb: The kineticist can walk on vertical earth and stone surfaces keeping her hands free.

Mythic Earth Glide: The kineticist's burrow speed increases by 5 feet, plus another 5 feet per 5 mythic tiers. While using this ability to pass through solid earth or stone, the kineticist can sense earthen and stone surfaces within 30 feet as if she had tremorsense, but cannot detect the presence of creatures moving on those surfaces.

Mythic Earth Walk: The kineticist can't be tripped, fall prone or lose her balance while standing on earth or stone surfaces.

Mythic Enduring Earth: The duration of earth blasts, earth wild talents, or composite blasts that include earth triples.

Mythic Expanded Defense: The kineticist gains the

mythic version of the selected element's defensive wild talent.

Mythic Fire's Fury: The kineticist adds her mythic tier to her blast's damage.

Mythic Firesight: The kineticist is immune to effects that would dazzle or blind her as long as this ability is active.

Mythic Flame Jet: The kineticist can continue moving in the air for an additional number of rounds equal to ½ her mythic tier.

Mythic Flame Jet, Greater: The kineticist can continue moving in the air for an additional number of rounds equal to her mythic tier.

Mythic Icewalker: The kineticist can walk on vertical water or icy surfaces like waterfall or glacier walls as if on plain ground.

Mythic Jagged Flesh: Creatures and weapons that attack the kineticist take 2d6 points of piercing damage.

Mythic Kinetic Form: The kineticist's physical ability score change while she is surrounded with elemental matter, as if she had actually changed her size.

Mythic Kinetic Healer: You can heal the target of of an amount of damage equal to your mythic kinetic blast's damage, even if you don't possess the mythic kinetic blast wild talent.

Mythic Ride the Blast: The kineticist can make an attack when she reappears, adding to the normal blast damage the damage she would have inflicted with a charge attack.

Mythic Self Telekinesis: This works as mythic flame jet.

Mythic Self Telekinesis, Greater: This works as mythic greater flame jet.

Mythic Shift Earth: The amount of earth you can shift doubles.

Mythic Shimmering Mirage: While your shroud of water is active, attacks against you suffer a 40% miss chance due to concealment until the next time your burn is removed.

Mythic Skilled Kineticist, Greater: The kineticist gains a bonus equal to her mythic tier to Knowledge (planes) skill checks and to all the skills that receive the bonus from skilled kineticist.

Mythic Smoke Storm: All creatures that fail their Fortitude save are nauseated as long as they remain in the smoke and for 2d4+1 rounds thereafter. A creature succeeding at its save is only sickened as long as it remains in the smoke.

Mythic Spell Deflection: Add your mythic tier to the number of spell levels that can be reflected (as with the mythic spell turning spell).

Mythic Suffocate: The kineticist can choke two creatures at a time. If she chooses to choke only one target and expel the air from its lungs, the target becomes unconscious after only one failed save.

Mythic Telekinetic Finesse: The kineticist adds her mythic tier to her Dexterity bonus when performing telekinetic finesse deeds. She also can wield a weapon telekinetically to attack with this talent.

Mythic Telekinetic Maneuvers: The kineticist can use any combat maneuver with this talent; she also adds her mythic tier to her Combat Maneuver Bonus.

Mythic Touchsight: The kineticist adds her mythic tier to the number of rounds she can see the target for.

Mythic Touchsight, Reactive: The kineticist can use her strands of aether to catch missiles directed at her and send them back as with the Snatch Arrow feat. She doesn't need to actually have the feat or have a free hand to use this ability.

Mythic Tremorsense: The kineticist adds a number of rounds equal to her tier to her tremorsense's duration before she has to accept burn to extend it.

Mythic Watersense: This functions as mythic tremorsense.

Mythic Windsight: The kineticist gains blindsight in every area she can see and hear in when using her windsight or greater windsight talents.

Mythic Wild Talent (selection): Once per day, as a full-round action, the kineticist may change one wild talent she has selected. In essence, she loses one wild talent, and gains a new wild talent to replace it, as if she had retrained the class feature. The new talent she gains must be one she can use and belong to one of the elements she selected.

Mythic Burn (Ex): A number of times per day equal to one-half her mythic tier (minimum 1), the kineticist can expend one use of mythic power to heal all burn she received.

Mythic Kinetic Blast (Sp): The kineticist infuses mythic energies in one of her kinetic blasts. A mythic simple kinetic blast deals an additional 1d6 of damage at mythic tier 1, and again at mythic tiers 4, 7, and 10. A mythic composite kinetic blast deals an additional +2d6 points of damage at mythic tier 1, and this damage increases by an additional 2d6 at mythic tiers 4, 7, and 10. Some blasts gain other specific benefits when selected with mythic kinetic blast, as noted below.

Mythic Aetheric Boost: The affected blast deals 2 additional points of damage per die. At 15th level, the kineticist needs not to spend additional burn in order to infuse a composite blast with aether.

Mythic Force Blast: The blast inflicts the same damage as other composite blasts.

Mythic Gather Power (Su): The kineticist can gather power as a swift action, or as an immediate action if she is at least mythic tier 4. At mythic tier 7, the kineticist does not need to have her hands free to gather power. In addition, the kineticist adds her mythic tier to concentration checks made to avoid losing energy if she takes damage during or after gathering power and before using the kinetic blast that releases it.

Mythic Infusion (element) (Su): The kineticist selects one of her known infusions. That infusion functions with blasts of an element it didn't belong to originally. For example, a spray infusion selected with this ability can work with earth or fire blasts.

Mythic Infusion (power) (Su): The kineticist empowers one of her infusions with additional mythic might. Once this choice is made, it cannot be changed. She adds her mythic tier to her kineticist level when determining the effectiveness and duration of her infusion (though this does not impact what infusions she has access to at each class level). Additionally, an infusion that functions as a spell improves to the mythic version of that spell. An infusion affecting a 20-foot radius increases its radius to 30 ft. If an infusion requires a combat maneuver check, the kineticist adds one-half her mythic tier (minimum +1) as a bonus on the check. Some infusions gain other specific benefits when selected with mythic infusion, as noted below.

Mythic Burning Infusion: A target on fire takes 2d6 points of fire damage per round until the fire is extinguished. The bonuses granted against a creature on fire are doubled.

Mythic Chain: The damage inflicted by the infused blast decreases by 1d6 for every 2 targets hit: the second target takes the same damage of the first one, the fourth one takes the same damage of the third one, and so on.

Mythic Chilling Infusion: A target that fails its save is slowed for 1d6 rounds; if it succeeds, it is only staggered for 1 round.

Mythic Disintegrating Infusion: Creatures that succeed at their saving throw take the full normal damage of the blast. The kineticist must only accept 1 point of burn for every 2 force effects or 10-foot cubes of nonliving matter she destroys in this way.

Mythic Draining Infusion: A target that succeeds at its Fortitude save takes 1/2 the normal amount of damage, rather than 1/4. The kineticist can reduce the total burn cost of any one blast wild talent used before the end of her next turn by 1 for every creature that fails its save (the cost can never be reduced to less than 0).

Mythic Entangling Infusion: A target that fails its saving throw is rooted in place, as if it were already entangled by a non-mythic entangling infusion. If the foe was already rooted and fails its save against a second instance of this infusion, the increased amount of elemental matter completely surrounds it,

Mythic Eruption: The pillar summoned with this infusion has a 15-ft. radius and an height of 30 feet plus 10 feet for every 2 mythic tiers (rounded down). In addition, targets failing their initial saving throw must succeed on a second save or be lifted off the ground and taken on the eruption's top, from which they fall when the blast fades.

Mythic Explosion: You can choose the maximum radius of your blast explosion to be 25 feet. At 4th tier, you can also choose it to be 30 feet. At 7th tier, you can choose it to be 35 feet, and at 10th tier, you can choose the radius to be 40 feet.

Mythic Extended Range: Your blast now can strike any target within 240 feet.

Mythic Extreme Range: Your blast now can strike any target within 1,000 feet.

Mythic Fan of Flames: Your blast forms two identical cones going in opposite directions from your body.

Mythic Flash Infusion: A creature that fails its save is blinded for 1d6 rounds. If it succeeds, it is blinded for 1 round only.

Mythic Flurry of Blasts: The kineticist adds 1 to the number of blasts she can release, plus 1 for every 3 mythic tier she possesses after 1st.

Mythic Foe Throw: The kineticist can attempt to throw one Huge creature, two Large creatures or four Small creatures. Each creature may be directed against a different target.

Mythic Impale: The kineticist gains a cumulative +1 attack bonus against each consecutive target of an impaling blast (+1 for the first target, +2 for the second, and so on).

Mythic Kinetic Blade: The kinetic blade can have the form of any non-reach melee weapon

(a telekineticist can instead transfer the power of her kinetic blast to any object held in one or two hand) and lasts 1 round per mythic tier of the kineticist.

Mythic Kinetic Fist: The kineticist's unarmed attacks release energy blasts at a distance. The kineticist can choose to grant the reach quality to any of her unarmed attacks charged with kinetic fist.

Mythic Kinetic Whip: As mythic kinetic blade.

Mythic Magnetic Infusion: A foe damaged by an infused blast remains magnetized for 1 round per mythic tier of the kineticist. During this time, metal objects and ores nearby attach to the foe's body, slowing it (as the slow spell) until the effect fades.

Mythic Mobile Blast: The blast continues to deal damage to creatures in a square for 2d4 rounds after being moved to another square.

Mythic Pure-Flame Infusion: Your infused blast ignores fire resistance. Creatures immune to fire take ½ damage from the blast anyway.

Mythic Rare-Metal Infusion: The kineticist can give her blast the properties of two different metals at once.

Mythic Snake: The kineticist deals blast damage to all creatures in her snake blast's path.

Mythic Spray: The spray deals the normal amount of blast damage. Alternatively, it can deal the damage of a non-mythic torrent spray but in a 60-foot cone.

Mythic Thundering Infusion: A foe that is deafened by an infused blast is also staggered for the same duration.

Mythic Torrent: The torrent deals the normal amount of blast damage (or double damage for energy blasts). Alternatively, it can deal the damage of a non-mythic torrent blast but in a 60-foot line.

Mythic Wall: The kineticist may double any one of the elemental wall's three dimensions, and adds her mythic tier to the number of rounds it lasts.

Mythic Infusion (selection) (Su): Once per day, as a full-round action, the kineticist may change one infusion she has selected. In essence, she loses one infusion, and gains a new infusion to replace it, as if she had retrained the class feature. The new infusion she gains must be one she can use and belong to one of the elements she selected.

Mythic Elemental Defense (Su): The kineticist may, as a standard action, expend one use of mythic power to grant an adjacent ally the power of her elemental defense. The ally gains the bonuses of the kineticist's elemental defense or defenses for 1 minute.

Alternatively, the kineticist can expend one use of mythic power to empower her elemental defense with additional mythic energies. She adds her mythic tier to her kineticist level when determining the effectiveness of her elemental defense.

Mythic Elemental Overflow (Ex):The maximum bonus on attack rolls with kinetic blasts the kineticist receives is equal to the total number of points of burn she currently has plus ½ her mythic tier, without a maximum. Her bonus on damage rolls with her kinetic blast increases accordingly. The kineticist can suppress the visual effects of elemental overflow without suppressing the ability's other benefits.

Lastly, the kineticist adds her mythic tier to her level when calculating size bonuses or her chance to ignore the effects of a critical hit or sneak attack. Alternatively, she can gain a bonus equal to her higher size bonus to one mental ability score of her choice.

Mythic Infusion Specialization (Ex): The kineticist reduces the combined burn cost of the infusions by an additional number of points equal to the number of infusion she uses -1 (minimum 0).

Mythic Metakinesis (Su): The kineticist may select a number of metamagic feats equal to ½ her mythic tier. She can apply the effects of these feats to her kinetic blasts using metakinesis, by accepting a number of points of burn equal to the spell's level increase imposed by each feat -1 (minimum 0).

Mythic Internal Buffer (Su): The kineticist may store mythic power uses in her internal buffer and spend them as normal to avoid burn.

Mythic Expanded Element (Su): As a standard action, the kineticist can change one of her expanded elements. She may choose an element she already possesses, or a different one. All utility and infusion wild talents the kineticist possesses that cannot be used with her new element don't change, she can't use them until she selects a compatible element again. This lasts until the kineticist uses this power again. The kineticist can use this power a number of times per day equal to one-half her mythic level (minimum 1).

Mythic Supercharge (Su): The kineticist increases the burn cost reductions gained with supercharge by 1 additional point.

Mythic Composite Specialization (Su): The burn cost of all the kineticist's composite blasts is reduced by 2 points rather than 1.

Mythic Metakinetic Master (Su): The burn cost of the chosen metakinesis is reduced by 2 points rather than 1. Once per day as a standard action, the kineticist may change the metakinesis selected for mythic metakinetic master.

Mythic Omnikinesis (Su): The kineticist may use omnikinesis without taking burn for a number of times per day equal to her mythic tier.

Mythic Medium Class Features

Mythic mediums become one with the mightiest powers of the spirit world.

Mythic Knacks: The medium adds his mythic tier to the number of knacks he can prepare each day.

Mythic Spell List: The medium can add one spiritualist spell of a spell level he can cast to his medium class spell list. If he is mythic tier 5 or higher, he can add one occultist spell of a spell level he can cast to his medium class spell list. If he is mythic tier 10 he can add one psychic spell of a spell level he can cast to his medium class spell list. He must still choose the spell as a spell known (counting normally against her maximum spells known) to be able to cast the spell.

This mythic class feature may be selected more than once. Each time it is selected, it adds another appropriate spell to the medium's class spell list.

Mythic Spirit: Choose a spirit. When the medium channels that spirit, that spirit's spirit powers are enhanced; see below for details.

This mythic class feature may be selected more than once. Each time it is selected, the selected spirit's spirit powers are enhanced.

Archmage Spirit:

At 1st level, the medium selects an additional spell of each spell level from the sorcerer/wizard list to add to his medium spell list and spells known.

At 6th level, when using arcane surge, the medium can expend one use of mythic power to avoid increasing the archmage's influence.

At 11th level, when using wild arcana, the medium can expend one use of mythic power to avoid increasing the archmage's influence.

At 17th level, the medium can use legendary archmage twice per day (instead of once per day).

Champion Spirit:

At 1st level, the medium gains proficiency in an additional exotic weapon of the medium's choice chooses each time he channels a champion spirit.

At 11th level, the medium gains the benefits of the Mobility feat while he when uses fleet charge (or Wind Stance if he already has Mobility).

At 17th level, the medium gains four combat feats of his choice each time he channels a champion spirit (instead of two).

Guardian Spirit:

At 1st level, the medium also gains proficiency in two martial weapons of his choice, which he chooses each time he channels a guardian spirit.

At 6th level, the medium adds his mythic tier to his medium level to determine the DR and resistances gained.

At 11th level, if the enemy's attack misses because of sudden block, the medium adds the surge die result that caused the enemy's attack to miss as a competence bonus on the attack roll of the counterattack.

At 17th level, the medium can use legendary guardian twice per day (instead of once per day).

Hierophant Spirit:

At 1st level, the medium selects an additional spell of each spell level from the cleric/oracle list to add to his medium spell list and spells known (instead of one spell per spell level).

At 6th level, the medium adds half his mythic tier to the number of times per day he can use channel energy.

At 11th level, the sacred bonus is doubled to +2.

At 17th level, the medium can use legendary hierophant twice per day (instead of once per day).

Marshal Spirit:

At 1st level, the medium can use marshal's order within 60 feet of the chosen ally (instead of 30 feet).

At 6th level, inspiring call lasts two rounds (instead of one) when used. At the start of the second round of the effect's duration, the medium can change to what the bonus granted is applied as a free action if he wishes.

At 11th level, when using decisive strike as a swift action (but not as a standard action), the medium can expend one use of mythic power to avoid increasing the marshal's influence.

At 17th level, when rolling the lesser spirit surge, the medium rolls the surge die twice and uses the better result. If the medium has the Mythic Spirit Surge ability, he instead rolls three times (instead of twice) and uses the best result.

Trickster Spirit:

At 1st level, the medium chooses an additional two skills to benefit from trickster's edge each time he channels a trickster spirit.

At 6th level, the medium's target counts as flat-footed against the first two attacks the medium makes against that target in a day (instead of one attack).

At 11th level, when using transfer magic, the medium can expend one use of mythic power to avoid increasing the trickster's influence.

At 17th level, the medium can choose a skill check result twice per day (instead of once per day).

Mythic Spirit Surge: The medium adds his mythic tier to his class level to determine which die type to use when using spirit surge. When rolling the spirit surge die, the medium rolls twice and uses the better result. The medium can stack a use of (mythic) surge and spirit surge to influence the same d20 roll.

Mythic Shared Séance: The séance boon bonus is doubled.

Mythic Haunt Channeler: The medium adds his mythic tier to his level to determine the damage dealt to the haunt. If a haunt possesses the medium, he can expend one use of mythic power to automatically succeed on the Will save to end the possession.

Mythic Location Channel: The medium adds his mythic tier to his level to determine the duration of this ability. If the medium wishes to end the séance early, he automatically succeeds on the saving throw. The medium can expend one use of mythic power to create the séance in one minute (instead of 10 minutes).

Mythic Connection Channel: The medium does not require a connection to the deceased to use this ability, but if he does, increase the connection-based Will save modifier by his mythic tier. A different alignment does not affect the save DC. The medium must have mythic location channel to gain this ability.

Mythic Propitiation: The medium can use this ability twice per day (instead of once per day). Additionally, if the medium has no uses of this ability remaining, he can expend one use of mythic power to activate it again. The process still requires 10 minutes each time.

Mythic Ask the Spirits: The medium can expend one use of mythic power to contact a lesser deity on the Outer Planes, or expend two uses of mythic power to contact a greater deity.

Mythic Astral Journey: The medium can expend one use of mythic power to cast *astral projection* (self only), or expend two uses of mythic power to cast *astral projection* and take other willing creatures as well (per the spell). The medium still must provide the material component if he spends mythic power in this way. The medium must have spirit power (supreme) to gain this ability.

Mythic Trance of Three: The medium adds his mythic tier to his level to determine the duration of this ability.

Mythic Spacious Soul: The medium can host up to two allies' spirits and is always dominant. If the medium ends the effect (for one or both spirits), the medium automatically succeeds on the saving throw.

Mythic Spirit Mastery: The medium can use his spirit surge ability an additional four times per day (instead of two times) without incurring influence. When channeling a weaker spirit, he can use his spirit surge ability an additional six times per day for each power he forgoes (instead of an additional four times).

Mythic Astral Beacon: The medium can use astral beacon for two rounds (instead of one round).

Mythic Mesmerist Class Features

Mythic mesmerists wield an indomitable guile to wield subtle but potent influence and to bend others to their will.

Mythic Knacks: The mesmerist adds his mythic tier to the number of knacks he can prepare each day.

Mythic Spell List: The mesmerist can add one psychic spell of a spell level he can cast to his mesmerist class spell list. If he is mythic tier 5 or higher, he can add one bard spell of a spell level he can cast to his mesmerist class spell list. If he is mythic tier 10, he can add one wizard spell of a spell level he can cast to his mesmerist class spell list. He must still choose the spell as a spell known (counting normally against her maximum spells known) to be able to cast the spell.

This mythic class feature may be selected more than once. Each time it is selected, it adds another appropriate spell to the mesmerist's class spell list.

Mythic Consummate Liar: The mesmerist adds his mythic tier to his level to determine the bonus on Bluff checks.

Mythic Mesmerist Tricks (Flexibility): As a standard action, the mesmerist may change one mesmerist trick that he has implanted in someone else (by touching them) or in himself to another mesmerist trick that

he knows. If he knows two or more masterful tricks, he may change one of those instead. The mesmerist does not lose the use of the ability he spent on the previous trick. As part of the act of triggering a trick, the mesmerist can expend one use of mythic power to use this ability. For example, the mesmerist might have implanted fearsome guise in an ally, but when an enemy casts an enchantment spell at that ally, he changes that implanted trick to gift of will when he triggers the ally's trick.

Mythic Mesmerist Tricks (Selection): Once per day, as a full-round action, the mesmerist may change one mesmerist trick (but no masterful trick) he has selected. In essence, he loses one mesmerist trick, and gains a new mesmerist trick to replace it, as if he had retrained the ability. He may not swap out any mesmerist trick he is using as a prerequisite. Starting at 12th level, he may instead replace a masterful trick with a new masterful trick when using this ability.

Mythic Mesmerist Tricks: To take a mythic mesmerist trick, a mesmerist must have the non-mythic version of the mesmerist trick. No mythic mesmerist trick may be taken more than once. If a particular masterful trick is not mentioned, there is no mythic version.

Mythic Astounding Avoidance: Add half the mesmerist's mythic tier on the subject's saving throw.

Mythic Compel Alacrity: Add the mesmerist's mythic tier to his level to determine the distance the subject can move.

Mythic False Flanker: Add half the mesmerist's mythic tier to the DC to disbelieve the effect.

Mythic Fearsome Guise: Add half the mesmerist's mythic tier to his Intimidate check.

Mythic Gift of Will: Add half the mesmerist's mythic tier to the saving throw or skill check result.

Mythic Levitation Buffer: Add half the mesmerist's mythic tier to his level to determine the DC and CMB.

Mythic Mask Misery: Add half the mesmerist's mythic tier to 1d4 to determine the number of rounds triggering conditions are ignored.

Mythic Meek Facade: Add the mesmerist's mythic tier to his level to determine the dodge bonus.

Mythic Mesmeric Mirror: Add the mesmerist's mythic tier to his level to determine the number of images and duration.

Mythic Mesmeric Pantomime: Add half the mesmerist's mythic tier to the skill check result.

Mythic Misdirection: Add half the mesmerist's mythic tier to the Bluff check result.

Mythic Psychosomatic Surge: Add the mesmerist's mythic tier to his level to determine the number of temporary hit points gained.

Mythic Reflection of Weakness: Add half the mesmerist's mythic tier to the DC.

Mythic Shadow Splinter: Add the mesmerist's mythic tier to his Charisma to determine the amount of reduced damage, and half his mythic tier to the DC to disbelieve the effect.

Mythic Spectral Smoke: Add the mesmerist's mythic tier to his level to determine the duration, DC to disbelieve the effect, and radius.

Mythic Vanish Arrow: Add half the mesmerist's mythic tier to the Sleight of Hand check result.

Mythic Painful Stare: The mesmerist adds his mythic tier to his level to determine his painful stare damage. The mesmerist can expend one use of mythic power to trigger this ability a second time during a round, but only to increase the mesmerist's own damage dealt to the target. The mesmerist cannot trigger the ability twice on the same attack.

Mythic Towering Ego: The mesmerist adds his mythic tier to his Charisma score to determine his Charisma bonus on Will saving throws.

Mythic Bold Stare (Selection): Once per day, as a full-round action, the mesmerist may change one bold stare he has selected. In essence, he loses one bold stare, and gains a new bold stare to replace it, as if he had retrained the ability. He may not swap out any bold stare he is using as a prerequisite.

Mythic Touch Treatment: The mesmerist can expend one use of mythic power to use touch treatment on a single target within close range (25 feet + 5 feet per 2 levels of the mesmerist).

Mythic Manifold Tricks: The mesmerist adds his mythic tier to his level to determine the number of concurrent tricks he can implant on himself.

Mythic Mental Potency: The mesmerist adds half his mythic tier to the increase to HD limit and total number of HD provided by mental

potency. This increase only applies to mesmerist spells that he casts.

Mythic Glib Lie: The mesmerist adds his mythic tier to his level to determine the DC.

Mythic Masterful Tricks: To take a mythic masterful trick, a mesmerist must have the non-mythic version of the masterful trick. No mythic masterful trick may be taken more than once. If a particular masterful trick is not mentioned, there is no mythic version.

Mythic Cursed Sanction: Add the mesmerist's mythic tier to his level to determine the DC and duration.

Mythic Faked Death: Add the mesmerist's mythic tier to his level to determine the DC and duration.

Mythic Greater Mask Misery: Add half the mesmerist's mythic tier to 1d4 to determine the number of rounds triggering conditions are ignored. A mesmerist must have the mythic mask misery trick and non-mythic greater mask misery to take mythic greater mask misery.

Mythic Mental Fallback: Add the mesmerist's mythic tier to his level to determine the duration.

Mythic Vision of Blood: Add the mesmerist's mythic tier to his level to determine the DC.

Mythic Rule Minds: When trying to mentally enslave a creature, the mesmerist can expend one use of mythic power to cause a non-mythic target to automatically fail the second saving throw.

Mythic Occultist Class Features

Mythic occultists imbue all manner of relics with mysterious power and fuse their powers with raw magic in a magnificent mystic union.

Mythic Knacks: The occultist adds his mythic tier to the number of knacks he can prepare each day. He must pick those knacks that match a school from his chosen implement schools. Note that some implement schools have only one 0-level option (abjuration, enchantment, and illusion). If it is possible that an occultist might pick this class feature when he is not able to completely select his full complement of knacks, he cannot gain this class feature until he can. Similarly, it is possible that an occultist might gain this class feature, then because of implement schools chosen later and additional mythic tier gained, not be able to pick his full number of knacks, in which case he must wait until he can choose them.

Mythic Spell List: The occultist can add one psychic spell of a spell level he can cast to his occultist class spell list. If he is mythic tier 5 or higher, he can add one wizard spell of a spell level he can cast to his occultist class spell list. If he is mythic tier 10, he can add one medium spell of a spell level he can cast to his occultist class spell list. When adding a spell, it must match a school from one of his chosen implement schools. He must still choose the spell as a spell known (counting normally against his maximum spells known) to be able to cast the spell.

This mythic class feature may be selected more than once. Each time it is selected, it adds another appropriate spell to the occultist's class spell list.

Mythic Focus Powers (Selection): Once per day, as a full-round action, the occultist may change one focus power he has selected. In essence, he loses one focus power, and gains a new focus power to replace it, as if he had retrained the ability. He may not swap out any focus power he is using as a prerequisite. Base focus powers and resonant powers cannot be swapped.

Mythic Base Focus Powers (power): Add the occult's mythic tier to his occultist level to determine the effectiveness (and duration, if relevant) of any base focus power he possesses. This does not affect DC calculation.

Mythic Resonant Powers (power): Add the occult's mythic tier to his occultist level to determine the maximum potential bonus of any resonant powers he possesses, or effectiveness in other ways, if there is no maximum potential bonus.

Mythic Focus Powers: To take a mythic focus power, an occultist must have the non-mythic version of the focus power. No mythic focus power may be taken more than once. For convenience, focus powers are grouped by implement schools. If a particular implement school power is not mentioned, there is no mythic version. This does not impact what focus powers he has access to at each class level, nor does it affect DC calculation.

Note that there are no mythic focus powers for individual base focus powers or resonant powers; there are the Mythic Base Focus Powers (power) and Mythic Resonant Powers (power) class features instead (see above).

Abjuration Implements:

Aegis: Add the occultist's mythic tier to his occultist level to determine the bonus gained.

Energy Shield: Add the occultist's mythic tier to his occultist level to determine the damage absorption gained.

Globe of Negation: Add the occultist's mythic tier to his occultist level to determine duration and total number of spell levels that can be negated.

Loci Sentry: Add the occultist's mythic tier to his occultist level to determine maximum radius and duration.

Conjuration Implements:

Conjure Implement: Add the occultist's mythic tier to his occultist level to determine duration.

Flesh Mend: Add the occultist's mythic tier to his occultist level to determine the amount of damage healed.

Mind Steed: Add the occultist's mythic tier to his occultist level to determine duration and whether or not he has access to improved base land speed and the fly speed option.

Psychic Fog: Add the occultist's mythic tier to his occultist level to determine duration and whether or not he has access to the solid fog effect.

Purge Corruption: Add the occultist's mythic tier to his occultist level to determine caster level.

Side Step: Add the occultist's mythic tier to his occultist level to determine maximum range.

Divination Implements:

Danger Sight: Add the occultist's mythic tier to his occultist level to determine caster level.

Future Gaze: Add the occultist's mythic tier to his occultist level to determine the amount of damage healed.

Mind Eye: Add the occultist's mythic tier to his occultist level to determine duration.

Object Seer: Add the occultist's mythic tier to his occultist level to determine caster level.

Side Step: Add the occultist's mythic tier to his occultist level to determine duration.

Enchantment Implements:

Binding Pattern: Add the occultist's mythic tier to his occultist level to determine duration.

Forced Alliance: Add the occultist's mythic tier to his occultist level to determine the duration.

Inspired Assault: Add the occultist's mythic tier to his occultist level to determine the bonus.

Mental Discord: Add the occultist's mythic tier to his occultist level to determine DC and duration.

Mind Slumber: Add the occultist's mythic tier to his occultist level to determine duration.

Evocation Implements:

Energy Blast: Add the occultist's mythic tier to his occultist level to determine the amount of damage dealt.

Energy Ward: Add the occultist's mythic tier to his occultist level to determine the resistance gained and its duration.

Light Matrix: Add the occultist's mythic tier to his occultist level to determine duration.

Radiance: Add the occultist's mythic tier to his occultist level to determine effective spell level (maximum 9th) and duration.

Shape Mastery: The occultist adds half his mythic tier to his Intelligence modifier to determine the maximum number of excludable squares.

Wall of Power: Add the occultist's mythic tier to his occultist level to determine maximum wall length, damage, and duration.

Illusion Implements:

Cloud Image: Add the occultist's mythic tier to his occultist level to determine duration and whether or not he has access to the level 5 and 7 options.

Color Beam: Add half the occultist's mythic tier to his occultist level to determine how the target is affected.

Masquerade: Add the occultist's mythic tier to his occultist level to determine duration.

Mirage: Add the occultist's mythic tier to his occultist level to determine caster level.

Shadow Beast: Add the occultist's mythic tier to his occultist level to determine the spell level of summon monster he can duplicate.

Unseen: Add the occultist's mythic tier to his occultist level to determine duration.

Necromancy Implements:

Flesh Rot: Add the occultist's mythic tier to his occultist level to determine the amount of damage.

Necromantic Servant: Add the occultist's mythic tier to his occultist level to determine the servants's duration and damage bonus, and whether or not he has access to the higher level options of this focus power.

Pain Wave: Add the occultist's mythic tier to his occultist level to determine duration.

Psychic Curse: Add the occultist's mythic tier to his occultist level to determine the memory lapse's hourly duration and pain confusion's days duration (but not

the 1d4 round duration).

Soulbound Puppet: Add the occultist's mythic tier to his occultist level to determine wizard level (for purposes of familiar powers and abilities) and duration.

Spirit Shroud: Add the occultist's mythic tier to his occultist level to determine the number of temporary hit points gained, duration, whether or not he has access to the 4th level effect, and the resistance bonus granted if he does.

Transmutation Implements:

Mind Over Gravity: Add the occultist's mythic tier to his occultist level to determine duration.

Philosopher's Touch: Add the occultist's mythic tier to his occultist level to determine duration, the number of additional weapons he can touch, and whether or not he has access to the option gained at 11th level.

Quickness: Add the occultist's mythic tier to his occultist level to determine duration.

Size Alteration: Add the occultist's mythic tier to his occultist level to determine duration.

Telekinetic Mastery: Add the occultist's mythic tier to his occultist level to determine duration.

Mythic Magic Item Skill: Add the occultist's mythic tier to his occultist level to determine the bonus gained on his Use Magic Device checks.

Mythic Shift Focus: The occultist does not lose points of mental focus when shifting mental focus from one implement to another. The occultist can expend one use of mythic power to shift focus as a full-round action (instead of 1 minute), or two uses of mythic power to shift focus as an immediate action. This class feature is otherwise the same as the non-mythic version.

Mythic Aura Sight: Add half the occultist's mythic tier on any Knowledge (religion) checks to determine an aura's strength. The occultist can expend one use of mythic power to use this ability as a swift action (instead of a standard action).

Mythic Magic Circles: The occultist can have two circles in existence at a time created using this ability (instead of one). They cannot overlap.

Mythic Outside Contact: Add the occultist's mythic tier to his level to determine the number of questions that can be asked (to a maximum of four, as normal). The outsider requires the minimum time to perform any task; for example, one hour to gather information, and one hour or one minute to make a delivery.

Mythic Binding Circles: Add half the occultist's mythic tier to the DCs of his binding circle ability.

Mythic Fast Circles: Add the occultist's mythic tier to his level to determine the duration of any circle he draws using this ability.

Mythic Implement Mastery: The occultist selects two implement schools, and gains implement mastery with both of them. The occultist must have at least two different implement schools to gain this ability and cannot select the same implement school twice.

Mythic Psychic Class Features

The mythic psychic wields the power of pure thought and ultimate understanding of the mind.

Mythic Knacks: The psychic adds her mythic tier to the number of knacks she can prepare each day.

Mythic Spell List: The psychic can add one mesmerist spell of a spell level she can cast to her psychic class spell list. If she is mythic tier 4 or higher, she can add one wizard spell of a spell level she can cast to her psychic class spell list. If she is mythic tier 8 or higher, she can add one cleric spell of a spell level she can cast to her psychic class spell list. She must still choose the spell as a spell known (counting normally against her maximum spells known) to be able to cast the spell.

This mythic class feature may be selected more than once. Each time it is selected, it adds another appropriate spell to the psychic's class spell list.

Mythic Phrenic Amplifications (Selection): Once per day, as a full-round action, the psychic may change one phrenic amplification (but no major amplification) she has selected. In essence, she loses one phrenic amplification, and gains a new phrenic amplification to replace it, as if she had retrained the ability. She may not swap out any phrenic amplification she is using as a prerequisite.

Mythic Discipline (Selection): The psychic may select an additional discipline. Each day when she regains uses of the spells per day, she must select which bonus discipline spell she knows at each spell level she has access to, selecting from the discipline spells of all her disciplines. This selection remains until she next regains spells per day.

Mythic Discipline (Power): The psychic infuses her connection to the powers of her discipline with mythic energies. The discipline class features are modified as follows. If a particular discipline power is not mentioned, there is no mythic version.

Mythic Abomination Discipline:

Dark Half: The psychic adds her mythic tier to her class level to determine the amount of bleed damage and the number of rounds dark half can be manifested for per day.

Morphic Form: The psychic adds her mythic tier to 5 to determine her damage reduction. When manifesting her dark half, she can choose which type of DR to use,

and she can expend two uses of mythic power to add a second type of DR for that manifestation of dark half.

Psychic Safeguard: The psychic adds half her mythic tier to her level to determine her spell resistance.

Mythic Dream Discipline:

Dream Leech: The psychic adds her mythic tier to her level to determine the DC and half her mythic tier to determine her number of uses per day.

Oneiromancy: The psychic adds half her mythic tier to her Diplomacy or Intimidate check against a sleeper and to determine her number of uses per day.

Mind Heist: The psychic adds half her mythic tier to determine the DC and to determine her number of uses per day.

Waking Dream: The psychic adds her mythic tier to her level to determine the duration and half her mythic tier to determine her number of uses per day.

Mythic Faith Discipline:

Divine Energy: The psychic adds her mythic tier to her level to the effectiveness of spells cast using this ability.

Resilience of the Faithful: The psychic adds her mythic tier to her level to determine the resistance bonus.

Prayer Aura: The psychic adds her mythic tier to her level to determine the number of rounds per day.

Mythic Lore Discipline:

Mnemonic Cache: The psychic adds her mythic tier to her level to determine the amount she can store or the bonus to her Disable Device check to sequester a written magical trap.

Superior Automatic Writing: The psychic adds her mythic tier to her level to determine her number of Linguistics skill ranks or the duration of the commune effect provided by this ability.

Memory Palace: The psychic adds her mythic tier to her level to determine the size of her memory palace, number of *unseen servants*, and number of Knowledge skills to which her memory palace's library bonuses apply (to a maximum of eight in the last case).

Mythic Pain Discipline:

Painful Reminder: The psychic adds her mythic tier to her level to determine the nonlethal damage dealt and half her mythic tier to determine her number of uses per day.

Live On: The psychic treats herself as a paladin of 2 levels lower than her psychic level for purposes of this ability. If the psychic is mythic tier 3 or higher, she treats herself as a paladin of 1 level lower. If the psychic is mythic tier 6 or higher, she treats herself as a paladin of equal level.

Agonizing Wound: The psychic adds her mythic tier to her level to determine the DC and half her mythic tier to determine her number of uses per day.

Mythic Psychedelia Discipline:

Drug Resistance: The psychic is immune to drug addiction, and removes all such addictions if she already had them.

Cognatogen: The psychic adds her mythic tier to her level to determine duration of her cognatogen and the drink save DC for non-alchemists. She can expend one use of mythic power to prevent the cognatogen's ability damage when the effect ends.

Warped Brain: The psychic adds her mythic tier to her level to determine the DC. The nausea lasts for 2 rounds.

Hallucinogenic Aura: The psychic adds her mythic tier to her level to determine the save DC (but not the Craft [alchemy] check).

Mythic Rapport Discipline:

Emotional Bond: The psychic adds half her mythic tier to Charisma modifier to determine the number of allies she can link with. If she is lower than 4th level, she can expend one use of mythic power to gain the 4th level benefits of this ability.

Team Player: The psychic gains an additional bonus teamwork feat at levels 5 and 13.

Shared Skill: The psychic chooses two of the psychic's class skills (instead of one).

Mythic Self-Perfection Discipline:

AC Bonus: The psychic increases her Wisdom bonus to AC and CMD by 1. If the psychic is mythic tier 5 or higher, increase her Wisdom bonus to AC and CMD by 2. If the psychic is mythic tier 6 or higher, increase her Wisdom bonus to AC and CMD by 3. These increases are not cumulative with each other.

Physical Push: The psychic adds half her mythic tier to determine her number of uses per day.

Bodily Purge: The psychic adds her mythic tier to her level to determine the number of d8s in her healing pool and caster level. Starting at 13th level, the required dice expenditure for the non-hit point effects are reduced by one.

Mythic Tranquility Discipline:

Mental Placidity: The psychic can expend one use of mythic power to use this ability without counting against the number of uses per day, but if she does, she does not regain 1 point in her phrenic pool if she successfully saves.

Calming Presence: The psychic adds half her mythic tier to determine the DC and to determine her number of uses per day.

Purge Disquiet: The psychic adds her mythic tier to her level to determine the number of rounds per day.

Mythic Detect Thoughts: The psychic can use *detect thoughts* as a spell-like ability twice per day (instead of once per day). When the psychic uses this ability, she gains information each round as if she had maintained the ability for three rounds.

Mythic Telepathic Bond: The psychic can use *telepathic bond* as a spell-like ability twice per day (instead of once per day). Additionally, if the psychic has no uses of that spell-like ability remaining, she can expend one use of mythic power to activate that ability again.

Mythic Major Amplifications (Selection): Once per day, as a full-round action, the psychic may change one major amplification (but no phrenic amplification) she has selected. In essence, she loses one major amplification, and gains a new major amplification to replace it, as if she had retrained the ability. She may not swap out any major amplification she is using as a prerequisite.

Mythic Telepathy: The psychic's telepathy has a range of 300 feet (instead of 100 feet).

Mythic Remade Self: The psychic is affected by two of the listed spells as a constant spell-like ability (instead of one). This class feature is otherwise the same as the non-mythic version.

Mythic Shifter Class Features

Mythic shifters are the mercurial incarnations of Nature itself, everchanging and evolving without a true form of their own.

Mythic Bonus Languages: The shifter can select a number of creature types equal to her Wisdom modifier. If she selects humanoids she must specify a subtype (elf, human, and so on). If she selects outsider, she must specify an alignment. The shifter can speak to and understand any creature of the selected types as if she was under the effects of a *tongues* spell.

Mythic Shifter Aspect, Power (Su): The shifter adds her mythic tier to her level when determining the daily duration of her shifter aspect. The shifter also gains abilities from her aspect as if her shifter level were equal to her actual level plus her mythic tier.

Alternatively, when this mythic class feature is selected the shifter may choose to gain unique benefits from one of her aspects' minor form in addition to those listed. The unique benefits for each aspect are outlined below. This mythic ability can be chosen more than once; each time, the shifter gains mythic benefits from a different aspect.

Bat: The shifter gains a fly speed equal to its land speed (clumsy maneuverability).

Bear: The shifter gains the grab ability until the end of her round when hitting at least 2 times in a round with an unarmed or natural attack.

Bull: The shifter gains a secondary gore attack, with a damage determined by her size.

Deinonychus: The shifter's speed increases by 30 feet.

Falcon: The shifter gains a fly speed equal to her land speed (average maneuverability).

Frog: The shifter gains a secondary tongue attack, with damage and reach determined by her size.

Lizard: The shifter gains a secondary tail attack, with damage and reach determined by her size.

Monkey: The shifter gains a climb speed equal to her land speed.

Mouse: The shifter can squeeze through narrow spaces at least half as wide as her normal space without slowing her movement.

Owl: The shifter gains a rend special attack, adding her normal Strength bonus to it.

Snake: The shifter gains the constrict monster special ability.

Stag: The shifter gains a secondary gore attack, with a damage determined by her size.

Tiger: The shifter gains the pounce monster special ability.

Wolf: The shifter gains the trip special attack.

Wolverine: The shifter can rage for 1d4 rounds each day after taking damage.

Mythic Shifter Aspect, Selection (Su): Once per day as a full-round action, the shifter may change one shifter aspect she has selected. In essence, he loses one shifter aspect, and gains a new shifter aspect to replace it.

This mythic class feature may be selected more than once, but no more often than the total number of shifter aspects the shifter has. Each time it is selected, it allows her to swap out a shifter aspect one additional time per day. She may swap out the same aspect multiple times, or swap out different shifter aspects.

Mythic Shifter Claws (Su): The shifter's claws deal damage as if she were one size category larger. She also adds her mythic tier to her level to calculate her claws' special abilities.

Mythic Wild Empathy (Ex): The shifter may use her wild empathy on animals, elementals, fey, humanoids, magical beasts, monstrous humanoids, and plants. If the creature affected does not have an Intelligence of 2 or more, she takes a -10 penalty to her wild empathy check. Creatures affected by the wild empathy with an Intelligence of 1 or no Intelligence score do not attack the shifter if friendly, and actively defend her if helpful, but cannot be given any directions.

Mythic Defensive Instinct (Ex): The shifter adds her mythic tier to her shifter level for purposes of determining her AC bonus.

Mythic Track (Ex): Whenever the shifter takes 10 on a Survival skill check to follow tracks, she gains a +10 bonus to the total.

Mythic Woodland Stride (Ex): The shifter's woodland stride allows her to move freely through any naturally occurring difficult terrain. Additionally, thorns, briars, and overgrown areas that have been magically manipulated to impede motion have no affect on her unless they are from a mythic source.

Mythic Wild Shape (Su): When the shifter uses wild shape, she may choose to gain any one feat available to the form she takes, if she meets its prerequisites. She retains use of this feat only while in the appropriate form. At mythic tier 3 or higher, she gains two feats, and may use one as a prerequisite for the other. At mythic tier 6 or higher , she gains three feats, and at mythic tier 9 or higher she gains four feats. If the shifter takes the form of a wolverine, she may select any feats that modify the rage class feature or Extra Rage Power with this ability.

Instead of a feat, a shifter may choose to gain a +2 inherent bonus to an ability score. She must select an ability score that is lower than that of the form she has taken. The bonus persists for the duration of the wild shape.

Trackless Step (Ex): The shifter may choose to have up to one creature per mythic tier within 30 feet of her, not leave any trail.

Mythic Shifter's Fury (Ex): The shifter can attack with all her natural weapons and still gain the additional attacks granted by this ability with one of her natural weapons (her choice). When using this ability, the selected natural weapon counts as a primary weapon, and the others count as secondary. This mythic ability can be selected twice; the second time, the shifter counts all her natural weapons as primary, as with the Multiattack feat.

Mythic Chimeric Aspect (Su): As a standard action, once for every time she uses the shifter aspect ability, the shifter can change one of the aspects she assumes for the remainder of the ability's duration.

Mythic Greater Chimeric Aspect (Su): The shifter can select an aspect she does not possess

as one of her aspects when she uses the shifter aspect ability, and gains that aspect's minor form as normal. The shifter may select a different aspect every time she uses this ability.

Mythic A Thousand Faces (Su): A thousand faces now works regardless of what form the shifter is in.

Mythic Timeless Body (Ex): Any penalties the shifter accrued from age are eliminated. The shifter's maximum lifespan increases to 999 years or double the maximum lifespan of a creature of her race, whichever is longer.

Mythic Final Aspect (Su): The shifter can use at will all available aspects, though no more than five at a time.

Mythic Spiritualist Class Features

Mythic spiritualists are masters of the greater and lesser powers of the spirit world and the phantoms of emotion.

Mythic Knacks: The spiritualist adds her mythic tier to the number of knacks she can prepare each day.

Mythic Spell List: The spiritualist can add one psychic spell of a spell level she can cast to her spiritualist class spell list. If she is mythic tier 5 or higher, she can add one cleric spell of a spell level she can cast to her spiritualist class spell list. If she is mythic tier 10 she can add one mesmerist spell of a spell level she can cast to her spiritualist class spell list. She must still choose the spell as a spell known (counting normally against her maximum spells known) to be able to cast the spell.

This mythic class feature may be selected more than once. Each time it is selected, it adds another appropriate spell to the spiritualist's class spell list.

Mythic Phantom: The spiritualist's phantom gains a portion of the spiritualist's mythic power, and can expend uses of the spiritualist's mythic power for some purposes. The phantom gains the hard to kill base mythic ability. If the spiritualist is mythic tier 3 or higher, the phantom also gains the amazing initiative base mythic ability. If the spiritualist is mythic tier 5 or higher, the phantom also gains the recuperation base mythic ability. If the spiritualist is mythic tier 7 or higher, the phantom also gains the mythic saves base mythic ability. If the spiritualist is mythic tier 9 or higher, the phantom also gains the unstoppable base mythic ability.

Mythic Shared Consciousness: The spiritualist gains mythic Skill Focus feats. Additionally, the spiritualist may shunt a mind-affecting effect up to twice per day (instead of once per day).

Mythic Etheric Tether: The phantom can be any distance from the spiritualist and remain at full strength, as long as it remains on the same plane.

Mythic Bonded Senses: The spiritualist can use the bond senses ability as a move action, and adds her mythic tier to his class level to determine how many rounds per day she may use it.

Mythic Bonded Manifestation: The spiritualist adds her mythic tier to the number of rounds she can use this ability each day.

Mythic Spiritual Interference: This ability (and greater spiritual interference) function even if the spiritualist's phantom is grappled, helpless, paralyzed, stunned, or unconscious.

Mythic Detect Undead: When the spiritualist uses this ability, she gains information each round as if she had maintained the ability for three rounds.

Mythic Phantom Recall: This ability functions as *greater teleport*, rather than *dimension door*.

Mythic Calm Spirit: Add half the spiritualist's mythic tier to the DC of her calm spirit spell-like ability. Additionally, if she has no uses of that spell-like ability remaining, she can expend one use of mythic power to activate that ability again.

Mythic See Invisibility: The spiritualist can use this ability twice per day (instead of once per day). When activating the ability, she can expend one use of mythic power to use *true seeing* or mythic *see invisibility*[MSC] instead for the duration.

Mythic Greater Spiritual Interference: If the phantom grants its spiritual interference or greater spiritual interference bonuses to an ally or the spiritualist, the phantom also gains the same bonuses.

Mythic Spiritual Bond: As an immediate or swift action, when the spiritualist is affected by a spell or

effect, she may expend a use of mythic power to transfer the entirety of the spell or effect's impact on her (all penalties, conditions, damage, changes of mental state, and so on) to her phantom. Her phantom cannot be manifested by any means for 10 minutes after this ability is used.

Mythic Call Spirit: The spiritualist can use this ability twice per day (instead of once per day). When activating the ability, she can expend one use of mythic power to use *mythic call spirit* instead.

Mythic Dual Bond: The spiritualist adds double her mythic tier to the number of rounds she can use this ability each day.

Mythic Empowered Consciousness: The spiritualist gains the benefits of empowered consciousness when her phantom is manifested.

Mythic Vigilante Class Features

Mythic vigilantes are the superheroes of epic tales.

Mythic Dual Identity: The vigilante learned to mask his true self in new and unheard ways. This can bring one of two advantages, chosen upon taking this ability.

First, the vigilante can gain a third identity. This can be a social or vigilante identity, and follows all the normal rules. This identity's alignment can be different from both the existing ones, subject to the normal rules. The vigilante can start each day in any one of his identities. This form of mythic dual identity can be chosen more than once, but no more than once for every three mythic tiers the vigilante possesses.

Alternatively, the vigilante can develop his secret identity to the verge of a double personality. He only requires half the normal time to switch from an identity to another. He can choose any two alignments for his identities, without restrictions. Any spell from a non-mythic source cast on the vigilante while in either of his identities only has effect if it could affect both his alignments. If the vigilante has more than two identities, this ability affects only one social and one vigilante identity. It can be chosen more than once to affect another one of the vigilante's identities.

Mythic Seamless Guise: The vigilante automatically succeeds on his Disguise check to avoid being discovered by non-mythic creatures.

Mythic Social Talents: To take a mythic social talent, a vigilante must have the non-mythic version of the talent. No mythic talent may be taken more than once.

Mythic Any Guise: Any magic from a non-mythic source able to detect or discern the copied individual always indicates the vigilante as the actual individual and the copied individual as an imposter.

Mythic Case the Joint: The vigilante only needs to spend 10 minutes in a location in his social identity to study it. In addition, he adds his mythic tier to his skill check reroll.

Mythic Celebrity Discount: The vigilante receives an additional 5% discount for every mythic tier he possesses.

Mythic Celebrity Perks: The vigilante adds a gp value of 10 x his mythic tier to the value of any item or service he can obtain for free.

Mythic Double Time: The vigilante only needs needs to spend 4 hours each day for mundane uses of the Craft or Profession skill, or 6 hours for special uses. Reduce this time by 2 hours for skills he's chosen with social grace.

Mythic Everyman: The vigilante automatically succeeds at Disguise and Bluff skill checks to appear as the chosen individual to non-mythic enquirers, and knows informations about the actual individual as if he had cast psychic reading on the target. Spells or abilities designed to locate the individual have a 75% chance of finding the vigilante instead.

Mythic Feign Innocence: This ability's effect is identical to a mythic innocence spell.

Mythic Gossip Collector: The vigilante adds his mythic tier to the skill check to gather information, and treats all areas as his area of renown for this ability.

Mythic Great Renown: The vigilante can gain renown in a number of communities of up to 5,000 individuals equal to his Charisma bonus or double that number of communities of no more than 2,000 individuals each.

Mythic Immediate Change: The vigilante only needs a swift action to change his identity; this improves to an immediate action if he also has the mythic dual identity or mythic quick change ability, and to a free action if he has both.

Mythic In Vogue: The vigilante adds a gp value of 10 x his mythic tier to the money he gains with his Craft and Profession skills.

Mythic Incredible Renown: The vigilante can gain renown in a number of communities of up to 25,000 individuals equal to his Charisma bonus or double that number of communities of no more than 10,000 individuals each.

Mythic Instant Recognition: It takes only 1 hour to transfer the vigilante's renown to a new community.

Mythic Loyal Aid: The vigilante adds his mythic tier to Diplomacy checks to gather informations. In addition, one of his loyal allies becomes his cohort, and gains enough levels to obtain the appropriate cohort level. If the vigilante already has a cohort, he can gain another one this way.

Mythic Many Guises: The vigilante always succeeds as

his Disguise check to avoid being discovered by non-mythic creatures when in his mundane identity. He can choose to be identified as any one alignment of his choice when assuming a mundane identity. If he uses a vigilante talent while in a mundane identity, he can apply his seamless guise bonus to the Disguise check not to be discovered.

Mythic Mockingbird: The mockingbird ability functions as a combination of mythic ghost sound, mythic ventriloquism, and mythic vocal alteration.

Mythic Quick Change: The vigilante only needs a standard action to change his identity; this improves to a swift action if he also has the mythic dual identity ability. He also adds his mythic tier to Disguise skill checks to avoid being recognized by someone familiar with both his identities.

Mythic Renown: The vigilante can obtain renown in a community by spending only 2 hours per day socializing for 1 week. He can have renown at the same time in a number of communities equal to his Charisma bonus.

Mythic Safe House: The vigilante adds 10 feet for each mythic tier he possesses to the dimensions of his safe house. At 1st, 7th, and 13th level, the safe house's contents are protected as by the mythic forms of the listed spells.

Mythic Social Grace: The vigilante adds his vigilante level to the bonus gained on skill checks with the selected skills.

Mythic Subjective Truth: If what the vigilante says is true from the point of view of an identity he isn't actually in, it has a 50% chance to detect as true, and the vigilante has the same chance to be able to sat it in effects that force him to speak the truth.

Mythic Triumphant Return: The vigilante needs only 1 day to to gain renown again in a settlement where he previously gained renown.

Mythic Vigilante Specialization: The vigilante is a master of versatility and specializes in multiple fields. If the vigilante has already selected the avenger specialization, he may become a stalker as well now. If he already is a stalker, he may gain the avenger specialization. A vigilante may use this mythic ability to gain an alternate specialization, if those exist in the game.

Alternatively, a vigilante can further explore his existing specialization, gaining one of the mythic specializations below.

Mythic Avenger: The vigilante uses a d10 as his hit die instead of a d8.

Mythic Stalker: The vigilante's first attack each round targeting a non-mythic creature is a hidden attack, even if the creature could not be normally chosen as the target of a hidden attack. Additionally, when the vigilante makes a hidden attack against a creature that is immune to precision damage (such as an elemental) or negates sneak attack damage (such as a target with fortification armor), he may expend one use of mythic power to still deal his hidden attack damage to the creature.

Mythic Vigilante Talents: To take a mythic vigilante talent, a vigilante must have the non-mythic version of the talent. No mythic talent may be taken more than once. If the vigilante uses a mythic talent while in his social identity, he can apply his seamless guise bonus to the Disguise check not to be discovered.

Mythic Another Day: A non-mythic creature cannot realize that the vigilante's still alive. When the vigilante becomes conscious again, he gains fast healing 3 for a number of rounds equal to his mythic tier.

Mythic Armor Skin: The vigilante doesn't apply the armor check penalty for light or medium armor to any skill check.

Mythic Blind Spot: The vigilante adds his mythic tier to Stealth checks to hide from unusual senses. A non-mythic detecting creature does not gain any bonus on Perception checks to notice the vigilante.

Mythic Chase Master: The vigilante adds his mythic tier to his bonus on skill checks during a chase.

Mythic Close the Gap: The vigilante can designate a foe within 60 feet from him for this ability. When he moves towards the chosen opponent, the vigilante doesn't provoke attacks of opportunity from any other foe that happens to be on his way.

Mythic Combat Skill: The vigilante gains the mythic version of the chosen combat feat, and treats his vigilante level as his fighter level for the purpose of this feat.

Mythic Cunning Feint: The vigilante adds his tier to his Bluff skill check to feint. If he succeeds, his attacks against the target automatically inflict full hidden strike damage as long as the target is denied is Dexterity bonus to AC.

Mythic Environmental Weapon: The vigilante is treated as having the Improvised Weapon Mastery and Mythic Improvised Weapon Mastery feats with an environmental weapon.

Mythic Evasive: The vigilante gains the mythic evasion ability of a mythic rogue. At 12th level, he gains the mythic improved evasion ability.

Mythic Expose Weakness: With a successful dirty trick maneuver, the vigilante can also reduce the target's energy resistance by 10. If he expends one use of mythic power, he can also prevent the target from benefiting from the recuperation and unstoppable abilities for a number of hours equal to his tier. Mythic expose weakness stacks with itself and works against creatures with DR/-.

Mythic Favored Maneuver: The vigilante gains the mythic version of the Improved feat corresponding to one of his chosen combat maneuvers. He gains a +2 bonus with that maneuver against all opponents. For opponents unaware of the vigilante's presence, the bonus increases to +4.

Mythic Fist of the Avenger: The vigilante gains Mythic Improved Unarmed Strike as a bonus feat. In addition, when he attacks with his fists or a gauntlet, he inflicts damage as a monk of his same level.

Mythic Foe Collision: The vigilante deals double damage to the target of his hidden strike, and normal hidden strike damage to the target of the collision.

Mythic Heavy Training: The vigilante gains Mythic Heavy Armor Proficiency as a bonus feat and can select the Armor Master and Armored Might mythic path abilities whatever his mythic path is.

Mythic Hide in Plain Sight: The vigilante can expend one use of mythic power as a standard action to use greater invisibility as a spell-like ability, using his vigilante level as its caster level.

Mythic Inspired Vigilante: The vigilante may expend one use of mythic power to fuel abilities that require inspiration without spending points of inspiration. Once per day the vigilante may expend 3 points from his inspiration pool as a free action to recover one use of mythic power. In addition, this mythic inspiration counts as the standard investigator's inspiration class feature for any effects and requirements.

Mythic Leave an Opening: The vigilante can make another hidden strike against each foe that was hit by his hidden strike in the previous round. If the second hidden strike hits, it can be repeated again in the next round, and so on until an attack against one foe misses.

Mythic Lethal Grace: The vigilante gains Mythic Weapon Finesse as a bonus feat, and if he already has it, he can immediately swap it for another mythic feat for which he qualified at the tier he chose Mythic Weapon Finesse. When using Mythic Weapon Finesse to make a melee attack using his Dexterity bonus on attack and damage rolls, he adds half his vigilante level plus his mythic tier on damage rolls. This bonus damage is not reduced or increased if the vigilante is wielding a weapon two-handed or in an off-hand.

Mythic Living Shield: If the vigilante fails the maneuver combat check, the grappled creature does not become the target of the attack but does not escape the grapple, either. If the vigilante succeeds, the grappled creature becomes the target of all attacks aimed to him for a number of rounds equal to his mythic tier.

Mythic Mad Rush: The vigilante can use this ability without taking any penalty on his AC.

Mythic Mighty Ambush: The vigilante may use this ability on the same creature an additional number of times per day equal to his mythic tier.

Mythic Nothing Can Stop Me: The vigilante can make an additional attack against an unattended object for every 3 mythic tiers he possesses as part of the same move action. If the object takes damage equal to or greater than 50% of its hit points, the vigilante may pass over the wreckage and continue to move. The object is utterly destroyed with a critical hit.

Mythic Perfect Fall: The vigilante's perfect fall works even when not within arm's reach of a wall.

Mythic Perfect Vulnerability: The vigilante may use this ability on the same creature an additional number of times per day equal to his mythic tier.

Mythic Pull into the Shadows: The attack against the chosen opponent is considered a hidden strike (even if the vigilante has not the stalker specialization). If the attack hits, the opponent falls unconscious for a number of rounds equal to ½ the vigilante's mythic tier.

Mythic Returning Weapon: The vigilante can use this ability with weapons that are not normally thrown, as if that weapon had the throwing property. At 14h level, the vigilante's weapon replicates itself in various duplicates made of force when thrown, allowing him the make a full attack even if he has not other similar weapons at disposal to throw.

Mythic Rogue Talent: The vigilante can either gain the mythic version of a rogue talent he possesses, or select the non-mythic version of a talent he couldn't normally choose. The vigilante can only use a rogue talent if it doesn't require class features or other prerequisites he doesn't possess.

Mythic Rooftop Infiltrator: The vigilante's climb speed doubles and he retains his Dexterity bonus while climbing.

Mythic Shadow's Sight: The vigilante's low-light vision is so acute that he always treats an area as if it was at least dimly illuminated. A darkness spell negates this ability, but only if its spell level is greater than the vigilante's mythic tier. In addition, the vigilante's darkvision penetrates all darkness, even magic darkness, to a range of 10 feet.

Mythic Shadow's Speed: The vigilante gains fast movement as a monk of his same level.

Mythic Shield of Blades: The vigilante gains Mythic Power Attack (or the mythic version of the feat he selected with the non-mythic version of this talent) and applies his Mythic Power Attack bonus to his AC when he uses this ability.

Mythic Shield of Fury: The vigilante gains Mythic Improved Shield Bash (or the mythic version of the feat he selected with the non-mythic version of this talent). In addition, if he is at least 6th level, when wielding a weapon and a shield, he doubles the shield's bonus on his AC.

Mythic Signature Weapon: The vigilante gains Mythic Weapon Focus with his chosen weapon, or the mythic version of any feat he chooses to swap that for. At 8th level, the vigilante gains Mythic Weapon Specialization.

Mythic Silent Dispatch: Instead of a penalty, the vigilante gains a bonus equal to his tier on his Stealth check, and the effect of this ability lasts until the vigilante's next turn.

Mythic Sniper: The vigilante's range penalties are halved when using a ranged hidden strike.

Mythic Stalker Sense: The vigilante gains the mythic uncanny dodge ability of a mythic rogue. At 12th level, he gains the mythic improved uncanny dodge ability.

Mythic Strike the Unseen: The vigilante gains the mythic versions of the feats granted by this talent.

Mythic Sucker-Punch: The vigilante's bonus is equal to +1 for every 3 vigilante levels he possesses.

Mythic Sure-Footed: This talent's benefits apply to all movement types the vigilante possesses, and to all Climb, Fly and Swim skill checks.

Mythic Surprise Strike: The vigilante's bonus on attack rolls against victims of this talent is equal to +1 plus one for every 4 vigilante level he possesses.

Mythic Throat Jab: The vigilante may use this ability on the same creature an additional number of times per day equal to his mythic tier.

Mythic Twisting Fear: Victims of this ability suffer an amount of nonlethal damage equal to the vigilante's full hidden strike damage plus his mythic tier.

Mythic Unexpected Strike: The vigilante gains Mythic Quick Draw as a bonus feat. At 8th level, he can draw hidden weapons as a free action and can draw quickly one additional item for each mythic power use he chooses to expend.

Mythic Unkillable: The vigilante gains Mythic Diehard as a bonus feat, though he does not have to meet the prerequisites for this feat. At 12th level, when he would die from hit point damage, he remains alive for a number of rounds equal to ½ his mythic tier before dying (and if his hit points rise above a negative amount equal to his Constitution score before that round is over, he doesn't die). At 18th level, he can act normally at negative hit points for a number of rounds equal to ½ his vigilante level before becoming staggered.

Mythic Up Close and Personal: The vigilante always succeeds at his Acrobatics skill check when attempting to use this talent against non-mythic opponents.

Mythic Vital Punishment: The vigilante gains Mythic Vital Strike as a bonus feat. He can declare a vital punishment as part of a charge, when using the Spring Attack feat or with any other attack forms that are not part of an attack action too.

Mythic Unshakable: Any attempt to intimidate the vigilante by non-mythic sources automatically fails.

Mythic Startling Appearance: The vigilante can use this ability against any creature that could be the target of hidden strike (even if he has not the stalker specialization). All such creatures within 10 feet ofthe vigilante are rendered flat-footed for the rest of the vigilante's turn. Non-mythic uncanny dodge doesn't prevent the effect.

Mythic Frightening Appearance: The vigilante may use this ability on the same creature an additional number of times per day equal to his mythic tier.

Mythic Stunning Appearance: The vigilante may use this ability on the same creature an additional number of times per day equal to his mythic tier.

Mythic Vengeance Strike: The vigilante adds benefits to his vengeance strike as if he studied his target for 1 more round. At 4th, 7th, and 10th tier, he gains benefits as if he prolonged his study for an additional round (for a maximum of 9 benefits instead of 5 at tier 10).

UNCHAINED CLASSES

The following mythic class features are for the revised versions of the barbarian, monk, rogue, and summoner classes described in *Pathfinder Roleplaying Game Pathfinder Unchained*. If a mythic campaign allows these classes, it should also consider allowing their mythic class features, presented below. These mythic unchained class features follow all the rules for mythic core class features, presented above.

Mythic Unchained Barbarian Class Features

Mythic unchained barbarians are masters of survival and possess legendary rages.

Mythic Fast Movement: The barbarian adds the additional 10 feet from fast movement to all her forms of movement, even temporary movement (such as gaining flight through a *fly* spell). In the case of movement based on the barbarian's normal speed (such as making a Climb check to move ¼ the barbarian's speed), the additional movement is added both to the barbarian's normal speed and again after all other calculations. Thus an unarmored human barbarian with a 40 speed (30 feet, +10 feet for fast movement) can make a Climb check to climb 20 feet; 10 feet (¼ of her 40 foot speed) +10 feet for mythic fast movement.

Mythic Rage: As the champion path ability of the same name.

Mythic Uncanny Dodge: Against attacks from non-mythic sources, the barbarian is never considered to be flat-footed or to have lost her Dexterity bonus to AC unless she is helpless.

Mythic Trap Sense: When the barbarian makes a successful saving throw against a trap, she takes no damage from that trap. In addition, the barbarian cannot be surprised by non-mythic foes.

Mythic Improved Uncanny Dodge: The barbarian adds half her mythic tier (minimum +1) to the number of rogue levels a creature must have to be able to flank her.

Mythic Damage Resistance: The barbarian applies the DR she gains from the barbarian class to all damage she takes, from any source. This stacks with other damage-reducing abilities, such as energy resistance.

Mythic Greater Rage: The barbarian adds half her tier (minimum +1) to all weapon damage done while raging.

Mythic Indomitable Will: A number of times per day equal to half her mythic tier (minimum 1/day), as a free or immediate action, the barbarian may choose to be immune to a single mind-affecting effect while she is raging.

Mythic Tireless Rage: A number of times per day equal to half her mythic tier (minimum 1/day), as a free or immediate action the barbarian may choose to end any fatigued or exhausted condition she is suffering. In addition, the barbarian gains temporary hit points as normal when entering a rage within 1 minute of ending the previous rage.

Mythic Mighty Rage: The barbarian confirms all critical threats when raging. If the barbarian also has the mighty swing rage power, once per rage she may turn any successful attack roll into a critical hit.

Mythic Rage Power (Selection): Once per day, as a full-round action, the barbarian may change one rage power (but not a mythic rage power) she has selected. She loses one existing rage power and gains a new rage power to replace it, as if she had retrained the class feature. She may not swap out any rage power she is using as a prerequisite.

Mythic Rage Powers (Power): To take a mythic rage power, a barbarian must have the non-mythic version of the rage power. No mythic rage power may be taken more than once.

Mythic Accurate Stance: Activating the stance is a swift action. A number of times per day equal to ½ the barbarian's mythic tier, this stance does not end when another one is activated and can be activated without ending a stance already in effect.

Mythic Animal Fury: The barbarian's bite attack gained from animal fury does not take a -5 penalty to attack rolls if used as part of a full attack action with manifactured weapons, and the damage die is calculated as if the barbarian was one size category larger.

Mythic Auspicious Mark: The barbarian may use this power an additional time per day for every 3 mythic tiers she possesses beyond 1st.

Mythic Bleeding Blow: Each hit with a bleeding blow causes 1 point of Constitution damage. Both the bleeding and the ability damage stack with themselves.

Mythic Calm Stance: Activating the stance is a swift action. A number of times per day equal to ½ the barbarian's mythic tier, this stance does not end when another one is activated and can be activated without ending a stance already in effect.

Mythic Clear Mind: The barbarian adds her mythic tier to her saving throw reroll.

Mythic Crippling Blow: The barbarian may use this power an additional time per day for every 3 mythic tiers she possesses beyond 1st.

Mythic Deadly Accuracy: The barbarian applies the doubled bonus to the critical damage roll too.

Mythic Eater of Magic: The temporary hit points gained stack with themselves and remain until lost, even if the rage ends.

Mythic Elemental Stance: When the barbarian confirms a critical hit, she creates an elemental explosion, inflicting the normal damage from her elemental stance power to all creatures in a 5 ft. radius.

Mythic Energy Absorption: The barbarian increases the temporary hit points from her rage by an amount equal to the energy damage she would have taken from an attack. At 4th, 7th, and 10th tier she can use this ability an additional time per day.

Mythic Energy Resistance: Once per day as a standard action, the barbarian can change the energy type she has resistance to with another.

Mythic Fearless Rage: While raging, the barbarian's fearless rage ability also applies to all her allies within 60 feet who can see and hear her.

Mythic Flesh Wound: The barbarian may use this power an additional time per day for every 3 mythic tiers she possesses beyond 1st.

Mythic Ground Breaker: The barbarian may select a number of creatures equal to ½ her mythic tier who are immune to the effect of the difficult terrain created with this power.

Mythic Ground Breaker, Greater: The effect radius increases by 10 feet rather than 5 every time the barbarian selects the non-mythic greater ground breaker rage power.

Mythic Guarded Stance: Activating the stance is a swift action. A number of times per day equal to ½ the barbarian's mythic tier, this stance does not end when another one is activated and can be activated without ending a stance already in effect.

Mythic Increased Damage Reduction: The barbarian's increased damage reduction always applies, even when she is not raging.

Mythic Inspire Ferocity: The radius of the power increases to 60 ft.

Mythic Internal Fortitude: The barbarian is immune to the sickened and nauseated conditions, even when she is not raging.

Mythic Intimidating Glare: The barbarian adds both her Strength and Charisma bonus to her Intimidate checks, and she can use this power on any foe in a 30 ft. radius.

Mythic Knockback: The barbarian adds double her mythic tier to the bull rush CMB check made as part of the Knockback ability.

Mythic Knockdown Stance: Activating the stance is a swift action. A number of times per day equal to ½ the barbarian's mythic tier, this stance does not end when another one is activated and can be activated without ending a stance already in effect.

Mythic Lethal Accuracy: The barbarian's wielded weapons also have their critical threat range increased by 2 (20 becomes 18-20, 19-20 becomes 17-20, and so on).

Mythic Low-Light Vision: The barbarian gains low-light vision, even when not raging. When she is raging, her senses become so acute that she always treats an area as if it was at least dimly illuminated. A darkness spell negates this ability, but only if its spell level is greater than the barbarian's mythic tier.

Mythic Mighty Swing: The barbarian may use this power an additional time per day for every 3 mythic tiers she possesses beyond 1st.

Mythic Night Vision: The barbarian gains darkvision 60 feet, even when not raging. When raging, her darkvision penetrates all darkness, even magic darkness, to a range of 10 feet.

Mythic No Escape: The barbarian doesn't provoke attack of opportunity during her movement.

Mythic Perfect Clarity: The barbarian adds her mythic tier to the second roll of miss chances or Will saving throws.

Mythic Powerful Stance: Activating the stance is a swift action. A number of times per day equal to ½ the barbarian's mythic tier, this stance does not end when another one is activated and can be activated without ending a stance already in effect.

Mythic Protect Vitals: The barbarian can roll to parry her opponent's blow when she would suffer a critical hit. This functions as a swashbuckler's opportune parry and riposte deed.

Mythic Quick Reflexes: A number of times per rage equal to half her mythic tier (minimum 1/rage), the barbarian may take a second attack of opportunity against a target for moving out of a space the barbarian threatens, even if the barbarian has already made such an attack for that reason in the same round. The target must move out of a second threatened space to provoke this second attack of opportunity. This counts against the barbarian's maximum number of attacks of opportunity per round.

Mythic Raging Climber: The barbarian gains this rage power's benefits even when not raging.

Mythic Raging Leaper: The barbarian gains this rage power's benefits even when not raging.

Mythic Raging Swimmer: The barbarian gains this rage power's benefits even when not raging.

Mythic Reckless Stance: Activating the stance is a swift action. A number of times per day equal to ½ the barbarian's mythic tier, this stance does not end when another one is activated and can be activated without ending a stance already in effect.

Mythic Reflexive Dodge: The barbarian can apply her guarded stance bonus also to her CMD.

Mythic Regenerative Stance: The barbarian may also regenerate one lost limb or organ for every 4 rounds of regenerative stance, as per the regenerate spell.

Mythic Renewed Vigor: The barbarian may use this ability a number of additional times per day equal to half her mythic tier (minimum +1/day), but no more than once per rage.

Mythic Renewed Vitality: At the end of her rage, the barbarian can attempt a new saving throw against each suppressed ability penalty, ability damage, or negative levels she has, applying her mythic tier as a bonus. A successful save means that the affliction is permanently removed.

Mythic Roused Anger: While raging, the barbarian adds half her mythic tier (minimum +1) to attack rolls made against creatures that use abilities that require the barbarian to make a saving throw or be fatigued or exhausted.

Mythic Scent: The barbarian gains the scent ability, even when not raging.

Mythic Sharpened Accuracy: The barbarian treats total cover as partial cover, and her miss chance against a target with total concealment drops to 10%.

Mythic Shove Aside: Repositioning allies also moves them away from the line of fire. An ally shoved aside by the barbarian gains a circumstance bonus on all saving throws equal to one-half the barbarian's mythic tier for the remainder of that round.

Mythic Shove Aside, Greater: As mythic shove aside, but the bonus is equal to the barbarian's mythic tier and this ability applies also to allies adjacent to the target of the charge.

Mythic Smasher: The barbarian adds her mythic tier to the number of points of hardness she can ignore.

Mythic Sprint: The barbarian adds her full base speed to the distance she can move when she runs or charges.

Mythic Strength Surge: Activating the stance is a swift action. A number of times per day equal to ½ the barbarian's mythic tier, this stance does not end when another one is activated and can be activated without ending a stance already in effect.

Mythic Superstition: While raging, a number of times per day equal to half her mythic tier (minimum 1/day), if the barbarian successfully makes a saving throw against a spell, supernatural ability, or spell ability, she may immediately take an attack against the creature that used the ability, as a free action.

Mythic Swift Foot: The barbarian always gains the benefit of swift foot, even when not raging, and it applies to all her forms of movement (as mythic fast movement).

Mythic Taunting Stance: Taunted enemies gain no bonus on attack and damage rolls against the barbarian when she is in this stance.

Mythic Terrifying Howl: The barbarian may use terrifying howl as a swift action, rather than a standard action.

Mythic Unexpected Strike: The barbarian may use unexpected strike even if there are other foes in a square she threatens and adds one-half her mythic tier to the attack roll.

Mythic Witch Hunter: The barbarian adds her bonus gained from this rage power to all saving throws against spells. In addition, when she confirms a critical hit against a creature affected by an ongoing beneficial spell effect, there's a 50% chance that the effect is completely negated.

Mythic Unchained Monk Class Features

Mythic unchained monks grow to be grand masters who establish their own schools of philosophy and combat.

Mythic AC Bonus: The monk adds his mythic tier to his monk level for purposes of determining his AC bonus.

Mythic Bonus Feat: Once per day, as a full-round action, the monk may change one bonus feat he has selected from his list of available combat feats. In essence, he loses one bonus feat, and gains a new bonus feat from his list of available combat feats to replace it, as if he had retrained the feat. He may not swap out any feat he is using as a prerequisite.

This mythic class feature may be selected more than once, but not more times than the total number of bonus combat feats the monk has. Each time it is selected, it allows him to swap out a bonus feat one additional time per day. He may swap out the same feat multiple times, or swap out different bonus feats.

Mythic Flurry of Blows: The monk may add the extra attacks gained from flurry of blows to the single melee attack

he gains as an attack action. At mythic tiers 1-5 this is limited to a single extra attack from flurry of blows. At mythic tier 6-9, a monk of 11th or higher level may add two extra attacks from flurry of blows to a single melee attack taken as an attack action. At mythic tier 10, a monk of 20th level can make a third additional attack at his highest base attack bonus whenever he makes a flurry of blows, and may add all three extra attacks from flurry of blows to a single melee attack taken as an attack action. This stacks with the first and second attack from this ability and additional attacks from haste and similar effects.

Mythic Stunning Fist: The monk adds his mythic tier to his monk level when determining how many times per day he may use his stunning fist, and what conditions he may apply to targets of such attacks.

Mythic Unarmed Strike: The monk may deal his unarmed damage dice in place of his weapon damage dice whenever he deals damage with a monk weapon. This does not change any other aspect of the attack (such as threat range).

Mythic Evasion: The monk is a master of evading attacks. When the monk takes damage, he may expend a use of mythic power to halve the amount of damage he takes. This applies to ability damage and ability drain as well, but not to any ongoing damage from an effect the ranger failed to save against. Thus the ranger could use mythic evasion to halve the damage you take from a poison if he failed his save, but not any damage the poison deals after its initial effect.

Mythic Fast Movement: The monk adds the additional 10 feet from fast movement to all his forms of movement, even temporary movement (such as gaining flight through a fly spell). In the case of movement based on the monk's normal speed (such as making a Climb check to move 1/4 the monk's speed), the additional movement is added both to the monk's normal speed, and again after all other calculations. Thus, an unarmored human monk with a 40 speed (30 feet, +10 feet for fast movement) can make a Climb check to climb 20 feet; 10 feet (1/4 of her 40 foot speed) +10 feet for mythic fast movement.

Mythic Ki Pool: The monk may expend one use of mythic power to fuel abilities that require ki points without spending a ki point. Once per day the monk may expend 3 points from his ki pool as a free action to recover one use of mythic power.

Mythic Ki Powers (selection): Once per day, as a full-round action, the monk may change one ki power (but not a mythic ki power) he has selected. In essence, he loses one ki power, and gains a new ki power to replace it, as if he had retrained the class feature. he may not swap out any ki power he is using as a prerequisite.

Mythic Ki Powers (power): To take a mythic ki power, a monk must have the non-mythic version of the ki power. No mythic ki power may be taken more than once.

Mythic Abundant Step: The monk may use abundant step as a swift action, rather than a move action.

Mythic Cobra Breath: The monk can add his mythic tier either to this ability's range or to the poison's save DC.

Mythic Diamond Body: As a standard action, the monk may expend one use of mythic power to touch an ally and use his diamond body ability to cure it from one dose of poison.

Mythic Diamond Mind: As a standard action, the monk may expend one use of mythic power to remove fear from a touched ally as per his diamond mind ability.

Mythic Diamond Resilience: As a standard action, the monk may expend one use of mythic power to touch an ally, granting it the same damage resistance as per his diamond resilience ability.

Mythic Diamond Soul: Once per day, the monk may designate a number of creatures equal to his Wisdom bonus who, for the next 24 hours, bypass his SR when casting spells that note they are (helpless) on either the saving throw or SR line of the spell.

Mythic Elemental Burst: The monk adds his mythic tier to the Reflex save DC.

Mythic Elemental Fury: The monk adds his mythic tier to the number of rounds this power lasts for.

Mythic Empty Body: The monk's empty body ability costs only 1 point from his ki pool.

Mythic Feather Balance: The monk automatically succeeds at all Acrobatics checks for a number of minutes equal to his mythic tier.

Mythic Formless Mastery: The monk may use this ability even if he possesses style feats. In addition, he only spends 2 ki points to activate furious defense and formless mastery at the same time.

Mythic Furious Defense: The bonus applies to the monk's CMD too and lasts for a number of rounds equal to ½ the monk's mythic tier. In addition, he only spends 2 ki points to activate furious defense and formless mastery at the same time.

Mythic High Jump: The monk adds his mythic tier to all Acrobatics checks made to jump.

Mythic Insightful Wisdom: The monk can give advice to a number of allies within 30 feet equal to ½ his mythic tier.

Mythic Ki Blocker: The effects of multiple ki blocker hits stack with each other.

Mythic Ki Guardian: The monk adds his mythic tier as a bonus to each saving throw rolled.

Mythic Ki Hurricane: The monk adds ½ his mythic tier to the number of attacks he can make with ki hurricane.

Mythic Ki Metabolism: As long as the monk's ki metabolism ability is active, the onset time of poisons and diseases is interrupted. The monk doesn't take damage and doesn't need to attempt saves against these effects. The onset time is calculated starting from the moment the ability ends its effect; if the monk regains ki and the ability resumes, the onset time is interrupted again at the point where it is.

Mythic Ki Mount: All the monk's always active ki powers and abilities affect his mount as well. The monk may choose to use his activated ki powers and abilities on his mount rather than on himself.

Mythic Ki Range: The range of a thrown monk weapon increases by 40 feet.

Mythic Ki Visions: The monk's visions take the form of a *commune* spell. By expending one use of mythic power, he can change that into a *legend lore* effect.

Mythic Ki Volley: The monk may split a turned spell in two, afflicting another creature of his choice.

Mythic Light Steps: The monk can walk on liquids and even in air for a distance equal to 10 ft. per 2 mythic tiers he possesses.

Mythic One Touch: The monk adds his mythic tier as a bonus on both the attack and damage roll.

Mythic Qinggong Power: The monk gains the mythic version of a chosen feat, spell, or monk ability.

Mythic Quivering Palm: Using this ability only costs 3 ki points, or 2 ki points if the monk is 6th mythic tier or higher.

Mythic Slow Fall: The monk's slow fall works even when not adjacent to a wall.

Mythic Sudden Speed: The monk's base land speed increases by 40 feet, plus another 10 feet for every 3 mythic tiers beyond 1st.

Mythic Water Sprint: This ability has the effect of *mythic water walk*.

Mythic Wholeness of Body (Su): The monk can heal himself a number of points of ability damage equal to his mythic tier by expending two points from his ki pool.

Mythic Wind Jump: The monk's fly speed is equal to twice his base land speed.

Mythic Still Mind: The monk adds his mythic tier to saving throws against enchantment spells and effects.

Mythic Purity of Body: As a standard action, the monk may expend one use of mythic power to grant an adjacent ally immunity as the purity of body class feature, for a number of hours equal to his mythic tier.

Mythic Style Strike (selection): Once per day, as a full-round action, the monk may change one style strike (but not a mythic style strike) he has selected. In essence, he loses one style strike, and gains a new style strike to replace it, as if he had retrained the class feature. he may not swap out any style strike he is using as a prerequisite.

Mythic Style Strike (versatility): The monk may apply two style strikes to his unarmed strike, or three at 15th level. By expending one use of mythic power, the monk may use a style strike on an attack that is not part of a flurry of blows.

Mythic Style Strike (power): To take a mythic style strike, a monk must have the non-mythic version of the style strike. No mythic style strike may be taken more than once.

Mythic Defensive Spin: The monk may use defensive spin with any attack, and his dodge bonus increases to +6.

Mythic Elbow Smash: The monk may use elbow smash with any attack, ignores the -5 penalty on the additional attack, and can deal lethal damage with it.

Mythic Flying Kick: The monk may use flying kick with any attack, and may use any number of attacks from his flurry of blows at a time with this style strike.

Mythic Foot Stomp: The target may not move from its square, and the monk may keep it blocked for a number of rounds equal to his mythic tier. The target is allowed a new combat maneuver check every round to break free.

Mythic Hammerblow: The monk rolls his unarmed strike three times, adding both rolls together before applying Strength and other modifiers to the damage. This bonus damage can be multiplied on a critical hit.

Mythic Head-Butt: If the monk's free combat maneuver check is successful, the target is stunned for a number of rounds equal to the monk's mythic tier. If it fails, the target is

merely staggered for 1 round.

Mythic Knockback Kick: The monk may use knockback kick with any attack. If the monk's combat maneuver check is successful, the foe is knocked prone too and takes double damage from the attack.

Mythic Leg Sweep: If the trip attempt is successful, the monk may immediately attempt another combat maneuver check to drag his prone opponent (this requires no action).

Mythic Shattering Punch: The monk may use shattering punch with any attack. If the attack hits, the foe is also deprived of its damage reduction or hardness until the monk's next turn.

Mythic Spin Kick: The monk's attack ignores the target's AC bonus for armor and natural armor.

Mythic Improved Evasion: On a failed Reflex save, the monk takes only 10% of an effect's damage. Additionally, she only takes half damage from any area attack, even if it does not allow a Reflex save.

Mythic Tongue of the Sun and the Moon: The monk gains telepathy, as the telepathy universal monster ability, with a range of 100 feet per mythic tier.

Mythic Timeless Body: The monk removes any penalties he already suffers from age, and his maximum lifespan is extended by a number of centuries equal to his mythic tier.

Mythic Flawless Mind: The monk adds his mythic tier as a bonus on Will saves.

Mythic Perfect Self: The monk can cast *plane shift* as a supernatural ability by expending 1 point from his ki pool. In addition, he recovers 2 ki points for every 10 minutes spent in silent meditation, taking no other actions.

Mythic Unchained Rogue Class Features

Mythic unchained rogues are the source of urban legends and fairy tales of clever and mischievous heroes.

Mythic Sneak Attack (Ex): The rogue is an expert at creating situations where she can make an unexpected attack. Her first attack each round targeting a non-mythic creature is a sneak attack, even if the creature is not flanked or denied its Dex to AC. Additionally, when the rogue sneak attacks a creature that is immune to sneak attacks (such as an elemental) or negates sneak attack damage (such as a target with fortification armor), she may expend one use of mythic power to still deal her sneak attack damage to the creature.

Mythic Trapfinding (Ex): The rogue has an amazingly sharp eye for details. She may search for something (such as a trap or hidden creature) as a swift action.

Mythic Finesse Training (Ex): The rogue gains Mythic Weapon Finesse as a bonus feat. In addition, with her chosen weapons, she adds her Intelligence, Wisdom, or Charisma bonus (her choice) to the damage roll in addition to her Dexterity bonus.

Mythic Evasion (Ex): The rogue is a master of evading attacks. When the rogue takes damage she may expend a use of mythic power to halve the amount of damage she takes. This applies to ability damage and ability drain as well, but not to any ongoing damage from an effect the rogue failed to save against. Thus, the rogue could use mythic evasion to halve the damage she takes from a poison if she fails her save, but not any damage the poison deals after its initial effect.

Mythic Rogue Talents (selection): Once per day, as a full-round action, the rogue may change one rogue talent (but not a mythic rogue talent) she has selected. In essence, she loses one rogue talent, and gains a new rogue talent to replace it, as if she had retrained the class feature. She may not swap out any rogue talent she is using as a prerequisite.

Mythic Rogue Talents: To take a mythic talent, a rogue must have the non-mythic version of the talent. No mythic talent may be taken more than once.

Mythic Bleeding Attack (Ex): The rogue adds half her tier to the amount of bleed damage she inflicts with bleeding attack (minimum +1) and adds her full tier to the DC of the Heal check required to stop the bleeding.

Mythic Camouflage (Ex): The rogue automatically succeeds at all Stealth checks while within the appropriate terrain. When failing a saving throw against an area-effect spell that deals acid, cold or fire damage, the rogue's camouflage has only a 50% chance of becoming ineffective.

Mythic Certainty (Ex): The rogue adds her mythic tier to any reroll made with this ability.

Mythic Combat Swipe: The rogue gains Mythic Improved Steal as a bonus feat.

Mythic Combat Trick: The rogue gains a bonus combat feat. She adds her tier to her fighter level (if any) for purposes of meeting this feat's prerequisites. (Thus, a rogue with mythic tier 4 could take Weapon Specialization, if she also had Weapon Focus).

Mythic Esoteric Scholar (Ex): The rogue can apply this ability to all Intelligence-based skills.

Mythic Expert Leaper (Ex): The rogue adds her mythic tier in addition to her rogue level to Acrobatics check to jump. Whenever she deliberately falls, she ignores a number of feet fallen equal to 20 feet + 10 feet for every mythic tier she possesses with a successful Acrobatics check. This distance increases as normal with very high check results.

Mythic Fast Stealth (Ex): If people are observing the rogue using any of their senses, and the observers are momentarily distracted (such as by a Bluff check), the rogue can attempt a Stealth check if she can get to an unobserved place of some kind without taking the normal –10 penalty for having to move quickly. If the rogue is sniping (having already successfully used Stealth at least 10 feet from her target) and she makes one ranged attack and then immediately uses Stealth again, she takes only a –10 penalty on her Stealth check to maintain her obscured location (rather than the normal –20).

Mythic Follow Clues (Ex): The rogue can add her Intelligence or Charisma bonus, in addition to her Wisdom bonus, to all Perception and Survival skill checks.

Mythic Hold Breath (Ex): The rogue can hold her breath for four times as long as normal.

Mythic Lasting Poison (Ex): Applying the poison is a standard action (or a move action if the rogue has the swift poison talent), and saves made against the poison gain no bonus.

Mythic Ledge Walker (Ex): The rogue need not make an Acrobatics check to avoid being knocked prone after taking damage when moving along a narrow surface, nor to move along the narrow surface. The rogue treats narrow surfaces as normal terrain.

Mythic Major Magic (Sp): The rogue gains an additional number of 1st-level sorcerer/wizard spells as spell-like abilities equal to half her mythic tier (minimum +1) that can be cast with this ability. She also adds her mythic tier to the number of times she can use major magic per day. A rogue must have the mythic minor magic talent to take the mythic major magic talent.

Mythic Minor Magic (Sp): The rogue gains an additional number of 0-level sorcerer wizard spells as spell-like abilities equal to her mythic tier that can be cast with this ability.

Mythic Multitalented (Ex): The rogue may use this talent one additional time per day, plus another one for every 3 mythic tiers she possesses after 1st.

Mythic Nimble Climber (Ex): The rogue adds her mythic tier as a bonus on all Climb checks.

Mythic Positioning Attack (Ex): At the end of her movement granted by positioning attack, the rogue may attempt a sneak attack against the creature she has hit. This requires no action. Additionally, the rogue may execute a positioning attack an additional number of times per day equal to half her tier.

Mythic Powerful Sneak (Ex): A rogue using this ability does not take a penalty on attack rolls from using powerful sneak, and treats any 1s or 2s on sneak attack damage dice as 3s instead..

Mythic Quick Disable (Ex): The rogue can disable any trap as a full round action, or as a move action if the trap could normally be disabled as a full-round action. If she also has the astounding disable trickster path ability, she can disable a device as a move action (a swift action if the trap could normally be disabled as a full-round action), or in place of a melee attack.

Mythic Resiliency (Ex): As an immediate or swift action, the rogue may expend a use of mythic power to use the resiliency talent, even if she has already used it that day. Additionally, any time she uses resiliency, she adds her tier to the number of temporary hit points gained.

Mythic Rogue Crawl (Ex): The rogue may move normally while prone, and does not have penalties on melee attack rolls or to AC due to being prone.

Mythic Slow Reaction (Su): The rogue adds half her tier (minimum +1) to the number of rounds during which

a foe hit by her sneak attack cannot make attacks of opportunity. Additionally, she may expend a use of mythic power to force a foe hit by her sneak attack to attempt a Fortitude save (DC 10 + the rogue's Intelligence modifier + the rogue's mythic tier) or also be slowed for this duration (as the *slow* spell).

Mythic Stand Up (Ex): Neither the rogue, nor any ally adjacent to her, provokes an attack of opportunity by standing from prone as a free action.

Mythic Surprise Attack (Ex): Non-mythic targets are considered flat-footed to the rogue until the end of the rogue's turn in the first full round of combat.

Mythic Terrain Mastery (Ex): The rogue increases her terrain mastery, treating her rogue level as her ranger level.

Mythic Trap Spotter (Ex): If an ally the rogue can see, who is within 60 feet of her, comes within 10 feet of a trap, she receives an immediate Perception check to notice the trap. This check is made in secret by the GM. If successful, the rogue notices the trap before the ally can trigger it, and may shout a warning as a free action (even if it is not the rogue's turn).

Mythic Weapon Training (Ex): The rogue's Weapon Focus feat applies to all weapons she gains proficiency with as a rogue.

Mythic Danger Sense (Ex): The rogue's ability to sense traps and enemies even allows her to position and warn allies so they are less likely to be damaged or surprised. All allies within 60 feet of the rogue that she can see gain the benefits of her danger sense class feature. Additionally, she adds her tier to all dice rolls that are affected by the danger sense ability.

Mythic Debilitating Injury (Ex): The penalties inflicted with this ability stack with themselves, and two different penalties can be active at the same time.

Mythic Uncanny Dodge (Ex): Against attacks from non-mythic sources, the rogue is never considered to be flat-footed or to have lost her Dex bonus to AC unless she is helpless.

Mythic Rogue's Edge (Ex): Once per day, as a full-round action, the rogue may change one skill specialty she has selected. In essence, she loses one skill specialty, and gains a new skill specialty to replace it, as if she had retrained the class feature.

Alternatively, the rogue can gain access to mythic exploits in a skill she has selected with this ability. If the rogue already qualifies for access to mythic exploits with that skill, she gains access to greater mythic exploits too. Mythic skills are detailed in the *Mythic Hero's Handbook*.

Mythic Improved Uncanny Dodge (Ex): The rogue adds half her tier (minimum +1) to the number of rogue levels a creature must have to be able to flank her.

Mythic Advanced Talents (selection): Once per day, as a full-round action, the rogue may change one advanced rogue talent (but not a mythic talent) she has selected. In essence, she loses one advanced rogue talent, and gains a new advanced rogue talent to replace it, as if she had retrained the class feature. She may not swap out any advanced rogue talent she is using as a prerequisite.

Mythic Advanced Talents: To take a mythic advanced talent, a rogue must have the non-mythic version of the talent. No mythic advanced talent may be taken more than once.

Mythic Crippling Strike (Ex)*: When the rogue uses her crippling strike talent, she may choose to deal 4 points of Strength damage, 4 points of Dexterity damage, or 2 points of Strength and 2 points of Dexterity damage.

Mythic Cutting Edge: The rogue may select three skills to unlock with this ability, rather than two.

Mythic Deadly Sneak (Ex): A rogue using this ability does not take a penalty on attack rolls from using deadly sneak, and may reroll any 1s, 2s, or 3s on sneak attack damage dice taking the highest result. If she also has mythic powerful sneak, she can choose which sneak attack damage 1s, 2s or 3s to reroll, and which of the 1s and 2s to be treated as 3s. 1s and 2s treated as 3s by mythic powerful sneak are not eligible for mythic deadly sneak rerolls, though.

Mythic Defensive Roll (Ex): The rogue adds half her tier (minimum +1) to Reflex saves made as part of her defensive roll. If the rogue successfully uses her defensive roll advanced talent, she takes no damage from the attack she used it against. Additionally, she may expend 2 uses of mythic power to use her defensive roll even if she has already used it that day.

Mythic Dispelling Attack (Su)*: When the rogue uses her dispelling attack, it applies to every spell on her target. A rogue must have the mythic major magic talent before choosing mythic dispelling attack.

Mythic Double Debilitation (Ex): The rogue may apply three penalties at a time to the target of her sneak attack. Any healing effect negates only one penalty at a time.

Mythic Feat: The rogue may select a mythic feat. Treat her mythic tier as being 2 higher for purposes of meeting this feat's prerequisites, and for any tier-related calculations made for this feat.

Mythic Improved Evasion (Ex): On a failed Reflex save the rogue takes only 10% of an effect's damage. Additionally, she only takes half damage from any area attack, even if it does not allow a Reflex save. A rogue must have the mythic evasion class feature before choosing the mythic improved evasion advanced talent.

Mythic Light Walker: The rogue may run and charge through difficult terrain.

Mythic Master of Disguise: The rogue may use this ability an additional number of times per day equal to ½ her mythic tier.

Mythic Multitalented, Greater (Ex): The rogue may use this talent one additional time per day, plus another one for every 3 mythic tiers she possesses after 1st.

Mythic Opportunist (Ex): The rogue may continue to use the opportunist talent as long as she has attacks of opportunity left – she is not limited to only using opportunist once per round.

Mythic Quick Shot (Ex): The bonus ranged attack gained from this ability requires no action.

Mythic Skill Mastery (Ex): Whenever the rogue takes 10 with a skill she has skill mastery for, she adds her tier to the result.

Mythic Slippery Mind (Ex): If a rogue with mythic slippery mind is affected by an enchantment spell or effect and fails her saving throw, she can attempt it again once per round. After her first additional attempt, the DC increases by a successive +1 on each additional attempt thereafter (+1 on her 3rd attempt, +2 on her 4th attempt, and so on).

Mythic Terrain Mastery, Greater (Ex): The rogue gains additional favored terrains and increases her bonuses for all her favored terrains, treating her rogue level as her ranger level.

Mythic Master Strike: The rogue adds her mythic tier to this ability's save DC. In addition, she may expend a use of mythic power to use master strike on a target, even if she has already done so within 24 hours.

Mythic Unchained Summoner Class Features

A mythic unchained summoner is master and ally of his own private demigod.

Mythic Spell List: The summoner can add one bard spell of a spell level he can cast to his summoner class spell list. If he is mythic tier 5 or higher, he can add one magus spell of a spell level he can cast to his summoner class spell list. If he is mythic tier 10, he can add one witch spell of a spell level he can cast to his summoner class spell list. He must still choose the spell as a spell known (counting normally against his maximum spells known) to be able to cast the spell.

This mythic class feature may be selected more than once. Each time it is selected, it adds another appropriate spell to the summoner's class spell list.

Mythic Cantrips: The summoner adds his mythic tier to the number of cantrips he knows.

Mythic Eidolon (Form): The summoner selects a second base form for his eidolon. This base form must be allowed by the eidolon's subtype. The eidolon remains in the chosen form until this ability is used again. The eidolon loses all the benefits of its former base form and gains all the benefits of his new base form.

Mythic Eidolon (Power): The summoner's eidolon gains a portion of the summoner's mythic power and can expend uses of the summoner's mythic power for some purposes. The eidolon gains the hard to kill base mythic ability.

If the summoner is mythic tier 3 or higher, the eidolon gains the surge base mythic ability, using its master's surge die and uses of mythic power to add a mythic surge to one of its die rolls.

If the summoner is mythic tier 5 or higher, the eidolon also gains the recuperation base mythic ability.

If the summoner is mythic tier 7 or higher, the eidolon also gains the mythic saves base mythic ability.

If the summoner is mythic tier 9 or higher, the eidolon also gains the unstoppable base mythic ability.

Mythic Eidolon (Type): The summoner selects a second subtype for his eidolon. This subtype must be within within one alignment step of the summoner as well and allow the same base form of the eidolon's existing subtype (unless the summoner has the mythic eidolon (form) ability as well). Once each day, as a standard action, the summoner may change his eidolon's subtype. The eidolon retains the chosen subtype until this ability is used again. The eidolon loses all benefits and bonus evolutions gained from its former subtype and gains all the benefits and bonus evolutions granted by its new subtype.

Mythic Life Link: The eidolon can be any distance from the summoner and remain at full strength, as long as it remains on the same plane.

Mythic Summon Monster: The summoner can use his summon monster spell-like ability for summon nature's ally spells of the same level.

Mythic Bond Senses: The summoner can use the bond senses ability as a move action and adds his mythic tier to his class level to determine how many rounds per day he may use this ability.

Mythic Shield Ally: This ability (and greater shield ally) function even if the summoner's eidolon is grappled, helpless, paralyzed, stunned, or unconscious.

Mythic Maker's Call: This ability functions as greater teleport, rather than *dimension door*.

Mythic Transposition: When the summoner is immobilized, knocked unconscious, killed, petrified, *feebleminded*, or otherwise permanently incapacitated, he may expend one use of mythic power as an immediate action to use his transposition ability. This does not prevent damage or death from the attack, though it may remove the helpless or slain summoner from immediate danger. If he does this when unconscious or killed, his eidolon remains for one round per mythic tier before disappearing. In addition, it gains a bonus equal to one-half the summoner's mythic tier

(minimum +1) on attack and damage rolls against the creature that incapacitated or killed its master.

Mythic Aspect: When the summoner uses aspect or greater aspect, his eidolon does not lose any evolution points. The summoner himself can still never have more evolution points at a time than are granted by a single use of aspect or greater aspect (as appropriate).

Mythic Greater Shield Ally: If the eidolon grants its shield ally or greater shield ally bonuses to an ally or the summoner, the eidolon also gains the same bonuses.

Mythic Life Bond: As an immediate or swift action, when the summoner is affected by a spell or effect, he may expend a use of mythic power to transfer the entirety of the spell or effect's impact on him (all penalties, conditions, damage, changes of mental state, and so on) to his eidolon. His eidolon cannot be called or summoned by any means for 10 minutes after this ability is used.

Mythic Merge Forms: The summoner adds his mythic tier to the number of rounds per day he may use this ability, and if ejected from the merged form, the summoner takes no damage and is not stunned for 1 round.

Mythic Greater Aspect: The summoner can expend a use of mythic power to grant one ally within 30 feet 6 points from his eidolon's evolution pool for 1 minute per mythic tier. The eidolon loses 3 points from its evolution pool during this time, unless the summoner has the mythic aspect class feature.

Mythic Twin Eidolon: The summoner adds his mythic tier to the number of minutes per day he can use this ability.

Existing Prestige Classes and Archetypes

In addition to mythic class features for the character classes from the core rules of the Pathfinder Roleplaying Game, the Mythic Character Codex presents mythic class features from a selection of prestige classes and archetypes, which can serve as a model for similar conversions of such specialized sub-class options. Unless otherwise noted, these follow the same format and rules as the core classes and base classes described in this chapter.

Mythic Archaeologist Archetype Class Features

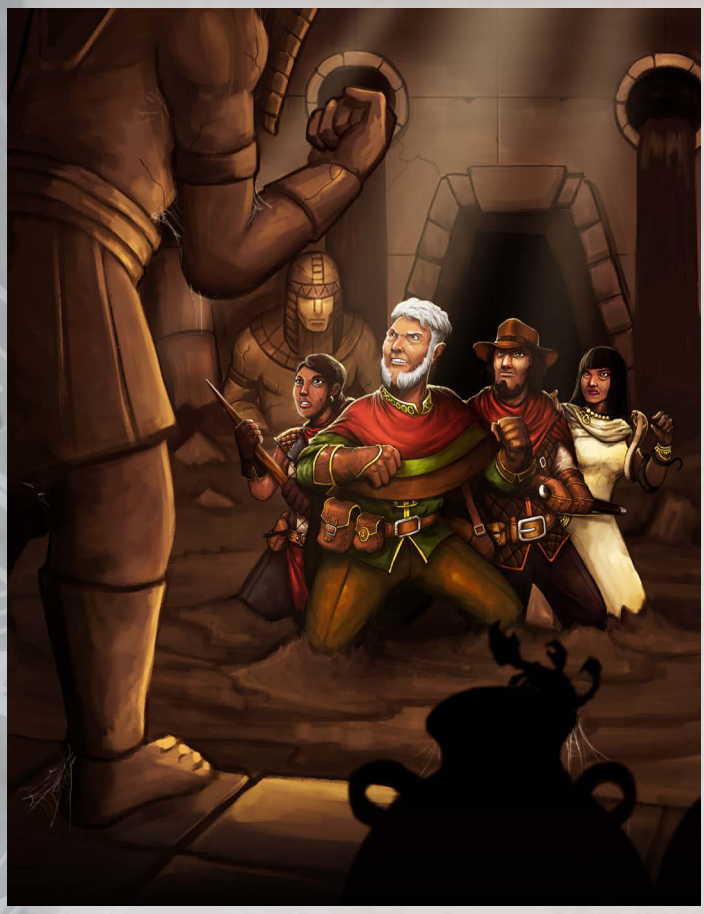
A mythic archaeologist is a student of all things ancient, from history, culture, and architecture to magical and occult secrets long lost to modernity.

Mythic Archaeologist's Luck (Ex): A mythic archaeologist adds one-half her mythic tier (minimum 1) to her daily uses of this ability, and she adds her mythic tier to her level to determine the bonus granted by this ability, with a maximum of +5 at 22nd level and +6 at 27th level. The archaeologist can maintain this bonus as a free action even if unconscious, dazed, stunned, or otherwise unable to take actions. She can expend one use of this ability as a swift or immediate action to share this bonus with an adjacent ally (or two uses to share it with an ally within 30 feet), who retains this bonus until the end of their next turn.

Mythic Clever Explorer (Ex): A mythic archaeologist adds her tier to her level to determine the bonus gained from this ability, and she also may choose one specific ancient culture or nation each time she gains a mythic tier, applying her bonus from this ability on Knowledge (history) checks about that culture or nation and on Appraise and Use Magic Device checks made to appraise or use items crafted by that culture or nation that are at least 1,000 years old. Her expertise with such relics also allows her to apply this bonus on Linguistics, Perception, or other skill checks made to discern counterfeit artifacts from that culture or nation. When an archaeologist exploring a site constructed at least 1,000 years ago by one of her chosen cultures expends a mythic surge as part of a skill check to which this bonus applies automatically gains the maximum result on that surge die.

Mythic Uncanny Dodge (Ex): Against attacks from non-mythic sources, the mythic archaeologist is never considered to be flat-footed or to have lost her Dexterity bonus to AC unless she is helpless.

Mythic Trap Sense (Ex): The mythic archaeologist's ability to sense traps even allows her to position and warn



allies so they are less likely to be damaged by traps. All allies within 60 feet of the archaeologist that she can see gain the benefits of her trap sense class feature. Additionally, she adds her tier to her AC against attacks made by traps, and to any saving throw she makes against a trap's attack or effects.

Mythic Rogue Talents: To take a mythic rogue talent (*Mythic Hero's Handbook 73*), an archaeologist must have the non-mythic version of the talent. No mythic talent may be taken more than once.

Mythic Evasion (Ex): The mythic archaeologist is a master of evading attacks. When the the archaeologist takes damage, she may expend a use of mythic power to halve the amount of damage she takes. This applies to ability damage and ability drain as well, but not to any ongoing damage from an effect the rogue failed to save against. Thus, the archaeologist could use mythic evasion to halve the damage she takes from a poison if she fails her save, but not any damage the poison deals after its initial effect.

Mythic Advanced Talents: To take a mythic advanced talent (*Mythic Hero's Handbook 74*), a mythic archaeologist must have the non-mythic version of the talent. No mythic advanced talent may be taken more than once.

Mythic Gloomblade Archetype Class Features

The Shadow Plane's substance is legendary for its versatility. In shadow-shrouded lands, secretive martial practitioners long ago learned to shape supernatural weapons from ribbons of pure darkness.

Student of Darkness (Ex): A mythic gloomblade can gains Signature Skill[PU] and Skill Focus as a bonus feat in one of the following skills: Acrobatics, Knowledge (planes), Perception, and Stealth. If she already has Signature Skill and/or Skill Focus in that skill, she instead gains Signature Skill (Mythic) and/or Skill Focus (Mythic)[MAdv] in that skill as bonus mythic feats.

Shadow Weapon (Su): A mythic gloomblade can create a shadowy weapon in a free hand as a swift or move action, or as a free action if she expends one use of mythic power. In addition to creating melee weapons, a mythic gloomblade can create thrown weapons in which she is proficient. A thrown shadow weapon dissipates into nothingness immediately after striking its target. A gloomblade can have only one shadow weapon in existence at a time; creating a new shadow weapon causes an existing shadow weapon to vanish.

At 7th level, a mythic gloomblade adds the following magic weapon special abilities to those she can imbue into her shadow weapon: agile[AP100], answering[ACG], benevolent[UE], conductive[UE], corrosive[UE], cruel[UE], furious[UE], grayflame[UE], heartseeker[UE], huntsman[UE], ki focus[CRB], menacing[UE], mimetic[UE], ominous[UE], seaborne[UE], skewering[ACO], valiant[UE], vampiric[HA].

At 11th level, a mythic gloomblade adds the following magic weapon special abilities to those she can imbue into her shadow weapon: corrosive burst[UE], ki intensifying[UE], negating[UE], phase locking[UE], repositioning[UE], silencing[UI], stalking[UE], umbral[UI].

At 15th level, a mythic gloomblade adds the following magic weapon special abilities to those she can imbue into her shadow weapon: nullifying[UE], spell stealing[UE].

Shadow Weapon Training (Ex): At 5th level, a mythic gloomblade becomes amazingly accurate and effective when attacking with her shadow weapons. Whenever she adds a mythic surge to her attack roll, she also adds the same value to the damage done on a successful attack.

Additionally, once per day the mythic gloomblade may add a mythic surge to an attack roll with a shadow weapon without expending a use of mythic power. She may do this one additional time per day for every four levels beyond 5th.

In addition, whenever a gloomblade creates one or more shadow weapons, she can apply any two of the following shadow effects (chosen upon creation) to one of them.

- During the gloomblade's turn, she can increase her reach with that weapon by 5 feet.

- The gloomblade can increase a thrown shadow weapon's range increment (if any) by 20 feet.
- When she hits a foe with a melee attack with the weapon, she can use it to perform a reposition combat maneuver against the creature hit as a swift action. This does not provoke attacks of opportunity.
- Attacks made with the weapon ignore hardness equal to or less than the gloomblade's fighter level.
- When making a melee attack against a target with concealment due to darkness or dim light, the gloomblade ignores the miss chance for concealment. This does not affect the miss chance for concealment due to *invisibility*, fog, or other effects.
- The gloomblade can wreathe creatures she strikes with the chosen shadow weapon in an aura of shadow. This functions like a limning[UE] weapon, but the aura of shadow is only visible to the gloomblade and to creatures with darkvision.

For every 4 levels she has beyond 9th, a gloomblade can apply an additional effect to her shadow weapons, to a maximum of three effects at 17th level; these effects can be split between multiple shadow weapons as a gloomblade desires, but they don't stack with themselves.

Mythic Living Monolith Prestige Class Features

A mythic living monolith is a staunch defender of the culture and society of the ancients, communing with the elder races of sphinxes to link body, mind, and spirit with the eternal monuments of their glory.

Soul Stone (Su): A mythic living monolith's soul stone grants a +3 bonus on saving throws against death effects, mind-affecting effects, effects that grant negative levels, and on saves to overcome negative levels. When he uses a mythic surge to add to such a saving throw, he may roll the surge die twice and select the better result.

When a mythic living monolith uses the power of his soul stone to increase his size, he can expend one use of mythic power to gain the effect of *mythic enlarge person*[MAdv]. He also may use this ability more than three times per day by expending one use of his mythic power for each additional use.

Ib Stone (Su): A mythic living monolith with an ib stone gains Mythic Spell Lore[MAdv] as a bonus mythic feat. When selecting mythic spells for a new mythic tier with this feat, the mythic living monolith may select two spells rather than one, provided that those spells are at least one level lower than the highest level he can cast and that both spells have the earth subtype, have "earth" or "stone" in the spell name, or create a magical trap (such as a *phantom trap*, *glyph of warding*, or *symbol*).

Ka Stone (Su): A mythic living monolith with a ka stone gains Mythic Toughness[MAdv] as a bonus mythic feat. In addition, when he uses his ka stone to increase his size, he gains temporary hit points equal to his mythic living monolith class level. These do not stack with other temporary hit points and they disappear when the mythic living monolith returns to his normal size.

Stone Blood (Ex/Su): A mythic living monolith may choose to accept bleed damage rather than ignoring it, allowing his blood to spill onto the earth and create patches of rubble and broken stone. Each round he takes bleed damage, he may fill a 5-foot square area of with dense rubble, which 2 squares of movement to enter a square and increases the DC

of Acrobatics checks by 5 and the DC of Stealth checks by 2.

When a mythic living monolith would be affected by a bleed or blood drain attack caused by a natural weapon, or when an attacker confirms a critical hit with a slashing or piercing natural weapon against the mythic living monolith, he may expend one use of his mythic power as an immediate action to affect that creature as calcific touch[APG]. This is a supernatural effect. The save DC is Constitution-based.

Fortified Flesh (Ex): The mythic living monolith adds one-half his tier to his class level to determine the effect of this ability, and his DR increases by 1 and his immunity to critical hits by 10% when his combined effective level reaches 11th and 14th. When he uses his soul stone to increase his size, his defenses improve by 2 and 20% (rather than 1 and 10%).

As a standard action, a mythic living monolith can expend one use of mythic power to grant an adjacent ally immunity to diseases, including supernatural and magical diseases (such as mummy rot), for a number of hours equal to his mythic living monolith level.

Stability (Ex): A mythic living monolith gains a bonus of 4 + one-half his tier to his CMD against awesome blow, bull rush, drag, overrun, reposition, and trip maneuvers while in contact with the ground. When an adjacent ally is targeted by such a maneuver, the mythic living monolith can expend a mythic surge and grant the result of the surge die as a bonus to that ally's CMD; if the maneuver is an area effect that affects multiple creatures, this bonus applies to the CMD of all adjacent allies against that maneuver. This bonus stacks with a dwarf 's stability trait and similar abilities.

Tombsight (Su): A mythic living monolith can perceive life and death with greater acuity and can expend one use of his mythic power to gain the benefits of *mythic deathwatch* (*Mythic Spell Compendium 68*) and mythic detect undead (*Mythic Spell Compendium 73*) simultaneously for a number of minutes equal to his mythic living monolith level without needing to maintain concentration.

Greater Ka Stone (Su): Whenever a mythic living monolith invokes his ka stone's power to increase his size, he may choose to gain the effect of righteous might or *mythic enlarge person*[MAdv], or he may expend mythic power to gain the effect of mythic righteous might (*Mythic Spell Compendium 198*), including the augmented version of that spell.

Attunement to Stone (Sp): Whenever a mythic living monolith his *meld into stone* ability, he can expend mythic power to use *mythic meld into stone* (*Mythic Spell Compendium 155*), including its augmented version, instead. While melded into stone, the mythic living monolith gains fast healing 2.

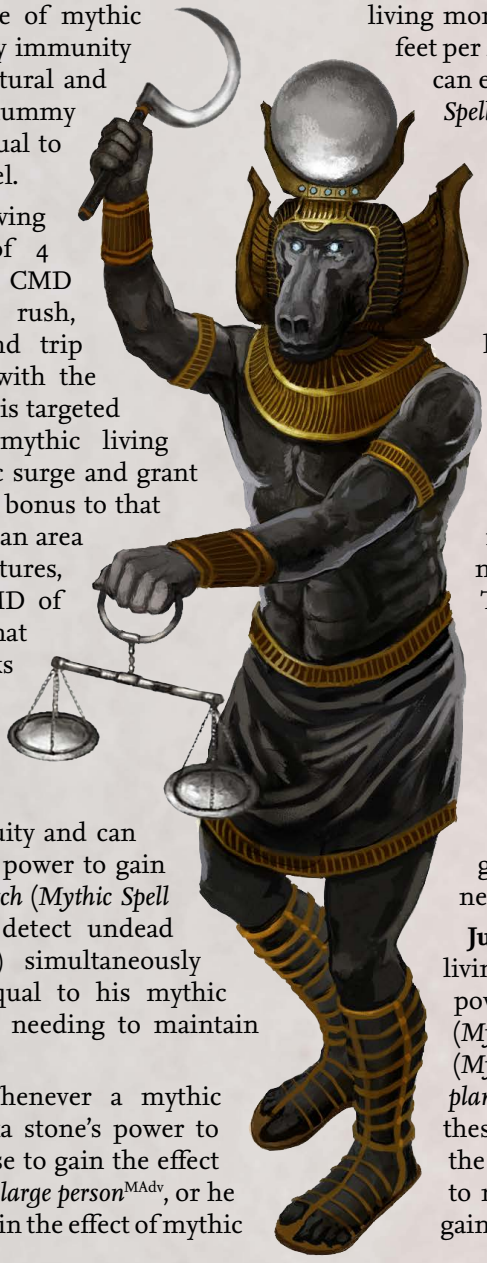
Summon Sphinx (Sp): The mythic living monolith gains a bonus equal to 4 + mythic tier on Diplomacy checks to influence sphinxes. When a mythic living monolith summons a sphinx with this ability, he can expend one use of mythic power to enhance its effect as *mythic planar ally* (*Mythic Spell Compendium 174*), or *mythic greater planar ally* at 9th level.

Communion with Stone (Su): The range of the mythic living monolith's tremorsense is increased by 5 feet, plus 5 feet per 2 mythic tiers. When he uses his *stone tell* ability, he can expend mythic power to use *mythic stone tell* (*Mythic Spell Compendium 231*) instead. He also gains the effect of continuous *elemental speech*[APG] and can expend one use of mythic power to use mythic elemental speech (Mythic Spell Compendium 84) for a number of minutes equal to his mythic living monolith level.

Assumption of Stone (Sp): Whenever a mythic living monolith his statue ability, he can expend mythic power to use mythic statue (*Mythic Spell Compendium 229*), and while in *statue* form the mythic living monolith gains fast healing 2. Alternatively, the mythic living monolith can expend one use of mythic power to transform into a mobile statue of solid stone for a number of minutes equal to his mythic living monolith level. This functions as *iron body*, though his body is stone rather than metallic. He is unharmed by rusting-type attacks, but if targeted by a spell or similar effect that weakens, destroys, or reshapes stone, he takes 1d6 points of damage per spell level, with a Fortitude save allowed for half damage even if the spell normally allows no save.

Ageless Stone (Ex): The mythic living monolith gains immunity to negative energy and all necromantic effects unless they affect objects.

Judgment of the Monolith (Sp): Whenever a mythic living monolith uses this ability, he can expend mythic power to duplicate the effect of *mythic speak with dead* (*Mythic Spell Compendium 224*) or *mythic mark of justice* (*Mythic Spell Compendium 154*), or *mythic contact other plane* (*Mythic Spell Compendium 55*). When using any of these effects, he can expend a mythic surge and add the result of the surge die to the save DC, the DC to remove the effect, or to his percentage chance of gaining a truthful answer.



Master Ka Stone (Su): When a mythic living monolith with a ka stone invokes its power to increase his size, he regains twice the normal number of hit points and also gains the benefits of lesser restoration. He can expend mythic power to gain the effect of *mythic lesser restoration* (*Mythic Spell Compendium 196*), including its augmented version.

Mythic Shadowdancer Prestige Class Features

A mythic shadowdancer is a living ephemera, a lithe and lethal shadowy presence that slips and slices her way through all who might oppose her.

Mythic Hide in Plain Sight (Ex): A mythic shadowdancer can use this ability as long as an area of dim light or darkness is within 10 feet times her mythic tier. If she is within or adjacent to an area of dim light or darkness, she can make herself invisible until the end of her turn as a swift action. If she expends one use of mythic power, it instead acts as *greater invisibility*, using double her tier as her caster level.

Mythic Evasion: A mythic shadowancer is a master of evading attacks. When she takes damage, she may expend one use of mythic power to halve the amount of damage she takes. This does not require an action. This applies to ability damage and ability drain as well, but not to any ongoing damage from an effect the shadowdancer failed to save against. Thus, the mythic shadowdancer could use mythic evasion to halve the damage taken from a poison if she failed her save, but not any damage the poison deals after its initial effect.

Mythic Darkvision (Ex): A mythic shadowdancer adds 10 feet per mythic tier to the range of her darkvision. In addition, she can expend one use of mythic power as a free action to gain the ability to see through areas of magical darkness for 1 minute, with a range of 10 feet plus 10 feet per 2 mythic tiers.

Mythic Uncanny Dodge (Ex): Against attacks from non-mythic sources, a mythic shadowdancer is never considered to be flat-footed nor to have lost her Dexterity bonus to AC unless she is helpless.

Mythic Rogue Talent: A mythic shadowdancer can take the mythic version of any rogue talent she possesses, as described under Mythic Rogue Class Features (*Mythic Hero's Handbook 73-74*). To take a mythic talent, a mythic shadowdancer must have the non-mythic version of the talent. No mythic rogue talent may be taken more than once.

Mythic Shadow Illusion (Sp): The mythic shadowdancer gains one additional daily use of this ability for every 2 mythic tiers, and when she creates a *silent image* in an area of dim light or darkness, a mythic shadowdancer adds her mythic tier to the saving throw to disbelieve the illusion. In addition, a mythic shadowdancer may expend one use of her mythic power to create a *mythic silent image*[MAdv] and at 6th level she can expend two uses of mythic power to create an *augmented mythic silent image*.

At 4th level, a mythic shadowdancer can expend two daily uses of this ability to create a *minor image* rather than a *silent image*, and at 8th level she can expend four daily uses of this ability to create a *major image* instead. This ability otherwise functions as above.

Mythic Summon Shadow (Su): A mythic shadowdancer's summoned shadow gains a portion of her mythic power. It is considered a mythic creature, and whenever the shadow is within 30 feet the shadowdancer can expend one use of her mythic power to grant the shadow a mythic surge, using her own mythic surge die. This follows all of the normal rules for mythic surges.

The summoned shadow gains bonus hit points equal to the shadowdancer's mythic tier. In addition, unlike most undead creatures it is not destroyed when reduced to 0 hit points. Instead, it can be reduced to negative hit points equal to twice its Charisma score before being destroyed. It is helpless while at 0 or fewer hit points. A mythic shadowdancer can heal her shadow companion by expending one or more uses of her mythic power as a standard action, up to a maximum number equal to her mythic tier. Each use of mythic power expended heals the shadow a number of hit points equal to the shadowdancer's surge die.

At 3rd tier, the shadow shares your evasion and uncanny dodge abilities whenever it is within 30 feet.

At 5th tier, the shadow gains your shadow jump ability, being able to jump the same distance per day as you. The distance it uses does not reduce the distance you are able to jump each day.

At 7th tier, the shadow gains the mythic saving throws[MAdv] base mythic ability

At 9th tier, the shadow shares your defensive roll and improved uncanny dodge abilities whenever it is within 30 feet.

Mythic Shadow Call (Sp): A mythic shadowdancer adds one-half her mythic tier to her caster level when using this ability, and when she creates a *shadow conjuration* in an area of dim light or darkness, a mythic shadowdancer adds her mythic tier to the saving throw to disbelieve the illusory portion of the effect (though not to the saving throw against the effect itself, if believed). In addition, a mythic shadowdancer may expend one use of her mythic power to create a *mythic shadow conjuration* (*Mythic Spell Compendium 211*) and at 6th level she can expend two uses of mythic power to create an *augmented mythic shadow conjuration*. At 10th level, she can create a *greater shadow conjuration* that is otherwise modified as described above.

Mythic Shadow Jump (Su): A mythic shadowdancer increases the distance she can jump each day with this ability to 50 feet, plus 10 feet per 2 mythic tiers. This distance is still doubled for every two levels above 4th. A mythic shadowdancer can expend one use of her mythic power when using this ability to travel within or into a non-mythic effect

that blocks teleportation, such as *antimagic field*, *dimensional lock*, or *forbiddance* (or when affected by *dimensional anchor*) by making a caster level check with a DC of 15 plus the caster level of that effect, using her shadowdancer level plus her mythic tier as her caster level.

Alternatively, if she expends one use of mythic power when using this ability, she can create a temporary one-way portal that others can use, as if she had cast *mythic dimension door*[MAdv], with a caster level equal to her shadowdancer level.

Mytic Defensive Roll (Ex): A mythic shadowdancer adds half her tier (minimum +1) as a bonus on Reflex saves made as part of her defensive roll. If the shadowdancer successfully uses her defensive roll ability against an attack, she takes no damage from it. Additionally, she may expend 2 uses of mythic power to use her defensive roll even if she has already used it that day.

Mythic Improved Uncanny Dodge (Ex): A mythic shadowdancer adds half her tier (minimum +1) to the number of rogue levels a creature must have to be able to flank her.

Mythic Slippery Mind (Ex): If a mythic shadowdancer with this ability is affected by an enchantment spell or effect and fails her saving throw, she can attempt it again once per round. After her first additional attempt, the DC increases by a successive +1 on each additional attempt thereafter (+1 on her 3rd attempt, +2 on her 4th attempt, and so on).

Mythic Shadow Power (Sp): A mythic shadowdancer adds one-half her mythic tier to her caster level when using this ability, and when she creates a *shadow evocation* in an area of dim light or darkness, a mythic shadowdancer adds her mythic tier to the saving throw to disbelieve the illusory portion of the effect (though not to the saving throw against the effect itself, if believed). In addition, a mythic shadowdancer may expend one use of her mythic power to create a *mythic shadow evocation* (*Mythic Spell Compendium* 211) and at 10th level she can expend two uses of mythic power to create an *augmented mythic shadow evocation*.

Mythic Improved Evasion (Ex): On a failed Reflex save, a mythic shadowdancer takes only 10% of an effect's damage. Additionally, she only takes half damage from any area attack, even if it does not allow a Reflex save.

Mythic Shadow Master (Su): A mythic shadowdancer gains immunity to being blinded or dazzled. When in an area of dim light, a mythic shadowdancer has a 50% chance to ignore critical hits and precision-based damage, as if she had the fortification[MAdv] mythic ability, and her damage reduction applies even against special attacks that normally bypass damage reduction, such as a the distant barrage and fleet charge abilities of a mythic champion[MAdv].

If she has summoned a shadow, she can expend her mythic power to heal (see mythic summon shadow above) whenever it is within 30 feet. She can heal it by touch as a swift action rather than a standard action, healing an amount of damage equal to twice her mythic surge die for each use of mythic power she expends.

New Prestige Classes and Archetypes

In addition to using the mythic rules to enhance standard archetypes and prestige classes, you also can create your own new prestige classes unique to certain areas, environments, or societies of your campaign world and build them with both mythic and non-mythic versions. The following new class options provide you a guide for building such options for your own campaign, and as above these follow the same format and rules as the core classes and base classes described in this chapter.

Archetype: Blue-Painted Warrior

In some Celtic cultures, particularly the ancient Picts, courage in battle was displayed in the lack of armor or even clothing by warriors as they dashed into combat. In place of such adornments, they decorated their bodies with blue war paint, sometimes depicting stylized animals that embodied their ferocity and carried their spirits into battle, but also in flowing geometric patterns and symbols. Unarmored martial characters are a challenge to represent in the *Pathfinder Roleplaying Game* outside of swift strikers like the swashbuckler or monk, though the savage barbarian[APG] archetype certainly evokes this concept. For players who want to embody this kind of traditional Celtic warrior but relying on skill at arms rather than a bloody battle rage, the blue-painted warrior archetype below presents an alternative option.

Blue-Painted Warrior (Fighter Archetype)

Convicted in their beliefs and the blue symbols devoted to their deities, nations, or clanmates, blue-painted warriors have no need for armor. As they gain greater conviction, their symbols grant them magical assistance in combat.

Weapon and Armor Proficiency: A blue-painted warrior is not proficient with any type of armor. She is proficient with all simple and martial weapons and with all shields (excluding tower shields).

Blue-Painted Symbols: Many of the benefits granted by this archetype depend on the blue-painted warrior applying fresh symbols to herself every morning, a process that requires 1 hour or preparation during which she applies 1 sp per class level worth of blessed paint. Some class abilities provided by this archetype diminish in power the longer she goes without applying fresh symbols, and those are noted with each class ability. Additionally, she loses all benefits from her symbols if she wears armor or uses a tower shield.

Armor Bonus (Ex): A blue-painted warrior with freshly painted symbols gains an armor bonus to AC equal to half her class level (minimum +1). For every day she cannot apply new symbols, the armor bonus decreases by 1 (minimum +0).

Bravery (Ex): Starting at 2nd level, a blue-painted warrior with freshly painted symbols gains a +4 bonus on Will saves against fear. This bonus increases by +2 for every four levels beyond 2nd. At 14th level, she becomes immune to fear if she has freshly painted symbols. Without freshly painted symbols, this reverts to the base bravery ability. This ability modifies bravery.

Symbolic Blessings (Sp): At 3rd level, a blue-painted warrior can receive magical power for protection or greater might from her symbols. When she applies a fresh set of symbols, she chooses 1 spell-like ability from the following list: *bless, endure elements, divine favor, expeditious retreat, feather fall, jump, magic weapon, protection from chaos/evil/good/law, wrath*. These are the equivalent of 1st-level spells.

At 7th level, she can choose 1 additional spell-like ability from the previous list and 1 spell-like ability from the following list: *align weapon, bear's endurance, bull's strength, cat's grace, certain grip, lead blades, protection from arrows, resist energy, weapon of awe*. These are the equivalent of 2nd-level spells.

At 11th level, she can choose 1 additional spell-like ability from each of the previous lists, and 1 spell-like ability from the following: *greater magic weapon, haste, heroism, keen edge, rage, righteous vigor*. These are the equivalent of 3rd-level spells.

Finally, at 15th level, she can choose 1 additional spell-like ability from each of the previous lists and 1 spell-like ability from the following: *divine power, persistent vigor, primal scream, spell immunity, stoneskin*. These are the equivalent of 4th-level spells.

She chooses these spell-like abilities while she applies her symbols in the morning and cannot change her selections until the next day. She can slot a lower-level spell-like ability in a higher-level slot (for example, choosing a 1st-level spell-like ability in place of a 2nd-level spell-like ability) when she makes her selections. If she has a high Constitution score, she receives bonus spell-like abilities per day. She also uses her Constitution modifier for concentration checks. These spell-like abilities apply only to the blue-painted warrior, but otherwise operate as per the listed spells.

In place of a spell-like ability, she can grant herself an enhancement bonus to her AC, or a combination of enhancement bonuses and armor special abilities with a total bonus equal to the spell level she replaces. She can only do this for one spell-like ability until she reaches 11th level, at which point she can replace up to two spell-like abilities, with a maximum of 1 from her most powerful list.

This ability replaces armor training.

Shrug it Off (Ex): At 19th level, a blue-painted warrior gains a 75% chance to negate critical hits or precision damage, as if she wore armor with the heavy fortification special ability, whenever she has freshly painted symbols. The *heavy fortification* special ability is reduced to *moderate fortification* (50% chance to negate critical hits and sneak attacks) on the first day she cannot apply new symbols, and is reduced to *light fortification* (25% chance to negate critical hits and sneak attacks) on the second day. She gains no benefit against critical hits or sneak attacks from this

ability beyond the second day of not applying new symbols. This ability replaces armor mastery.

MYTHIC BLUE-PAINTED WARRIOR ARCHETYPE CLASS FEATURES

A mythic blue-painted warrior becomes a beacon of hope for her allies and, by her example, inspires them to perform heroic deeds.

Mythic Blue-Painted Symbols: If a mythic blue-painted warrior cannot apply new symbols, she can instead expend one use of mythic power to retain her class abilities..

Mythic Armor Bonus (Ex): A mythic blue-painted warrior adds her mythic tier to her armor bonus. She can expend one use of mythic power to grant an ally within 30 feet an armor bonus equal to her mythic tier.

Mythic Bravery (Ex): A mythic blue-painted warrior is immune to fear from non-mythic sources regardless of her level, and her bonuses (and eventual immunity) apply to mythic sources. Additionally, she grants half her bonus (to a maximum of +4 at 10th level) to all allies within 30 feet who can see or hear her.

Mythic Symbolic Blessings (Sp): A mythic blue-painted warrior can choose to convert any spell-like ability she has prepared for its mythic version. Additionally, as a swift action, she can expend one use of mythic power to retain a spell-like ability she has used or to spontaneously swap out a spell-like ability for one of the same equivalent spell level or lower.

For spells that have multiple targets, a mythic blue-pained warrior can target her allies with the spell when she uses it on herself. For spells that only have a single target, she can expend one use of mythic power to affect all allies within 30 feet with the spell.

Mythic Shrug it Off (Ex): At 19th level, a blue-painted warrior automatically negates critical hits and precision damage from non-mythic sources, regardless of whether she has fresly applied her symbols. The fortification abiilty applies to mythic sources, and is dependent on the freshness of her painted symbols. When she negates a critical hit or precision damage using this ability, she grants her allies within 30 feet who can see her a +4 morale bonus on attack and damage rolls for 1 minute.

PRESTIGE CLASS: FEY-BOUND KNIGHT

INTRODUCTION

A fey-bound knight bridges the gap between the normal world and the otherworldly primal spaces inhabited by the fey. She becomes an agent for the fey, either to teach a lesson to those who reach above their station and believe themselves superior to fey, or to exact terrible punishments on those who have slighted a high-ranking fey. Most knights travel the world to carry out the whims of their mistresses and masters, while some remain behind as protectors. Fey-bound knights have wicked senses of humor and play pranks on their victims with goals dependent on their moral outlooks. Good fey-bound knights use these pranks as lessons to demonstrate the importance of humility, usually by embarrassing a foe in social or actual combat. Evil knights bring their opponents low in front of an audience and then deliver a killing blow with a reminder to onlookers not to cross the fey. All fey-bound knights are mercurial, though, and even an otherwise pious knight may decide to make a lesson fatal, while an otherwise malevolent knight may spare an enemy.

Fey-bound knights typically hail from the ranks of multi-

classed fighters and sorcerers. Magi who inherently blend combat styles with magical prowess make suitable fey-bound knights. Most fey-bound knights who rise from non-martial traditions start off as bards, who are especially adept at the trickery employed by these knights. Rangers and druids, who are close to nature to begin with, also become fey-bound knights after learning arcane secrets.

Requirements

To qualify to become a fey-bound knight, a character must fulfill all the following criteria.

Base Attack Bonus: +4.

Weapon Proficiency: Must be proficient with at least one martial weapon.

Skills: Knowledge (nature) 5 ranks.

Spells: Able to cast 1st-level arcane spells, one of which must be from the enchantment school and one of which must be from the illusion school.

Languages: Aklo (non-good character) or Sylvan (non-evil character)

Alignment: Any non-lawful alignment.

Special: A potential fey-bound knight must perform a service for a fey noble; this task must take at least one week.

Class Skills

The fey-bound knight's class skills (and the key ability for each skill) are Bluff (Cha), Craft (Int), Disguise (Cha), Fly (Dex), Handle Animal (Cha), Knowledge (aracna, nature) (Int), Perception (Wis), Profession (Wis), Spellcraft (Wis).

Skill Ranks Per Level: 2 + Int bonus per level.

Class Features

The following are class features of the fey-bound knight prestige class:

Weapon and Armor Proficiency: A fey-bound knight is proficient with all simple and martial weapons, and light armor.

Spells: At the indicated levels, a fey-bound knight gains new spells per day as if she had also gained a level in an arcane spellcasting class she belonged to before adding the prestige class.

Fey-Focused Caster (Ex): At the indicated levels, a fey-bound knight gains her choice of Skill Focus (enchantment or illusion) or Greater Skill Focus (enchantment or illusion) as a bonus feat. She must meet the prerequisites for the chosen feat.

Fey Sight (Ex): A fey-bound knight gains low-light vision. If she already had low-light vision, she can instead see four times as far as a human in dim light.

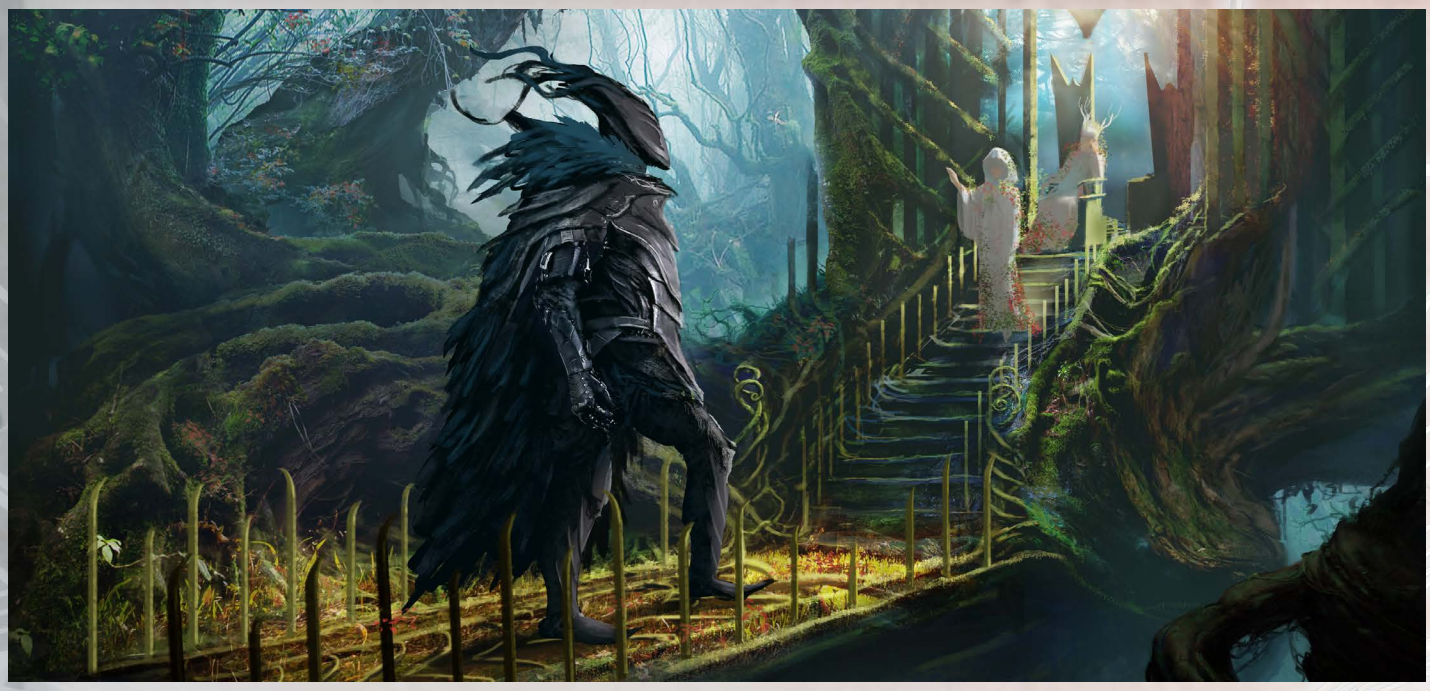
Knight at Heart (Ex): A fey-bound knight adds her class level to any levels of fighter she might have for the purpose of meeting the prerequisites for feats. She also adds her class level to any levels in an arcane spellcasting class for the purpose of meeting the prerequisites for feats.

Tricks of the Trade (Ex): At 2nd level, a fey-bound knight gains a +4 bonus on Bluff checks and a +4 bonus on saving throws against mind-affecting spells and effects. At 7th level, she becomes more resilient to enchantments and gains slippery mind, as per the rouge's advanced talent.

Unseen Antagonist (Su): Beginning at 3rd level, a fey-bound knight gains a +4 bonus on Stealth checks. Additionally, as a swift action she can disappear for 1 round as if affected by

Fey-Bound Knight — **Hit Die: d8**

Level	BAB	Fort	Reflex	Will	Special	Spells per Day
1st	+0	+0	+1	+1	Fey-focused caster, fey sight, knight at heart	—
2nd	+1	+1	+1	+1	Tricks of the trade	+1 level of existing arcane spellcasting class
3rd	+2	+1	+2	+2	Unseen antagonist	+1 level of existing arcane spellcasting class
4th	+3	+1	+2	+2	Stuff of dreams	+1 level of existing arcane spellcasting class
5th	+3	+2	+3	+3	Fey focused caster, fey resilience	—
6th	+4	+2	+3	+3	Gossamer wings	+1 level of existing arcane spellcasting class
7th	+5	+2	+4	+4	Glamered armor	+1 level of existing arcane spellcasting class
8th	+6	+3	+4	+4	Convincing liar	+1 level of existing arcane spellcasting class
9th	+6	+3	+5	+5	Fey-focused caster, reports of my death	—
10th	+7	+3	+5	+5	Fey apotheosis	+1 level of existing arcane spellcasting class



invisibility. She can use this ability for 1 round per day per class level. At 7th level, the duration increases to 1 minute per day per class level; this extended duration need not be consecutive, but the fey-bound knight must spend it in 1-minute increments.

Stuff of Dreams (Su): Starting at 4th-level, when a fey-bound knight confirms a critical hit against an opponent, she can choose to force her opponent to make a Will save or fall asleep for 1 minute. The DC for this ability is Charisma-based.

A fey-bound knight can use this ability once per day at 4th level, and one additional time per day for every two levels beyond 4th, to a maximum of four times per day at 10th level.

Fey Resilience (Ex): At 5th level, a fey-bound knight gains DR 2/cold iron. This improves to DR 4/cold iron at 8th level.

Gossamer Wings (Ex): At 6th level, a fey-bound knight sprouts diaphanous wings that catch sunlight or moonlight and reflect it in strange colors. These wings allow her to fly, as per the *fly* spell, for a total number of minutes per day equal to her class level. These minutes do not need to be consecutive, but must be spent in 1-minute increments. She must take a swift action to activate her wings.

Glamered Armor (Su): At 7th level, a fey-bound knight surrounds herself in illusory full plate armor, which takes on a vibrant (or subdued, depending on the knight), otherworldly color. The armor increases the knight's armor bonus, but does not apply full plate armor's armor check penalty, maximum Dexterity, or arcane spell failure chance. It otherwise has the same special abilities of the armor she currently wears. A creature attempting to strike the knight with a melee or natural weapon receives a Will save to disbelieve the armor; on a failure, the creature cannot attempt the Will save again unless it receives compelling information about the armor's nature. The DC for this ability is Charisma-based.

Convincing Liar (Ex): Beginning at 8th level, whenever a fey-bound knight attempts subterfuge, either through a Bluff or Disguise skill check, she can roll twice for the skill check and take the best result.

Reports of My Death (Su): Once per day beginning at 9th level, a fey-bound knight reduced below 0 hit points receives the benefits of *breath of life*, and is affected by *dimension door* in a random direction. She also becomes invisible, as per *greater invisibility*, and an illusory duplicate "dies" in her place. The duplicate remains until she dismisses it or it is otherwise dispelled. The caster level for the above effects is her character level.

Fey Apotheosis (Ex): At 10th level, a fey-bound knight becomes a fey creature. She can fly without limitation, she gains DR 10/cold iron, and her unseen antagonist ability improves such that it acts like *greater invisibility*. Finally, she gains spell resistance equal to 11 + her character level. She is forevermore treated as a fey creature rather than as a humanoid (or whatever her creature type was) for the purpose of spells and magical effects.

MYTHIC FEY-BOUND KNIGHT CLASS FEATURES

A mythic fey-bound knight is a champion of the fey, unparalleled among mortal creatures for her devotion to the fey nobles who direct her in her duties and teach her primal magic.

Each of the following mythic class features is considered a 1st-tier universal path ability, or may be taken in place of a mythic feat. You must have a class feature in order to gain its

mythic version. A mythic class feature cannot be taken more than once unless it says otherwise.

Mythic Fey-Focused Caster (Ex): The mythic fey-bound knight gains Mythic Spell Focus (enchantment or illusion). She must meet the prerequisites to take the feat.

Mythic Fey Sight (Ex): The mythic fey-bound knight gains darkvision 60 ft. and greensight 60 ft.

Mythic Tricks of the Trade (Ex): The mythic fey-bound knight adds one-half her mythic tier as a bonus on Bluff checks and on saves against mind-affecting spells and effects. She may expend one use of mythic power to treat her roll on a Bluff check as a natural 20.

Mythic Unseen Antagonist (Su): The mythic fey-bound knight adds one-half her mythic tier as a bonus on Stealth checks. She may also expend one use of mythic power to gain the benefits of *mythic invisibility* for the duration she remains invisible. At 6th level, she can expend two uses of mythic power to use the augmented version of *mythic invisibility* for the duration she remains invisible.

Mythic Stuff of Dreams (Su): Non-mythic creatures must roll twice on their saves against this ability and take the worse result. The mythic fey-bound knight can expend one use of mythic power to apply this ability on a normal hit, or during a critical hit to preserve one of her daily uses.

Mythic Fey Resilience (Ex): The mythic fey-bound knight's DR doubles. If she already has damage reduction requiring epic to bypass that reduction, she adds cold iron to the qualities needed to bypass her DR. She also uses the better DR value.

Mythic Gossamer Wings (Ex): The mythic fey-bound knight does not need to spend an action to activate her wings. The duration she can use her wings increases to 10 minutes per class level. She can expend one use of mythic power when activating her wings to either increase the duration to 1 hour per class level, or gain the benefits of *mythic fly* (at the cost of reducing the duration to 1 minute per class level). She may also expend two uses of mythic power to use the augmented version of *mythic fly* for the 1 minute per class level duration.

Mythic Glamered Armor (Su): While the mythic fey-bound knight benefits from her glamered armor, she has a 25% chance to ignore critical hits or sneak attacks as if her armor had the light fortification special ability. If her actual armor already has this special ability (or better), the chance to negate a critical hit or sneak attack increases by 10% (to a maximum of 85%). Non-mythic creatures that attempt to disbelieve the illusory must roll twice on their Will saves and take the worse result.

Mythic Convincing Liar (Ex): The mythic fey-bound knight rolls three times for her Bluff or Disguise skill check and takes the best result.

Mythic Reports of My Death (Su): The mythic fey-bound knight can decide where she teleports when she uses this ability. Additionally, she can elect to return to a designated sanctuary, as if she cast word of recall.

Mythic Fey Apotheosis (Ex): The mythic fey-bound knight can use *mythic fly* 1 minute per class level without expending a use of mythic power. Her spell resistance increases by her mythic tier. Finally, she gains DR 20/cold iron (and epic if she already adds that quality to her DR).

PRESTIGE CLASS: PLUMED SERVANT

INTRODUCTION

A plumed servant is an eldritch emissary both to and from the rainbow-feathered couatl in their hidden ziggurats deep in the heart of the jungle primeval. Students of arcane magic, plumed servants eschew the study of far-off planes in favor of the deep mysteries held by these serpentine speakers for the heavens. They seek to blend the sublime holiness of the couatl with their arcane experiments and thereby to make themselves noble and worthy servants for their brightly

plumed patrons. Some plumed servants remain in the deep jungle, assisting the couatl directly and safeguarding travelers and explorers, while others adopt far-ranging missionary crusades to roll back the tide of darkness and bring hope and help far outside the torrid zone. In general, plumed serpents carry the heart of their teachings from the couatl with them wherever they roam, though they must be ever vigilant for one of the feathered serpents to appear at any moment from the Ethereal, having discovered some new evil breaking forth.

Plumed servants are most often sorcerers and wizards, though some bards seek to expand their store of knowledge and lore with the wisdom of old empires. Magi sometimes follow this path, combining might and magic with the divine secrets of the couatl to become cunning crusaders in their service. Witches, however, rarely are willing to follow the guidance of the couatl alongside the patrons they already must serve in order to attain knowledge and power.

REQUIREMENTS

To qualify to become a plumed servant, a character must fulfill all the following criteria.

Skills: Knowledge (arcana) 5 ranks, Knowledge (planes) 5 ranks

Spells: Able to cast 2nd-level arcane spells

Languages: Celestial and Draconic

Alignment: Any non-evil, non-chaotic alignment.

Special: An aspiring plumed servant must travel to a hidden jungle temple or shrine guarded by a couatl and performed a service for it taking at least one week in exchange for one of the couatl's feathers.

CLASS FEATURES

The following are class features of the plumed servant prestige class.

Weapon and Armor Proficiency: Plumed servants gain no proficiency in any armor, shields, or weapons.

Spells: A plumed servant advances in spellcasting ability in any arcane spellcasting class she possesses, following the usual rules for advancing spellcasting in a prestige class.

Aura of Good (Ex): The power of a plumed servant's aura of good (see the detect evil spell) is equal to her character level. An antipaladin using smite good against a plumed servant deals 2 points of damage per antipaladin level on her first successful attack.

Domain (Ex): At 1st level and every 3 levels thereafter, a plumed servant's devotion to the couatl as messengers of the ancient gods that stand guard against barbarism and chaos allows her to gain one of the following domains (if a subdomain is listed, that subdomain must be selected as well): Animal (Feather subdomain[APG]),

Prestige Class **Hit Die: D6**

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells per Day
1st	+0	+0	+0	+1	Aura of good, domain, feather focus, feathered wings	-
2nd	+1	+1	+1	+1	Stern gaze	+1 level of existing arcane spellcasting class
3rd	+1	+1	+1	+2	Serpent's grace +2	+1 level of existing arcane spellcasting class
4th	+2	+1	+1	+2	*Detect alignment*, domain	-
5th	+2	+2	+2	+3	*Elemental speech*, plumaweaving	+1 level of existing arcane spellcasting class
6th	+3	+2	+2	+3	Serpent's grace +4	+1 level of existing arcane spellcasting class
7th	+3	+2	+2	+4	*Detect thoughts*, domain	-
8th	+4	+3	+3	+4	Etherflight	+1 level of existing arcane spellcasting class
9th	+4	+3	+3	+5	Serpent's grace +6, timeless body	+1 level of existing arcane spellcasting class
10th	+5	+3	+3	+5	Domain, perfect pluma	-

Skills (2 + Int bonus per level): Craft (Int), Diplomacy (Cha), Disguise (Cha), Fly (Dex), Handle Animal (Cha), Heal (Wis), Knowledge (All) (Int), Perception (Wis), Profession (Wis), Sense Motive (Wis). Spellcraft (Int), and Survival (Wis)

Good, Law, Repose (Ancestors subdomain[APG]), Ruins[ISMC], Scalykind[ISWG], or Travel (Exploration subdomain[APG]). She can select an alignment domain only if her alignment matches that domain. Although not as tied to the tenets of the deity as a cleric, a plumed servant must still hold such guidelines in high regard, despite that fact she can go against them if it serves the greater good.

Each domain grants a number of domain powers, depending on the level of the plumed servant. A plumed servant does not gain the bonus spells listed for each domain, nor does she gain bonus spell slots. The plumed servant uses her arcane caster level as her effective cleric level when determining access to her domain powers and their effects. If a plumed servant has cleric levels and her deity allows one of the above domains, her domain selection as a 1st-level plumed servant must be one of those allowed by her deity. Levels of cleric stack with her arcane caster level for the purpose of determining domain powers and abilities, but not for bonus spells.

When a plumed servant is able to add to her spells known, whether as a spontaneous caster when gaining levels or a prepared caster learning spells from a spellbook or scroll, she may select a domain spell of a level she can cast in place of a spell on her usual class spell list. Once she learns a spell in this fashion, it is considered part of her spell list for that class and can be prepared or cast using her normal spell slots of the appropriate level; if the spell already appears on her class list but is lower level as a cleric spell, she can cast it using that level of spell slot once she has learned it. Once a domain spell is learned, she can use spell-completion and spell-trigger items using that spell without difficulty. Domain spells she has not learned are not considered part of her class list. A prepared caster can learn a domain spell from a divine scroll as if it were an arcane scroll.

Feather Focus (Ex): The focus that a plumed servant receives from a couatl when he is seeking to join this class becomes a focus item for her spellcasting in a manner identical to a wizard's arcane bond item, though it may be worn as an amulet or attached to a hat, headband, staff, wand, or weapon. It cannot be worn as a ring. The feather focus serves in place of a divine focus whenever she casts a domain spell that requires a divine focus; she cannot cast such spells without her feather focus. If the feather is lost or destroyed, she can enchant one of her own feathers to replace it as part of the usual ritual to replace a lost or destroyed arcane bonded item. She cannot use her feathered wings for any other purpose during the week spent recreating her feather focus.

Feathered Wings (Ex): A plumed servant gains rainbow-feathered wings like those of a couatl, allowing her to fly as the *fly* spell for a number of minutes per day equal to her class level. These minutes need not be consecutive but must be spent in 1-minute increments. This flight is an extraordinary ability and does not require activation. A plumed serpent may hide her wings beneath loose clothing with a DC 15 Disguise check; this DC is increased by 2 if wearing light armor, by 5 if wearing medium armor, and by 10 if wearing heavy armor, and may be further adjusted by the GM depending on what clothing is worn. This disguise is sufficient to fool casual observation, but creatures carefully examining the plumed serpent can attempt a Perception check opposed by her Disguise check to notice the wings.

Stern Gaze (Ex): At 2nd level, a plumed servant becomes skilled at sensing deception and intimidating her foes, gaining a morale bonus on Intimidate and Sense Motive checks equal to 1/2 her plumed servant level.

Serpent's Grace (Ex): At 3rd level, a plumed servant gains a +2 bonus on saving throws vs. poison and a +2 bonus to their CMD against grapple combat maneuvers. This bonus increases to +4 at 6th level and +6 at 9th level.

***Detect Alignment* (Sp)**: At 4th level, a plumed servant can use *detect chaos*, *detect evil*, *detect good*, or *detect law* at will. She can only use one of these at any given time.

Elemental Speech (Sp): At 5th level, a plumed servant can use *elemental speech*[APG] (air only) at will.

Plumeweaving (Su): At 5th level, a plumed servant learns to craft magical items from feathers as if she possessed the appropriate item creation feats. This is generally limited to wondrous items usually made of cloth or leather, but at the GM's option a plumed servant can create single-use items equivalent to potions using feathers instead. Such items could be snapped, waved, blown upon, or otherwise triggered rather than being drunk, but rules for using them are otherwise unchanged from using potions. A plumed servant who obtains the assistance of a couatl also may create *celestial armor* from the couatl's shed scales and feathers rather than using golden metal in its construction.

In addition, a plumed servant can expend 1 minute of her feathered wings duration as a move action in order to cause her wings to meld into her body, leaving no trace. She may keep her wings hidden for as long as desired but must expend 1 additional minute of their duration as a move action to restore her wings to usability. She also may expend 2 minutes of her feathered wings duration as a move action to double the duration or range (as the Extend Spell and Enlarge Spell feats) of any non-instantaneous, non-permanent spell she casts with the air, good, or law descriptor or that affects movement into or through the air, such as *air walk, feather fall, fly, gaseous form, levitate, overland flight*, and *wind walk*.

***Detect Thoughts* (Sp)**: At 7th level, a plumed servant can use detect thoughts at will. She cannot use this at the same she uses her *detect alignment* ability.

Etherflight (Su): At 8th level, as a swift or move action a plumed servant can become ethereal (as *ethereal jaunt*) for up to 1 round per class level each day. These rounds need not be continuous. This ability affects only the plumed servant and cannot be used to make other creatures ethereal.

Timeless Body (Ex): At 9th level, a plumed servant no longer takes penalties to her ability scores for aging and cannot be magically aged. Any such penalties that she has already taken, however, remain in place. Age bonuses still accrue, and she still dies of old age when her time is up.

Perfect Pluma (Ex): At 10th level, a plumed servant becomes a magical creature. She can use her wings to fly without limitation, and when flying at least 10 feet above the ground she gains the benefit of *freedom of movement*. She is forevermore treated as an outsider rather than as a humanoid (or whatever her creature type was) for the purpose of spells and magical effects. Unlike other outsiders, a plumed servant can still be brought back from the dead as if she were a member of her previous creature type.

MYTHIC PLUMED SERVANT CLASS FEATURES

A mythic plumed servant is a true servant of law and goodness, having learned under the guidance of the wisest, holiest, and most benevolent of the feathered serpents.

Mythic Domain (Ex): As the cleric mythic class feature of the same name (*Mythic Hero's Handbook* 64).

Mythic Feather Focus (Ex): The mythic plumed servant can acquire a bird or reptile familiar in addition to her bonded feather focus. Alternatively, she may choose to strengthen her existing feather focus, allowing her to cast spells without difficulty even if the feather focus is not worn or held. If it is worn or held, her spells take effect at +1 caster level.

Mythic Feathered Wings (Ex): The duration she can use her wings is increased to 10 minutes per class level, and she can expend one use of mythic power when activating her wings to either increase this duration to 1 hour per level or to reduce the duration back to 1 minute per level but gain the benefits of *mythic fly*[MAdv]. If the mythic plumed servant is at least 5th level, she can expend two uses of mythic power to use the augmented version of *mythic fly* for 1 minute per level.

Mythic Stern Gaze (Ex): The mythic plumed servant can make Intimidate checks as a move action, and Sense Motive checks as swift actions.

Mythic Serpent's Grace (Ex): At 3rd level, all allies adjacent to the mythic plumed servant gain one-half her serpent's grace bonuses, and as an immediate action she can provide one adjacent ally the same bonuses she gains from serpent's grace until the beginning of her next turn. At 6th level, the mythic plumed servant gains immunity to poison. At 9th level, she gains immunity to being grappled, as if she had continuous *freedom of movement* (though she does not gain any other effects of that spell).

Mythic *Detect Aligment* (Sp): When the mythic plumed servant uses this ability, she gains information each round as if she had maintained the ability for three rounds.

Mythic *Elemental Speech* (Sp): The mythic plumed servant adds one-half her mythic tier as a bonus on Charisma checks and Charisma-based skill checks when interacting with creatures with the air subtype or with a fly speed. When using a language-dependent effect against creatures with the air subtype or a fly speed, she can expend one use of her mythic power to increase the DC of the effect by an amount equal to one-half her mythic tier. If the spell or effect requires a caster level check, she also gains a bonus equal to one-half her mythic tier.

Mythic Plumeweaving (Su): The mythic plumed servant need not expend any of the duration of her feathered wings in order to meld them into her body or unfurl

them again. She must expend 10 minutes of her feathered wings duration as a move action in order to triple the duration of non-instantaneous, non-permanent spells she casts with the air, good, or law descriptor, or the range such spells; she may do this as a swift action by expending 20 minutes of duration or as a free action by expending 30 minutes of duration. If she is using this ability to craft magic items, she can craft up to 5,000 gp per day in value.

Mythic Detect Thoughts (Sp): The mythic plumed servant can use this ability on her turn as a free action, or as an immediate action when it is not her turn. If she activates this ability as a standard action, she gains information each round as if she had maintained the ability for three rounds.

Mythic Etherflight (Su): The mythic plumed servant adds her mythic tier to the number of rounds per day she may become ethereal, and she may bring up to two willing allies she is touching along with her if she expends 2 rounds of duration each round she and her allies remain ethereal.

Mythic Timeless Body (Ex): Any penalties the mythic plumed servant accrued from age are eliminated and her maximum lifespan increases to 999 years or double the maximum lifespan of a creature of her race, whichever is longer.

Mythic Perfect Pluma (Ex): The plumed serpent may choose to gain DR 10/chaotic, DR 10/evil, or DR 5/chaotic and evil. If she already possesses damage reduction of either types, she increases the amount of that damage reduction by 5 (maximum 15) and adds epic to the type of damage required to overcome her damage reduction. If she is using her plumeweaving ability to craft magic items, she can craft up to 10,000 gp per day in value.

CHAPTER 3 MYTHIC FEATS

Chapter 3: Mythic Feats

Feats in the *Pathfiinder Roleplaying Game* serve to define a set of special tricks that your character can do that others cannot, unless they have been trained in the same feat. Some have constant effects, while others may be used only a certain number of times per day or can be switched on or off at will. Feats often modify existing class and race abilities, improving them in some useful way by making them better, stronger, faster, or eliminating penalties and challenges that untrained creatures face when trying to pull off the same feats. Others grant entirely new abilities or allow existing abilities to be used in different ways.

Mythic feats serve all of the same purposes as normal feats, and a small number of feats (particularly the monster feats described in the *Mythic Monster Manual*) are entirely unique to mythic characters and creatures. They have prerequisites that only mythic creatures or characters can attain, as they represent some kind of ability that, generally speaking, only a mythic character should be able to achieve with the investment of a feat. This chapter also contains a small number of non-mythic feats, many of which also have mythic versions, filling out areas of the game rules where a feat seemed useful to round out, complement, or supplement existing options.

The great majority of the feats in this chapter, however, are mythic feats of the most common sort: **Mythic Enhancement Feats**. These are mythic upgrades of existing non-mythic feats. From the most mundane of feats imaginable, like Simple Weapon Proficiency, to the most esoteric martial arts style like Unblinking Flame Feint, this chapter presents over a thousand mythic feats that include every kind of mundane, martial, and magical feat, and all points in between.

Feats underlined in this chapter are hyperlinked to online references in the PDF version of this book.

Feats not in this Chapter

This book does not reprint any of the mythic feats found in *Pathfinder Roleplaying Game Mythic Adventures* or the *Mythic Hero's Handbook*. This book, along with the *Mythic Spell Compendium*, *Mythic Monster Manual*, and *Mythic Creature Codex*, is a companion volume to that book rather than a replacement for it. Many of the most common feats from the *Pathfinder Roleplaying Game Core Rulebook* and its attendant hardback rulebooks in the core rules line are found there. This chapter contains every other feat from later volumes in the *Pathfinder Roleplaying Game* core rulebook line, beginning with the *Pathfinder Roleplaying Game Advanced Class Guide* and on through the remaining hardback series and many more books besides.

Feats that are designed primarily for monsters (and for which most characters therefore cannot qualify) are contained in the *Mythic Monster Manual* and are not repeated here, though there are some feats suitable for both monsters and characters that appear in both places. If you are playing a monstrous character or have a mythic monstrous cohort or companion, you may consult with your GM to see whether those mythic feats are allowed for player characters and their associates.

Prerequisites and Mythic Feats

In the vast majority of cases, the prerequisite for taking the mythic version of a non-mythic feat is that you possess that non-mythic feat, inclusive of all prerequisites. For that reason, the full prerequisite chain is not repeated in this book unless there is an additional prerequisite, such as a minimum mythic rank or tier. If your character possesses an ability allowing him to take feats of certain kinds without the normal prerequisites, such as a monk's bonus feats or a ranger's combat style feats, that also satisfies the same requirement for taking the mythic version of a feat. Hence, a monk who selects Improved Trip as a monk bonus feat (without needing to first take Combat Expertise or have a minimum Intelligence of 13), he can likewise take Mythic Improved Trip without needing any other prerequisites.

It is not necessary to take mythic feats in the same kind of feat chain order that is required for non-mythic feats. A fighter with the Power Attack and Improved Sunder feats can take Mythic Improved Sunder as a feat without needing to take Mythic Power Attack. The same is true for Improved versus Greater vesions of feat chains such as combat maneuver feat chains, Vital Strike, Two-Weapon Fighting, and the like. In some cases, the effects of mythic feats in such feat chains stack to provide cumulative benefits, but in most cases each feat along the feat chain has a complementary effect to the other mythic feats in the feat chain, so taking one feat in the chain does not depend on taking the others to be useful, nor does taking the whole chain simply result in a pile of larger numbers. The emphasis in mythic feat design has been on creating a variety of effects and abilities to make feats more useful, versatile, dynamic, cinematic, and above all more *interesting*, not just more powerful.

Mythic Power and Mythic Feats

Most mythic feats function without the need for spending mythic power. However, many of them offer the option to expend mythic power to manifest stronger effects, to eliminate penalties, or to enable uses of the feat that are not possible within the normal rules or even the normal effects of the mythic feat. If your character expends all his daily uses of mythic power, he cannot use these expanded abilities but all other effects of his mythic feats function as described.

ALTERNATIVE RULES: Too Few Mythic Feat Slots?

In the standard mythic rules, characters and creatures alike gain mythic feats only at every odd-numbered mythic rank or tier. With such a small number of feat slots, you might tend to see frequent repetition of common and effective mythic feats, like Mythic Power Attack and Mythic Improved Initiative. While undeniably useful, seeing only the obvious feats repeated somewhat defeats the purpose of the great variety the game offers. Allowing more mythic feat slots. With so many mythic feats now available at your disposal, you may choose to use one or more of the following alternative rules:

Alternative Rule #1: Increase the number of mythic feats characters gain to one at every tier.

Alternative Rule #2: As above, but those concerned about power creep for mythic spellcasters could choose to limit this benefit to non-spellcasting characters and creatures, such as barbarians, cavaliers, fighters, monks, ninjas, rogues, samurai, shifters, and vigilantes.

Alternative Rule #3: You might also allow characters (either non-spellcasters or any character, at your option) to swap one mythic enhancement feat they have learned for another mythic enhancement feat for which they already have the non-mythic version, perhaps by spending an hour training and expending one use of mythic power. This allows characters to explore different options of how to use their mythic feats without feeling forced to simply choose a handful of familiar feats that they are sure will be effective. The ability to explore this arsenal of mythic feats is what will make it a great resource for you and your characters.

Mythic Monsters and Feats

In most cases, the mythic monsters in the Mythic Monster Manual have mythic feats drawn from the Mythic Monster Manual appendices or from Pathfinder Roleplaying Game Mythic Adventures. This is for ease of reference and also to reflect the fact that not every customer who purchases that bestiary will also purchase this book. However, if you have both books you should always feel able and encouraged to experiment with which mythic feats a mythic monster might possess. Changing the particular mythic feats a monster has can go a long way towards reshaping its tactics and abilities and keeping your players on their toes.

Gifts of Nirvana

Whether it is the imperial dragons or the powers of Nirvana, mortals are often the recipient of protection and guidance by greater powers. Those of mythic power have the ability to grant lasting gifts on those mortals who earn their favor. Should a mortal provide great and memorable service to a dragon or an agent of Nirvana, then they are rewarded either with either an item of power listed below, or perhaps even a shred of the being's power, which manifests as one of the feats in this section.

NEW FEATS

The following feats are new to this book, presenting both their mythic and non-mythic versions. The Ghost Rider and Headless Horseman feats exist purely as mythic feats; they are not mythic enhancement feats as they have no non-mythic equivalent. Only mythic creatures or characters can select them, using mythic feat slots.

Blessing of the Dilung

A grateful forest dragon has rewarded you with a shred of its power.

Prerequisite: Non-good alignment, you must have performed a service for a mythic forest dragon.

Benefit: You gain a +4 bonus on Survival checks while in forest terrain, and the DC to follow your tracks is 2 higher than normal.

Mythic: You gain a +4 bonus on Survival checks while in forest terrain, and the DC to follow the tracks of you and your companions (up to 2 per mythic tier) is 4 higher than normal in such terrain. You can expend one use of mythic power to gain the benefits of *pass without trace* for 1 hour per mythic tier you possess.

Blessing of the Jiaolung

A grateful sea dragon has rewarded you with a shred of its power.

Prerequisite: Non-evil alignment, you must have performed a service for a mythic sea dragon.

Benefit: Swim is a class skill for you, and you can always take 10 on Swim checks in calm or rough water. You gain a +2 bonus on Swim checks in stormy water.

Mythic: Swim is a class skill for you, and you can always take 10 on Swim checks in any type of water. You can expend one use of mythic power to gain a swim speed of 30 feet and *water breathing* for 2 hours per mythic tier you possess. If you expend two uses of mythic power, you can share the swim speed and *water breathing* with all creatures you touch when you activate the ability, dividing the duration evenly among all affected.

Blessing of the Tienlung

A grateful sky dragon has rewarded you with a shred of its power.

Prerequisite: Any good alignment, you must have performed a service for a mythic sky dragon.

Benefit: Fly is a class skill for you, and the DC for you to move against strong winds, whether on land or flying, is reduced by 5.

Mythic: Fly is a class skill for you, and you are unaffected by strong winds when flying. You can expend one use of mythic power to *fly* as the spell, as if the caster level were twice your mythic tier. If you expend two uses of mythic power, you gain *overland flight* instead.

Blessing of the Lungwang

A grateful sovereign dragon has rewarded you with a shred of its power.

Prerequisite: You must have performed a service for a mythic sovereign dragon.

Benefit: When an opponent strikes you in combat, you gain a +2 circumstance bonus on your next attack against that opponent. You can only receive this bonus against a single opponent in any given round. If you are hit by multiple opoonents in a gven round, you may choose the opponent against whom this benefit applies.

Mythic: When an opponent strikes you in combat, you gain a +2 circumstance bonus on your next attack against that opponent. In a given round, you can gain this bonus against a total number of opponents equal to your mythic tier. If you expend one use of mythic power, you can strike an opponent that just hit you as an immediate action, applying the bonus to attack to this roll.

Blessing of the Futsanglung

A grateful underworld dragon has rewarded you with a shred of its power.

Prerequisite: Any non-good alignment, you must have performed a service for a mythic underworld dragon.

Benefit: Once per day, you can treat a melee weapon or unarmed strike as if it were adamantine for the purposes of overcoming damage reduction or bypassing hardness. This effect lasts until your next turn.

Mythic: You choose a single opponent when activating this feat instead. Against that opponent, all melee weapon and unarmed strikes that you make are considered to be adamantine for the purposes of overcoming damage reduction or bypassing hardness for the remainder of the encounter, or until 1 minute has passed. You can expend one use of mythic power to extend the duration of this feat to a full 24 hours.

Blessing of Nirvana

In return for your aid, the powers of Nirvana will answer your call.

Prerequisite: Any non-evil alignment, ability to cast summon monster.

Benefit: With this feat, you add the foo dog to the list of creatures you can summon with *summon monster II*, and the foo lion to the *summon monster IV* list. If you use a higher-level spell to summon multiple foo creatures, they always arrive in pairs. At the GM's discretion, other types of foo creatures could be available with other *summon monster* spells.

Mythic: In addition to adding foo creatures to the summon monster lists, you can also summon a pair of them to aid you through the various *planar ally* and *planar binding* spells, as if they were a single creature. The Hit Dice limit of the spell used still applies.

Dark Force Adept

Fear is the path to anger, to hate, to suffering... and to power.

Prerequisite: Dark Force Adept

Benefit: You may freely spend ki points, arcane pool, grit, panache, and daily uses of touch of corruption interchangeably, using any of them in any combination to activate any power which may be activated by any of the others.

You gain access to the spell-like abilities below, which you may activate by expending the listed amount of ki, arcane pool, grit, or daily uses of touch of corruption. Your character level is the caster level for these spell-like abilities, and you use Charisma to determine your concentration check bonus. The saving throw against these special spell-like abilities, if any, is equal to 10 + ½ your character level + Charisma bonus.

feather fall (self only), *jump* (self only) – 1 point

telekinetic charge (self only) – 2 points

haste (self only) – 3 points

telekinesis – 4 points

mythic haste[MA] (self only) – 5 points

Special: If you are a time thief, you may freely spend motes of time interchangeably with the class feature pools normally allowed for this feat.

Mythic: As a swift action, you can expend one use of mythic power to gain two points or daily uses to use with your arcane pool, grit, ki, panache, or touch of corruption class feature. You must use these additional points or daily uses within a number of minutes equal to your mythic tier or they are lost.

You also add your mythic tier to your caster level for the purpose of the spell-like abilities you gain from this feat, and you can expend mythic power to use the mythic versions (and augmented mythic versions, if you meet the minimum mythic tier prerequisites) of these spell-like abilities.

Elemental Expert

The creatures of the elemental plane are yours to study and command.

Prerequisites: Spell Focus (conjuration), Knowledge (planes) 3 ranks.

Benefit: You gain a +2 bonus on Knowledge checks related to the elemental planes and creatures with the elemental subtype. In addition, whenever you call a creature with the elemental subtype using planar ally, planar binding, or similar effects, you increase the maximum Hit Dice of elemental you can call by 2, and you treat the creature's Hit Dice and Charisma score as if they were 2 lower for the purpose of bargaining for its services.

Mythic: Your bonus on Knowledge checks increases to +4, and you can expend one use of your mythic power to detect elementals (as detect evil but affecting only creatures with the elemental subtype or native to the Elemental Planes) as a spell-like ability. If you are casting summon monster or summon nature's ally to summon an elemental, you treat the spell as if it were one level higher for the purpose of summoning a creature with the elemental subtype.

Ghost Rider (Mythic)

You and your mount are terrifying avatars of the spirit world.

Prerequisite: Headless Horseman, Mounted Combat, mythic rank 3rd.

Benefit: When you activate your Headless Horseman feat, the effect lasts for a number of minutes equal to your tier. You may replace the image of your head with a flaming visage like a skull, jack-o'-lantern, or ghostly animal, or even just a ghostly image of your own head, shedding light as a torch and gaining low-light vision. You gain an additional +2 bonus on saving throws against inhaled poison or gas and on Intimidate checks.

You also can choose to make yourself and your mount appear ghostly and transparent, as ghostly disguiseUM affecting both of you, and when using this ability you leave no tracks. If you expend two uses of mythic power, your mount gains the speed and additional movement abilities as if it were a phantom steed, treating your mythic tier +5 as your caster level. In addition, when you and your mount use the run or withdraw action, you may expend 1 minute of the effect's duration to cause both of you to become incorporeal until the beginning of your next turn.

Special: This feat applies only when you are mounted; if you dismount, all effects end.

Headless Horseman (Mythic)

You have learned to shroud yourself with the mystic power of fear.

Prerequisite: Mounted Combat, mythic rank 1st.

Benefit: As a swift action, you can expend one use of your mythic power to make your head invisible and partially incorporeal for a number of rounds equal to your tier, so that it appears you are entirely headless. You can still see, hear, and speak normally, but you cannot eat or drink and you gain a +2 circumstance bonus on saving throws against inhaled poison or gas. You gain a +2 bonus on Intimidate checks while apparently headless, and you

have a 25% chance to ignore extra damage from a critical hit, sneak attack, or similar precision-based damage (this chance is increased to 50% against effects that specifically target your head or neck, such as a vorpal weapon. This does not stack with other effects like fortification that grant a percentage chance to ignore critical hits. While you are using this feat, undead ignore you as if you were using hide from undead (DC 11).

Special: This feat applies only when you are mounted; if you dismount, your head becomes visible again.

Inhuman Inside

The skin you were long-ago born into has always been false; within, you're something much more – and much less – than a normal, living person. There is an idea of you, certainly; some kind of abstraction. But there is no reality behind this: only an entity, something illusory. Though you can hide your cold gaze, there is a rough and alien beast burning under your smooth and seemingly-mundane flesh … and its blood-lust cannot be assuaged long. It's growing stronger every night.

Prerequisite: Humanoid or outsider with the native subtype; any evil alignment.

Benefit: You add your Intelligence modifier as a bonus on Bluff and Diplomacy checks when interacting with humanoids and outsiders and on Disguise checks to appear as a humanoid of one specific subtype. This is in addition to your Charisma modifier. Opponents do not gain bonuses against you from abilities like favored enemy, hatred racial traits, and similar abilities, as your atypical and aberrant psychology and physiology belies your true nature within. If they are using *true seeing* or if you reveal your true nature, their bonuses apply normally against you. For purposes of magical effects such as *bane* weapons or the *charm person* spell, you are still treated as a creature of your actual type.

If you have the ability to cast spells, you also add *misdirection* to all of your spell lists, and it is always a 1st-level spell for you.

In addition, you may ignore race-based prerequisites for traits, feats, and archetypes, allowing you to select them even if they are normally exclusive to a race–such as Scarred Witch Doctor[ARG] or Elven Accuracy[APG]–no matter your actual species, so long as the rules element does not require or affect a racial ability you do not possess.

If you have the Additional Traits[APG] feat, you may select a second race trait, although it may not be one from your original race; thus, a tiefling with the Blessing of Darkness racial trait could not select Dark Magic Affinity, but could freely choose Smoke Resistant, Traumatic Shift, or any other non-tiefling race trait.

Mythic: You add your Intelligence modifier as a bonus on Disguise checks to appear as a humanoid of any type, and you can expend one use of mythic power as a standard action to use misdirection (self only) as a spell-like ability, treating your character level plus your mythic tier as our caster level. If you expend two uses of mythic power, this functions as *mythic misdirection*.

If you are struck by a *bane* weapon, as an immediate action you can expend one use of mythic power to suppress your true nature until the end of your next turn. During this time, the bane weapon does not function against you. You cannot use this ability to protect yourself from a *mythic bane* weapon or an artifact weapon with the *bane* property.

If you have the Additional Traits[APG] feat, you may select a third race trait, though all three of your race traits must be from different races. When you gain a new level, you may exchange this third race trait for a different race trait, which again must be from a different race than your other traits and from the previous third race trait you possessed.

FEATS BY TYPE

COMBAT FEATS	Archon Justice	Beastmaster Salvation	Bristling Drag
Acrobatic Spellcaster	Archon Style	Beastmaster Style	Brutal Coup de Grace
Agile Maiden	Awesome Charge	Befuddling Strike	Brute Assault
Amateur Swashbuckler	Azata Mischief	Betrayal Sense	Brute Stomp
Ambush Awareness	Azata Sprint	Blazing Aura	Brute Style
Ancestral Enmity	Azata Style	Bleeding Stare	Bushwhack
Animal Ferocity	Balor Whip	Blood Spurt	But a Scratch
Anticipate Dodge	Barroom Brawler	Blooded Arcane Strike	Canny Tumble
Aquatic Combatant	Beast Hunter	Branch Pounce	Cat and Mouse
Archon Diversion	Beastmaster Ire	Bristling Bull Rush	Channeling Force

Circuitous Shot	Engulf Horror	Improved Sabotaging Sunder	Mutual Hatred
Cleaving Sweep	Engulf Revulsion	Improved Spring Attack	My Blade is Yours
Clambering Escape	Enrage Opponent	Improved Swap Places	Nature's Weapons
Clinging Climber	Entreating Critical	Improved Weapon of the Chosen	Notorious Vigilante
Combat Stamina	Excoriating Stare	Improved Wildling Strike	Ostentatious Rager
Compounded Pain	Exsanguinate	Incite Paranoia	Owl Dive
Consume Essence	Extra Stamina	Indomitable Mountain Avalanche	Owl Style
Coordinated Capture	Extreme Prejudice	Indomitable Mountain Peak	Owl Swoop
Coordinated Shot	Faerie's Strike	Indomitable Mountain Style	Pack Flanking
Counter Reflexes	Fatiguing Stare	Inspiring Bravery	Paralyzing Strike
Counterpunch	Fencing Grace	Intense Pain	Piercing Grapple
Covering Fire	Feral Grace	Intercept Blow	Pile On
Crashing Wave Buffet	Ferocious Feint	Intercept Charge	Position of Strength
Crashing Wave Fist	Fox Insight	Interweave Composite Blast	Psychic Combatant
Crashing Wave Style	Fox Style	Intimidate Animals	Pummeling Bully
Cunning Intuition	Fox Trickery	Intimidating Glance	Pummeling Charge
Dazing Fist	Gloomstorm	Jabbing Dancer	Pummeling Style
Deadhand Initiate	Grabbing Drag	Jabbing Master	Push the Limits
Deadhand Master	Grabbing Master	Jabbing Style	Quick Study
Deadhand Style	Grabbing Style	Jaguar Pounce	Quick Stow
Demonic Momentum	Graceful Steal	Kick Up	Quiet Death
Demonic Slaughter	Grasping Strike	Killing Flourish	Ranged Feint
Demonic Style	Gravitational Vital Strike	Kyton Cut	Ready for Anything
Demoralizing Stare	Greater Balor Whip	Kyton Shield	Reap the Infirm
Diabolic Humiliation	Greater Hunter's Bond	Kyton Style	Redistributed Might
Diabolic Judgement	Greater Mesmerizing Feint	Lashing Tail	Reflexive Interception
Diabolic Style	Greater Subjective Slam	Latching Horror	River Raider
Disheartening Display	Greater Weapon of the Chosen	Lightning Draw	Riving Strike
Disrupting Fist	Greater Wilding Strike	Maddening Obliteration	Rubble Skirmisher
Disruptive Companion	Gruesome Slaughter	Maddening Strike	Sabotaging Sunder
Distracting Charge	Harder They Fall	Maddening Style	Sea Shooter
Diva Advance	Horn Rider	Martial Dominance	Seething Hatred
Diva Strike	Horn Rider's Charge	Measure Foe	Seize Advantage
Diva Style	Horrific Gorging	Merciless Butchery	Shocking Bellow
Draining Strike	Hurtful	Mesmerizing Feint	Silent Kill
Dueling Artistry	Improved Awesome Blow	Misdirection Attack	Sisterhood Dedication
Dueling Cape Deed	Improved Balor Whip	Misdirection Redirection	Sisterhood Rampart
Duelist Style	Improved Beast Hunter	Misdirection Tactics	Sisterhood Style
Duelist Style Aegis	Improved Bravery	Musketeer's Daring	Shadows of Fear
Duelist Style Conquest	Improved Hunter's Bond	Musketeer's Dodge	Shatter Control
Duelist's Masterstroke	Improved Intercept Blow	Musketeer's Reposition	Shatter Mental Mask
Eidolon Mount	Improved Position of Strength	Musketeer's Sidestep	Skin Suit

Slashing Grace	Ferocious Feint	Gaze of Deep Wilderness	**PANACHE FEATS**
Slayer's Feint	Forceful Charge	Horrid Shrieks of the Jubjub Bird	Confounding Tumble Deed
Sliding Dash	Greater Tenacious Hunter	Shapeless and Primal Terror	Disarming Threat Deed
Social Bravery	Improved Forceful Charge	The Cursed Cycle, Unending	Dueling Cape Deed
Spirit of the Corps	Improved Intercept Blow	True Child of the Forest	Enrage Opponent
Staggering Blow	Intercept Blow	True Love's Kiss	Extra Panache
Staggering Fist	Reflexive Interception	Unforged Arrow of the Wild	Lightning Draw
Starry Grace	Share Feature	Walker Behind the Thorns	Musketeer's Daring
Startling Getaway	Tenacious Hunter		Musketeer's Sidestep
Stony Rampart		**GRIT FEATS**	Pommel Strike Deed
Street Carnage	**CONDUIT FEATS**	Musketeer's Dodge	Structural Strike
Street Style	Blazing Aura	Musketeer's Reposition	
Street Sweep	Chaos Reigns		**STARE FEATS**
Structural Strike	Death Field	**ITEM CREATION FEATS**	Bleeding Stare
Subjective Slam	Flickering Step	Fleshwarper	Demoralizing Stare
Swipe and Stash	Gloomstorm		Excoriating Stare
Tail Weapon	Greater Planar Infusion	**METAMAGIC FEATS**	Fatiguing Stare
Thrill of the Hunt	Healer's Hands	Aquatic Spell	Intense Pain
Tribal Hunter	Heaven's Light	Apocalyptic Spell	
Twin Fang Lunge	Hollow Soul	Authoritative Spell	**STORY FEATS**
Twin Fang Strike	Improved Planar Infusion	Blissful Spell	Enemy Cult
Twin Fang Style	Last Rites	Contagious Spell	Ghost Guide
Twinned Feint	Malleable Form	Crypt Spell	Protector of the People
Two-Weapon Grace	Peace of Mind	Fearsome Spell	Twisted Love
Unyielding Ferocity	Phase Strike	Fleeting Spell	
Vigilant Charger	Planar Infusion	Furious Spell	**STYLE FEATS**
Visceral Threat	Primal Bloom	Intuitive Spell	Archon Style
Weapon of the Chosen	Shadow's Shroud	Logical Spell	Archon Diversion
Wilding Strike	Stony Rampart	Scarring Spell	Archon Justice
Winter's Strike	Tidal Swiftness	Steaming Spell	Azata Style
Witchbreaker	Tyrant's Rebuke	Studied Spell	Azata Mischief
Wolf Savage	Wanderer's Fortune	Stygian Spell	Azata Sprint
Wolf Style	Wind Leaper	Stylized Spell	Beastmaster Style
Wolf Trip		Tenacious Spell	Beastmaster Ire
Woodland Wraith	**CRITICAL FEATS**	Traumatic Spell	Beastmaster Salvation
Wounded Paw Gambit	Entreating Critical	Tumultuous Spell	Brute Style
		Verdant Spell	Brute Assault
COMPANION FEATS	**FAERIE FEATS**		Brute Stomp
Devotion Against the Unnatural	Blazing Eyes & Mad Howls of the Jabberwock		Crashing Wave Style
Disruptive Companion	Cloak of Coiling Thorns		Crashing Wave Buffet
Feral Grace	Dark Chains Between the Trees		Crashing Wave Fist
Ferocious Beast	Frumious Quills of the Bandersnatch		

Deadhand Style	Grabbing Style	Sisterhood Style	Distracting Charge
Deadhand Initiate	Grabbing Drag	Sisterhood Dedication	Group Shared Spells
Deadhand Master	Grabbing Master	Sisterhood Rampart	Harder They Fall
Demonic Style	Indomitable Mountain Style	Street Style	Improved Duck and Cover
Demonic Momentum	Indomitable Mountain Avalanche	Street Carnage	Improved Swap Places
Demonic Slaughter	Indomitable Mountain Peak	Street Sweep	Intercept Charge
Diabolic Style	Jabbing Style	Twin Fang Style	Interweave Composite Blast
Diabolic Humiliation	Jabbing Dancer	Twin Fang Lunge	My Blade is Yours
Diabolic Judgement	Jabbing Master	Twin Fang Strike	Out of the Sun
Diva Style	Maddening Style	Wolf Style	Pack Flanking
Diva Advance	Maddening Obliteration	Wolf Savage	Scarred Legion
Diva Strike	Maddening Strike	Wolf Trip	Scion of the Land
Duelist Style	Owl Style		Share Healing
Duelist Style Aegis	Owl Dive	**TEAMWORK FEATS**	Shared Stash
Duelist Style Conquest	Owl Swoop	Cooperative Disabling	Spirit of the Corps
Fox Style	Pummeling Style	Coordinated Capture	Tag-Team Interrogation
Fox Insight	Pummeling Bully	Coordinated Shot	Timely Coordination
Fox Trickery	Pummeling Charge	Covering Fire	Tribal Hunter
			Wounded Paw Gambit

Types of Feats

Because of the sheer number of feats in this chapter, we have not included a shorthand table for every feat. Such a table would have spanned over 20 pages and not added a great deal of utility. You can reference feat lists and shorthand in the reference books where your favorie *Pathfinder* feats are found, and you can also use online utilities such as the Pathfinder Reference Document (aonprd.com/Feats.aspx) or an equivalent online resource like d20pfsrd.com (www.d20pfsrd.com/feats), which provides an encyclopedic alphabetical reference of Pathfinder feats, along with their original sources.

However, for ease of reference we have compiled the following lists of feats by specific type, to help facilitate characters who gain bonus feats of a certain type.

Feat Descriptions

- A -

Aberrant Tumor: Choose any familiar as your tumor familiar, and it gains an alchemist discovery.

Absorb Spirit: Gain bonuses on Will saves and Con checks, avoid ability damage, and you are able to keep any spirit within you longer without consequences.

Acrobatic Spellcaster: Use an Acrobatics check instead of a concentration check.

Additional Affiliations: You gain 2 more affiliation slots and a Diplomacy bonus with members of your organization.

Agent of Fear: Bonuses against the fear you induce are much decreased–

Agile Maiden: Your armor counts as any type of armor.

Alter Binary Mindscape: Force your enemy to spend more manifestation points and spend your manifestation points to negate its attacks.

Amateur Investigator: Gain an investigator talent.

Amateur Swashbuckler: Gain more panache and a 3rd-level deed.

Ambush Awareness: Take any single action instead of a total defense action with Ambush Awareness.

Ancestral Enmity: Your ancestral enmity bonus increases by +2, and you can apply it to damage rolls and AC too.

Angelbane Strike: Inflict even more damage to good creatures with Channel Smite.

Animal Call: Attract animals and make them friendly.

Animal Disguise: Really assume the form of an animal.

Animal Ferocity: Gain attack bonuses by spending mythic power when under 0 hit points.

Animal Soul: You and your animal companion may share any kind of magic effect.

Anticipate Dodge: Increase your bonuses and know the target's dodge bonus.

Aquatic Adaption: You suffer no penalties for using melee weapons while in or under water.

Aquatic Advantage: Gain a bonus on your attack of opportunity, and it does not count for this round.

Aquatic Combatant: Gain a swim speed when attacking underwater.

Aquatic Spell: Cast an aquatic spell without preparation.

Apocalyptic Spell: Increase the penalties inflicted in the affected terrain.

Archon Diversion: Divert more attacks per round with Archon Style.

Archon Justice: Give more quickly bonuses to your allies against opponents.

Archon Style: Ignore the penalty to AC or increase your allies' bonus to AC.

Arctic Adaptation: Survive almost anything in cold environments.

Armored Rider: Your mount is not encumbered by any armor you or itself wear.

Aura Flare: Use the feat more than once per day by spending mythic power, affect neutral creatures, and make opponents exhausted with a failed save.

Authoritative Spell: Your authority last longer or you can affect multiple creatures.

Awesome Charge: Your target is affected as if you had the Mythic Awesome Blow feat.

Axiomatic Discourse: You reduce your penalties for influencing creatures.

Azata Mischief: You can trip every creature you pass by.

Azata Sprint: Increase even more your speed and ignore movement penalties.

Azata Style: Your dodge bonus to AC increases and lasts longer.

Aberrant Tumor (Mythic)

Your tumor familiar becomes more alien and powerful.

Prerequisite: Aberrant Tumor[ACG].

Benefit: You may select any familiar allowed to wizards as your tumor familiar (even Small and vermin familiars). In addition, your tumor familiar gains one of the following alchemist discoveries: bitter pill, chameleon, deadly excretions, nauseating flesh, preserve organs, tentacle, vestigial arm, wings. Your familiar can only gain a discovery if your equivalent alchemist level would be enough to select it. You gain the chosen discovery's benefits in place of your tumor familiar when your familiar is attached to you.

Absorb Spirit (Mythic)

Your body can better harbor restless spirits.

Prerequisite: Absorb Spirit[HA].

Benefit: You gain a bonus equal to your mythic tier on all Will saves and Constitution checks made as a result of this feat. Additionally, when you succeed on the daily Constitution check required while harboring the essence of a haunt or incorporeal undead, you suffer no Constitution or Wisdom damage, instead of suffering 1 point of Constitution and Wisdom damage. If you succeed on three of these Constitution checks in a row, your grip over the spirit's essence grows, and you need make such Constitution checks only once per week for that spirit for as long as you continue to harbor it. Finally, you can use this ability on any incorporeal undead reduced to 0 or fewer hit points within 30 feet of you, instead of just those with the rejuvenation ability. If you do, the creature is destroyed if you ever release its essence.

Acrobatic Spellcaster (Combat, Mythic)

You rely more on agile maneuvers than concentration to cast spells in combat.

Prerequisite: Acrobatic Spellcaster[UI].

Benefit: Whenever you must make a concentration check to cast a spell defensively, you can choose to make an Acrobatics check, and use the result of that check instead of making a concentration check. You must declare that you are using this ability before the check is made. Additionally, whenever you cast a spell with a casting time of 1 standard action or greater, you can expend one use of mythic power in order to move up to your movement speed as part of that action.

Additional Affiliations (Mythic)

You have an expansive personality and can forge more affiliations than normal.

Prerequisite: Additional AffiliationsAG.

Benefit: Increase your affiliation slot total by 2. Additionally, you gain a +2 bonus on Diplomacy checks with members of your affiliated organization.

Agent of Fear (Mythic)

No matter how often your foes encounter you, you can still strike fear into their hearts.

Prerequisite: Agent of Fear[UI].

Benefit: The bonus opponents gain on saving throws made to resist your frightening appearance and stunning appearance class features as a result of the Agent of Fear feat cannot exceed +4. Additionally, as a swift action, you can expend one use of mythic power to reset this bonus back to +0 for a single creature within 60 feet. If that creature is not currently able to detect you, he is treated as though he were no longer alert to your presence for the purposes of determining whether or not you can use those class features on him.

Agile Maiden (Combat, Mythic)

Your armor hinders you less than others.

Prerequisite: Agile Maiden[AG].

Benefit: You may treat your special plate as light armor, medium armor, or heavy armor, whichever is more beneficial to a given ability for the purpose of class features (such as a rogue's evasion, or swashbuckler's nimble). The armor is still considered heavy armor for all other purposes.

Alter Binary Mindscape (Mythic)

You are the master of morphic mindscapes.

Prerequisite: Alter Binary Mindscape[OA]

Benefit: Your enemy must spend 2 additional manifestation points each time he uses a defensive manifestation and 1 additional manifestation point whenever he uses any other manifestation. This extra manifestation point is wasted and does not provide any other benefit, like increasing the number of damage dice dealt by an offensive manifestation. In addition, when your opponent's offensive manifestation would cause you to become blinded, confused, dazed, entangled, nauseated, or shaken, as an immediate action you can expend manifestation points equal to the number of manifestation points equal to the cost of that offensive manifestation to negate its effect.

Amateur Investigator (Mythic)

Your inspiration unlocks unsuspected talents for investigation in you.

Prerequisite: Amateur Investigator[ACG].

Benefit: You gain an investigator talent. You must meet the new ability's prerequisites, treating your character level as your investigator level.

If you select an ability that modifies abilities you do not have (such as choosing a talent that modifies your studied combat when you have no studied combat) or that requires resources you do not possess (such as taking an alchemist discovery that requires you to being able to create extracts), the new ability is useless until you gain the appropriate ability or resource.

Special: If you gain levels in a class that has the inspiration class feature, you can immediately trade this feat for the Mythic Extra Inspiration or Mythic Extra Investigator Talent feat.

Amateur Swashbuckler (Combat, Mythic)

Although not a swashbuckler, you have a panache pool at your disposal.

Prerequisite: Amateur Swashbuckler[ACG].

Benefit: At the start of each day, you gain a number of panache points equal to your Charisma modifier (minimum 1), and you gain the ability to perform a single 3rd-level deed from the swashbuckler deed class feature. If you have a single panache point left, you can expend one use of your mythic power to perform a deed, rather than spend the panache point.

Special: If you gain levels in a class that grants the grit class feature, you can immediately trade this feat for the Mythic Extra Panache feat.

Ambush Awareness (Combat, Mythic)

When caught off-guard your finely-honed instincts allow you to act.

Prerequisite: Ambush Awareness[UW].

Benefit: When you benefit from the Ambush Awareness feat, you may expend one use of mythic power to take any single action instead of a total defense action.

Ancestral Enmity (Combat, Mythic)

Your racial hatred for shorter races helps you combat them in every way.

Prerequisite: Ancestral Enmity[MC].

Benefit: Your ancestral enmity bonus increases by +2, and you can apply it to damage rolls and AC too.

Angelbane Strike (Mythic)

The dark power of your Abyssal master can destroy the holiest of foes.

Prerequisite: Angelbane Strike[MC].

Benefit: When you use Channel Smite against a living creature with a good alignment, you roll d8s instead of d6s to determine the channel smite damage. If your target is either a good outsider or a divine caster who serves a good deity, you are considered a number of levels higher equal to half your mythic tier when determining how many channel energy damage dice you roll when using Channel Smite. These effects stack with those of the non-mythic Angelbane Strike feat.

Animal Call (Mythic)

Your animal calls can fool even veteran woodsmen--even the animals themselves are drawn in.

Prerequisite: Animal Call[UW].

Benefit: When using Animal Call, add your mythic tier to your Bluff check. If you succeed you may expend one use of mythic power: Your animal call attracts every animal in a 100 ft. radius that is the same species as the call you made and the animals are friendly towards you. Only you benefit from the friendly attitude—the animals act normally towards your allies.

Animal Disguise (Mythic)

Your skill at animal disguise has verged into the uncanny.

Prerequisite: Animal Disguise[UW].

Benefit: A number of times per day equal to 3 + your mythic tier you may assume the form of the animal as which you are disguised, as polymorph. This is a supernatural ability. Each use lasts 1 minute per character level.

Animal Ferocity (Combat, Mythic)

When others would go down, you fight even harder, surprising would-be victors at the last.

Prerequisite: Animal Ferocity[UW].

Benefit: When you benefit from the Animal Ferocity feat, you may expend one or more uses of mythic power as part of your attack roll, gaining a +5 bonus on your attack roll for each use of mythic power you expend.

Animal Soul (Mythic)

You and your animal companion may share any kind of magic effect.

Prerequisite: Animal Soul[ACG].

Benefit: You can allow spells and effects that affect animals, animal companions, and special mounts to affect you, and effects that affect creature of your type to affect your animal companion, even if the spells do not normally affect creatures of your type. If you expend one use of mythic power, your animal companion may benefit of racial or class effects that modify spells cast on you only. For example, if you are a sorcerer with the shapechanger bloodline, you might cast magical beast shape on your companion and extend the spell's duration with the mutable flesh bloodline power.

Anticipate Dodge (Combat, Mythic)

No elusive opponent escapes your weapon.

Prerequisite: Anticipate Dodge[ACG].

Benefit: You know what dodge bonus the target creature has. Add one-half your mythic tier to all bonuses granted by the Anticipate Dodge feat; the restriction still applies.

Apocalyptic Spell (Metamagic, Mythic)

Your magic fills your foes' hearts with fear for the end of the world.

Prerequisite: Apocalyptic Spell[PA].

Benefit: Add one-half your mythic tier to the penalties on Climb, Fly, and Swim checks attempted in the spell's area, and your mythic tier to the difficult terrain and skill penalties' duration. If you expend one use of mythic power, the terrain created by the spell contains a hostile monster fit to the terrain type that attacks any creature present in its space (roll on the casual encounter table for that terrain type).

Aquatic Adaption (Mythic)

You've developed a strange but useful quirk for your race—you can breathe underwater.

Prerequisite: Aquatic Adaption[MC].

Benefit: You suffer no penalties for using melee weapons (including natural weapons) while in or under water. You can expend one use of mythic power to cast water breathing as a spell-like ability, treating your character level as your caster level.

Aquatic Advantage (Mythic)

Foes without a swim speed provoke attacks of opportunity from you underwater.

Prerequisite: Aquatic Advantage[MC].

Benefit: If you make an attack of opportunity against an opponent who triggers Aquatic Advantage, you gain a +2 attack bonus on the attack of opportunity, and it does not count against the number of attacks of opportunity you may take this round.

Aquatic Combatant (Combat, Mythic)

When in combat, you move like you were born to water.

Prerequisite: Aquatic Combatant[UW].

Benefit: In any round in which you make a melee attack, you are considered to have a swim speed equal to your base speed. You may make the melee attack before or after a move. This feat may be used in conjunction with feats that affect your ability to move in combat, such as Spring Attack.

Aquatic Spell (Metamagic, Mythic)

You cast spells underwater or into water with great ease.

Prerequisite: Aquatic Spell[UW].

Benefit: You can expend one use of mythic power to cast a spell as an aquatic spell without preparing it as aquatic in advance, taking extra casting time, or increasing the level of the spell slot it uses.

Normal: A spellcaster must prepare a spell with a metamagic feat in advance using a higher spell slot as indicated by the feat or increase the casting time of the spell when applying a metamagic feat.

Archon Diversion (Combat, Mythic)

Attacking you during your period of vigilance opens foes up to allies' strikes.

Prerequisite: Archon Diversion[PA].

Benefit: You can divert two attacks per round while using Archon Style. You can expend a use of mythic power to add half your mythic tier to the number of attacks you can divert in a particular round. However, your allies can only make one attack of opportunity per round each against opponents as a result of using Archon Diversion or Archon Justice.

Archon Justice (Combat, Mythic)

You throw yourself in front of blows meant for allies, giving those allies a chance to strike back against the enemy once they have attacked you.

Prerequisite: Archon Justice[PA].

Benefit: You can activate the effect to grant nearby allies a bonus to AC as a free action, but only once per round, and cannot do so as a swift or move action as well. You can expend a use of mythic power to grant allies making an attack of opportunity against a diverted opponent a bonus on their attack roll equal to half your mythic tier.

Archon Style (Combat, Mythic, Style)

You protect your allies from harm, even at the cost of your own safety.

Prerequisite: Archon Style[PA].

Benefit: You can choose to either ignore the penalty to AC or increase adjacent allies' dodge bonus by +2 at the start of your round or when assuming Archon Style.

Arctic Adaptation (Mythic)

You are one with the ice and snow.

Prerequisite: Arctic Adaptation[UW].

Benefit: Add half your mythic tier to all bonuses granted by the Arctic Adaptation feat. You treat cold environments as though they were two steps less severe than normal. If you would die from non-magical cold, you may spend uses of mythic power. You then fall into a deep slumber instead of dying. You survive despite cold, lack of food, water and air for a number of decades equal to the uses of mythic power you spent. If at any point during that time the temperature rises above cold, you wake up in the same condition you were just before you would have died. If you remain cold until your time is up, you die.

Armored Rider (Mythic)

Riding while wearing armor is a second nature for you and your mount both.

Prerequisite: Armored Rider[AG].

Benefit: Your mount is not encumbered by any armor you or itself wear.

Aura Flare (Mythic)

You can flare your aura more often, and your divine might has no forgiveness for neutrality.

Prerequisite: Aura Flare[HA].

Benefit: You can use Aura Flare more than once per day, but the second time each day that you do so, you must expend one use of mythic power, and each subsequent use requires that you expend one additional use of mythic power beyond that (two uses of mythic power the third time you activate the ability, three uses of mythic power the fourth time, and so on). Additionally, when you flare your aura, you affect all non-evil creatures (if you channel negative energy) or all non-good creatures (if you channel positive energy). Creatures that are neither good nor evil receive a +4 bonus on their saving throw to resist the effect, and the effect's duration is halved (rounded down, minimum 1 round). Finally, if you have a strong aura, affected creatures that fail their Fortitude save are exhausted, rather than fatigued (the duration remains 1d4 rounds).

Authoritative Spell (Metamagic, Mythic)

Your authority influences many creatures at a time or lingers more on one creature.

Prerequisite: Authoritative Spell[PA].

Benefit: The target cannot perform actions of the selected type for a number of rounds equal to your mythic tier. Alternatively, choose a number of other creatures within 30 feet from the target. They also attempt a saving throw against your authoritative spell. If a creature fails, it is not affected by the original spell but is also forbidden from performing actions of the selected type until its next turn.

Awesome Charge (Combat, Mythic)

The might of your charge flings your opponents in the air and stuns them.

Prerequisite: Awesome Charge[MC].

Benefit: The target of your awesome charge is affected as if you had the Mythic Awesome Blow feat. If you do have that feat, the distance your opponent is knocked flying is doubled, and they are stunned for twice the normal duration.

Axiomatic Discourse (Mythic)

You take inspiration from the greatest debaters and speakers of Axis and weave words with precision, limiting misunderstandings and sharpening comprehension.

Prerequisite: Axiomatic Discourse[PA].

Benefit: A non-mythic creature's attitude towards you cannot decrease from the result of a badly failed Diplomacy check you made. You only take a -2 penalty to influence creatures that do not understand your language (instead of -4).

Azata Mischief (Combat, Mythic, Style)

When you run among your enemies, you are literally able to make them fall to your feet.

Prerequisite: Azata Mischief[PA].

Benefit: While using Azata Style, you can attempt a trip

combat maneuver against any creature when passing through their square, whether they hit you or not, and whether you end your movement there or not. You also add one-half your mythic tier to your combat maneuver check for these maneuvers.

Azata Sprint (Combat, Mythic, Style)

You pass on the battlefield like an invisible wind.

Prerequisite: Azata Sprint[PA].

Benefit: While using Azata Style, your base speed increases by an additional 10 feet, + another 10 feet at 4th, 7th, and 10th tier. You ignore the movement penalties applied by any difficult terrain you move through in the round.

Azata Style (Combat, Mythic, Style)

Your grace and agility parallels that of blessed Elysian beings.

Prerequisite: Azata Style[PA].

Benefit: While using Azata Style, during any round in which you move at least 5 feet, you gain a +2 dodge bonus to your AC. This bonus lasts until the beginning of your next turn. If you expend one use of mythic power, as an immediate action you can grant yourself an additional +10 dodge bonus to AC for that round.

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Balor Whip: Increase your bonus on drag maneuver checks and gain attacks of opportunity against drag maneuvers.

Barroom Brawler: Count your levels as both fighter and monk levels, and gains more feats.

Battle Cry: Increase your bonuses and may extend the effect.

Beast Hunter: Increases your bonuses in a favored terrain and against beasts that live there.

Beastmaster Ire: Attack immediately the creature threatening your animal companion.

Beastmaster Salvation: Increase the protection you bestow to your animal companion.

Beastmaster Style: Increase the protection you grant your animal companion and negate multiple attacks against it.

Befuddling Strike: Increase the save DC and use the feat multiple times during the same round.

Believer's Boon: Use your domain power at a higher level and may gain higher-level powers.

Believer's Hands: Lay on hands as a paladin of your level and use mercies.

Betrayal Sense: You can discover deceivers without consciously trying.

Blasting Charge: Deal more damage with this feat.

Blazing Aura: Aura lasts longer and inflicts more damage.

Blazing Eyes & Mad Howls of the Jabberwock: Increase the damage and area of effect and ignore the penalties against vorpal weapons.

Bleeding Stare: Del more bleed damage and make more difficult to halt the bleed.

Blessed Striker: Treat your attacks as magic and epic.

Blissful Spell: Your spell dispels all beneficial rage effects.

Blood Spurt: Your blood spray can affect many creatures.

Blooded Arcane Strike: The effects of the feat last longer even after your bloodrage's end.

Blustering Bluff: Use your bluff to lie, and the bluffed creature does not automatically realize that they were fooled.

Bookish Rogue: Cast higher-level spells studying spellbooks.

Boon Companion: Use your level to calculate the level of your companion creature.

Branch Pounce: Trip your opponent and further soften your fall.

Bred Commander: Increase the bonus on your army's Morale checks.

Brilliant Planner: You have more money available and it takes you less time to enact your brilliant plan.

Brilliant Spell Preparation: Prepare spells of any level more quickly in special slots and leave open more slots.

Bristling Bull Rush: Do more damage with your bull rush.

Bristling Drag: Do more damage to a dragged creature.

Brutal Coup de Grace: Frighten non-mythic enemies who fail their save, and regain mythic power dealing a coup of grace to a mythic opponent.

Brute Assault: Inflict more strength damage and cripple your opponents by spending mythic power.

Brute Stomp: Increase the critical threat range of your additional unarmed attack.

Brute Style: Add additional damage to a prone creature.

Bully Breed: Make your animal companion more intimidating.

Burning Shade of the Umbral Wood: You can make opponents fail their save, may cast mythic unwilling shield, and suffer no more the feat's penalties.

Bushwhack: Stagger your opponent or impair its voice with your second combat maneuver.

But a Scratch: Apply this ability to ranged critical hits too, and your opponent remains shaken for a longer time.

Balor Whip (Combat, Mythic)

You can drag distant foes toward you with your whip.

Prerequisite: Balor Whip[VC].

Benefit: You gain a bonus equal to half your tier on drag combat maneuver checks with your whip. This bonus stacks with that granted by Balor Whip.

Furthermore, you can make an attack of opportunity with your whip against any creature that attempts a drag maneuver against you, unless it also has this feat.

Barroom Brawler (Combat, Mythic)

You are flexible and unpredictable in battle.

Prerequisite: Barroom Brawler[ACG].

Benefit: Your character level counts both as your fighter or monk level for the purpose of the temporary feat you gain using this ability. At 8th level, you can gain two combat feats at a time. At 10th level, you can gain three combat feats at a time with this ability.

Battle Cry (Mythic)

Your voice grants great courage and might to your allies in battle.

Prerequisite: Battle Cry[ACG].

Benefit: The bonuses granted by your battle cry double. You can extend the effect of the feat for one additional minute per use of mythic power you spend.

Beast Hunter (Combat, Mythic)

When in your element, you are the top of the food chain.

Prerequisite: Beast Hunter[UW].

Benefit: Add half your mythic tier to all bonuses granted by the Beast Hunter feat. You may expend one use of mythic power to add your mythic tier again to the insight bonus granted by the feat for a single round of attacks.

Special: You can take this feat multiple times. Each time you select this feat, you can choose an additional favored terrain to gain the listed benefits in.

Beastmaster Ire (Combat, Mythic)

You respond to threats to your animal companion immediately and viciously.

Prerequisite: Beastmaster Ire[UW].

Benefit: Whenever you benefit from the Beastmaster Style feat you may make a single melee attack on the attacking creature as soon as its attack is resolved. You may expend one use of mythic power to add your mythic tier to the morale bonuses granted by the Beastmaster Ire feat.

Beastmaster Salvation (Combat, Mythic)

You have honed your bond with your animal companion into a powerful shield for the beast.

Prerequisite: Beastmaster Salvation[UW].

Benefit: Add your mythic tier to the Handle Animal check allowed by the Beastmaster Salvation feat.

Beastmaster Style (Combat, Mythic, Style)

Your bond can protect your animal companion even once it leaves your side.

Prerequisite: Beastmaster Style[UW].

Benefit: When benefiting from the Beastmaster Style feat, add half your mythic tier as a circumstance bonus to your Handle Animal check. You may spend mythic power before rolling. For each use of mythic power you spend, you may use that Handle Animal roll to negate 1 attack in the next 5 rounds, even if your animal companion is not adjacent to you at the time of the attack and you are not adjacent to the attacker.

Befuddling Strike (Combat, Mythic)

With greater potency and frequency, your fists befuddle those who stand against you.

Prerequisite: Befuddling Strike[ACG].

Benefit: The DC of your Befuddling Strike increases by one-half your tier, and you can use Befuddling Strike multiple times during the same round. As a free action, you can expend one use of your mythic power to use Befuddling Strike without spending one of your daily uses of the feat.

Believer's Boon (Mythic)

Your deity rewards you for your faithfulness.

Prerequisite: Believer's Boon[ACG].

Benefit: You add your mythic tier to your effective cleric level to determine the effect of the 1st-level domain power you select, and you add one-half your mythic tier (minimum 1) to the number of rounds or times per day you can use that domain power.

In addition, if your mythic tier equals or exceeds the minimum level for a domain power granted beyond 1st level, you can expend one use of your mythic power to use that ability once (or to use that ability for a number of minutes equal to your mythic tier, if it is a constant ability like the fire resistance ability granted by the Fire domain), with your effective cleric level for this ability as described above for all purposes other than the number of uses you gain of the ability.

Special: If you have taken the non-mythic Believer's Boon feat two times, this mythic feat's benefits apply to both domains.

Believer's Hands (Mythic)

Your healing abilities are on the verge of divinity.

Prerequisite: Believer's Hands[ACG].

Benefit: Your character level counts as your paladin level when using your lay on hands ability. In addition, for every 3 mythic tiers you possess, you may select one mercy available to a paladin of your level to use when laying hands.

Betrayal Sense (Combat, Mythic)

You are always on the lookout for betrayal and can act quickly to prevent an ambush.

Prerequisite: Betrayal Sense[UI].

Benefit: Whenever you encounter a disguised creature, you automatically receive a Perception check to pierce that creature's disguise. Similarly, whenever you encounter a creature that intends to attack you by surprise, you automatically receive a Sense Motive check to learn this. The GM may make these checks for you, in secret, if she desires. Additionally, if both you and one or more opponents would potentially act in a surprise round, you can expend one use of mythic power to prevent all opponents from acting in that surprise round. Opponents whose mythic tier is equal to or greater than your own are unaffected by this ability.

Blasting Charge (Mythic)

With greater potency and frequency, your charge strikes harder than before.

Prerequisite: Blasting Charge[ACG].

Benefit: Add your mythic tier to the additional damage dealt by the feat. You can expend one use of mythic power to add double your mythic tier as additional damage instead of adding it once.

Blazing Aura (Combat, Conduit, Mythic)

You surround yourself with pure, unquenchable flames from the Plane of Fire.

Prerequisite: Blazing Aura[PA].

Benefit: Your fire aura lasts for a number of rounds equal to your mythic tier. A creature that makes a successful melee attack against you takes a number of points of fire damage equal to 2d6 plus your ranks in Knowledge (planes).

Activating this ability is a move action. If you have at least 9 ranks in Knowledge (planes), you can activate this ability as a move action or a swift action.

Blazing Eyes & Mad Howls of the Jabberwock (Faerie, Mythic)

The strange trauma which gifted you with occult power is tied -in some way you cannot yet fully comprehend- to the legendary magic of that terrible dragon of wind, insanity & flame which haunts the deepest of this world's dark woods… and the far-off nightmares of all Fair Folk.

Prerequisite: Blazing Eyes & Mad Howls of the Jabberwock[FKCC].

Benefit: Your burble effect increases to a 60-foot radius. If you deal sonic damage, the damage increases to 1d10 points of sonic damage per 2 kineticist levels you possess. You are no longer bound by the restrictions about *vorpal* weapons; that is, you are no longer shaken by *vorpal* weapons, you may willingly move toward the wielder of a vorpal weapon, and you may look directly at the wielder of such a weapon.

Bleeding Stare (Combat, Mythic, Stare)

Your painful gaze unleashes sanguinary torment on your foes.

Prerequisite: Bleeding Stare[OA].

Benefit: You increase the amount of bleed damage inflicted by your painful stare by an amount equal to one-half your mythic tier (minimum +1). Halting that bleed requires a successful Heal (DC 15 + your mesmerist level + your mythic tier), or if casting a spell that cures hit point damage a successful caster level check (DC 11 + your mesmerist level + your mythic tier). A mythic spellcaster may add her mythic tier as a bonus on this caster level check.

Blessed Striker (Mythic)

Your deity granted you further benedictions.

Prerequisite: Blessed Striker[ACG].

Benefit: All your attacks are also treated as being magic and epic for the purpose of overcoming damage reduction.

Blissful Spell (Metamagic, Mythic)

Your magic grants absolute peace of mind and joy to foes and friends alike.

Prerequisite: Blissful Spell[PA].

Benefit: When a creature is successfully hit by an offensive mythic blissful spell or fails its saving throw against an offensive mythic blissful spell, all beneficial effects of rage, raging song, rage powers or similar affecting the creature are removed. A beneficial blissful spell instead dispels any ongoing negative emotion effect on a creature.

Blood Spurt (Combat, Mythic)

You can spray blood in truly impressive bursts.

Prerequisite: Blood Spurt[HA].

Benefit: You may choose to have your blood spray affect all creatures in a 15-foot cone, rather than affecting a single creature. The cone must begin in a square adjacent to your space, and if the blood spray was triggered by a creature other than yourself dealing bleed damage to you with a melee attack, that creature must be included in the cone's area. If you expend one use of mythic power, you can cause the blood spray to affect all creatures in a 30-foot cone, instead. Additionally, your blood spray is also triggered by ranged attacks that deal bleed damage to you, and in such cases you can choose to have the spray affect any creature adjacent to you. Finally, when inflicting damage to yourself to cause blood spray, you can choose to inflict 1d6 points of non-bleed damage to yourself, instead of inflicting 1 point of bleed damage.

Blooded Arcane Strike (Combat, Mythic)

Your arcane fury lingers even when your body is exhausted.

Prerequisite: Blooded Arcane Strike[ACG].

Benefit: When you use Arcane Strike or Mythic Arcane Strike while in a bloodrage, its effects lingers for a number of rounds equal to one-half your mythic tier after the bloodrage ends.

Blustering Bluff (Mythic)

You can bully others into believing just about anything.

Prerequisite: Blustering Bluff[UI].

Benefit: You can also use Blustering Bluff to reduce the penalty for telling an impossible lie by 5. Additionally, when you use Blustering Bluff and succeed on a check that would not otherwise have succeeded, the creature you bluffed does not automatically realize that they were fooled after 1d6x10 minutes. Instead, they realize this only if and when they are presented with evidence or claims that contradict your bluff (although this evidence or claim need not be particularly convincing: even the suggestion that you duped them is enough to make them realize it).

Bookish Rogue (Mythic)

Magic comes nearly as easy to you as to a wizard.

Prerequisite: Bookish Rogue[ACG].

Benefit: When studying a spellbook, you can replace one spell you are able to cast using your minor magic or major magic rogue talent to one sorcerer/wizard spell of a level equal to your mythic tier or a cleric/oracle spell of a level equal to one-half your mythic tier contained in the spellbook. This change is permanent until you take the time to change it via this feat again.

Boon Companion (Mythic)

Your animal companion or familiar is as strong as you are.

Prerequisite: Boon Companion[UW].

Benefit: You use your character level as your effective druid level when calculating the abilities of your animal companion or familiar. If you applied the Boon Companion feat to more than one animal companion or familiar, choose one to receive this benefit. If you dismiss or lose an animal companion or familiar that has received this benefit, you can apply this feat to the replacement creature.

Special: You can select this feat once for each time that you selected the Boon Companion feat. Each time you take the feat, it applies to a different animal companion or familiar that already benefited from Boon Companion.

Branch Pounce (Combat, Mythic)

Your leaping attacks knock opponents off their feet.

Prerequisite: Branch Pounce[UW].

Benefit: When you charge a target by jumping down from above, you not only deal your falling damage to your opponent but can immediately make a trip attack against that opponent, gaining a bonus of +1 to your combat maneuver roll for every 10 feet of your fall. Further, you treat your fall as 10 feet shorter, plus an additional 10 feet for every mythic rank or tier you possess. Finally, if your attack misses, you can expend one use of mythic power to avoid falling prone and reduce the falling damage by 1d6 for every mythic rank or tier you possess.

Bred Commander (Hobgoblin)

You possess a long pedigree of ruthless generals and military tacticians, and an army under your command is more difficult to rout as a result.

Prerequisite: Bred Commander[MC].

Benefit: Add half your mythic tier to your class level (instead of just your class level) to your army's Morale checks in place of your Charisma modifier.

Brilliant Planner (Mythic)

Your brilliant plans can be extraordinarily elaborate.

Prerequisite: Brilliant Planner[UI].

Benefit: Your brilliant plan fund can be up to 500 gp per character level, rather than the normal limit. Additionally, it takes you only a single full-round action to enact your brilliant plant, instead of 10 minutes. Finally, if you expend one use of mythic power, and 10 gp from your brilliant plan fund when you enact your brilliant plan, it can incorporate up to eight hours of unskilled, non-dangerous labor (performed by individuals you hired with the 10 gp), provided that there is a conceivable time frame during which the labor could have occurred since the last time you replenished your brilliant plan fund.

Brilliant Spell Preparation (Mythic)

You can prepare more special spell slots allowing for versatile casting.

Prerequisite: Brilliant Spell Preparation[UI].

Benefit: You can prepare spells in slots specially left open with Brilliant Spell Preparation as a move action, rather than a standard action, and you can use Brilliant Spell Preparation to set aside spell slots of any spell level you can cast, instead of the normal limit. Additionally, by expending one use of mythic power when you prepare spells, you can leave open one spell slot of each spell level you can cast, instead of leaving open only a single spell slot. If you use the recuperation mythic ability to regain your daily spell slots, if you do not expend one additional use of mythic power, each spell slot you left open in this way becomes a standard spell slot and is no longer subject to this feat.

Bristling Bull Rush (Combat, Mythic)

You know just how to use the terrain to rough up your targets and can be even nastier if you're willing to take the pain as well.

Prerequisite: Bristling Bull Rush[UW].

Benefit: When you benefit from the Bristling Bull Rush feat, add your mythic tier to the damage dealt by the feat. You may expend one use of mythic power to do an additional 1d4 points of damage per 5 feet. If you do so, you take the damage as well.

Bristling Drag (Combat, Mythic)

You are adept at taking opponents low and slow through the worst the ground has to offer.

Prerequisite: Bristling Drag[UW].

Benefit: When you benefit from the Bristling Drag feat, add your mythic feat to the damage dealt by the feat. If you choose to drag a creature fewer feet than you are entitled to you do an additional 1d8 points of damage for each 5 feet you forgo. You must drag the creature at least 5 feet to gain the benefit of this feat.

Brutal Coup de Grace (Combat, Mythic)

Simply watching you kill is enough to drive foes to flee, and when you take a life, you can harness some of its mythic essence.

Prerequisite: Brutal Coup de Grace[HA].

Benefit: Non-mythic enemies that fail their Will save, as well as mythic enemies that fail their Will save by 5 or

more, are frightened for 1 minute, rather than being shaken. Additionally, whenever you deliver a coup de grace with the selected weapon and kill the target, if the target was mythic, you regain one use of mythic power. You cannot regain more uses of mythic power in this way in a single day than your mythic tier.

Brute Assault (Combat, Mythic)

Creatures you knock down stay down.

Prerequisite: Brute Assault[HA].

Benefit: The Strength damage inflicted by Brute Assault increases to 1d8+1, or 1d3 if the creature succeeds on its Fortitude save. Additionally, while using Brute Style, when you successfully perform an overrun or trip combat maneuver against an opponent that causes that opponent to fall prone, you can expend one use of mythic power in order to cripple their legs to the extent that they have difficulty standing. If you do, each time the creature attempts to get up from prone, it must succeed on either an Acrobatics check or a Strength check (DC = 10 + your base attack bonus, in either case), or they immediately fall prone again after standing (potentially provoking attacks of opportunity both for standing from prone and for falling prone).

Brute Stomp (Combat, Mythic)

Your vicious stomping can do serious damage to your foes.

Prerequisite: Brute Stomp[HA].

Benefit: When you make an additional attack with Brute Stomp, the critical threat range of your unarmed strike is increased by an amount equal to 1/3 your mythic tier (rounded down, minimum 1). This does not stack with other increases of critical threat range, such as keen weapons.

Brute Style (Combat, Mythic, Style)

Your brute strength allows you to more effectively grind opponents beneath your heel.

Prerequisite: Brute Style[HA].

Benefit: While using Brute Style, whenever you successfully hit a prone creature with an unarmed strike, you deal an additional 1d6 points of damage with that attack.

Bully Breed (Mythic)

Your animal companion is truly frightening.

Prerequisite: Bully Breed[HA].

Benefit: The first time each round that your animal companion damages a creature as part of a full-attack action, you can expend one use of mythic power. If you do, the animal companion can attempt to demoralize that opponent using the Intimidate skill as a swift action, and it gains a bonus on the check equal to your mythic tier. On all other Intimidate checks made to demoralize creatures, your animal companion gains a bonus equal to 1/2 your mythic tier. Finally, your animal companion can use the aid another action to aid your Intimidate checks, including Intimidate checks made for purposes other than to demoralize an opponent. If it successfully aids you, it grants you a +4 bonus, instead of +2.

Burning Shade of the Umbral Wood (Mythic)

You wield an incongruous and fearsome power, for your anguished visions have led you to gaze deep into the heart of twilight. Between ragged gasps, there in the choking fumes, you have seen the insane truth behind the Midnight Master's potent gifts: the great Shadow Prince of Pain cares not for blooms of frost, nor does he despise the blaze of a quickening flame… he desires and cherishes only darkness, envy, terror, chains and the slick beauty of exquisite suffering. For his glory, therefore, you gladly build -with trembling hands- a black pyre from spilled ichor and still-shrieking flesh.

Prerequisite: Burning Shade of the Umbral Wood[FKCC].

Benefit: When you change the type of energy damage caused by a spell, you can expend one use of mythic power so that all non-mythic targets automatically fail their saving throws against the effect. If you have 7 or more mythic tiers, when you cast unwilling shieldAPG, you can expend one use of mythic power to cast the mythic versionMSC of the spell. You remove the penalties from gaining the non-mythic version of this feat (that is, a reduction to your maximum hit points and gaining of light blindness); if you had light blindness before gaining the non-mythic version of the feat, you still have light blindness.

Bushwhack (Combat, Mythic)

Your swift takedowns of opponents leave them disadvantaged.

Prerequisite: Bushwhack[MC].

Benefit: If you succeed at your second grapple combat maneuver check to pin your opponent, your opponent is also staggered for a number of rounds equal to half your mythic tier. If you initiate a chokehold with your second combat maneuver (using the Chokehold feat), your grip leaves a lingering injury to your opponent. If the opponent escapes the chokehold or you release it, they cannot speak above a whisper for a number of rounds equal to half your mythic tier, and must make succeed at a concentration check (DC = 15 + your mythic tier + the spell level) to cast spells with verbal components, use a command word item, or use any magic requiring speech during those rounds.

But a Scratch (Combat, Mythic)

Your invulnerable façade has a longer-lasting effect and applies to more types of attacks.

Prerequisite: But a Scratch[UI].

Benefit: You can use But a Scratch on critical hits made with ranged weapons, as well as melee attacks, and the DC of the Bluff check made for such attacks is reduced by 1 per 10 feet away the attacker is. Additionally, if you successfully cause a creature to become shaken with this feat, the duration that they are shaken for increases by 1 round per 2 mythic tiers you possess. However, if you are the subject of another critical hit, or any single hit that deals more than 1/5 your maximum hit points at any time after the first round that they are shaken, the effect ends.

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Call Truce: You gain a bonus on Diplomacy checks, a dodge bonus on AC, can retry a check sooner.

Camouflaged Trap: Your traps are almost utterly undetectable.

Canny Tumble: Increase the bonus granted by the feat.

Careful Flyer: Gain additional bonuses when flying at less than half your speed.

Careful Sneak: You gain various Stealth bonuses.

Cartogramancer: Find locations at a greater distance.

Cat and Mouse: Increase your bonus when you don't attempt a riposte.

Cat's Fall: Ignore more falling damage and convert more of it to nonlethal damage. You always land on your feet.

Chain Challenge: Increase the number of challenges you can chain together.

Chakra Adept: Gain more serpent-fire ki points, and it's easier maintain and use chakra for you.

Chakra Initiate: Open chakra at a higher level and it's easier for you withstand and use them.

Chakra Master: Open more chakra in a round at a lesser cost.

Channel Deific Essence: Grant your target the effects of mythic invoke deity.

Channeled Blessing: You can both heal and deliver a blessing when channeling energy and may extend the blessing to more creatures.

Channeling Force: Apply the benefit to more weapons and may gain a bonus to damage.

Chaos Reigns: You can use the feat longer, deal more damage, and may use one rage power.

Circuitous Shot: Make your shot ricochet against multiple objects.

City Sprinter: Increase your bonuses and apply them to any city navigating skill.

Clambering Escape: A repositioned creature suffers a penalty on its save, and you can avoid having to roll saving throws.

Clarity of Pain: Gain a bonus on the saving throw reroll equal to the damage you inflicted to yourself.

Cleaving Sweep: One target falls unconscious if it fails a saving throw.

Clinging Climber: Climb as a swift action and with less chance to fall.

Cloak of Coiling Thorns: Leave a mythic wall of thorns behind you and extend its effect.

Cold Celerity: in conditions of severe cold, you gain fast healing equal to one-half your tier.

Combat Stamina: Your endurance allows you to pull off many combat tricks.

Command Animals: Control more animals and more completely.

Command Plants: Control more plants and more completely.

Commander of Goblinkind: Increase your bonuses on skill checks.

Compounded Pain: If a target avoids one of your stares, you can attempt with another.

Conceal Spell: Increase the DC for creatures to notice your spellcasting, or cast a spell as concealed without slowing the casting.

Confabulist: Admit your lie and use Diplomacy to immediately tell another.

Confounding Tumble Deed: Spend mythic power to deny the target's Dexterity bonus longer.

Consortium Partner: You don't pay a markup, and orders are delivered more quickly.

Contagious Spell: Your contagious spells spread far more easily.

Cooperative Disabling: You aid better your ally with Disable Device checks.

Coordinated Capture: Increase the penalties you inflict.

Coordinated Shot: Increase the bonus granted by the feat.

Corpse Companion: Your animal companion has a higher Cha and may grant it other undead bonuses.

Counter Reflexes: Your attack of opportunity is free for this round.

Counterpunch: Increase your bonus on the attack of opportunity you make.

Cover Tracks: Cover more efficaciously your tracks and those of other creatures.

Covering Fire: The penalty on attack rolls lasts for 2 rounds.

Craft Shoddy Item: Create shoddy items in less time.

Crashing Wave Buffet: Disorient longer and maybe stagger your opponent.

Crashing Wave Fist: Gain bonuses on attacks and damage against the victim of your Crashing Wave Fist.

Crashing Wave Style: Your dragging movement doesn't count when using this style and you can drag your opponent farther.

Criminal Reputation: Add your bonuses to all influence and discovery checks regarding criminals.

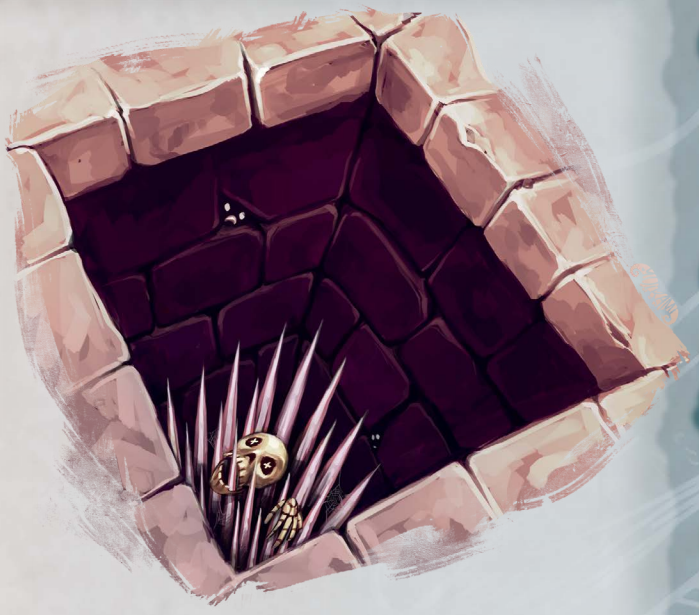
Crypt Spell: You can use the feat longer, targets that die can't be revived, and undead remain sickened longer.

Cultivate Magic Plants: You grow magic plants more quickly and can get greater yield from them.

Cunning: Gain 2 additional skill points per Hit Die.

Cunning Intuition: Ready a full round of actions and choose your initiative result.

Cutting Humiliation: Double the penalties you deal, you never become humiliated, and you may make the effect last much more.



Call Truce (Mythic)

Your clarion call for negotiation cuts through the chaos of combat.

Prerequisite: Call Truce[UI].

Benefit: You add your mythic tier as a bonus on Diplomacy checks made to use this feat, and if you fail the check by 5 or more you cannot use diplomacy again with any creature you attempted to entreat for only 1d4 minutes rather than 1d4 hours. During the 1 round you are calling for a truce, you gain the same dodge bonus to AC as if you were using the total defense action and you gain a morale bonus equal to one-half your mythic tier (minimum +1) on saving throws against mind-affecting effects.

You can expend one use of mythic power when using this feat to allow it to function on creatures with whom you do not share a common language, though they must have an Intelligence score of 4 or greater. If you do this, you also gain a bonus equal to your mythic tier on Bluff, Linguistics, or Sense Motive checks made to communicate across that language barrier for 1 minute.

Camouflaged Trap (Mythic)

You can hide your traps so well that even the most expert scouts cannot spot them.

Prerequisite: Camouflaged Trap[UW].

Benefit: Add your mythic tier to the Perception check bonus offered by the Camouflaged Trap feat. You may spend 3 uses of mythic power as part of setting a trap. If you do, a single trap you set cannot be detected by non-mythic creatures.

Canny Tumble (Combat, Mythic)

No elusive opponent escapes your weapon.

Prerequisite: Canny Tumble[ACG].

Benefit: Add one-half your mythic tier to the circumstance bonus granted by that feat.

Careful Flyer (Mythic)

Your grace in the air is unparalleled.

Prerequisites: Careful Flyer[UI].

Benefit: As long as you are flying at less than half your speed, you gain a +8 bonus on Fly checks made to avoid being checked or blown away by high wind speeds and suffer only half the normal penalty on Fly checks imposed by high wind speeds. Additionally, as a swift action, you can expend one use of mythic power in order to increase the bonuses to Acrobatics check and AC granted by this feat by an amount equal to 1/2 your mythic tier (minimum increase of +1).

Careful Sneak (Mythic)

Your cautious movements are virtually undetectable.

Prerequisites: Careful Sneak[UI].

Benefit: As long as you move half your speed or less, you ignore the penalty on Stealth checks for carrying a medium or heavy load. In addition, if you are wearing light or medium armor, you can attempt Stealth checks as long as you are adjacent to a square that would provide you with cover or concealment. If you move away from this area of cover or concealment, you can attempt a new Stealth check as you enter each square thereafter to remain concealed, with

a cumulative -2 penalty for every 5 feet you are away from the nearest cover or concealment. If you expend a mythic surge on your turn to enhance your Stealth check, the result of the surge die applies as a bonus on all Stealth checks you make until the end of your turn.

Cartogramancer (Mythic)

You are much better at pinpointing locations you want to go to.

Prerequisite: Cartogramancer[UI].

Benefit: When you use the Cartogramancer feat, you can find a location within 50 miles, instead of the normal distance. Similarly, if you exceed the DC by 10, you find a location within 20 miles, and if you exceed the DC by 20, you find a location within 5 miles. Additionally, whenever you make a Knowledge (geography) check to find a location in this way, you can expend one use of mythic power. If you do, and you succeed on the check, you identify three locations at roughly the appropriate distance, rather than finding only one. You must declare that you are using this ability before making the Knowledge (geography) check, but if you fail on the check, you retain the expended use of mythic power.

Cat and Mouse (Combat, Mythic)

You gain greater benefits for forgoing your riposte attack.

Prerequisite: Cat and Mouse[UI].

Benefit: When you choose not to attempt a riposte with the Cat and Mouse feat, the dodge bonus to AC and the bonus on combat maneuver checks are both doubled (to +2 and +4, respectively). Additionally, if you expend a use of mythic power when using the parry and riposte deed, and successfully parry an opponent's attack, you can gain these benefits without having to forego your riposte attempt.

Cat's Fall (Mythic)

You can safely fall much further distances.

Prerequisite: Cat's Fall[UI].

Benefit: For every 5 points by which your Acrobatics check to soften a fall exceeds DC 15, you ignore an additional 10 feet of the fall, and convert an additional 10 feet of fall damage to nonlethal damage. You always land on your feet, regardless of how much damage you take, unless you choose not to. Finally, by expending one use of mythic power when you make an Acrobatics check to soften a fall, you gain a bonus on the check equal to twice your tier.

Chain Challenge (Mythic)

You feed off the rush of victory over your enemies, and channel that fervor into battle.

Prerequisite: Chain Challenge[MC].

Benefit: Add half your mythic tier to your Charisma bonus to determine the number of challenges beyond the first that you can chain together.

Chakra Adept (Mythic)

You are a mighty wielder of the secret serpent-fire.

Prerequisite: Chakra Adept[OA]

Benefit: You add one-half your mythic tier (minimum 1) to the pool of serpent-fire ki you gain from this feat (or the Chakra Master feat). When you maintain your chakras as a swift action without opening a new chakra, you can attempt both a Fortitude and a Will save and select the better result, and any chakra ability you use until the end of your turn whose effect depends on the number of chakras you have open functions as if your number of open chakras was increased by 50%.

If you stop maintaining your chakra, on the first round your highest chakra closes and each round thereafter 1d3 additional chakras close. As long as any of your chakras remain open, you can use a chakra ability from an open chakra as a swift action. Once all chakras have closed, you must spend ki again to reopen your root chakra.

Chakra Initiate (Mythic)

Your ability to awaken your chakras and withstand kundalini energy is marvelous and sublime.

Prerequisite: Chakra Initiate[OA]

Benefit: You add one-half your mythic tier (minimum 1) to your Hit Dice in order to determine which chakras you can open and as a bonus on Fortitude and Will saves to withstand the effects of serpent-fire. You may expend daily uses of mythic power interchangeably with ki points in order to open or maintain chakras. If you expend at least one use of mythic power as part of opening or maintaining a chakra, any effect you create using that chakra is considered a mythic effect.

Chakra Master (Mythic)

You ascend the steps of kundalini with masterful grace.

Prerequisite: Chakra Master[OA]

Benefit: You must expend one use of your ki to open the root chakra as normal. Thereafter, however, you may expend 2 points of ki to open two chakras or 4 points of ki to open three chakras in a single round, gaining the benefits of 2 or

3 chakras, respectively, in that round. This stacks with the effect of the crown chakra. If you fail a Fortitude or Will save to withstand the effects of the serpent-fire, you may expend one use of mythic power to reroll that save, adding your surge die as a bonus on the saving throw.

Channel Deific Essence (Mythic)

You channel mythic powers coming directly from your deity.

Prerequisite: Channel Deific Essence[PA].

Benefit: The target of your channel energy receives enhanced powers tied to a domain you have, as per the mythic invoke deity spell.

Channeled Blessing (Mythic)

You can heal your allies and deliver a blessing at the same time.

Prerequisite: Channeled Blessing[ACG].

Benefit: When you deliver a channeled blessing to a creature, the target is also healed by your channeled energy ability as normal. In addition, by expending one use of mythic power, you can extend the blessing's effects to two other creatures healed by your channel energy ability, even if the blessing would normally affect only one target. Lastly, if you have access to domains or revelations, you can use this feat with those abilities too.

Channeling Force (Combat, Mythic)

Your channeled force energy is even more potent and longer lasting.

Prerequisite: Channeling Force[ACG].

Benefit: Add one-half your mythic tier to the number of weapon attacks you may apply the benefit to. You can expend one use of mythic power to add one-half your mythic tier to the bonus to damage.

Chaos Reigns (Conduit, Mythic)

Your demonic fury makes you greater and stronger.

Prerequisite: Chaos Reigns[PA].

Benefit: You add your mythic tier to the number of minutes per day you can use the Chaos Reigns feat, and your slam attack deals damage as if you were one size larger. If you expend one use of mythic power, you can use one rage power of your choice for the duration of the ability as if you were in a rage. This power must be selected when you first gain this mythic feat and cannot be changed later.

Circuitous Shot (Combat, Mythic)

When you ricochet your ranged attacks off objects, you can do it multiple times, and catch foes off guard.

Prerequisite: Circuitous Shot[UI].

Benefit: When you use Circuitous Shot to ricochet a ranged attack, you can make it bounce off up to one object per tier, though for each object beyond the first, an additional –2 penalty applies to the attack roll. Additionally, before making the attack roll, you can expend one use of mythic power. If you do, the target is flat-footed for that attack, even if he would not otherwise be, or if he has a class feature or other ability that prevents him from being caught flat-footed.

City Sprinter (Mythic)

You know all the best shortcuts and can easily avoid everyday obstacles common in cities.

Prerequisite: City Sprinter[UI].

Benefit: The bonus granted by City Sprinter on Acrobatics checks increases to +4 and applies to all skill and ability checks made to avoid or navigate obstacles and hazards that are a part of city life (such as Strength checks to break through doors, Climb checks to climb ladders or scaffolding, and so on). The GM is the final arbiter of what ability and skill checks this bonus applies to, but in general, it applies only to checks made in urban environments to navigate urban terrain. Additionally, while in an urban environment, you can expend one use of mythic power in order to move at full speed while using Acrobatics, Climb, and Swim. This benefit applies for one minute.

Clambering Escape (Combat, Mythic)

When you use an enemy to shield yourself from area effects, they are more likely to suffer the brunt of the blow.

Prerequisite: Clambering Escape[UI].

Benefit: When you use Clambering Escape, if you successfully reposition a creature, that creature suffers a –2 penalty on its saving throw to avoid the effect in question (if the creature was already in the area, and already made its saving throw, apply the penalty, and if it would cause the creature to have failed, it suffers from the effect as though it had). Additionally, by expending one use of mythic power before making a saving throw to which evasion applies, you can use Clambering Escape to make a reposition attempt before making your saving throw, allowing you to possibly avoid having to make a saving throw at all, and granting a +2 bonus on your save if you do successfully reposition another creature, but are still within the area of effect.

Clarity of Pain (Mythic)

You are a master of using pain as a compass to guide your thoughts.

Prerequisite: Clarity of Pain[HA].

Benefit: When you reroll a saving throw with Clarity of Pain, you gain a bonus on the second roll equal to the amount of damage you inflicted to yourself. If you expend one use of mythic power when you choose to use the feat, you can inflict either 2d6 or 3d6 points of damage to yourself, rather than 1d6.

Cleaving Sweep (Combat, Mythic)

The enemies you knock down have a hard time getting up.

Prerequisite: Cleaving Sweep[MC].

Benefit: When you perform a cleaving sweep, one target of your choice must succeed at a Fortitude saving throw (DC = 10 + 1/2 your level + your Strength or Dexterity modifier, whichever is higher) or fall unconscious for 1d6 rounds. If the target succeeds at the saving throw, he is just staggered for one round.

Clinging Climber (Combat, Mythic)

Your ability to cling to vertical surfaces borders on the uncanny.

Prerequisite: Clinging Climber[UW].

Benefit: You only require a swift action to make the Climb check allowed by the Clinging Climber feat. You may expend one use of mythic power to make the check with a free action instead. While clinging you add your mythic tier as a circumstance bonus to any Climb checks you make to avoid falling.

Cloak of Coiling Thorns (Faerie, Mythic)

Thorns and bushes protect you and cover your retreat even if you don't think about them consciously.

Prerequisite: Cloak of Coiling Thorns[FKCC].

Benefit: You can leave a mythic wall of thorns behind you in each of the squares you exit during a withdraw or run action. In addition, you can extend the duration of the effect for a number of rounds equal to your mythic tier without using actions or accepting burn. You can accept one point of burn to cast *mythic dimension door*.

Cold Celerity (Mythic)

You actually heal better from wounds in your icy home.

Prerequisite: Cold Celerity[AG].

Benefit: When in conditions of severe cold, you gain fast healing equal to one-half your tier.

Combat Stamina (Combat, Mythic)

Combat tricks come easier to you.

Prerequisites: Combat Stamina[PU].

Benefit: Your stamina pool increases by a number of stamina points equal to one-half your mythic tier. You can expend up to one use of mythic power and up to 5 points of stamina to gain a competence bonus on an attack roll. A use of mythic power is treated as if you had spent 5 stamina points, and the maximum bonus you can gain increases to +10.

Command Animals (Mythic)

You can command more and more powerful animals, and greatly exert your will upon them.

Prerequisite: Command Animals[UW].

Benefit: When calculating the total number of Hit Dice of animals you can control, and the effective caster level, use your character level rather than your class level, plus one additional Hit Die for every mythic rank you possess. If an affected animal is controlled by or a companion of another creature, you add your mythic ranks as a bonus to any opposed Charisma checks when your orders conflict. You can expend one use of mythic power to increase your control of any animals under your power, treating them as if under the effects of a dominate monster spell with a caster level equal to your class level for a full day.

Command Plants (Mythic)

Your control over plants is enduring and difficult to escape.

Prerequisite: Command Plants[UW].

Benefit: When calculating the total number of Hit Dice of plants you can control, and the effective caster level, use your character level rather than your class level, plus one additional Hit Die for every mythic rank you possess. If an affected plant is controlled by or a companion of another creature, you add your mythic ranks as a bonus to any opposed Charisma checks when your orders conflict. You can expend one use of mythic power to increase the duration of your control of any plants under your power. Instead of receiving a new saving throw the following day, the plants remain under your control for an additional number of days equal to your mythic rank before receiving a new save to escape your control.

Commander of Goblinkind (Mythic)

You employ ruthlessness and malice to command other races of goblinoids to do your bidding.

Prerequisite: Commander of Goblinkind[MC].

Benefit: Add half your mythic tier to the bonuses on skill checks. You can expend one use of mythic power to add your mythic tier to the bonuses (instead of half) for a particular skill use.

Compounded Pain (Combat, Mythic)

Your painful stare cycles your victim through every imaginable form of torment.

Prerequisite: Compounded Pain[OA]

Benefit: Once per round when the target of your painful stare is unaffected by one of your stare feats, whether because of a successful saving throw, an immunity to that stare feat's effect, or any other reason, as a free action you may select a different stare feat you possess. The target is then affected by that stare instead, though the target is still entitled to any saving throw normally allowed against this new stare feat.

Conceal Spell (Mythic)

Your spellcasting is almost impossible to spot.

Prerequisite: Conceal Spell[UI].

Benefit: You add your mythic tier to the DC for creatures to notice your spellcasting, regardless of whether you are using your ranks of Bluff or Diplomacy to set the DC. If you have Skill Focus in either skill, you also increase the DC by 2 (or by 4, if you have Mythic Skill Focus in that skill); this stacks if you have Skill Focus in both skills. This increase to the DC also applies to the DC of Sense Motive checks made to gain a hunch about what you are doing.

In addition, if you expend one use of mythic power when using this feat to conceal your spellcasting, the casting time of your spell is not increased.

Confabulist (Mythic)

By owning up to your previous lie, you can inspire trust in others.

Prerequisite: Confabulist[UI].

Benefit: When you fail to deceive someone with a Bluff check, before attempting another version of the same deception with Confabulist, you can admit your lie, and provide a sympathetic reason for it, convincing the listener that now you are being honest. Doing so requires a Diplomacy check at the same DC as the original Bluff check. If you succeed, then when you make the second Bluff check, you do so with a +5 bonus, instead of a –5 penalty. Additionally, once per day, you can expend a

single use of mythic power to retry a Bluff check that would normally be impossible to reattempt (you do so at the full –10 penalty for retrying a Bluff check).

Confounding Tumble Deed (Mythic, Panache)

You can befuddle a foe in more ways than before.

Prerequisite: Confounding Tumble Deed[ACG].

Benefit: You can expend one use of mythic power instead of 1 point of panache to deny the target its Dexterity bonus to Armor Class until the end of your next two turns.

Consortium Partner (Mythic)

You have earned the attention of your guild and can call in favors when necessary.

Prerequisite: Consortium Partner[AG].

Benefit: You do not pay a 5% markup for items you purchase, and orders are delivered in the minimum time: 3 days or 1 day (instead of 3d6 days or 1d3 days).

Contagious Spell (Metamagic, Mythic)

Your contagious spells spread far more easily.

Prerequisite: Contagious Spell[HA].

Benefit: The affected spell spreads to a new target if the caster level check to dispel or remove the spell fails by any amount, rather than only if it fails by 5 or more. Additionally, as a standard action, while you are within 30 feet of the target (or any other creature that becomes targeted by the contagious spell), you can expend a number of uses equal to 1/2 the contagious spell's spell level (including the adjustment for this feat), in order to cause the spell to spontaneously spread to a new target of your choice within range of the current target. You can only attempt to cause the spell to spread to a specific creature in this fashion once in any given 24 hour period (although this does not prevent it from spreading as a result of a failed caster level check).

Alternatively, you may expend one use of mythic power to cast a spell as a contagious spell (gaining only the normal benefits of a contagious spell, rather than the increased benefits outlined above) without preparing it as contagious in advance, and without increasing its casting time or the level of spell slot it uses.

Cooperative Disabling (Mythic, Teamwork)

When working with an ally to disable a trap, you are much safer than when you work alone.

Prerequisite: Cooperative Disabling[UI].

Benefit: When your ally makes a Disable Device check as an immediate action using Cooperative Disabling, if your Disable Device check failed by 4 or less, you are treated as having successfully aided your ally. Additionally, your attempt is not considered to have failed by 5 or more unless both you and your ally failed by 5 or more on your check.

Coordinated Capture (Combat, Mythic, Teamwork)

You work with allies to prevent foes from escaping.

Prerequisite: Coordinated Capture[VC].

Benefit: Add half your mythic tier to the penalties. If you expend a use of mythic power, add your mythic tier (instead of half).

Coordinated Shot (Combat, Mythic, Teamwork)

Your ranged attacks against an opponent take advantage of your ally's positioning.

Prerequisite: Coordinated Shot[ACG].

Benefit: Add one-half your mythic tier to the bonus on ranged attacks granted by Coordinated Shot.

Corpse Companion (Mythic)

You have an undead animal companion.

Prerequisite: Corpse Companion[MC].

Benefit: Your undead animal companion has a Charisma score of 14 (instead of 12). You can expend one use of mythic power to treat your companion as though it were animated in an area of desecrate for a number of rounds equal to your mythic tier; you may do this a maximum number of times per day equal to one-half your mythic tier. You can instead expend two uses of mythic power to treat your companion as though it were animated in an area of desecrate containing an altar for the same duration (again, for a limited number of times per day).

Counter Reflexes (Combat, Mythic)

Your opponent's advanced training in moving around you is surpassed only by your readiness for it.

Prerequisite: Counter Reflexes[ACG].

Benefit: If you make an attack of opportunity against the opponent who triggers Counter Reflexes, it does not count against the number of attacks of opportunity you may take this round.

Counterpunch (Combat, Mythic)

With deft reflexes, you capitalize on opponents' mistakes.

Prerequisite: Counterpunch[ACG].

Benefit: Add one-half your mythic tier as a bonus on the attack roll on the attack of opportunity you make.

Cover Tracks (Mythic)

You can cover the tracks of you and nearby creatures with ease.

Prerequisite: Cover Tracks[UW].

Benefit: Add half your mythic tier to the DC of all Survival checks to track you or all allies within 30 feet. You may expend one use of mythic power to cover tracks left by other creatures as well, adding your mythic tier to the Survival check DC needed to notice the tracks. You may expend one use of mythic power to leave no tracks at all while moving half speed. This effect lasts for a number of minutes equal to your mythic tier.

Covering Fire (Combat, Mythic, Teamwork)

Your shot can put an enemy off guard, giving your teammates the opportunity to act.

Prerequisite: Covering Fire[VC].

Benefit: The penalty on attack rolls lasts for 2 rounds (not 1). Multiple hits do not increase the duration of the penalty but reset it.

Craft Shoddy Item (Mythic)

You can create poorly constructed items that appear to be just as sturdy and as of good quality as normal goods, saving on the cost of materials in the process.

Prerequisite: Craft Shoddy Item[VC].

Benefit: Creating a shoddy item takes half the amount of time to create as a normal item.

Crashing Wave Buffet (Combat, Mythic)

As you crash down on your foes, they are disoriented severely.

Prerequisite: Crashing Wave Buffet[UW].

Benefit: On a failed save, your opponent is disorientated for a number of rounds equal to your mythic tier, instead of the normal duration. Additionally, if the target fails his saving throw, you can expend one use of mythic power to cause him to be staggered for 1 round, in addition to the normal effects.

Crashing Wave Fist (Combat, Mythic)

You know how to strike while your opponent is disoriented from being moved, dealing extra damage.

Prerequisite: Crashing Wave Fist[UW].

Benefit: You gain a +2 competence bonus on damage rolls made with unarmed strikes that are part of Crashing Wave Fist. Additionally, whenever you successfully drag or reposition an opponent, you can expend one use of mythic power. If you do, you gain a bonus on all attack rolls made as part of that drag or reposition combat maneuver, equal to 1/5 the number of feet that you drag or reposition the opponent beyond the first 5 feet (to a maximum bonus of +5).

Crashing Wave Style (Combat, Mythic, Style)

You can drag and reposition opponents much farther.

Prerequisite: Crashing Wave Style[UW].

Benefit: Movement you make as part of a drag or reposition combat maneuver does not count against the amount of movement that you can make in a round. Additionally, whenever you successfully perform a drag or reposition combat maneuver, you can expend one use of mythic power to increase the number of 5-foot squares you can move the target by an amount equal to 1/2 your mythic tier.

Criminal Reputation (Mythic)

You are easily able to influence criminals and worm your way into criminal organizations.

Prerequisite: Criminal Reputation[UI].

Benefit: The bonuses granted by this feat apply to all influence checks and discovery checks made using the individual influence system (*Pathfinder Roleplaying Game: Ultimate Intrigue*), even if they are not Diplomacy or Intimidate checks, but only if those checks are made against characters that are criminals or are favorably inclined towards criminals. If you have 10 or more ranks in either Diplomacy or Intimidate, you gain the increased bonus for these checks (even if it is a different skill check in which you have less than 10 ranks). Additionally, if you have Leadership, you treat your leadership score as being 4 higher than it actually is for the purposes of attracting a cohort or followers, but only if all of your followers are of the following classes: alchemist, bard, brawler, expert, ninja, rogue, or slayer. Finally, you can expend one use of mythic power to gain the benefits of the rogue talent black market connections[UC] for 24 hours.

Crypt Spell (Metamagic, Mythic)

Your magic incarnates the inevitability of death.

Prerequisite: Crypt Spell[PA].

Benefit: Add your mythic tier to the damage dealt by a crypt spell. A creature that dies within 1 round of being damaged by a mythic crypt spell cannot be resurrected or animated as an undead by non-mythic spells or effects. An undead creature gains the sickened condition for a number of rounds equal to the spell's original spell level plus your mythic tier; a non-mythic undead is not allowed a saving throw against this effect.

Cultivate Magic Plants (Mythic)

You grow magic plants more quickly and can get greater yield from them.

Prerequisite: Cultivate Magic Plants[UW].

Benefit: At the beginning of each day when you regain your uses of mythic power, you can expend one use of mythic power to accomplish eight hours of work on one magic plant you are cultivating. You can only do this once per day per plant you are cultivating, though you may also spend eight hours of work cultivating another magic plant that day, if desired. Unlike normal magic plant cultivation, work accomplished by expending a use of mythic power can be done even if you are not in the location where the plant is being cultivated.

Additionally, at the beginning of each day when you regain your uses of mythic power, you can expend one use of mythic power and perform a 10-minute ritual that requires physical contact with a single magical plant. If you do, the plant's yield for that day is doubled. You can use this ability only once per day.

Cunning (Mythic)

You are particularly devious and can master more skills than others in the same amount of time.

Prerequisite: Cunning[VC].

Benefit: You gain 2 additional skill points per Hit Die (instead of 1).

Cunning Intuition (Combat, Mythic)

You are ready to act however the situation requires, at a moment's notice.

Prerequisite: Cunning Intuition[UI].

Benefit: You can choose to ready an action as a full-round action, rather than a standard action. If you do, you can take a full round's worth of actions when your readied action is triggered. Additionally, after performing your readied action, you can choose whether to have your initiative result change to be the initiative point at which you performed the action, or whether to have your place in initiative order remain where it was previously.

Cutting Humiliation (Mythic)

When you humiliate others, your words cut especially deep.

Prerequisite: Cutting Humiliation[UI].

Benefit: The penalties to creatures you humiliate with this feat are doubled. Additionally, you never become humiliated for failing an attempt to humiliate another with this feat, no matter how much you fail the DC by. Finally, by expending one use of mythic power before the Intimidate check is made, you can deliver a memorable humiliation, instead. Memorable humiliation becomes the subject of gossip, and remains in the public eye for much longer, increasing the duration of the effect to 1 month per tier you possess. The humiliated individual can temporarily remove the penalties by hiding his or her identity but cannot remove it by composing herself. If the creature successfully intimidates you in a social situation, or if she defeats you in combat, the humiliation ends. At the GM's discretion, other courses of action, such as performing an extravagant and charitable act, or violently making an example of someone else who mocked or gossiped about the humiliation, may also end the humiliation early.

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Dark Chains Between the Trees: Your kinetic powers gain the darkness and shadow descriptor and are better as counterspells.

Dark Force Adept: Your rage fuels your mystical knacks.

Darkness Trick: You can use light-based weapon abilities even when its illumination is inactive, or the weapon may radiate darkness or a brilliant flash of light.

Dazing Fist: Increase the save DC and use the feat multiple times in a round.

Deadhand Initiate: Turn a fear effect back to its source.

Deadhand Master: Inflict permanent negative levels by spending mythic power and gain temporary hit points.

Deadhand Style: Frighten your opponents by spending mythic power.

Deadly Kiss: Increase the feat's duration and use your toxic racial trait more often.

Deadly Trap: Kill outright one victim of your trap.

Death Field: You are healed by negative energy, affect plant magic of any level, and anyone who touches you suffers damage.

Deep Diver: Take minimum damage from diving and enhance your underwater sight and swim speed.

Deft Catcher: Use this feat in nearly any condition.

Delay Blast: Trigger a delayed blast as a swift action or alter its characteristics and make it more difficult to dispel.

Demonic Momentum: Increases your bonuses against victims of your bull rush.

Demonic Slaughter: Gain a +2 bonus on your first attack roll against the victim of your bull rush.

Demonic Style: Double your bonuses from Demonic Style.

Demoralizing Stare: Suppress morale bonuses or immunities to fear.

Desert Dweller: You are even more at ease in hot environments and resist better to thirst.

Devil Sense: You can sense even devils tht are protected by magic.

Devotion against the Unnatural: Increased protection and attack bonuses against unnatural creatures.

Diabolic Humiliation: Deal normal damage with attacks of opportunity and Diabolic Style.

Diabolic Judgement: Apply two vital strike feats to the first two successful attacks of opportunity.

Diabolic Style: Add half your mythic tier to the ability's DC.

Disable Dweomer: Gain a bonus on the Disable Device check.

Disarming Threat Deed: Spend mythic power to make the target indifferent towards you after the effects expires.

Disciplinary Devotee: Increase your bonus and may increase the save DCs of your discipline spells.

Disconcerting Knowledge: Affect creatures with any base CR and use both Intimidate and Knowledge to demoralize an opponent.

Disheartening Display: Spend mythic power to affect a target a second time.

Dispelling Blood: Your mystic blood unravels magic itself.

Disrupting Fist: Destroy undead with one use of channel energy, and you may gain bonuses on unnamed strikes against undead.

Disruptive Companion: Further increase the spellcasting difficulty for adversaries.

Distant Delivery: Your phantom may deliver touch spell at a longer distance.

Distracting Charge: Add one-half your mythic tier to the bonus you gain.

Diva Advance: You can feint more quickly during a bardic performance and may gain greater bonuses on attacks by spending mythic power.

Diva Strike: Deal additional damage, feint during a bardic performance, and may gain bonuses on attacks by spending mythic power.

Diva Style: Gain bonuses on skill checks to feint and may treat a check as a natural 20 by spending mythic power.

Divine Protection: Use the feat more times per day and the effect lasts longer.

Draconic Magic: You can use your spell-like abilities more often.

Draining Strike: Increase the save DC, and you can use the feat multiple times in a round.

Drunkard's Recovery: Recover more hit points, gain other benefits, and you may apply the feat's effect to an ally.

Dual Enhancement: You can apply weapon special abilities to the second weapon at no cost.

Dueling Artistry: Increase your bonus and stack it with improved maneuver feats.

Dueling Cape Deed: Spend mythic power to increase the save DC and increase the cape's hit points.

Duelist Style: Your damage bonus is +4 (instead of +2).

Duelist Style Aegis: Designate a focused target as a free action.

Duelist Style Conquest: Ignore the penalty to your AC against other creatures after designating a focused target using Dueling Style Aegis.

Duelist's Masterstroke: Treat any precision damage roll as minimum 3 and may spend mythic power to treat it as minimum 5.

Dark Chains Between the Trees (Faerie, Mythic)

You are the night under the leaves, the fear of darkness in the children's hearts.

Prerequisite: Dark Chains Between the Trees[FKCC].

Benefit: All of your kinetic blasts, wild talents and spell-like abilities gain both the darkness and shadow descriptor; when used to counterspell, your kinetic blasts are treated as 2 spell levels higher. Double the bonus granted by all effects or special abilities that resist divine or psychic magic.

Darkness Trick (Mythic)

Your control of your weapon's illumination is complete.

Prerequisite: Darkness Trick[UI].

Benefit: You can use weapon special abilities that are associated with illumination (such as *flaming* or *brilliant energy*) even when your weapon's illumination is inactive. The effect appears as normal, but simply sheds no light (so the flames of a *flaming* weapon would appear like an image of fire, with flickering red and yellow flames, but shedding no light, while a *brilliant energy* weapon would be translucent and made of colored energy but shed no light). Additionally, you can expend one use of mythic power to cause the weapon to radiate darkness, decreasing the light level by one step in a 20-foot-radius area. This does not interfere with weapon special abilities that are associated with illumination. Treat this as the equivalent of a 0-level spell. The effect lasts indefinitely until you choose to end it. Finally, whenever you activate your weapon's light (whether it was shedding no light or actively shedding darkness), you can expend one use of mythic power as a free action to cause the weapon to emit a bright flash of light, forcing each creature within 30 feet besides you to succeed on a Fortitude save (DC 10 + your mythic tier + your Charisma modifier) or be dazzled for 1 minute.

Dazing Fist (Combat, Mythic)

With greater energy and frequency, your fists daze every opponent.

Prerequisite: Dazing Fist[ACG].

Benefit: The DC of your Dazing Fist increases by one-half your tier, and you can use Dazing Fist multiple times during the same round. As a free action, you can expend one use of your mythic power to use Dazing Fist without spending one of your daily uses of the feat.

Deadhand Initiate (Combat, Mythic)

You can parry and deflect fear just as effectively as you do physical attacks.

Prerequisite: Deadhand Initiate[HA].

Benefit: While using Deadhand Style, whenever you succeed on a saving throw to resist a fear effect, you can expend one use of mythic power to turn that fear effect back upon its source. The caster or originator of the fear effect becomes the new target, exactly as though it had been used on him, instead. He is still entitled to a saving throw and spell resistance, if appropriate. If he is a mythic creature, he gains a +4 bonus on any saving throws made to resist the effect.

Deadhand Master (Combat, Mythic)

The death energy that suffuses your fists is incredibly potent, and the stolen life force from such attacks sustains you.

Prerequisite: Deadhand Master[HA].

Benefit: Whenever you inflict negative levels with the Deadhand Master feat, you may choose to expend one use of mythic power, in addition to the normal cost from your ki pool. If you do, the target must immediately succeed on a Fortitude save (DC = 10 + 1/2 your Hit Dice + your Wisdom modifier), or the negative levels inflicted are permanent. Even if the target succeeds on his saving throw, he still gains the temporary negative levels, as normal (and must still make the normal saving throw, later, to prevent them from becoming permanent). Additionally, whenever you inflict one or more negative levels with the Deadhand Master feat, you gain 5 temporary hit points.

Deadhand Style (Combat, Mythic, Style)

Each blow that you deliver can drive your foes to sheer terror.

Prerequisite: Deadhand Style[HA].

Benefit: Whenever you spend a point from your ki pool to empower your unarmed strikes, you can also expend one use of mythic power. If you do, creatures that fail their saving throws by 5 or more are frightened, rather than shaken.

Deadly Kiss (Mythic)

You can change your venom to poison those it touches.

Prerequisite: Deadly Kiss[VC].

Benefit: Add your mythic tier to the duration of your venom when applied as a contact poison to a weapon. You can use your toxic racial trait one additional time per day. Additionally, if you have no uses of your toxic racial trait remaining, you can expend one use of mythic power to activate that ability again. Finally, you may expend one use of mythic power to reduce the onset time of your contact venom to one round.

Deadly Trap (Mythic)

Your traps are so deadly that they can bypass many ordinary defenses.

Prerequisite: Deadly Trap[UW].

Benefit: If you craft a trap that requires an attack roll to hit, on a confirmed critical hit the trap kills the non-mythic creature that takes the most damage from the attack.

Death Field (Conduit, Mythic)

Your deadly aura withers all life but invigorates you.

Prerequisite: Death Field[PA].

Benefit: While your death field is in effect, you are healed by its negative energy as if you were undead; if you already are healed by negative energy, you gain regeneration rather than fast healing. The death field affects plant magic of any level. Lastly, any creature you touch or hit, or that touches or hits you, suffers 1d6 negative energy damage.

Deep Diver (Mythic)

The deepest depths of the oceans are yours to explore.

Prerequisite: Deep Diver[UW].

Benefit: You take the minimum possible falling damage when diving into water. Additionally, while underwater, the maximum distance you can see is doubled. Similarly, the distance that you can swim with a single move action is doubled as long as that movement is all downwards in direction (at least 45 degrees down from the horizontal). Finally, by expending one use of mythic power as a swift action, you can adapt yourself to extremely deep diving for one hour, gaining immunity to pressure damage and automatically succeeding on all Constitution checks made to hold your breath during this time.

Deft Catcher (Mythic)

Your uncanny reflexes rarely leave you empty-handed.

Prerequisite: Deft Catcher[UI].

Benefit: Your can use this feat as a free action whenever you would drop an item. If you choose to use an immediate action to use this feat, you may add your mythic tier as a bonus on your Sleight of Hand skill check. You can even use this feat when you are panicked, stunned, rendered unconscious, or subject to any condition that would ordinarily cause you to automatically drop held items, though the DC of the Sleight of Hand check is increased by 10. Whenever you use this feat and fail the Sleight of Hand check by 10 or more, you can expend one use of your mythic power as a free action to avoid falling prone.

Delay Blast (Mythic)

Your blasts are versatile in their timing and position.

Prerequisite: Delay Blast[OA]

Benefit: When your blast is delayed 1 to 5 rounds, you may trigger its effect as a swift action rather than a standard action. If you trigger it as a standard action, you may alter any choices you previously made about the delayed blast, including designating target positions, choosing infusions, and determining or shaping the area, and you may treat your current position as its point of origin rather than your position when you used the blast. You may not alter retroactively the total burn cost of your delayed blast. You add your mythic tier as a bonus to the DC of caster level checks to dispel the blast while it is delayed.

If you expend one use of mythic power when you delay a blast, you may delay the blast for up to a number of hours equal to your mythic tier.

Demonic Momentum (Combat, Mythic, Style)

You slam into foes with devastating force, leaving them vulnerable to your vicious strikes.

Prerequisite: Demonic Momentum[PA].

Benefit: The bonuses you receive from non-mythic Demonic Momentum double.

Demonic Slaughter (Combat, Mythic, Style)

You punch into your foes' ranks and cut them down.

Prerequisite: Demonic Slaughter[PA].

Benefit: You gain a +2 bonus on your first attack roll against the opponent you bull rushed using Demonic Style.

Demonic Style (Combat, Mythic, Style)

Self-preservation is irrelevant in the face of your fury.

Prerequisite: Demonic Style[PA].

Benefit: The bonuses you receive from non-mythic Demonic Style double.

Demoralizing Stare (Combat, Mythic, Stare)

Your crushing will causes your enemy's resolve to crumble.

Prerequisite: Demoralizing Stare[OA]

Benefit: If the target of your stare fails its save, any morale bonuses it has are suppressed for 1 round. A raging creature continues to rage and takes the penalties for raging; only the morale bonuses that rage provides are suppressed. In addition, a non-mythic creature failing its save against your stare is shaken for a number of rounds equal to one-half your mythic tier (minimum 1). If the target has fewer Hit Dice than your mesmerist level, it is shaken for 1 round even on a successful save.

If the target of your stare is a living creature that is immune to fear or gains a saving throw bonus that specifically applies to fear, you can expend one use of your mythic power to suppress that immunity or bonus for 1 round if the target is a mythic creature whose tier does not exceed your own, or for a number of rounds equal to your tier if the target is a non-mythic opponent.

Desert Dweller (Mythic)

The parched inferno of the desert is no match for your well-adapted constitution.

Prerequisite: Desert Dweller[UW].

Benefit: You treat hot environments as one step less severe than they would be with the Desert Dweller feat. Add half your mythic tier to the bonuses given by the Desert Dweller feat. After failing a Constitution check to resist the effects of thirst, you may expend one use of mythic power to automatically succeed on the check.

Devil Sense (Mythic)

You instinctively sense the presence of fiends.

Prerequisite: Devil Sense[AG].

Benefit: If an evil outsider is within 60 feet of you and has an effect that misleads *detect evil* (which prevents non-mythic Devil Sense from working), you probably sense it. A non-mythic fiend's protection does not protect it against your Devil Sense ability. A protected mythic fiend is not sensed if it has a higher mythic rank or tier than you. However, *mind blank* still protects a fiend from Devil Sense, even if it is non-mythic.

If you then use *detect evil* to try locating the fiend, if the creature's alignment is obscured by a non-mythic effect, you add your mythic tier on any caster level check made to overcome that protection. If the protective effect does not normally allow such a check, you can expend one use of your mythic power to attempt to overcome that effect with a caster level check (adding your mythic tier as a bonus to your check) against a DC of 15 plus the caster level of the effect.

Devotion against the Unnatural (Companion, Mythic)

The animal is a relentless defender of the natural world against creatures from the outside.

Prerequisite: Devotion against the Unnatural[UW].

Benefit: The animal companion's bonus on saving throws doubles. The animal companion is immune to the unnatural aura ability and similar abilities of aberrations, outsiders, and undead. In addition, the animal companion gains a +1 bonus on attacks and damage against these types of creatures for every 2 mythic tiers that it or its master possesses.

Diabolic Humiliation (Combat, Mythic, Style)

Your humiliating strikes decrease a foe's morale.

Prerequisite: Diabolic Humiliation[PA].

Benefit: Your unarmed strikes deal your normal damage (instead of 1 nonlethal) when making an attack of opportunity using Diabolic Style.

Diabolic Judgement (Combat, Mythic, Style)

You punish your foes for every opportunity they present.

Prerequisite: Diabolic Judgement[PA].

Benefit: You can apply the effects of any Vital Strike feats you have to the first two successful attacks of opportunity you make each round while using Diabolic Style.

Diabolic Style (Combat, Mythic, Style)

You utilize combat as an opportunity to inflict humiliation upon those who provoke your attacks of opportunity.

Prerequisite: Diabolic Style[PA].

Benefit: Add half your mythic tier to the DC.

Disable Dweomer (Mythic)

You can disable a magic item, suppressing it for a short time.

Prerequisite: Disable Dweomer[ACG].

Benefit: Add one-half your mythic tier as a bonus on the Disable Device skill check. You can expend one use of mythic power to instead add your mythic tier to the bonus (instead of half), and the attempt takes only 1d4 rounds, instead of 2d4.

Disarming Threat Deed (Mythic, Panache)

Even your threats are curiously charming.

Prerequisite: Disarming Threat Deed[ACG].

Benefit: You can expend one use of mythic power instead of 1 point of panache to cause the target to regard you with indifference when the duration of the effect expires; the target does not report you to the authorities, and the next Diplomacy check made by you or an ally made against the target within an hour of the use of this feat gains a +10 bonus. If an ally makes the Diplomacy check, he or she must have been with you and seen by the target when this feat was used.

Disciplinary Devotee (Mythic)

You are an expert in matters associated with your discipline.

Prerequisite: Disciplinary Devotee[OA]

Benefit: The bonus from this feat is increased to +2. In addition, you may expend one use of mythic power to increase this bonus an additional amount equal to one-third your mythic tier (minimum 1) and increase save DCs for spells you cast from your discipline for 1 minute.

Disconcerting Knowledge (Mythic)

You can use knowledge and natural intimidation together to achieve a greater effect.

Prerequisite: Disconcerting Knowledge[HA].

Benefit: You can use Disconcerting Knowledge to affect creatures with any base CR, instead of just those with a base CR of 2 or greater. Additionally, whenever you attempt to demoralize a foe, you may make both an Intimidate check and a check with the appropriate Knowledge skill to identify that creature. If you do, you use the higher result, and if both checks result in a success, you treat that result as though it were 5 higher than it actually is.

Disheartening Display (Combat, Mythic)

Your show of prowess further demoralizes others.

Prerequisite: Disheartening Display[ACG].

Benefit: You can expend one use of mythic power to affect a creature has been affected by Disheartening Display a second time within a particular 24-hour period. You cannot do so against a cowering opponent, however.

Normal: A creature cannot be affected by this feat again (by you or anyone else) for 24 hours.

Dispelling Blood (Mythic)

Your toxic blood is caustic to magic itself.

Prerequisite: Dispelling Blood[P&P].

Benefit: You can use this feat an additional number of times per day equal to one-half your mythic tier (minimum 1). In addition, if you expend a mythic surge as part of your caster level check to dispel a non-mythic effect, you can roll your surge die twice an select the better result.

Disrupting Fist (Combat, Mythic)

Your body hums with mystic energy that allows you to easily destroy the undead.

Prerequisite: Disrupting Fist[HA].

Benefit: You need expend only a single use of channel energy to destroy undead creatures you strike with the Disrupting Fist feat. Additionally, at any time, as a swift action, you can expend one use of mythic power to wreathe your body in a mystic energy that harms undead. For one minute after you do so, your unarmed strikes deal an additional 1d6 points of damage against undead creatures.

Disruptive Companion (Companion, Combat, Mythic)

The animal companion ensures nearby foes can focus on nothing but defending themselves.

Prerequisite: Disruptive Companion[UW].

Benefit: The amount by which the animal companion increases the DC of concentration checks is increased by 1/2 its master's mythic tier. Further, it adds its master's mythic tier to its Hit Dice for the purposes of determining the benefits it gains from Disruptive Companion. Finally, as a swift action, the animal companion's master can expend one use of mythic power in order to increase the animal companion's reach by 5 feet for 1 minute.

Distant Delivery (Mythic)

You and your phantom are as one when it comes to transmitting psychic magic.

Prerequisite: Distant Delivery[OA]

Benefit: The distance from you at which your phantom can deliver touch spells increases by 5 feet times your mythic tier.

Distracting Charge (Combat, Mythic, Teamwork)

Your ally's charge exposes an opening you can exploit.

Prerequisite: Distracting Charge[ACG].

Benefit: Add one-half your mythic tier to the bonus you gain.

Diva Advance (Combat, Mythic)

You stride forward with confidence, trusting your performance to protect you as much as your arms and armor.

Prerequisite: Diva Advance[AG].

Benefit: You can feint one creature as a free action while maintaining a bardic performance, once per round only. You can expend one use of mythic power to add half your mythic tier on all weapon attack rolls you make against creatures you have successfully feinted against using Diva Style during your current bardic performance.

Diva Strike (Combat, Mythic)

Those distracted by your performance leave themselves open to vicious attacks.

Prerequisite: Diva Strike[AG].

Benefit: Add your mythic tier to your Charisma to determine the additional damage. You can feint a creature as a swift action while maintaining a bardic performance. You can expend one use of mythic power to add half your mythic tier on all weapon attack rolls you make against creatures you have successfully feinted against using Diva Style during your current bardic performance.

Diva Style (Combat, Mythic, Style)

You employ song, dance, or some other method of performance to distract your enemies from the battle at hand.

Prerequisite: Diva Style[AG].

Benefit: You gain a +2 bonus on any Perform skill checks made to feint in combat while using Diva Style. In addition, you can expend one use of mythic power to treat a Perform check made to attempt a combat feint as if you had rolled a natural 20. You must decide to use this ability before making the roll.

Divine Protection (Mythic)

The grace of your deity is like a shield protecting you.

Prerequisite: Divine Protection[ACG].

Benefit: You can use this feat an additional number of times per day equal to your mythic tier, and each time you activate it the bonus applies to all saving throws you make until the end of your next turn. If your Charisma modifier is already applied as a bonus on all saving throw (such as from the divine grace class feature), you instead gain a +1 bonus on a saving throw when using this feat.

Draconic Magic (Mythic)

Your draconic aspect manifests as magical might.

Prerequisite: Draconic Magic[MC].

Benefit: You can use the spell-like abilities granted by Draconic Magic twice per day, instead of once per day. Additionally, if you have no uses of one of those spell-like abilities remaining, you can expend one use of mythic power to activate that ability again.

Draining Strike (Combat, Mythic)

With a well-aimed strike, you cause your target to become fatigued or exhausted.

Prerequisite: Draining Strike[ACG].

Benefit: The DC of your Draining Strike increases by one-half your tier, and you can use Draining Strike multiple times during the same round. As a free action, you can expend one use of your mythic power to use Draining Strike without spending one of your daily uses of the feat.

Drunkard's Recovery (Mythic)

A quick swig of liquor works wonders for you.

Prerequisite: Drunkard's Recovery[UI].

Benefit: If you are dying and a creature gives you a sip of alcohol, you heal a number of hit points equal to your mythic surge die plus your Constitution modifier, and you gain one of the benefits of a *polypurpose panacea*[APG]; you may choose which benefit of that spell applies to you. You can administer a drink of alcohol to another character as a standard action while expending one use of your mythic power; this grants the benefits of the feat to that ally for the purpose of that drink.

You also may expend one use of mythic power whenever you consume a drink of alcohol to gain the benefits of *lesser restoration*, and if you take a drink or are given a drink you may expend one use of your mythic power whenever a conjuration (healing) spell is cast on you, causing the spell to take effect as if it were a mythic spell. You do not need to be dying in order to use this ability, and you can use it even if you are unconscious or otherwise unable to take actions.

Dual Enhancement (Mythic)

You can enhance two weapons, or both ends of a double weapon, with a single act.

Prerequisite: Dual Enhancement[ACG].

Benefit: You can expend one use of your mythic power to apply weapon special abilities to the second weapon at no extra cost.

Normal: Weapon special abilities must be accounted for separately.

Dueling Artistry (Combat, Mythic)

You can do more with your blade than slash and stab.

Prerequisite: Dueling Artistry[AG].

Benefit: The bonus you gain from non-mythic Dueling Artistry doubles to +4, and stacks with the bonus provided by an Improved combat maneuver feat.

Dueling Cape Deed (Combat, Mythic, Panache)

You can use a simple cape to guard yourself and confound your foes.

Prerequisite: Dueling Cape Deed[ACG].

Benefit: You can expend one use of mythic power instead of 1 point of panache to release your cape from your arm and entangle your foe with it; increase the entangled penalties and concentration check DC by one-half your mythic tier. Additionally, the cape's (or similar item's) hit points increase by your mythic tiers.

Duelist Style (Combat, Mythic, Style)

You have learned the classic dueling stance.

Prerequisite: Duelist Style[AG].

Benefit: Your damage bonus is +4 (instead of +2).

Duelist Style Aegis

The dueling style is at its strongest when employed in one-on-one duels. Adjusting to a reverse grip and keeping your blade in motion, you parry your rival's strikes with ease.

Prerequisite: Duelist Style Aegis[AG].

Benefit: You can designate a focused target as a free action (instead of a swift action), but only one per turn.

Normal: You designate a target as a swift action, which means that if you use an immediate action to attempt to parry, you lose your next turn's swift or immediate action.

Duelist Style Conquest (Combat, Mythic)

Defense is now second nature to you, and your blade punishes those who try to attack and fail.

Prerequisite: Duelist Style Conquest[AG].

Benefit: You ignore the penalty to your AC against other creatures after designating a focused target using Dueling Style Aegis.

Duelist's Masterstroke (Combat, Mythic)

When bypassing a foe's defenses while feinting, you can deal devastating damage.

Prerequisite: Duelist's Discipline[AG].

Benefit: When you deal extra precision damage because of the non-mythic Duelist's Masterstroke feat, you treat any roll of under 3 on these damage die rolls as a 3. You can expend one use of mythic power to treat any roll of under 5 on these damage die rolls as a 5.

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Eagle-Eyed: Further decrease the distance modifier to vision–based Perception checks.

Eagle's Resolve: Increase your save bonus and gain temporary immunity to effects from the same source.

Earth Magic: Increase spells DC and gain mythic power uses in your favored terrain.

Efficient Focus Shift: Use this feat more often and gain a bonus on concentration checks.

Eidolon Mount: Your eidolon transforms in a more suited mount for you.

Elongated Cranium: Increase your bonuses and enhance psychic spells or magic items more often.

Emotional Conduit: Gain various bonuses on the spells you gained with this feat.

Empath: Use the read aura skill unlock more quickly and easily.

Enemy Cult: You may cast the feat's bonus spell more often and even after completion and may cast more powerful spells with mythic power.

Energized Wild Shape: Increase your energy resistance and hurt creatures that hit you in wild shape.

Energy Channel: You can make more attacks and choose two damage types.

Enhanced Gnome Magic: Use your spell–like abilities more often.

Enrage Opponent: You can enrage any creature, any number of opponents, and anytime you like.

Entreating Critical: Gain a bonus on Diplomacy by inflicting nonlethal damage or cast share language.

Esoteric Linguistics: Increase your skill bonuses and use different skills to activate or identify a scroll.

Evolved Companion: Your companion gains one 2-points or two 1-point evolutions.

Evolved Summoned Monster: Your evolved monsters gain one 2-points or two 1-point evolutions.

Exorcising Mutilation: Reduce the Con damage you suffer and gain a bonus on the rerolled saving throw.

Exotic Heritage: Take 10 or 20 on checks with selected skill and gain more power from a wildblooded bloodline.

Expeditious Sleuth: Reduce the required time to take 20 and increase your Perception bonus.

Exquisite Sneak: Ignore penalties for armor on Stealth checks.

Expanded Phrenic Pool: Gain even more phrenic points and may spend mythic power in place of points you're your phrenic pool.

Expanded Preparation: Gain an extra arcanist spell prepared of each level.

Expert Boarder: The bonuses from non-mythic Expert Boarder are doubled to +4.

Expert Cartographer: Increase your Craft bonus and may gain additional Discovery Points.

Expert Explorer: Increase your skill bonus and may gain additional Discovery Points.

Expert Salvager: Increase your skill bonus and may reduce forage and salvage times.

Excoriating Stare: Sicken your target for a longer time and you may target a creature more than once per round.

Extend Resonant Power: Extend the power to more allies, or you and one ally retain it at full force.

Extended Animal Focus: Further increase your animal focus' duration.

Extended Aspects: Further increase the time per day you can use a minor form, and may use one additional aspect at a time.

Extended Stare: Further increase your stare's range and may affect any creature within line of sight.

Extra Amplification: Gain two phrenic amplifications at a time, or one major amplification.

Extra Arcanist Exploit: Gain an alchemist discovery, magus arcana, psychic phrenic amplification, or witch hex.

Extra Channel: You channel energy more often.

Extra Contingency: You may cast multiple contingencies at the same time.

Extra Focus Power: Choose a focus power from a school you don't have or two from a school you have.

Extra Hex: You gain a magus arcana, oracle revelation, or rogue talent.

Extra Inspiration: Your inspiration pool increases by 3, and you may expend mythic power to regain inspiration.

Extra Investigator Talent: Select a different extra investigator talent every day.

Extra Martial Flexibility: You gain three extra uses of martial flexibility and can use it to gain mythic feats.

Extra Mesmerist Tricks: You can implant even more mesmerist tricks per day, may maintain two tricks at a time.

Extra Panache: Gain more extra panache and regain panache more quickly.

Extra Reservoir: Gain more points in your arcane reservoir and regain points more quickly.

Extra Slayer Talent: You gain an investigator talent, ninja trick, vigilante talent, or vigilante social talent.

Extra Spontaneous Spell Mastery: Use spontaneous spell mastery +1/day and regain uses by spending mythic power.

Extra Stamina: Your stamina pool increases by 4.

Extra Touch Treatment: You can use touch treatment more times per day and on two allies at a time.

Extra Wild Talent: Gain two wild talents at a time, or one blast or defense talent.

Extreme Prejudice: Roll a d10 for sneak attack damage and may inflict triple damage on a victim.

Eagle-Eyed (Mythic)

Your eyes are keen beyond measure.

Prerequisite: Eagle-Eyed[UW].

Benefit: You may expend one use of mythic power to decrease the distance modifier to the DC of vision-based Perception checks to +1 per 100 feet in bright or normal light, or +1 per 40 feet in dim light. This effect last for a number of minutes equal to your mythic tier. Add your mythic tier to the circumstance bonus granted by the Eagle-Eyed feat.

Eagle's Resolve (Mythic)

Nobody can force you to do what you don't want to do.

Prerequisite: Eagle's Resolve[AG].

Benefit: Your bonus on saving throws against mind-affecting effects is equal to one-half your tier. When you succeed at such a saving throw, you are immune to all mind-affecting spells and effects generated by the source of the original effect for a number of rounds equal to your tier. These benefits are in addition to those provided by the non-mythic Eagle's Resolve feat.

Earth Magic (Mythic)

You have a deeper connection to the land that grants even greater power to your spells.

Prerequisite: Earth Magic[UW].

Benefit: While you're in your favored terrain, the saving throw DC of spells that you cast increases by 1. Additionally, you gain three extra uses of mythic power per day, which can only be spent to pay the costs of mythic spells or augmenting mythic spells that you cast while in your favored terrain.

Efficient Focus Shift (Mythic)

You can cycle through your implements with elan.

Prerequisite: Efficient Focus Shift[OA]

Benefit: You gain a number of additional daily uses of this feat equal to one-half your mythic tier (minimum 1), plus one additional use for each time you take the non-mythic version of this feat after the first. This stacks with the uses gained from the non-mythic feat. In addition, during any round when you shift focus you gain a bonus on concentration checks equal to one-half your mythic tier (minimum 1).

Eidolon Mount (Combat, Mythic)

Your eidolon makes a truly fearsome war mount.

Prerequisite: Eidolon Mount[UW].

Benefit: If your eidolon needs to change its base form to accommodate you as a mount and is more than one size category larger than you, it does not reduce in size when changing shape. If your eidolon increases in size category when it assumes its mount shape, it gains any appropriate increases to ability scores, weapon damage, and reach. You can expend one use of mythic power when your eidolon changes shape, either into or out of its mount form, to make the change a swift action for your eidolon. If you have this feat and your eidolon already has a quadruped or serpentine base form, then it receives a bonus to attack and damage rolls, when used as a mount, equal to your mythic tier. If it also possesses the mount evolution, then you also receive these bonuses when making attacks while mounted on your eidolon.

Elongated Cranium (Mythic)

Your psychic focus has been enhanced by the deformation of your skull.

Prerequisite: Elongated Cranium[OA]

Benefit: The bonus you gain on Intelligence, Wisdom, or Charisma checks and skill checks based on those ability scores is increased to +3. In addition, you add one-half your mythic tier (minimum 1) to the number of times you can enhance a psychic spell that you cast, and you also may apply this enhancement to enhance the effect of a psychic spell created by a magic item you are wearing or wielding.

Emotional Conduit (Mythic)

The emotional focus of your phantom connects to the core of your being and the source of your psychic spells.

Prerequisite: Emotional Conduit[OA]

Benefit: Any spells you gain from this feat take effect at +1 caster level, and the save DC is increased by 1. If you cast a beneficial spell from this feat on your phantom, the effect is extended (as the Extend Spell feat). In addition, you can cast any of the spells you gain from this feat as mythic spells, as if you had mastered them with the Mythic Spell Lore[MAdv] feat.

Empath (Mythic)

Your ability to sense and feel emotions is uncanny.

Prerequisite: Empath[OA]

Benefit: You can use the read aura occult skill unlock as a swift action. If you use a full-round action, you can make both Perception and Sense Motive checks and select the better result. If you use the skill unlock more than once per day, you take only a -2 penalty on saves against fear and mid-affecting effects, and the duration of this penalty is reduced by a number of rounds equal to your mythic tier, negating it entirely at 10th tier.

Enemy Cult (Mythic, Story)

You are better equipped to combat the cult that has made itself your enemy.

Prerequisite: Enemy Cult[HA].

Benefit: You can cast the *detect chaos/evil/good/law* spell granted to you by Enemy Cult a number of additional times per day equal to your mythic tier. Additionally, once you gain the completion benefit of Enemy Cult, you also gain the ability to cast the *protection from chaos/evil/good/law* spell that corresponds to the spell-like ability you chose for the feat's basic benefit as a spell-like ability three times per day. Further, once you gain the completion benefit of Enemy Cult, you can expend one use of mythic power as a standard action to cast the *magic circle against chaos/evil/good/law* spell that corresponds to the spell-like ability you chose for the feat's basic benefit as a spell-like ability.

Energized Wild Shape (Mythic)

Your wild shape form exudes your chosen energy.

Prerequisite: Energized Wild Shape[UW].

Benefit: The energy resistance granted by Energized Wild Shape increases to 20 (or if the form already has energy resistance to the chosen energy type, it is increased by 10 instead). Additionally, whenever a creature hits you with a natural attack or an unarmed strike while you have assumed a wild shape form, they suffer 1 point of damage of the chosen energy type.

Special: You can take this feat more than once. Each time you take this feat, it applies to a different energy type that you selected with the non-mythic version of Energized Wild Shape.

Energy Channel (Mythic)

You channel your divine energy into devastating attacks.

Prerequisite: Energy Channel[ACG].

Benefit: You add your mythic tier to the number of attacks you can make with one use of Energy Channel. In addition, if you have more than one elemental blessing or domain, you can choose two damage types. The additional damage dealt with your weapon is considered to be of both these types, even if it is applied only once, not twice. Resistances and immunities only apply if the target is resistant or immune to both energy types. Otherwise, the energy is treated as the one that is more detrimental to the target.

Enhanced Gnome Magic (Mythic)

You can draw on your connection to the Fey Wild for more varied and frequent magic.

Prerequisite: Enhanced Gnome Magic[UW].

Benefit: You gain access to all of the spell-like abilities described in the Enhanced Gnome Magic feat. You can use these spell-like abilities a total of three times per day in any combination that you choose. Additionally, each day when you regain your uses of mythic power, you can expend one use of mythic power in order to be able to use the spell-like abilities granted by your gnome magic racial trait (*dancing lights*, *ghost sound*, *prestidigitation*, and *speak with animals*) at will that day, rather than only being able to use each of them once.

Enrage Opponent (Combat, Mythic, Panache)

You can enrage any creature and can enrage many creatures at once.

Prerequisite: Enrage Opponent[UI].

Benefit: You can enrage creatures of any Intelligence score, however, if the creature has an Intelligence score of less than 4, you suffer a –4 penalty on the Intimidate check, and if the creature is mindless, you suffer a –8 penalty on the Intimidate check, instead. Additionally, you can have any number of opponents enraged at any one time, and you can attempt to enrage creatures as often as you like, provided that you have enough panache available to do so, although the DC for any Intimidate checks to enrage the creature increases by 2 for each time you've successfully enraged it in the last 24 hours. Finally, as a swift action, you can expend one use of mythic power in order to ignore the cost of one panache point to use Enrage Opponent for the next minute.

Entreating Critical (Combat, Critical, Mythic)

Your telling blow, whether murderous or merciful, can bring battle to a standstill and have a meeting of the minds with your adversary.

Prerequisite: Entreating Critical[UI].

Benefit: When you confirm a critical hit against a creature with Intelligence 4 or greater with whom you share a language, you may choose to deal lethal or nonlethal damage to the target. If you choose nonlethal damage, you gain a bonus equal to the critical multiplier of your weapon on Diplomacy checks with that creature for 24 hours. This bonus also applies to Diplomacy checks made to use your Call Truce feat with that creature and its allies.

Alternatively, when you threaten a critical hit on a creature with Intelligence 4 or greater, you may expend one use of mythic power in lieu of rolling to confirm the critical hit in order to use *share language*[APG] as a spell-like ability on the target; this does not provoke attacks of opportunity.

Esoteric Linguistics (Mythic)

You are able to understand the most alien and cryptic of magic scriptures and dominate nearly every magic contraption.

Prerequisite: Esoteric Linguistics[ACG].

Benefit: Choose either Spellcraft or Use Magic Device. For every 5 ranks of Linguistics that you possess, you gain a +1 bonus on the chosen skill (and vice versa). Additionally, whenever you make a skill check to activate or identify a scroll, you may make both a Linguistics check and a Spellcraft or Use Magic Device check, and use whichever result is higher.

Evolved Companion (Mythic)

Your animal companion develops an array of powers.

Prerequisite: Evolved Companion[ACG].

Benefit: Each time you take the Evolved Companion feat, your animal companion can select an evolution from the list of 2-point evolutions or can select two evolutions from the list of 1-point evolutions.

Special: Unlike the non-mythic Evolved Companion feat, you cannot take this feat more than once; however, its effects stack each time you take Evolved Companion as a feat.

Evolved Summoned Monster (Mythic)

Your summoned monsters arrive mystically altered by your magical evolutions.

Prerequisite: Evolved Summoned Monster[ACG].

Benefit: Each time you take the Evolved Summoned Monster feat, you can select an evolution from the list of 2-point evolutions or can select two evolutions from the list of 1-point evolutions. If you summon a single creature, you can stack all evolutions on that creature, or you can split them between your summoned creatures.

Alternatively, if you are summoning multiple creatures you can select a single 1-point evolution and apply that evolution to all creatures summoned by a single spell.

Special: Unlike the non-mythic Evolved Summoned Monster feat, you cannot take this feat more than once; however, its effects stack each time you take Evolved Summoned Monster as a feat.

Excoriating Stare (Combat, Mythic, Stare)

Your painful stare inflames the pain centers of your target.

Prerequisite: Excoriating Stare[OA]

Benefit: A non-mythic creature failing its save against your stare is sickened for a number of rounds equal to one-half your mythic tier (minimum 1). If the target has fewer Hit Dice than your mesmerist level, it is sickened for 1 round even on a successful save. This duration stacks with itself and with other effects that cause a creature to become sickened.

In addition, when an ally confirms a critical hit against a target within 30 feet of you, you can target that creature with your painful stare even if you have already used your painful stare that round. You may not target the same creature more than once per round with your painful stare. When you use your painful stare in this way, you must use your Excoriating Stare feat rather than choosing a different stare feat, though if you are able to use multiple stare feats simultaneously you can use your Excoriating Stare and another stare feat.

Exorcising Mutilation (Mythic)

You are able to gain the most benefit from the least amount of self-harm.

Prerequisite: Exorcising Mutilation[HA].

Benefit: The amount of Constitution damage you suffer when using Exorcising Mutilation is reduced to 2, and you gain a bonus on the rerolled saving throw equal to 1/2 your mythic tier. Additionally, if you expend one use of mythic power when using Exorcising Mutilation, instead of taking Constitution damage, you can chose to take an amount of hit point damage equal to your Hit Dice.

Exotic Heritage (Mythic)

Your unusual ancestor left you with exceptional gifts.

Prerequisite: Exotic Heritage[UW].

Benefit: You can always take 10 or 20 on checks with your choice of skill for Exotic Heritage, even when you are rushed or threatened. Additionally, if you use Exotic Heritage to meet the prerequisite of the Eldritch Heritage feat, you also gain the 3rd-level bloodline power for the selected bloodline (as with the power granted by Eldritch Heritage, you treat your sorcerer level as equal to your character level – 2, even if you have levels in sorcerer).

Expeditious Sleuth (Mythic)

Your attention to detail allows you to assess clues with uncanny speed.

Prerequisite: Expeditious Sleuth[UI].

Benefit: You reduce the multiple of the normal amount of time to take 20 by one for every mythic tier you possess, to a minimum of 2 times the normal amount of time. When you take 20 on a Perception check, you gain a +4 bonus rather than +2 on Perception checks, and if you expend a mythic surge as part of your Perception check when taking 20 the result of the surge die is maximized.

Exquisite Sneak (Mythic)

Your stealth is never impaired, no matter what you are wearing.

Prerequisite: Exquisite Sneak[UI].

Benefit: You ignore the armor check penalty on Stealth checks for light or medium armor or for shields (except tower shields), even if running or charging, and you may expend one use of mythic power as a free action to reroll a Stealth check; you must accept the result of the second check, even if it is worse.

If you are moving at half speed, you can ignore the armor check penalty on Stealth checks for heavy armor or tower shields. In addition, you can expend one use of mythic power as a free action to ignore the armor check penalty for heavy armor and tower shields even when moving full speed, running, or charging for a number of rounds equal to one-half your mythic tier (minimum 1 round).

Expanded Phrenic Pool (Mythic)

Your versatility in psychic spellcasting is unsurpassed.

Prerequisite: Expanded Phrenic Pool[OA]

Benefit: Your phrenic pool increases by an additional 2 points. In addition, you may expend uses of mythic power in place of points from your phrenic pool on a 1-for-1 basis.

Expanded Preparation (Mythic)

You can prepare many more spells than normal for an arcanist of your level.

Prerequisite: Expanded Preparation[ACG].

Benefit: You gain an extra spell prepared of each level you can cast as an arcanist. This is in addition to the number of spells you can normally prepare from your spellbook and replaces the benefits of the non-mythic Expanded Preparation feat.

Expert Boarder (Mythic)

You are as comfortable dangling from a ship's rigging as you are on stable land.

Prerequisite: Expert Boarder[AG].

Benefit: The bonuses from non-mythic Expert Boarder are doubled to +4.

Expert Cartographer (Mythic)

Your maps are works of art and as useful as they are beautiful.

Prerequisite: Expert Cartographer[UW].

Benefit: Add your mythic tier to the bonus granted by the Expert Cartographer feat. You may expend one use of mythic power to gain half your mythic tier in additional Discovery Points. If you succeed at the check by 5 or more, the list price of the map increases an additional 20%.

Expert Explorer (Mythic)

Seek and ye shall find, more than most explorers can even imagine.

Prerequisite: Expert Explorer[UW].

Benefit: Add your mythic tier to the bonus granted by the Expert Explorer feat. If you succeed at the skill checks described in the Expert Explorer feat you gain an additional 1d6 Discovery Points instead of 1d4.

Expert Salvager (Mythic)

You breathe amazing new life into the most meager detritus and find what you need extraordinarily quickly when the need arises.

Prerequisite: Expert Salvager[UW].

Benefit: Add half your mythic tier to the bonuses granted by the Expert Salvager feat. You may spend mythic power to reduce forage and salvage times. Each use of mythic power you spend reduces the time by one hour (down to a one hour minimum).

Extend Resonant Power (Mythic)

Your allies share in the resonant powers of your psychic focus.

Prerequisite: Extend Resonant Power[OA]

Benefit: When you use this feat, you can extend the benefit of your resonant power as if you had placed only half as many points of mental focus in the implement to a number of additional allies within 30 feet equal to one-half your mythic tier (minimum 1).

Alternatively, you may select one ally within 30 feet, and you and that ally both gain the resonant power appropriate for the full amount of mental focus you have placed in the implement rather than as if that number were halved. When you do this, you need not expend mental focus from the implement to pass the effect to a new target, as long as both the original target and the new one are within 30 feet.

Extended Animal Focus (Mythic)

You can use your animal focus more often and can focus on an additional animal at a time.

Prerequisite: Extended Animal Focus[UW].

Benefit: Add your mythic tier to the number of minutes per day that you can use your animal focus ability. Additionally, whenever you activate your animal focus ability, you can expend one use of mythic power. If you do, you may choose one additional animal aspect, and gain the benefits of that animal focus in addition to any other animal focuses you choose. This effect lasts for one minute.

Extended Aspects (Mythic)

You can use your shifter's aspect more often and manifest an additional aspect at a time.

Prerequisite: Extended Aspects[UW].

Benefit: Add your mythic tier to the number of minutes per day that you can use your shifter aspect ability to assume a minor form. Additionally, whenever you activate your shifter aspect ability, you can expend one use of mythic power. If you do, you may choose one additional aspect. You assume the minor form of this aspect in addition to any other aspects you choose as part of activating the ability. This effect lasts for one minute.

Extended Stare (Mythic)

Your gaze falls with power even from a distance.

Prerequisite: Extended Stare[OA]

Benefit: You increase the range of your stare by 20 feet (rather than 10 feet) each time you take the non-mythic Extended Stare feat. In addition, you may expend one use of your mythic power as a swift action to affect any creature with line of sight to you. The target must be aware of you and able to see you to be affected, but distance is not a factor. If you become aware of a creature observing you with a scrying effect, you may expend two uses of your mythic power as an immediate action to use your stare on that creature.

Extra Amplification (Mythic)

You tinker and modify your telepathic and psychoactive gifts and talents.

Prerequisite: Extra Amplification[OA]

Benefit: Each time you take the non-mythic version of this feat, you gain an additional phrenic amplification. Alternatively, you may exchange both amplifications you would normally gain (or exchange the amplification you have already selected) for a single major amplification for which you qualify.

Extra Arcanist Exploit (Mythic)

Your repertoire of exploits ranges far beyond the usual.

Prerequisites: Extra Arcanist Exploit[ACG].

Benefit: You gain an alchemist discovery, magus arcana, psychic phrenic amplification, or witch hex. You must meet the new ability's prerequisites, treating your arcanist levels as your alchemist, magus, psychic, or witch level (as appropriate). Using this ability costs 1 point from your arcane reservoir. If you select an ability that modifies abilities you do not have (such as choosing a talent that modifies your bombs when you have no bombs) or that requires resources you do not possess (such as taking a magus arcana that requires you to expend points from your arcane pool), the new ability is useless until you gain the appropriate ability or resource.

Extra Channel (Mythic)

Your mythic power gives you additional uses of channel energy each day.

Prerequisites: Extra Channel[CRB].

Benefit: You can channel energy an additional two times per day. Additionally, if you have no uses of channel energy remaining, you may expend two uses of mythic power to use your channel energy ability.

Extra Contingency (Mythic)

Your magic is matchless when it comes to preparing for every eventuality.

Prerequisite: Extra Contingency[UI].

Benefit: You can cast multiple contingency spells on yourself in several different ways.

- You may cast two *contingency* spells which will trigger simultaneously, using the same triggering condition.

- You may cast three *contingency* spells which trigger using the same triggering condition, but which activate at a rate of one per round at the beginning of your turn. As long as you are able to take actions, however, you may alter the sequence in which your *contingency* effects occur, but you may also choose a specific order for the effects to trigger at the time of casting, in case you are unconscious or otherwise unable to take actions when they are triggered.

- You may cast two entirely separate *contingency* effects with different triggering conditions. Both effects may be triggered at the same time if both conditions are met simultaneously.

Extra Focus Power (Mythic)

You master an array of focus powers others cannot match.

Prerequisite: Extra Focus Power[OA]

Benefit: You may gain your additional focus power from an implement school even if it is not one of your chosen implement schools. You must have an implement of the appropriate type, and the power must be one for which you normally qualify other than the requirement that it be one of your chosen schools.

Alternatively, you may select two additional powers rather than one if they are from the same implement school and that school is one of your chosen schools.

Extra Hex (Mythic)

You have discovered something well outside your field.

Prerequisites: Extra Hex[APG].

Benefit: You gain a magus arcana, oracle revelation, or rogue talent. You must meet the new ability's prerequisites, treating your levels in the class you have with the discovery class feature as your magus, oracle, or rogue level (as appropriate). If you select an ability that modifies abilities you do not have (such as choosing a talent that modifies your sneak attack when you have no sneak attack) or that requires resources you do not possess (such as taking a magus arcana that requires you to expend points from your arcane pool), the new ability is useless until you gain the appropriate ability or resource.

Extra Inspiration (Mythic)

Your mythic power gives you additional points in your inspiration pool.

Prerequisites: Extra Inspiration[ACG].

Benefit: Your inspiration pool increases by 3. Additionally, if your inspiration pool is empty, as a swift action you may expend two uses of mythic power to regain one point of inspiration.

Special: Unlike Extra Inspiration, you cannot take Mythic Extra Inspiration more than once.

Extra Investigator Talent (Mythic)

Your mythic power gives you an additional investigator talent you can select each day.

Prerequisites: Extra Investigator Talent[ACG].

Benefit: Each day when you regain uses of your daily abilities, you may select one additional investigator talent for which you meet the prerequisites. As a swift action, you may expend two uses of mythic power to exchange this investigator talent for a different investigator talent for which you also meet the prerequisites, which you retain until you regain your daily abilities or change it again.

Special: Unlike Extra Investigator Talent, you cannot take Mythic Extra Investigator Talent more than once.

Extra Martial Flexibility (Mythic)

Your mythic power gives exceptional flexibility in battle.

Prerequisites: Extra Martial Flexibility[ACG].

Benefit: You gain three additional daily uses of martial flexibility. Additionally, if you expend one use of mythic power when using martial flexibility to gain access to a feat, you also gain the benefits of the mythic version of that feat.

Special: Unlike Extra Martial Flexibility, you cannot take Mythic Extra Martial Flexibility more than once.

Extra Mesmerist Tricks (Mythic)

You have an amazing bag of tricks.

Prerequisite: Extra Mesmerist Tricks[OA]

Benefit: You add one-half your mythic tier (minimum 1) to the number of additional mesmerist tricks per day you can implant. In addition, if you expend one use of mythic power and an additional daily use of your tricks when implanting a mesmerist trick, you do not end the effect of the previous mesmerist trick you implanted. You cannot maintain more than two mesmerist tricks simultaneously. Implanting a new mesmerist trick ends the effect of both mesmerist tricks you are currently maintaining unless you expend one use of mythic power and an additional daily use of your tricks, in which case only the effect of the oldest trick ends.

Extra Panache (Mythic, Panache)

Your mythic power gives you additional points in your inspiration pool.

Prerequisites: Extra Panache[ACG].

Benefit: The extra panache you gain each day and your maximum panache increase by 2. Additionally, whenever you would regain a panache point, you can expend one use of your mythic power to regain 2 points instead.

Special: Unlike Extra Panache, you cannot take Mythic Extra Panache more than once.

Extra Reservoir (Mythic)

Your mythic power gives you additional points in your arcane reservoir.

Prerequisites: Extra Reservoir[ACG].

Benefit: Your arcane reservoir increases by 3, increasing your daily reservoir as well as the maximum amount your reservoir can hold. Additionally, if your arcane reservoir is empty, as a swift action you may expend two uses of mythic power to regain one point in your reservoir.

Special: Unlike Extra Reservoir, you cannot take Mythic Extra Reservoir more than once.

Extra Slayer Talent (Mythic)

You have a vast array of secret stratagems to deal with your enemies.

Prerequisites: Extra Slayer Talent[ACG].

Benefit: You gain an investigator talent, ninja trick, vigilante talent, or vigilante social talent. You must meet the new ability's prerequisites, treating your slayer levels as your investigator, ninja, or vigilante level (as appropriate). If you select an ability that modifies abilities you do not have (such as choosing a talent that modifies your inspiration pool when you have no inspiration pool) or that requires resources you do not possess (such as taking a ninja trick that requires you to expend points from your ki pool), the new ability is useless until you gain the appropriate ability or resource.

Extra Spontaneous Spell Mastery (Mythic)

Your mythic power gives you additional uses of your spontaneous spell mastery each day.

Prerequisite: Extra Spontaneous Spell Mastery[AG].

Benefit: You may use your spontaneous spell mastery ability one additional time per day. In addition, if you have no uses of the ability remaining, you can regain one use of spontaneous spell mastery by expending one use of your mythic power.

Extra Stamina (Combat, Mythic)

Your stamina pool increases dramatically.

Prerequisites: Extra Stamina[PU].

Benefit: Your stamina pool increases by an additional 4 points. These stack with the stamina points gained from the non-mythic Extra Stamina feat.

Special: You may select this feat once for each time you took the non-mythic Extra Stamina feat.

Extra Touch Treatment (Mythic)

Your healing touch is a bounteous blessing.

Prerequisite: Extra Touch Treatment[OA]

Benefit: Your add one-half your mythic tier to your daily number of uses of touch treatment. In addition, as a full-round action a mesmerist can expend two daily uses of touch treatment to touch two allies, delivering the same touch treatment to both.

Extra Wild Talent (Mythic)

Your natural talent for psychokinetic power is undeniable.

Prerequisite: Extra Wild Talent[OA]

Benefit: You gain an additional wild talent each time you take the non-mythic version of this feat. Rather than gaining an additional wild talent, you may instead select only a single wild talent (or exchange a wild talent you have already gained for a new one); this wild talent can be up to 1 level lower than the highest-level wild talent you can currently use, and the talent can be a blast or defense wild talent.

Extreme Prejudice (Combat, Mythic)

Your hatred makes you a terribly efficient killer.

Prerequisite: Extreme Prejudice[ACG].

Benefit: When you succeed at a sneak attack against a creature you selected as the target of your Seething Hatred feat, you use d10s to roll sneak attack damage. If you have the Mythic Seething Hatred feat too, you can expend one use of mythic power to inflict triple damage with a sneak attack to such a creature.

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Faerie's Strike: Confuse an opponent if it fails its save.

Fairy Blessing: You gain the fey creature template.

Falcon's Cry: Grant your allies bonuses on saves and skill checks, and grant them automatic success by spending mythic power.

False Trail: Tracking you is even more difficult.

Fanged Crown Massacre: Increase the bonus and may apply it to more allies.

Fatiguing Stare: Fatigue your target for a longer time and spend mythic power to exhaust it.

Favored Community: Increase your bonuses in your favored community.

Favored Enemy Spellcasting: Increase your spells' DC against your chosen enemy.

Fear Eater: Regain mythic power when you devour fear effects.

Fearsome Spell: Shake creatures for a longer time and frighten the weaker ones.

Feign Curse: Use this feat more quickly or gain a bonus on your Bluff check.

Fencing Grace: Use this feat with any light or one-handed piercing weapon and gain further bonuses with a rapier.

Feral Companion: Your feral companion's bonuses increase.

Feral Grace: Increase the damage dealt by the animal and may increase its critical threat range.

Ferocious Beast: Increase the animal's bonus on Intimidate and intimidate more quickly.

Ferocious Feint: Increase the animal's bonus on Bluff, and feint more quickly.

Fey Insight: Increase your bonuses to sway fey creatures, make them more vulnerable to your spells, and may charm them.

Fey Performance: Gain various bonuses to your performance and enhance your performance in areas without animals or plants.

Fey Spell Lore: Learn mythic fey spells and cast them as piercing spells.

Fey Spell Versatility: Learn mythic spells, and you can change the spells you have learned.

Fey-Guarded: Gain increased bonuses and resistance against spells cast by fey.

Fleeting Spell: Cast more spells as fleeting spells, with more benefits and less penalties.

Flexible Hex: You may change your wandering hex twice per day.

Flexible Wizardry: You can partially prepare three spells in one spell slot.

Fleshwarper: You can warp flesh more quickly.

Flickering Step: Spend mythic power to use the feat more often.

Flinging Charge: Choose on which attack you suffer a penalty, deny the target's Dexterity bonus to AC for the melee attack if you hit it with the ranger attack, and regain mythic power with a critical hit.

Focused Inspiration: Choose two additional skills to gain the feat's benefits.

Focused Phantom: Increase your bonus on concentration checks and may spend mythic power to reroll a failed check.

Foebane Magic: Increase your favored enemies' penalty on saving throws against your spells and add your favored enemy bonus on caster level checks against your favored enemies.

Fool Magic: Gain bonuses to the skill checks and you may disguise your alignment.

Force Dash: Add one-half your mythic tier to the level of the spell sacrificed to determine the speed bonus gained.

Forceful Charge: The bonus from non-mythic Forceful Charge doubles to +8.

Forester: Increase your bonuses in forest environments. And increase the chance to miss you in undergrowth.

Formula Recollection: Use the feat more often and transcribe more spells in your formula book.

Fox Insight: Add your Int modifier to Sense Motive, and you may increase the DC to demoralize you.

Fox Style: Add your Int modifier to Bluff checks to feint and create a distraction to hide.

Fox Trickery: Use your Hit Dice and may use your Int modifier for dirty combat maneuvers.

Frightful Shape: Incite a greater fear in more enemies.

Frozen Shade of the Umbral Wood: Spend mythic power to cast mythic spells and ignore this feat's penalties.

Frumious Quills of the Bandersnatch: Non-mythic creatures are automatically pierced, and you can lodge more quills in a target.

Furious Spell: Deal more damage with the spell, gain a bonus to cast a furious spell while raging, and inflict penalties on emotion effects to your targets.

Faerie's Strike (Combat, Mythic)

Fey spirits surround you, enthralling your foes.

Prerequisite: Faerie's Strike[ACG].

Benefit: When an opponent fails its saving throw, it is also confused for a number of rounds equal to one-half your mythic tier.

Fairy Blessing (Mythic)

Your intimate relationship with fey made you become one of them.

Prerequisite: Fairy Blessing.[FKCC]

Benefit: You gain the fey creature template and are considered as a fey for all prerequisites.

Falcon's Cry (Mythic)

You are a beacon of resolve and force of will.

Prerequisite: Falcon's Cry[AG].

Benefit: Your allies gain a bonus on the saves or checks affected by the Falcon's Cry feat equal to one-half your tier. If you expend one use of mythic power, all your allies within range automatically succeed at every such save or check in that round, even if they can't see or hear you.

False Trail (Mythic)

Your false trails are quick, effective, and so subtle that even once they discover the trail is false your pursuers may not be able to find your true trail.

Prerequisite: False Trail[UW].

Benefit: Add half your mythic tier to the DC of Perception and Survival checks allowed by the False Trail feat. You create false trails in half the time. Once a creature has travelled down your false trail and succeeded on their check to realize it is false, they do not automatically discover the divergence point of your true trail—to do so they must succeed at another Perception or Survival check (add half your mythic tier to this DC as well). Otherwise they have lost your trail for good.

Fanged Crown Massacre (Mythic)

Driven by your loyalty to a fallen queen, you can inspire your allies to brutal acts.

Prerequisite: Fanged Crown Massacre[AG].

Benefit: The morale bonus from non-mythic Fanged Crown Massacre doubles to +4. You can expend one use of mythic power to apply the bonus to a number of additional allies equal to half your mythic tier.

Fatiguing Stare (Combat, Mythic, Stare)

Your powerful gaze saps the endurance of your enemies.

Prerequisite: Fatiguing Stare[OA]

Benefit: A non-mythic creature failing its save against your stare is fatigued for a number of rounds equal to one-half your mythic tier (minimum 1). If the target has fewer Hit Dice than your mesmerist level, it is fatigued for 1 round even on a successful save. This duration stacks with itself and with other effects that cause a creature to become fatigued.

If you expend one use of mythic power when triggering your fatiguing stare, the target is exhausted for 1 round and then fatigued as normal on a failed save, and as long as a creature remains exhausted or fatigued from your Fatiguing Stare it is also affected as *lullaby*[CRB].

Favored Community (Mythic)

You know your local community like the back of your hand.

Prerequisite: Favored Community[VC].

Benefit: Add half your mythic tier to the bonus provided by Favored Community.

Favored Enemy Spellcasting (Mythic)

Your magic is devastating against your hated enemy.

Prerequisite: Favored Enemy Spellcasting[ACG].

Benefit: Your spells' DCs are 1 higher plus 1 higher for every 3 tiers mythic you possess against your chosen enemy. If you also have the favored enemy class feature and the chosen type is already a favored enemy of yours, your spells' DCs increase by the same amount as your favored enemy bonus against creatures of that type.

Fear Eater (Mythic)

You gain sustenance from devouring fear and can resist its effects more easily.

Prerequisite: Fear Eater[HA].

Benefit: Whenever you transfer a fear effect to yourself with the Fear Eater feat, you gain a number of temporary hit points equal to your mythic tier. Additionally, each time you do so, you can expend one use of mythic power. If you do, you are entitled to any saving throw, spell resistance, or other defenses that would normally be applicable to resist the effect and gain a bonus equal to 1/2 your mythic tier on all saving throws made in this way.

Fearsome Spell (Metamagic, Mythic)

Your spells inspire sublime terror.

Prerequisite: Fearsome Spell[OA]

Benefit: You add your mythic tier to the number of rounds creatures are shaken when they fail a save against your fearsome spell. In addition, non-mythic creatures whose Hit Dice are equal to or less than the spell level of the fearsome spell are frightened for 1 round and then shaken on a failed save and are shaken for1 round even on a successful save.

Feign Curse (Mythic)

Your ostentatious declamations of doom leave your enemies trembling with fear.

Prerequisite: Feign Curse[UI].

Benefit: You can use this feat as a swift action, or as an immediate action if you would be killed, knocked unconscious, or otherwise rendered helpless or unable to take actions. If you expend a standard action to use this feat, you add your mythic tier as a bonus on your Bluff check. If you expend a mythic surge as part of that Bluff check, you may roll twice and take the better result.

Fencing Grace (Combat, Mythic)

You are a deft hand with virtually any delicate blade.

Prerequisites: Fencing Grace[UI].

Benefit: You gain the benefits of this feat with any light or one-handed piercing weapon. If you are wielding a rapier one-handed and appropriate for your size, you gain this feat's benefits even when you are fighting with two weapons or using flurry of blows or have your other hand occupied. You also add one-half your mythic tier (minimum 1) to the bonus this feat provides to your CMD against attempts to disarm you of your rapier. When wielding a rapier one-handed and you expend a mythic surge when attempting a combat maneuver to disarm, reposition, steal, or sunder (whether this maneuver is performed with your rapier or your free hand), you may roll the surge die twice and use the better result.

Feral Companion (Mythic)

Your bond with nature calls to you vicious and rabid beasts that hunger for violence and the taste of blood, able to subsist on flesh and carrion even if normally herbivorous. This feral beast is untamable by anyone but you.

Prerequisite: Feral Companion[FKCC].

Benefit: Your animal companion gains a +4 profane bonus to Strength and Constitution and a +4 profane bonus on saves vs. mind-affecting effects. The latter bonus is +6 (instead of +4) against mind-affecting effects that specifically target animals.

Feral Grace (Combat, Companion, Mythic)

The animal companion's natural attacks are exceptionally lethal.

Prerequisite: Feral Grace[UW].

Benefit: The animal companion adds its master's mythic tier to the bonus damage granted by Feral Grace. Additionally, as a swift action, the animal companion's master can expend one use of mythic power to increase the critical threat range of the animal companion's chosen natural attack by 1. This benefit lasts for one minute.

Ferocious Beast (Combat, Companion, Mythic)

The animal companion strikes horror in the enemies' heart.

Prerequisite: Ferocious Beast[UW].

Benefit: The animal companion adds its mythic rank to Intimidate checks to demoralize an opponent or to use the Antagonize feat. In addition, the animal companion can use Intimidate to demoralize an opponent as a swift action.

Ferocious Feint (Combat, Companion, Mythic)

The companion's feral agility is almost supernatural.

Prerequisite: Ferocious Feint[UW].

Benefit: The animal companion adds its mythic rank to Bluff checks to feint an opponent. In addition, the animal companion can use Bluff to feint an opponent as a swift action.

Fey Insight (Mythic)

You are well-versed in the ways of the fey and can better sway them.

Prerequisite: Fey Insight[UW].

Benefit: The bonus you gain on Bluff, Diplomacy, and Sense Motive checks made to interact with fey creatures is increased by an amount equal to half your mythic tier (rounded down, minimum 1). Additionally, the saving throw DCs of spells you cast that affect only creatures of the fey type are increased by 1. Finally, by expending one use of mythic power, you can cast *charm fey*[UW] as a spell-like ability. The saving throw DC is equal to 10 + your mythic tier + your Charisma modifier.

Fey Performance (Mythic)

Your unearthly performances are far more effective.

Prerequisite: Fey Performance[UW].

Benefit: When you enhance your bardic performance with Fey Performance, you increase the saving throw DC of the effect (if any) by 1, gain a +4 bonus on any Perform checks made as part of the performance, and increase any morale bonus granted by the performance by 1. Additionally, you can enhance your performance with the whistling of the wind and the rumbling of the earth, allowing you to use this feat even in areas devoid of animal and plant life.

Fey Spell Lore (Mythic)

You know the deep magic of the fey realms.

Prerequisite: Fey Spell Lore[UI].

Benefit: You learn the mythic versions of all spells added to your spell list from taking this feat. In addition, you prepare any spell you learn from this feat as if you had the Piercing Spell[UM] metamagic feat.

Fey Spell Versatility (Mythic)

You learn the secrets of mental manipulation from your faerie friends.

Prerequisite: Fey Spell Versatility[UI].

Benefit: You automatically learn the mythic version of all spells added to your spell list from taking this feat. In addition, whenever you prepare spells you can exchange knowledge of a spell you have learned using this feat for a different qualifying spell of the same level by expending a number of uses of mythic power equal to the spell's level. You can then prepare the new spell you have gained (and can cast its mythic version), but you can no longer prepare the spell you exchanged for it. If a willing fey ally is present at the time you are preparing spells, you can exchange a spell you have previously learned with this feat for a different qualifying bard, sorcerer/wizard, or witch spell that fey ally knows without having to expend mythic power.

Fey-Guarded (Mythic)

You know well how to resist the wiles of the fey.

Prerequisite: Fey-Guarded[UW].

Benefit: The bonus you gain on saving throws against enchantment and illusion spells and spell-like abilities cast by creatures of the fey type increases to +4. Additionally, whenever you make a saving throw to resist an effect used by a creature of the fey type, before the saving throw is made, you can expend one use of mythic power. If you do, you roll twice and take the better result.

Fleeting Spell (Metamagic, Mythic)

Your spells are as ephemeral as you wish them to be.

Prerequisite: Fleeting Spell[UI].

Benefit: You can dismiss a fleeting spell as a free action rather than a swift action, and a fleeting spell you cast retains its normal duration. You can cast a spell with a duration of 1 round as a fleeting spell. You add your mythic tier to the DC to detect the lingering magical aura of a fleeting spell or to identify its school. If you cast a fleeting spell as a mythic spell, it can be ended by a mythic effect capable of dispelling spells without a caster level check; non-mythic *dispel magic* and similar effects end a mythic fleeting spell only with a successful caster level check, though the DC of the check is reduced by 4.

Fleshwarper (Item Creation, Mythic)

Living flesh is putty in your hands, corrupted clay to be molded into freakish abominations from the depths of your fervid imaginings.

Prerequisite: Fleshwarper[HA].

Benefit: At the beginning of each day when you regain your uses of mythic power, you can expend one use of mythic power to accomplish eight hours of work on one fleshcraft graft or fleshcraft elixir you are crafting. You can only do this once per day per fleshcraft graft or fleshcraft elixir, though you may also add an actual eight-hour work day toward the crafting of such an item. Unlike normal magic item crafting, work accomplished by expending a use of mythic power does not require any special work space or quiet (though the cost of making fleshcraft items in this way is normal).

Additionally, you can automatically succeed on all Heal checks made to apply fleshcraft grafts you create to creatures, as well as Heal checks made to remove fleshcraft grafts that you created from creatures, and creatures you apply fleshcraft grafts to in this way do not suffer any ability score damage as a result. Further, fleshcraft grafts that you create never occupy magic item slots on the body and can always be used in conjunction with magic items that occupy that slot. Fleshcraft grafts you create are never destroyed as a result of surgically removing them.

Flexible Hex (Mythic)

Your wandering hex shifts at your command.

Prerequisite: Flexible Hex[ACG].

Benefit: You can change your wandering hex up to twice per day as a swift action, instead of once per day.

Flexible Wizardry (Mythic)

You can choose the spell most fit for any situation.

Prerequisite: Flexible Wizardry[ACG].

Benefit: You can partially prepare three spells instead of two in each spell slot selected with Flexible Wizardry.

Flickering Step (Conduit, Mythic)

You can appear and disappear in the blink of an eye.

Prerequisite: Flickering Step[PA].

Benefit: As a free action, you can expend one use of your mythic power to use non-mythic Flickering Step without spending one of your daily uses of the feat.

Flinging Charge (Combat, Mythic)

You knock foes off balance by throwing a weapon at them while you charge.

Prerequisite: Flinging Charge[UW].

Benefit: You can choose to suffer a –5 penalty on the ranged attack made as part of your charge, rather than the melee attack. This choice must be made before the attack roll for the ranged attack is made. Additionally, if you successfully hit the target of your charge with a ranged attack made with Flinging Charge, the target is denied his Dexterity bonus to AC for the melee attack that you make at the end of the charge. Finally, up to three times per day, when you confirm a critical hit with a ranged attack made as part of a charge, you regain temporary one use of mythic power. This temporary use of mythic power must be used before the end of your next turn or it is lost.

Focused Inspiration (Mythic)

Two more of your skills gain a bit more from your inspiration than others.

Prerequisite: Focused Inspiration[ACG].

Benefit: Choose two additional skills (separate from the ones you chose with the non-mythic feat) that you are trained in or can use untrained, and with which you can use inspiration. These two additional skills gain the same benefits as the two chosen skills from the non-mythic inspiration feat.

Focused Phantom (Mythic)

Your phantom is a source of comfort and tranquility to you when casting psychic spells.

Prerequisite: Focused Phantom[OA]

Benefit: The bonus your phantom grants you on concentration checks is increased by an amount equal to one-half your mythic tier (minimum 1). In addition, if you fail a concentration check when your phantom is adjacent to you, you may expend one use of mythic power as a free action to reroll that check, adding a bonus equal to your surge die. You must accept the second roll, even if it is worse. After rerolling your concentration check, your phantom merges into your consciousness.

Foebane Magic (Mythic)

Your spells are specially tailored to thwart your most common foes.

Prerequisite: Foebane Magic[UW].

Benefit: The penalty your favored enemies suffer on saving throws against spells you cast increases to –2. Additionally, you add your favored enemy bonus on caster level checks made against your favored enemies (including checks to overcome spell resistance).

Fool Magic (Mythic)

Magical items are like putty in your hands as you supersede their safeguarding spells.

Prerequisite: Fool Magic[UI].

Benefit: You add twice your mythic tier as a bonus on Disguise or Use Magic Device checks made to emulate a different race or alignment for the purpose of activating a magic item or bypassing a harmful effect that would normally apply to you based on your actual alignment, such as a good-aligned creature gaining a negative level while using an *unholy* weapon.

In addition, when you use your Disguise skill you can expend one use of your mythic power to disguise your alignment from detection, choosing a different alignment as part of your disguise. Any attempt to magically detect your true alignment fail unless the caster of the effect succeeds on a caster level check against a DC equal to the result of your Disguise check -10. If you expend two uses of mythic power when you use your Disguise skill, spells and effects that depend on your alignment likewise affect you as either your true alignment or your disguised alignment, whichever is more advantageous for you, unless the caster succeeds on a caster level check as above.

Force Dash (Mythic)

You can absorb the magic in your force spells to give you a massive burst of speed.

Prerequisite: Force Dash[ACG].

Benefit: Add one-half your mythic tier to the level of the spell sacrificed to determine the speed bonus gained.

Forceful Charge (Companion, Mythic)

This animal's charges move its enemies.

Prerequisite: Forceful Charge[AG].

Benefit: The bonus from non-mythic Forceful Charge doubles to +8.

Forester (Mythic)

You can maximize the benefits you gain from forest terrain.

Prerequisite: Forester[UW].

Benefit: The cover bonus you gain from nearby trees is increased to +2 (or a +3 cover bonus to AC and a +2 bonus on Reflex saves if you are adjacent to two or more trees simuiltaneously). Additionally, you gain a bonus equal to 1/2 your mythic tier on Perception and Stealth checks made in forest environments (rounded down, minimum 1). Further, the miss chance you gain from concealment granted by undergrowth or heavy undergrowth increases by 20% (40% miss chance for undergrowth, or 50% miss chance for heavy undergrowth).

Formula Recollection (Mythic)

Your dabbling with spellcraft allows you to record formulas of spells you should not know.

Prerequisite: Formula Recollection[ACG].

Benefit: You add one-half your mythic tier to the number of times per day you can use Formula Recollection. In addition, once per day, you can transcribe in your formula book a spell you identified with a range of "personal" or "touch" from another spell list. This counts against the total number of times per day you can use this ability.

Fox Insight (Combat, Mythic)

Any trick an opponent tries, you've already thought of it, allowing you to easily see through deceptive combat tactics.

Prerequisite: Fox InsightUI.

Benefit: While using Fox Style, you add your Intelligence modifier, in addition to your Wisdom modifier, to Sense Motive when foes attempt to feint against you, as well as to the DC to demoralize you. This replaces the +4 bonus for having an Intelligence of at least 19. Additionally, as a swift action, you can expend one use of mythic power to increase the DC to demoralize or feint you by an amount equal to your mythic tier.

Fox Style (Combat, Mythic, Style)

Your deceptions are brilliant, and almost impossible to see through.

Prerequisite: Fox Style[UI].

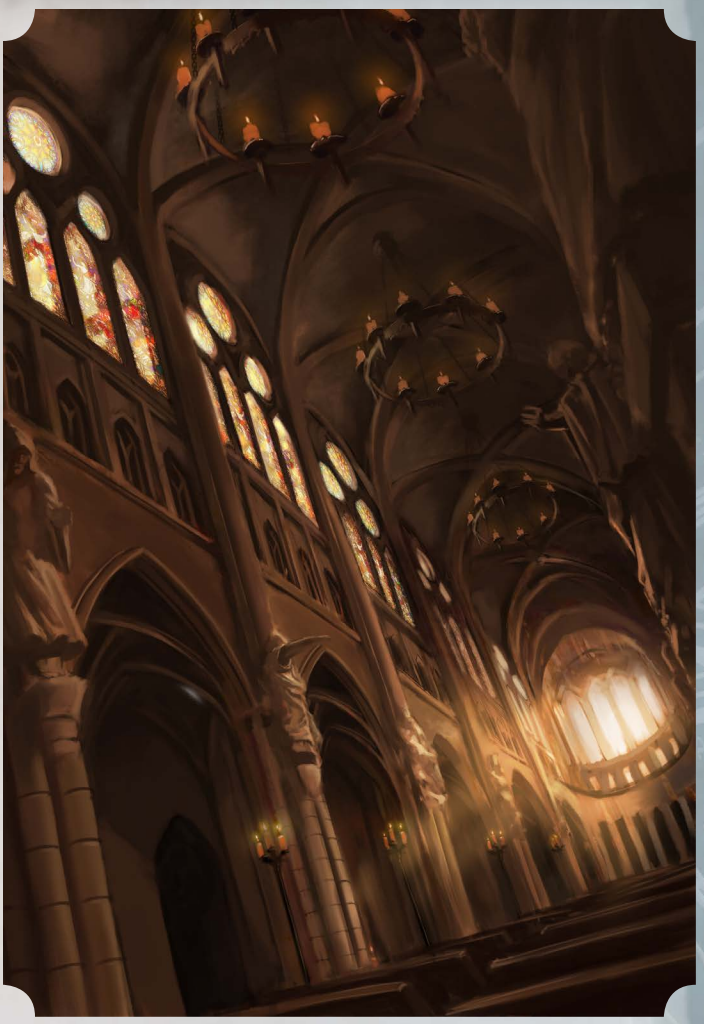
Benefit: While using Fox Style, you add your Intelligence modifier to Bluff checks made to feint in combat and to create a distraction to hide, in addition to your Charisma modifier. This replaces the +4 bonus for having an Intelligence of at least 19. Additionally, as a swift action, you can expend one use of mythic power to gain a bonus equal to your tier on Bluff checks made to feint in combat and to create a distraction to hide, this bonus lasts for one minute.

Fox Trickery (Combat, Mythic)

Your deceptions are brilliant, and almost impossible to see through.

Prerequisite: Fox Style[UI].

Benefit: While using Fox Style, you use your Hit Dice in place of your base attack bonus when determining your CMB for the purposes of dirty trick combat maneuvers, and you use either your Strength modifier or your Intelligence modifier to determine your CMB for dirty trick combat maneuvers, whichever you prefer. If the ability score you do not choose to use is at least 19, you gain a +4 bonus on dirty trick combat maneuvers (this replaces the +4 bonus from Fox Trickery).



Frightful Shape (Mythic)

All cower before the might of your wild fury.

Prerequisite: Frightful Shape[UW].

Benefit: Opponents within 60 feet of you when you attack are affected by your Frightful Shape, rather than just those within 30 feet. Additionally, non-mythic creatures that fail their saving throw are shaken even if they have more Hit Dice than you, and they become frightened if they have 4 or more Hit Dice but fewer Hit Dice than you. Finally, if you expend one use of mythic power as a swift action, you can force each creature within 60 feet to succeed on a Will save or be affected by your Frightful Shape, even if they have already succeeded on a saving throw to resist it within the last 24 hours.

Frozen Shade of the Umbral Wood (Mythic)

Raised high in the esteem of that pale procession which stalks the heart of the Lord of the Night's hunting grounds, you are granted even greater power to carve his icy will into yielding, shrieking flesh. These incredible gifts mimic many

of those attributed to heretic oracles and witches who would pretend to some mastery over your cruel god's portfolio, but the cold majesty of your will outshines the most potent of their feeble dabbling.

Prerequisite: Frozen Shade of the Umbral Wood[FKCC].

Benefit: You can expend mythic power to cast the mythic versions of any of the spells granted by this feat whose spell level is lower than your mythic tier. In addition, if you have this feat and mythic Burning Shade of the Umbral Wood, you are no longer bound by the restrictions given in the (first) Special paragraph of the non-mythic feat; that is, you do not have vulnerability to fire (unless you had it before gaining the non-mythic feat), and you may light fires, and so on.

Frumious Quills of the Bandersnatch (Faerie, Mythic)

The incandescent fury and wickedly-barbed quills of a raging, fairy-tale monster churn deep inside you ... and, with a roar, you can let them rip-forth in a tremendous cascade.

Prerequisite: Frumious Quills of the Bandersnatch[FKCC].

Benefit: Non-mythic creatures automatically fail their Reflex saving throw to avoid being pierced by quills. Add half your mythic tier to the number of quills lodged in a target each time you use this feat.

Furious Spell (Metamagic, Mythic)

Your spells embody the essence of your psychic fury.

Prerequisite: Furious Spell[OA]

Benefit: You add three times the level of your furious spell to the hit point damage it deals, and you add a bonus equal to one-half your mythic tier on concentration checks to cast a furious spell while you are raging. Creatures failing their saves against your furious spell take a -2 penalty on saving throws against spells with the emotion descriptor (not including fear effects) for a number of rounds equal to the spell's level. This save penalty is increased to -4 against spells that cause rage, hatred, or compel the target to attack another creature.

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Gaze of Deep Wilderness: Spend mythic power to cast mythic spells, and non-mythic creatures cannot sense your divinations.

Gaze Reflection: Hide better from gaze attacks, and you can gain immunity and even reflect gaze weapons back.

Ghost Guide: Increase your bonuses and cast mythic spell upon completion.

Gloomstorm: Add your mythic tier to the number of rounds per day you can use the feat.

Grabbing Drag: Gain more bonuses and inflict penalties to your dragged victim.

Grabbing Master: You can disarm or trip the grabbed creature as a free action.

Grabbing Style: You don't gain the grappled condition while you grapple, and gain bonuses to escape or take control of a grapple.

Graceful Steal: Your steal maneuver is both powerful and delicate, and more difficult to notice.

Grasping Strike: The DC of your Grasping Strike increases by one-half your mythic tier.

Grasping Tail: You can wield weapons in your tail.

Gravitational Vital Strike: Deal even more damage in areas of altered gravity.

Gray Dwarf Magic: Use your spell-like ability more often.

Greater Balor Whip: Automatically confirm critical threats against non-mythic opponents and force opponents to roll twice to negate a critical hit and take the worse result.

Greater Beast Hunter: Gain better initiative against native beasts, act in the surprise round, and regain mythic power for killing them.

Greater Blood Frenzy: Add your mythic tier to the damage you deal when you rend a creature with your claws.

Greater Dirge of Doom: The effect lingers after a creature leaves, and you can cause greater fear effects.

Greater Hunter's Bond: Your allies gain bonuses against all enemies.

Greater Mesmerizing Feint: Reduce the penalty to feint a mindless creature and its chance to ignore your feint; on a successful feint, try to feint an additional creature.

Greater Planar Infusion: Gain the mythic version of the chosen greater planar infusion.

Greater Skald's Vigor: The effects of Greater Skald's Vigor on your allies linger as long as other effects of your performance.

Greater Spring Attack: Deliver multiple spring attacks to the same target, and gain attack bonuses for moving.

Greater Subjective Slam: Reduce the penalties and increase the damage.

Greater Tenacious Hunter: Increase the animal's perception abilities and surprise an uncovered adversary.

Greater Weapon of the Chosen: You can roll twice and choose the better result with your deity's favored weapon.

Greater Wilding Strike: Your unarmed strikes become even more lethal.

Grim-Masked Shade of the Umbral Wood: Use this feat without increasing casting time and may use it with any level of lighting.

Group Shared Spells: You share spells with your allies rather than with their familiars.

Gruesome Slaughter: The DC of your Gruesome Slaughter increases by one-half your mythic tier.

Gaze of Deep Wilderness (Faerie, Mythic)

You exist much like a bear: eat whenever you want, sleep whenever you want, kill people in the woods whenever you want. You have eyes without number or name; you know where your enemies and allies sleep, and you may find things better left lost. All that your potent sight requires is a little time … and sacrifice.

Prerequisite: Gaze of Deep Wilderness[FKCC].

Benefit: You can expend mythic power to cast the mythic versions of any of the spells granted by this feat whose spell level is lower than your mythic tier. In addition, non-mythic druids (and similar creatures that are also non-mythic) cannot sense your divinations.

Gaze Reflection (Mythic)

Creatures with gaze weapons fear to look into your eyes, while you have little fear of them.

Prerequisite: Gaze Reflection[UI].

Benefit: Whenever you are averting your eyes from a gaze attack, you may add or subtract twice your mythic tier from the percentile roll to determine whether or not you are exposed to the gaze weapon. In addition, you can expend one mesmerist trick in order to gain immunity to gaze weapons for a number of rounds equal to your mythic tier.

If you expend two mesmerist tricks, you gain immunity as above and also reflect the gaze weapon back at the creature using it; if it is not immune to its own gaze, it must avert or shut its eyes or else be subject to its own gaze. If you reflect a creature's gaze weapon in this fashion, you may also expend one use of mythic power as a swift action to redirect the creature's gaze weapon at a single creature within 30 feet of you. Until the beginning of your next turn, that creature treats you as if you had the same gaze weapon as the creature's gaze you have reflected.

Ghost Guide (Mythic, Story)

You are eerily good at communicating with spirits.

Prerequisite: Ghost Guide[HA].

Benefit: The bonus granted by Ghost Guide on Diplomacy and Sense Motive checks made to communicate with ghosts and haunts increases by an amount equal to 1/2 your mythic tier. Additionally, once you gain the completion benefit of Ghost Guide, you gain the ability to cast the mythic versions of call spirit[OA], speak with haunt[ACG], and speak with dead. This only provides access to the mythic versions of these spells, you must still be able to cast them normally, and must expend the appropriate uses of mythic power in order to use the mythic version.

Gloomstorm (Combat, Conduit, Mythic)

An inexhaustible arsenal lies in the Shadow Plane, waiting to be unleashed.

Prerequisite: Gloomstorm[PA].

Benefit: Add your mythic tier to your ranks in Knowledge (planes) to determine the number of rounds per day you can use non-mythic Gloomstorm.

Grabbing Drag (Combat, Mythic, Style)

You turn brutish grapples into a delicate dance that leaves your opponent open to attack.

Prerequisites: Grabbing Drag[ACG].

Benefit: When you use the move grapple action, you gain a +2 cover bonus to your Armor Class against attacks of opportunity provoked by your movement. If you expend one use of mythic power, you are treated as having cover against all attacks until the beginning of your next turn, gaining a +4 cover bonus to AC and a +2 bonus on Reflex saves. This cover allows you to make a Stealth check and prevents attacks of opportunity.

The creature you are dragging takes a -2 penalty to its AC until the beginning of your next turn, and if the grappled creature is not a mythic creature, its forced movement provokes attacks of opportunity from your allies (but not from you). If you have the Greater Drag feat, your allies gain a +2 circumstance bonus on attack rolls against a creature you drag while grappling it.

In addition, if you are attacked before the beginning of your next turn you can expend one use of mythic power as an immediate action to redirect that attack to the creature you are dragging.

Grabbing Master (Combat, Mythic, Style)

Your grappled foes are like toys in your hands.

Prerequisite: Grabbing Master[ACG].

Benefit: When you maintain your grapple, you can make an additional combat maneuver check to disarm or trip the creature you are grappling as a free action. This maneuver check does not provoke attacks of opportunity. If you are grappling two creatures, you must perform the same maneuver against both creatures.

Grabbing Style (Combat, Mythic, Style)

You are a master of one-handed grapples.

Prerequisites: Grabbing Style[ACG].

Benefit: You do not gain the grappled condition when you initiate or maintain a grapple a creature your size or smaller. This does not apply when you are the target of a grapple. You gain a bonus equal to one-half your mythic tier (minimum +1) on combat maneuver checks to escape a grapple or take control of a grapple; this bonus applies regardless of the size of the creature grappling you.

If you expend one use of mythic power when initiating a grapple with a creature of any size, you do not gain the grappled condition as long as you maintain control of the grapple.

Graceful Steal (Combat, Mythic)

Your quick fingers make you a fantastic filcher.

Prerequisite: Graceful Steal[UI].

Benefit: When you attempt a steal combat maneuver, including to replace a Sleight of Hand check to lift or palm an object, you may choose to add both your Strength and Dexterity modifiers, and you add your mythic tier to the DC of Perception checks made by observers to notice your steal maneuver or Sleight of Hand check. If you fail a Sleight of Hand check or if your combat maneuver check to steal an object fails, you may expend one use of your mythic power in order to reroll the check; you must accept the result of this second check even if it is worse. If you expend a mythic surge as part of a Sleight of Hand check, you may roll your surge die twice and take the better result.

Grasping Strike (Combat, Mythic)

The surrounding foliage lurches forth at your enemies in concert with your strikes.

Prerequisite: Grasping Strike[ACG].

Benefit: The DC of your Grasping Strike increases by one-half your mythic tier.

Grasping Tail (Mythic)

The best swordsman is the one with a sword more than its opponent.

Prerequisite: Grasping Tail[PA].

Benefit: You can wield weapons with your tail. Your tail is considered an off-hand, and you take an additional -2 penalty on attack rolls with a weapon held in your tail.

Special: If you have the prehensile tail tiefling racial trait, you can use your tail as a third arm to manipulate items. You don't suffer the additional -2 penalty on attacks with a weapon held in your tail.

Gravitational Vital Strike (Combat, Mythic)

You use unusual gravities to adjust your vital strikes.

Prerequisite: Gravitational Vital Strike[PA].

Benefit: Roll the weapon's damage dice for the attack two additional times when using any Vital Strike feat in an area of light or heavy gravity.

Gray Dwarf Magic (Mythic)

You gain a new spell-like ability from the list of duergar racial traits.

Prerequisite: Gray Dwarf Magic[MC].

Benefit: You can use the spell-like ability that you chose with the non-mythic version of this feat twice per day, instead of once per day. Additionally, if you have no uses of that spell-like ability remaining, you can expend one use of mythic power to activate that ability again. If you have more than one Gray Dwarf Magic feat, you must choose for which spell-like ability this feat increases the frequency of use per day.

Special: You can take this feat multiple times. Each time you do, you must select a different spell-like ability that you chose to gain with non-mythic Gray Dwarf Magic.

Greater Balor Whip (Combat, Mythic)

You can pull in foes with your whip and then attack them with your sword.

Prerequisite: Greater Balor Whip[VC].

Benefit: You automatically confirm critical threats on attacks you make against non-mythic opponents. In addition, when you threaten a critical hit against a creature wearing armor with the *fortification* special ability or similar effect, that creature must roll twice and take the worse result when determining critical hit negation. These benefits apply only with the weapon you wield when you use Improved Balor Whip to make a single attack at your highest attack bonus.

Greater Beast Hunter (Mythic)

You draw strength from slaying mighty beasts.

Prerequisite: Greater Beast Hunter[UW].

Benefit: You gain a bonus equal to your mythic tier on Initiative checks made in combats that involve at least one opponent that is an animal native to the terrain you have chosen for Beast Hunter. Further, in such combats, if there is a surprise round, you can take a full round's worth of actions during the surprise round. Finally, up to three times per day, when you kill an animal native to the terrain you have chosen for Beast Hunter which is at least one size category larger than you, or render such an animal unconscious, you regain a single temporary use of mythic power. This use of mythic power must be used before the end of your next turn or it is lost.

Greater Blood Frenzy (Mythic)

Your wounds move you into a deeper frenzy.

Prerequisite: Greater Blood Frenzy[MC], 5th mythic tier.

Benefit: Add your mythic tier to the damage you deal when you rend a creature with your claws.

Greater Dirge of Doom (Mythic)

Your music strikes terror in your enemies' hearts.

Prerequisite: Greater Dirge of Doom[ACG].

Benefit: The effect of your dirge of doom lingers with a target for an additional number of rounds equal to your tier after the creature leaves the dirge's area of effect. If you use your dirge on a creature that is shaken, it becomes panicked. If you use it on a creature that is frightened, it becomes terrified. If you use it on a creature that is panicked, it becomes horrified.

Greater Hunter's Bond (Combat, Mythic)

You ensure your allies are constantly able to capitalize on the weaknesses of your favored foes.

Prerequisite: Greater Hunter's Bond[UW].

Benefit: You constantly grant all allies within 30 feet of you your favored enemy bonuses against all opponents to which they apply. If you have the Mythic Improved Hunter's Bond feat, then you grant these bonuses to all allies within 120 feet, instead. Additionally, once per day, when an ally within 30 feet of you kills a creature to which your favored enemy bonus applies, you regain a single use of mythic power, up to your daily maximum.

Greater Mesmerizing Feint (Combat, Mythic)

You dazzle your enemies with your deft moves.

Prerequisite: Greater Mesmerizing Feint[OA]

Benefit: You reduce the penalty to feint a mindless creature by an amount equal to one-half your tier, and you reduce the percentage chance for it to ignore your feint by 5% times your mythic tier. In addition, when you successfully feint a creature that is the target of your hypnotic stare, you may attempt a Bluff check as a free action to feint an additional creature adjacent to the target that you threaten.

Greater Planar Infusion (Conduit, Mythic)

You mastered the mythic energies of your plane.

Prerequisite: Greater Planar Infusion[PA], Mythic Improved Planar Infusion, Mythic Planar Infusion.

Benefit: Choose a plane you've gained a mythic infusion from via Mythic Planar Infusion. You now gain that plane's mythic greater infusion as well.

Greater Skald's Vigor (Mythic)

Allies inspired by your song are nearly immortal in battle.

Prerequisite: Greater Skald's Vigor[ACG].

Benefit: The effects of Greater Skald's Vigor on your allies linger as long as other effects of your performance. If you possess Mythic Skald's Vigor too, your allies share the regeneration provided by that mythic feat.

Greater Spring Attack (Combat, Mythic)

You can deliver multiple attacks to the same target while spring attacking, and your strikes are more lethal the further you move.

Prerequisite: Greater Spring Attack[UW].

Benefit: You may target the same creature with more than one attack, but for each additional attack you make against the same opponent in this way, the total distance you can move as part of the spring attack is reduced by 15 feet. Additionally, if you move at least 20 feet before any given attack made as part of the spring attack (measured from the location at which you made the previous attack, or from where you began your movement, for the first attack made as part of the spring attack), you gain a +2 circumstance bonus on the attack roll, as well as on the damage roll, if the attack hits.

Greater Subjective Slam (Combat, Mythic)

Your gravitational impact is meteoric, and your ability to use the act of falling devastating.

Prerequisite: Greater Subjective Slam[PA].

Benefit: Reduce the attack penalty from non-mythic Subjective Slam by 4, to a minimum of -0. You can expend one use of mythic power to treat any roll of under 3 on these damage die rolls as a 3. Note that Subjective Slam refers to touch attack, while Greater Subjective Slam refers to combat maneuver. Use touch attack instead with Greater Subjective Slam.

Greater Tenacious Hunter (Companion, Mythic)

The animal companion has uncanny skills at hiding and hunting.

Prerequisite: Greater Tenacious Hunter[UW].

Benefit: The animal companion can attempt a Perception check as an immediate action to intentionally search for a stimulus. The bonuses on Perception checks granted to the companion by Tenacious Hunter are tripled. In addition, whenever the animal companion successfully uses Perception to oppose a Stealth check or to pinpoint an invisible creature's location, that foe is considered flat-footed for the first two rounds in which the animal companion attacks.

Greater Weapon of the Chosen (Combat, Mythic)

You inflict your deity's wrath through your weapon.

Prerequisite: Greater Weapon of the Chosen[ACG].

Benefit: You can roll twice and choose the better result whenever you attack with your deity's favored weapon, even with a full attack action or an attack of opportunity. If you expend one use of mythic power, you add your tier to the damage dealt with such an attack.

Greater Wilding Strike (Combat, Mythic)

You strike with the force of an avalanche and the fury of a pouncing beast.

Prerequisite: Greater Wilding Strike[UW], Improved Wilding Strike (Mythic).

Benefit: The critical multiplier of your unarmed strikes increases by 1, up to a maximum of x5. Additionally, whenever you confirm a critical hit with one of your unarmed strikes, you can expend one use of mythic power to inflict an additional 1d6 points of bleed damage to the target.

Grim-Masked Shade of the Umbral Wood (Mythic)

The dreadful, soulless gaze of your awful fetish-effigy allows you to reach much farther with your terrible magicks.

Prerequisite: Grim-Masked Shade of the Umbral Wood[FKCC].

Benefit: When you cast a spell augmented by Grim-Masked Shade of the Umbral Wood, you can deliver the spell at range as part of casting that spell; you don't need to use a full-round action (unless that is the normal time required for casting it).

Alternatively, you may expend a use of mythic power to use this feat in any level of lighting (not just dim or lower lighting).

Group Shared Spells (Mythic, Teamwork)

You can cast personal spells on your allies, and they can cast them on you.

Prerequisite: Group Shared Spells[UW].

Benefit: You can cast spells with a target of "you" on any character that has this feat as though it were a spell with a range of touch. If you expend one use of mythic power when casting a spell in this way, you can treat it as though it had a range of close, instead.

Gruesome Slaughter (Combat, Mythic)

You can inspire extreme revulsion when you slaughter your enemies.

Prerequisite: Gruesome Slaughter[ACG].

Benefit: The DC of your Gruesome Slaughter increases by one-half your mythic tier.

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Harder They Fall: Deal the damage to the opponent based on its size.

Healer's Hands: You use the ability quicker and heal more damage.

Heaven's Light: Evoke the halo around a weapon, and it emits a brighter light with worst effects on evil creatures.

Heavy Gravity Acclimation: You can carry even heavier loads.

Hidden Presence: Gain a bonus on saving throws against spells you are protected against.

Hide Worker: Craft more powerful hide armor and shields in less time.

Hollow Soul: Add your mythic tier to the number of rounds per day you can use the feat.

Horn Rider: Gain a +2 shield bonus to AC when lashed into a horn harness.

Horn Rider's Charge: Your attack bonus for charging increases by half your mythic tier.

Horrid Shrieks of the Jubjub Bird: Non-mythic creature automatically fail their save, and your energy resistance increases.

Horse Whisperer: Increase your bonuses and magically instruct horses in a 60-foot radius.

Hurtful: When you attack a demoralized opponent as a swift action, your attack has an additional effect based on its damage type.

Harder They Fall (Combat, Mythic, Teamwork)

You ensure that when your ally brings down a large foe, the fall from grace is painful.

Prerequisite: Harder They Fall[UW].

Benefit: Whenever an ally with this feat successfully uses a bull rush or trip combat maneuver against an opponent that is two or more size categories larger than the one performing the combat maneuver, in addition to the normal effects of the combat maneuver, the target suffers 1d6 points of damage for each size category larger than Medium it is as it crashes down to the ground. Additionally, by expending one use of mythic power, you can grant an ally with this feat a bonus equal to your mythic tier on combat maneuver checks made against creatures two or more size categories larger than she is. This bonus lasts for one minute.

Healer's Hands (Conduit, Mythic)

The Positive Energy Plane's vitality assists you in healing your allies.

Prerequisite: Healer's Hands[PA].

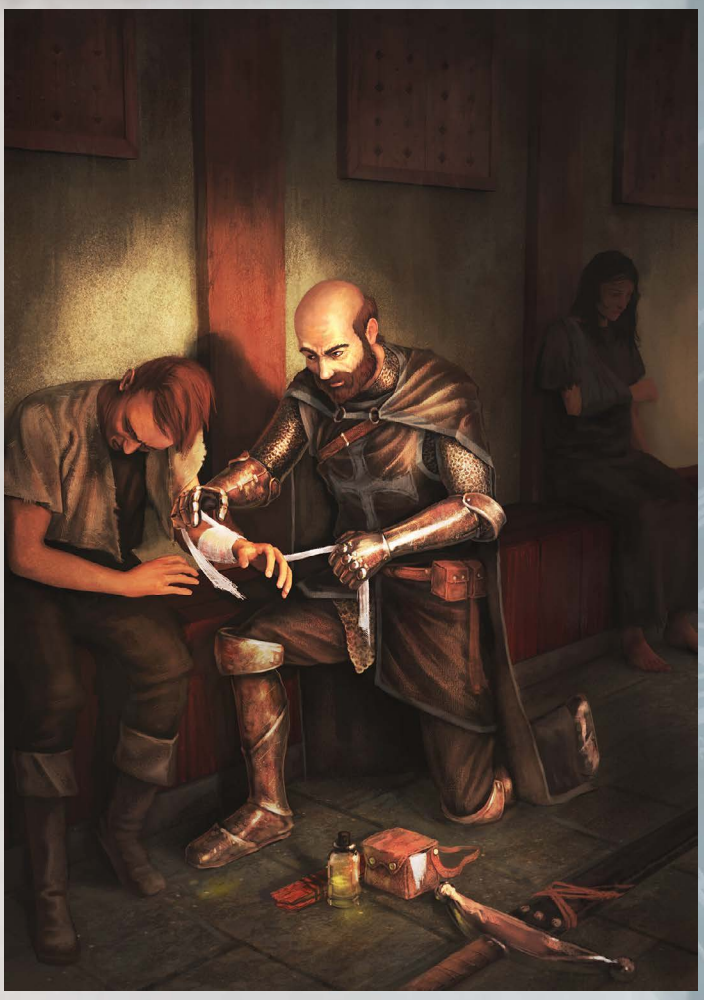
Benefit: You can use the Heal skill to treat deadly wounds as a standard action. If you have at least 9 ranks in Knowledge (planes) using this ability is a move action; if you have at least 15 ranks in Knowledge (planes), it is a swift action. You always add your ranks in Knowledge (planes) to the damage healed.

Heaven's Light (Conduit, Mythic)

The light of Heaven illuminates your way and destroys your enemies.

Prerequisite: Heaven's Light[PA].

Benefit: Your halo can be evoked above or around your head, or around your fist or weapon. It always illuminates as a daylight spell; if you have at least 5 ranks in Knowledge (planes) the illumination is equivalent to that created by mythic daylight. If you have at least 15 ranks in Knowledge (planes), each evil creature within 30 feet of you that succeeds at its Fortitude save is sickened for 1d6 round; a creature that fails its save is nauseated as long as it remains in range plus 1 additional round per mythic tier you possess after leaving the area.



Heavy Gravity Acclimation (Mythic)

Your muscles work overtime in areas with heavy gravity.

Prerequisite: Heavy Gravity Acclimation[PA].

Benefit: Your Strength is considered to be 8 higher for the purpose of determining your carrying capacity (instead of 4 higher).

Hidden Presence (Mythic)

Your possessing spirit is subtle and insidious.

Prerequisite: Hidden Presence[OA]

Benefit: You add your mythic tier as a bonus on saving throws against non-mythic spells that this feat protects against. This bonus is reduced to one-half your mythic tier (minimum +1) against mythic spells of those types. In addition, if you expend a mythic surge to grant a bonus on such a save, you may roll your surge die twice and take the better result.

Hide Worker (Mythic)

You ensure that when your ally brings down a large foe, the fall from grace is painful.

Prerequisite: Hide Worker[UW].

Benefit: The armor or shield bonus granted by armor and shields you create from the hides of living creatures is increased by +1. Additionally, at the beginning of each day, when you regain your uses of mythic power, you can expend one use of mythic power to accomplish eight hours of work on one armor or shield you are crafting that is made from the hide of a living creature. You can only do this once per day per item you are crafting, though you may also add an actual eight-hour work day toward the crafting of such an item. Unlike normal item creation, work accomplished by expending a use of mythic power does not require any special work space or quiet (though the cost of making items this way remains the same). You are treated as having the Craft Magic Arms and Armor feat, but only for the purposes of objects made from the hides of living creatures.

Hollow Soul (Conduit, Mythic)

You can temporarily replace your soul with a fragment of the all-consuming void of Abaddon.

Prerequisite: Hollow Soul[PA].

Benefit: Add your mythic tier to your ranks in Knowledge (planes) to determine the number of minutes per day you can use non-mythic Hollow Soul.

Horn Rider (Combat, Mythic)

You can defend yourself using the horn or tusk of a creature you're lashed to.

Prerequisite: Horn Rider[MC].

Benefit: You gain a +2 shield bonus to AC when lashed into a horn harness (instead of +1).

Horn Rider's Charge (Combat, Mythic)

When the animal you're lashed to charges, you use its momentum in your own attack.

Prerequisite: Horn Rider's Charge[MC].

Benefit: Your attack bonus for charging increases by half your mythic tier.

Horrid Shrieks of the Jubjub Bird (Mythic)

The sharp & hateful screams of something enormous, vicious and far too stupid to die echo incessantly in your head. With only a little bit of effort -- or the right kind of pain -- you can slice open your soul and let those razor-sharp cries tear out into the aching world.

Prerequisite: Horrid Shrieks of the Jubjub Bird[FKCC].

Benefit: Non-mythic creatures automatically fail their Fortitude saving throw to avoid being stunned. The energy resistance you gain until the end of your next turn is double your kineticist level, instead of 1.5 times your kineticist level.

Horse Whisperer (Mythic)

Horses recognize you as their herd's leader.

Prerequisite: Horse Whisperer[AG].

Benefit: The bonus on Handle Animal and Ride skill checks granted by Horse Whisperer increases by 2. In addition, you can attempt one Handle Animal check to instruct horses within a 60-foot radius as with a greater command spell. If an opponent with an animal companion succeeds at its Handle Animal check to prevent her horse from being influenced by you, you can try again to influence that creature after the greater command effect ends.

Hurtful (Combat, Mythic)

You can seriously injure your demoralized opponents.

Prerequisite: Hurtful[MC].

Benefit: When you attack a demoralized opponent as a swift action, your attack has an additional effect based on its damage type. If the attack deals piercing or slashing damage, it also causes bleed doing damage equal to your mythic tier. If the attack deals bludgeoning damage, the target is knocked prone. If you deal nonlethal damage, the target is staggered for a number of rounds equal to half your mythic tier.

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Ice Climber: Increase your bonuses when moving on slippery surfaces.

Implement Focus: Select two schools at a time, or one school but a bonus on CL checks and concentration checks.

Improved Awesome Blow: Add one-half your mythic tier to the bonus gained to perform or defend against an awesome blow combat maneuver.

Improved Balor Whip: Gain bonuses on free attacks against adjacent opponents.

Improved Beast Hunter: Hunt magical beasts and vermin and increase your bonuses.

Improved Bravery: Your bravery applies to all Will saves and is doubled against fear.

Improved Conceal Spell: Noticing your spellcasting becomes even more difficult.

Improved Dirge of Doom: Increase the range and you may inflict greater fear effects.

Improved Duck and Cover: Grant a bonus to your ally's save too.

Improved Flexible Wizardry: The spell slots you selected become spontaneous spell slots.

Improved Forceful Charge: Apply the bonus to trip combat maneuver checks.

Improved Horse Whisperer: You can communicate with horses.

Improved Hunter's Bond: Increase your hunter's bond duration and activate it more rapidly.

Improved Intercept Blow: Negate damage both to you and your animal companion.

Improved Legendary Influence: Reduce the influence your spirit gains on you, and you can gain mythic feats.

Improved Mounted Archery: You can make a full attack with a ranged weapon while your mount is moving.

Improved Planar Infusion: Gain the mythic version of the selected improved planar infusion.

Improved Plane Shift: You learn mythic plane shift and always arrive where you wish.

Improved Position of Strength: Increase the bonuses gained from Position of Strength.

Improved Sabotaging Sunder: Affect even hidden items with your sunder maneuver.

Improved Spell Sharing: Your companion creature shares the effect of any spell you cast on yourself.

Improved Spring Attack: Increase your speed and gain a bonus attack with Improved Spring Attack.

Improved Studied Combatant: You apply the studied combat bonus of an investigator of your character level to attack and damage rolls against your studied opponent.

Improved Swap Places: You can switch places with an ally two sizes larger or smaller than you.

Improved Weapon of the Chosen: Add alignment magical qualities to your weapon.

Improved Wilding Strike: Increase your natural weapons' critical threat range and choose the damage type they deal.

Incite Paranoia: Your victim remains paranoic for a longer time and believes even blatant lies.

Incorporeal Intuition: Sense incorporeal creature at a distance and you may sense their attitude and strength too.

Indomitable Mountain Avalanche: Both deal damage and push your opponent.

Indomitable Mountain Peak: Force your opponent to reroll the check when they outmaneuver you.

Indomitable Mountain Style: Increase your bonuses, gain bonuses on attacks of opportunity when you don't move, and make a creature you damaged with an attack of opportunity unable to move.

Innate Arcana: You may use your spell-like abilities by sacrificing one spell slot or use of mythic power.

Innate Flexibility: Use your spell-like abilities more often.

Insightful Advice: Aid an ally at a longer distance, or aid better an ally within 30 feet.

Insightful Delivery: The DC to resist the delivered poison increases by one-half your mythic tier.

Inspired Alchemy: Reduce the time requires by expending mythic power.

Inspired by Fear: The bonus on saving throws against fear increases by one-half your mythic tier.

Inspired Strike: Further increase the damage rolled using inspiration.

Inspiring Bravery: Inspire your allies in a greater area and apply your bravery feats to them as well.

Inspiring Mentor: Inspire a competence bonus on two skill checks or inspire more allies.

Intense Pain: Deal more damage.

Intercept Blow: Grant a bonus to the animal's intercept blow attack, and either the animal or the master may avoid damage.

Intercept Charge: Gain an AC bonus against the charging creature.

Interweave Composite Blast: Use this feat as an immediate action and create the composite blast wherever you wish.

Intimidate Animals: Frighten animals more easily, train an animal through intimidation, and demoralize many animals at a time.

Intimidating Glance: Gain a bonus on Intimidate or use this ability once per round as a free action.

Intimidating Performance: Gain bonuses on both Perform and Intimidate and you can use Intimidating Performance with a visual-only performance.

Intoxicating Flattery: Your flattered subject suffers more penalties, and you never suffer any penalties if you fail.

Intrusive Presence: You learn to speak some languages spoken by your host and may read its thoughts more often and more efficaciously.

Intuitive Spell: Cast intuitive spells when your mind is affected, or you can cast a spell as intuitive without preparation.

Iron Shade of the Umbral Wood: Spend mythic power to case *mythic summon nature's ally* or *mythic unwilling shield*, and you no more suffer the feat's penalties.

Ironclad Logic: Increase your bonus, you can always take 20 on Diplomacy checks, and add your Cha and Int modifier to Intelligence checks in verbal duels.

Ice Climber (Mythic)

You move on ice as if you were born to it.

Prerequisite: Ice Climber[UW].

Benefit: When moving across a slippery surface (including but not limited to icy surfaces), you gain an additional bonus equal to your mythic rank or tier on Climb checks and on Acrobatics checks to retain your balance. If you fail a Climb check, you fall only if you fail the check by 10 plus your mythic rank or tier or more. Your bonus on Perception checks to notice an avalanche increases to +10, and you gain a +4 circumstance bonus on Reflex saves to avoid an avalanche. You can expend one use of mythic power to gain a climb speed equal to your base speed for a number of minutes equal to your mythic rank or tier.

Implement Focus (Mythic)

You channel psychic power through a variety of implements with consummate ease.

Prerequisite: Implement Focus[OA]

Benefit: Each time you take the non-mythic version of this feat, you may select two implement schools rather than one. Alternatively, you may select a single implement school but increase your ability to focus magic of that school through the implement. As long as you wear or wield an implement of this type, you gain a +2 competence bonus on caster level checks and concentration checks when casting spells of that school whose spell level is less than the number of points of mental focus placed in the implement.

Improved Awesome Blow (Combat, Mythic)

You are skilled at sending your opponents flying.

Prerequisite: Improved Awesome Blow[ACG].

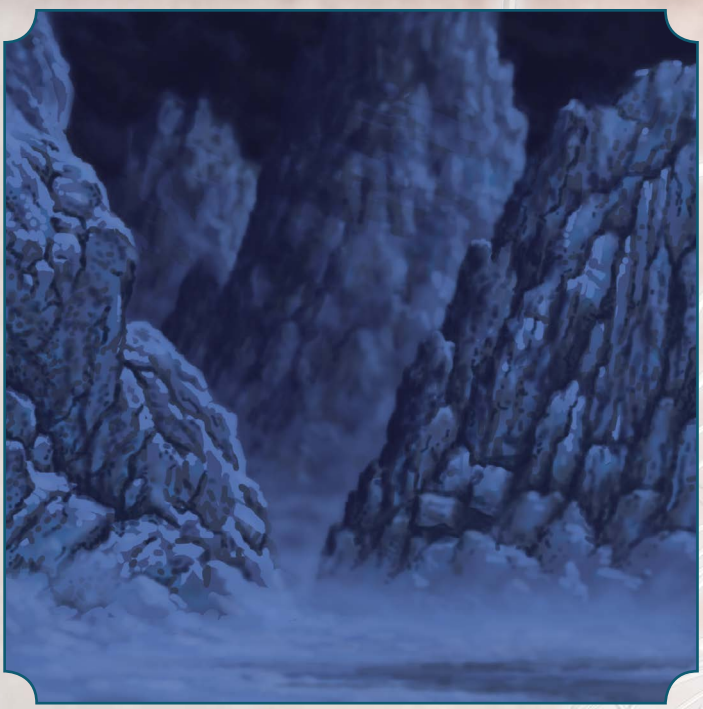
Benefit: Add one-half your mythic tier to the bonus gained to perform or defend against an awesome blow combat maneuver.

Improved Balor Whip (Combat, Mythic)

You can pull in foes with your whip and attack them with your sword.

Prerequisite: Improved Balor Whip[VC].

Benefit: Add half your mythic tier on the attack roll you make as a free action against the adjacent target. If you expend a use of mythic power, there is no size limit to how big a foe you can drag for 1 minute.



Improved Beast Hunter (Mythic)

You can outmaneuver animals and beasts alike.

Prerequisite: Improved Beast Hunter[UW].

Benefit: The bonuses from Improved Beast Hunter apply to creatures of the magical beast and vermin type as well as animals, provided that the creature is native to the terrain you have chosen with Beast Hunter and at least one size category larger than you are. Additionally, the bonus granted by Improved Beast Hunter is equal to your mythic tier or the normal amount, whichever is higher, and the bonus on Reflex saves is equal to 1/2 your mythic tier or the normal amount, whichever is higher.

Improved Bravery (Combat, Mythic)

Your boundless courage inspires your allies to greater heights.

Prerequisite: Improved Bravery[UI].

Benefit: Your saving throw bonus from bravery applies as a bonus on all Will saves, and it is doubled against fear effects. In addition, if a non-mythic fear effect would have a partial effect on you when you successfully save against it, you are unaffected by it.

Improved Conceal Spell (Mythic)

Your cleverness at concealing your spells is unparalleled.

Prerequisite: Improved Conceal Spell[UI].

Benefit: You add your mythic tier to the DC of Spellcraft checks made to identify a spell you cast when using Conceal

Spell, and you can expend a mythic surge when casting a spell using Conceal Spell, adding the result of the surge die to the DC to notice your spellcasting or to identify the spell you cast. If you do this when casting a mythic spell, you can roll your surge die twice and select the better result.

In addition, if you expend one use of mythic power when casting a spell using Conceal Spell, your spell becomes undetectable to divination effects, unless the creature using the divination succeeds on a caster level check with a DC equal to 15 + plus the number of ranks you have in Bluff or Disguise (whichever is greater) + your Charisma modifier + your mythic tier. The spell remains undetectable to divinations for a number of minutes equal to your mythic tier.

Improved Dirge of Doom (Mythic)

Your music strikes panic in your enemies' hearts.

Prerequisite: Improved Dirge of Doom[ACG].

Benefit: The range of your dirge of doom is furtherly extended of a number of feet equal to your mythic tier. Additionally, if a creature is shaken from another effect, the effect of your dirge of doom is changed to panicked for that specific creature.

Improved Duck and Cover (Mythic, Teamwork)

Your allies' ability to protect you from damage extends to area attacks.

Prerequisite: Improved Duck and Cover[ACG].

Benefit: You can expend one use of your mythic power as an immediate action to add one-half your mythic tier as a bonus to your ally's Reflex saving throw against an effect on which you would benefit from the Improved Duck and Cover feat. If multiple creatures seek to boost the ally's saving throw using this feat, only the highest bonus applies.

Improved Flexible Wizardry (Mythic)

Magic comes almost as easy to you as to a spontaneous spellcaster.

Prerequisite: Improved Flexible Wizardry[ACG].

Benefit: The spell slots you selected become spontaneous spell slots. You can use them to cast any spell of the same level you know with its normal casting time.

Improved Forceful Charge (Animal Companion Feat, Mythic)

Enemies fall before this animal's charge.

Prerequisite: Improved Forceful Charge[AG].

Benefit: The bonus from Forceful Charge (mythic or non-mythic) also applies to the animal's trip combat maneuver check. The trip combat maneuver check does not provoke an attack of opportunity.

Improved Horse Whisperer (Mythic)

You can commune with horses as if you were one of them.

Prerequisite: Improved Horse Whisperer[AG].

Benefit: With a successful DC 20 Handle Animal check, you can communicate with all horses within a 60-foot radius as if you were using *speak with animals*. This effect lasts 1 round for every level you possess. If you use this feat on one horse only, add your mythic tier to the animal's Intelligence to determine its ability to communicate and take actions.

Improved Hunter's Bond (Combat, Mythic)

With your aid, your allies can hunt your foes as well as you can.

Prerequisite: Improved Hunter's Bond[UW].

Benefit: Add your mythic tier to the number of rounds that the bonus from your hunter's bond lasts, and you can use hunter's bond to affect allies up to 120 feet away. Additionally, you can activate your hunter's bond as a swift action, rather than a move action, a number of times per day equal to your Wisdom modifier. Finally, whenever you expend at least one use of mythic power on an ability that grants an ally an action (such as the advance or decisive strike abilities of the marshal mythic path), each affected ally gains the benefits of your hunter's bond for 1 round.

Improved Intercept Blow (Companion, Combat, Mythic)

The animal companion can completely block attacks against its master.

Prerequisite: Improved Intercept Blow[UW].

Benefit: Whenever the animal companion's master expends one use of mythic power to negate the damage to himself or the animal companion, the damage is negated to both, instead.

Improved Legendary Influence (Mythic)

You tap deeply into the power of myth and legend to become one with the greatest of tales.

Prerequisite: Improved Legendary Influence[UI].

Benefit: When you use Legendary Influence to gain a bonus feat from a spirit you channel, you may expend one or more uses of mythic power in order to reduce the amount of influence your spirit gains by 1 for each use of mythic power you expend. In addition, when you use Improved Legendary Influence to gain a second bonus feat, you can expend one

use of your mythic power to gain that feat and the mythic version of that feat. This increases the influence your spirit gains by 1, though you may expend mythic power as noted above to reduce this amount.

Improved Mounted Archery (Mythic)

You are a virtuoso at making ranged attacks from the saddle.

Prerequisite: Improved Mounted Archery[AG].

Benefit: While your mount is moving, you are still able to make a full-attack action with a ranged weapon, if you otherwise could. This applies even when you are using the Ride skill to use your mount as cover.

Improved Natural Poison Harvester (Mythic)

You can harvest poison without fail and can harvest much more poison from the same source.

Prerequisite: Improved Natural Poison Harvester[UW].

Benefit: Add your mythic tier to the number of doses of poison you can harvest from a given poison or dead creature. Additionally, whenever you make a check to harvest poison from a hazard or dead creature, you can expend one use of mythic power to treat the attempt as though you had rolled a natural 20 on the check. You must declare you are using this ability before the roll is made.

Improved Planar Infusion (Conduit, Mythic)

Your mythic connection with your chosen plane strengthens.

Prerequisite: Improved Planar Infusion[PA], Mythic Planar Infusion[PA].

Benefit: Choose a plane you've gained a mythic infusion from via Mythic Planar Infusion. You now gain that plane's mythic improved infusion as well.

Improved Plane Shift (Mythic)

You are a born traveler of the planes.

Prerequisite: Improved Plane Shift[PA].

Benefit: You learn *mythic plane shift*. You always arrive at the exact location you wish on the plane, even if you are not familiar with it.

Improved Position of Strength (Combat, Mythic)

You are particularly skilled in pressing your advantage when negotiating with noncombatants.

Prerequisite: Improved Position of Strength[VC].

Benefit: Increase the bonus gained on Intimidate checks from Position of Strength by your mythic tier against non-mythic creatures, or half your mythic tier against mythic creatures.

Improved Sabotaging Sunder (Combat, Mythic)

Your enemy's gear is never safe from your crushing blows.

Prerequisite: Improved Sabotaging Sunder[UI].

Benefit: You can use a sunder combat maneuver against items hidden in a bag, pack, or similar container, and if you expend one use of mythic power when making a sunder combat maneuver you can affect an object stored within an extradimensional space. However, unless you possess x-ray vision or a similar means to see what is in the container, you affect a random object. If you successfully sunder a random object and deal more damage to the object than its remaining hit points, that object is destroyed and you may attempt an additional sunder combat maneuver at a -5 penalty as a free action against the random objects in the container. If this maneuver succeeds, you deal one-half of the remaining damage from the attack used to sunder to a different random object in the container.

Improved Spell Sharing (Mythic)

Your companion creature shares the effect of any spell you cast on yourself.

Prerequisite: Improved Spell Sharing[ACG].

Benefit: When you are adjacent to or sharing a square with your companion creature and that companion creature has this feat, you can cast a spell on yourself and have that spell affect the companion creature for the same duration. Once the spell is cast, you and the companion creature can move farther apart without ending the effect.

Improved Spring Attack (Combat, Mythic)

You fly across the battlefield with incredible speed, attacking with the swiftness of the wind.

Prerequisite: Improved Spring Attack[UW].

Benefit: When you use Improved Spring Attack, you can move up to twice your speed, rather than moving up to your speed. Additionally, as a swift action that you can make at any time during a spring attack, you can expend one use of mythic power to make an additional attack at your full base attack bonus. You can use this ability only once per spring attack. Unlike other attacks made with Improved Spring Attack, this extra attack can be made against the target of one of your other attacks.

Improved Studied Combatant (Mythic)

Your inspiration rivals the most skilled investigators' ability.

Prerequisite: Improved Studied Combatant[ACG].

Benefit: You apply the studied combat bonus of an investigator of your character level to attack and damage rolls against your studied opponent. There are no limits to the number of times per day that an opponent can be the target of your studied combat.

Improved Swap Places (Combat, Mythic, Teamwork)

When you switch places with your comrade, your sizes don't matter.

Prerequisite: Improved Swap Places[ACG].

Benefit: When you and your ally use the Swap Places feat, your ally can be up to two sizes larger or smaller than you. If your ally needs to make a bull rush attempt, it is automatically successful against non-mythic creatures. This otherwise works as non-mythic Improved Swap Places.

Improved Weapon of the Chosen (Combat, Mythic)

Your deity's virtues shine through your weapon.

Prerequisite: Improved Weapon of the Chosen[ACG].

Benefit: For the duration of the effect, your weapon gains the *anarchic*, *axiomatic*, *holy*, or *unholy* quality, depending on your deity's alignment. If your deity is true neutral, the weapon gains the negating quality instead.

Improved Wilding Strike (Combat, Mythic)

Your unarmed strikes have a primal fury, your fists and feet like claws.

Prerequisite: Improved Wilding Strike[UW].

Benefit: The critical threat range of your unarmed strikes increases to 19–20. This stacks with similar effects, such as the Improved Critical feat or *keen* weapon special ability, as though your unarmed strike were a weapon that naturally had a critical threat range of 19–20 (i.e., if you have both this feat and Improved Critical, your unarmed strike has a critical threat range of 17–20). It does not stack with other effects that increase your critical threat range. In addition, whenever you make an unarmed strike, you can choose whether it deals bludgeoning, piercing, or slashing damage.

Incite Paranoia (Combat, Mythic)

Your cunning blows leave your enemies bewildered with anxiety, not knowing where the next blow will fall.

Prerequisite: Incite Paranoia[UI].

Benefit: The paranoia you incite with this feat persists until the end of your next turn against a mythic opponent, or for a number of rounds equal to one-half your mythic tier against non-mythic foes. When you make a Bluff check to lie and imply that the target's foes are working against her, even a far-fetched lie is considered believable.

Incorporeal Intuition (Mythic)

You have a well-tuned sense of incorporeal beings.

Prerequisite: Incorporeal Intuition[HA].

Benefit: You do not have to be adjacent to incorporeal creatures to sense them, and can do so at a range of up to 10 feet per tier. Additionally, you do not suffer any penalty on Knowledge checks made to identify incorporeal creatures sensed in this way. Finally, at any time while you are able to sense the presence of a nearby incorporeal creature, you can expend one use of mythic power to immediately learn the incorporeal creature's attitude towards you (helpful, friendly, indifferent, unfriendly, or hostile), and the strength of its presence, which is determined based on its Hit Dice, using the same criteria as a *detect chaos/evil/good/law* spell for a cleric of the appropriate alignment (1 HD is a faint presence, 2–4 HD is a moderate presence, and so on).

Indomitable Mountain Avalanche (Combat, Mythic, Style)

Enemies are flung painfully from your formidable defenses.

Prerequisite: Indomitable Mountain Avalanche[UW].

Benefit: Whenever you make an attack of opportunity with Indomitable Mountain Avalanche, you can both deal damage and push the opponent, rather than doing one or the other. Additionally, any time you push an opponent at least 10 feet in this way, they fall prone at the end of their movement.

Indomitable Mountain Peak (Combat, Mythic, Style)

Even when your opponents think they have outmaneuvered you, you stubbornly refuse to yield.

Prerequisite: Indomitable Mountain Peak[UW].

Benefit: Whenever an opponent succeeds at a combat maneuver against you or at an Acrobatics check to avoid provoking an attack of opportunity when moving through a square you threaten, you can expend one use of mythic power to force them to reroll the check and take the worse result. If this causes them to no longer succeed on their check, you do not gain the normal benefits of Indomitable Mountain Peak. You can use this ability only once per check.

Indomitable Mountain Style (Combat, Mythic, Style)

You place yourself solidly in the path of your foes, your attacks stronger for your resolute stance.

Prerequisite: Indomitable Mountain Style[UW].

Benefit: Add your mythic tier to the bonus granted by Indomitable Mountain Style to your CMD and the DC of Bluff checks made against you. Additionally, as long as you do not take a move action, you also gain a +4 morale bonus

on attack rolls made as part of an attack of opportunity. Finally, whenever you successfully damage a creature with an attack of opportunity, if you did not move during your last turn, you can expend one use of mythic power. If you do, the damaged creature is unable to move from its current space until the beginning of its next turn.

Innate Arcana (Mythic)

You can refresh your spell-like abilities by expending spell energy.

Prerequisite: Innate Arcana[MC].

Benefit: You need only expend one arcane spell slot or prepared spell (instead of two) to cast one of your racial spell-like abilities again. Alternatively, if you have no uses of a particular spell-like ability remaining, you can expend one use of mythic power to activate that spell-like ability again.

Innate Flexibility (Mythic)

Your innate magic is flexible.

Prerequisite: Innate Flexibility[MC].

Benefit: The number of additional uses of your once per day racial spell-like abilities granted by non-mythic Innate Flexibility increases by half your mythic tier. Additionally, if you have no uses of these spell-like abilities remaining, you can expend one use of mythic power to activate one of those spell-like ability again; you may do this a maximum number of times per day equal to one-half your mythic tier.

Special: Unlike Innate Flexibility, you cannot take Mythic Innate Flexibility more than once.

Insightful Advice (Mythic)

Your words of wisdom are a treasure to your allies.

Prerequisite: Insightful Advice[UI].

Benefit: You can attempt a skill check to aid any ally within your line of sight, as long as your ally can hear you. This takes 1 minute and provides a +2 bonus on the ally's skill check (or +4 if your ally is within 30 feet), regardless of what bonuses you normally provide when using the aid another action. This otherwise follows the normal restrictions for the use of this feat.

Alternatively, you can use this feat as a standard action to aid an ally within 30 feet, providing that ally with any benefit that you would normally be able to give using the aid another action, including granting a bonus on your ally's attack roll or Armor Class. This bonus lasts for only a single roll, as the standard aid another action, rather than affecting all skill checks using a specific skill for 24 hours. You can use this version of the feat more than once per day to aid the same ally, though not more than once per round.

Insightful Delivery (Mythic)

Your knowledge of where to strike makes your poisons deadlier.

Prerequisite: Insightful Delivery[ACG].

Benefit: The DC to resist the delivered poison increases by one-half your mythic tier.

Inspired Alchemy (Mythic)

With some inspiration and elbow grease, you can recreate a consumed extract in a pinch.

Prerequisite: Inspired Alchemy[ACG].

Benefit: You can expend one use of mythic power to reduce the time required from 10 minutes to five minutes. You may instead spend two uses of mythic power (instead of one) to reduce the time required to one minute.

Inspired by Fear (Mythic)

When spreading fear to your enemies, you further embolden your allies.

Prerequisite: Inspired by Fear[ACG].

Benefit: The bonus on saving throws against fear increases by one-half your mythic tier.

Inspired Strike (Mythic)

You can turn your natural talent to weaponry as easily as you can to skills.

Prerequisite: Inspired Strike[ACG].

Benefit: If you expend one use of inspiration to increase the damage rolled, the damage bonus increases by one-half your mythic tier.

Inspiring Bravery (Combat, Mythic)

Your boundless courage inspires your allies to greater heights.

Prerequisite: Inspiring Bravery[UI].

Benefit: You increase the radius affected by this feat by 5 feet, plus 5 feet per 2 mythic tiers. If you have the mythic Improved Bravery or Social Bravery feat, the effects of that feat apply to your allies as well. If you become confused, dazed, stunned, unconscious, or are killed or permanently incapacitated, you can expend one use of mythic power to allow the effect of your Inspiring Bravery to persist for a number of rounds equal to your mythic tier. Using this ability does not require an action.

Inspiring Mentor (Mythic)

Your exhortations to excellence bring out the best in your allies.

Prerequisite: Inspiring Mentor[UI].

Benefit: You may choose to inspire a competence bonus on two skill checks simultaneously when you use inspire competence. Alternatively, you may inspire a competence bonus in a single skill and grant that bonus to all allies within 60 feet. If your ally is a mythic creature and must make an opposed skill check against a non-mythic creature using the skill(s) you have chosen with your inspire competence, your ally may choose to reroll a skill check using that skill as a free action. After resolving that skill check, that ally gains no benefit from your inspire competence performance for 1 minute.

Regardless of which option you choose, you also may expend one use of mythic power to extend the duration of your inspire competence ability by a number of rounds equal to your mythic tier after you stop your performance.

Intense Pain (Combat, Mythic, Stare)

The intensity of your glare brings crippling pain.

Prerequisite: Intense Pain[OA]

Benefit: You add your mythic tier to your mesmerist level for the purpose of determining bonus damage from this feat and damage from your painful stare on creatures damaged by others. You use d8s in place of d6s for the purpose of your feat as well as damage dealt when you use your painful stare on a creature you damage personally.

Intercept Blow (Companion, Combat, Mythic)

The animal companion can better protect its master from harm.

Prerequisite: Intercept Blow[UW].

Benefit: The animal companion gains a bonus equal to 1/2 its master's mythic tier on attacks made to intercept blows. Additionally, whenever the animal companion successfully intercepts a blow, its master can expend one use of mythic power in order to have either the animal companion or the master suffer no damage from the attack, while the other suffers half damage (as normal for Intercept Blow).

Intercept Charge (Combat, Mythic, Teamwork)

You can get in the way of an opponent charging your ally.

Prerequisite: Intercept Charge[ACG].

Benefit: When you use the Intercept Charge feat to stop an opponent from charging an ally, you gain a dodge bonus to your AC against that opponent's (first) attack, equal to half your mythic tier. You can expend one use of mythic power to apply that dodge bonus against all attacks that opponent makes against you in that round, if the opponent was using Pounce or similar ability to gain multiple attacks on a charge.

Interweave Composite Blast (Combat, Mythic, Teamwork)

You and your allies can cross the elemental streams to enhance your power.

Prerequisite: Interweave Composite Blast[OA]

Benefit: Whenever an ally with the mythic version of this feat creates a blast within 15 feet, you can use this feat as an immediate action to create a blast and interweave; you need not ready an action. You expend one use of mythic power to use this feat as an immediate action when an ally with this mythic feat within 30 feet, an ally with the non-mythic feat within 15 feet, or an ally who does not have the feat is adjacent to you and creates a blast.

When you use this feat, you may treat the point of origin of the composite blast as being any square on a straight line between you and your ally (including either of your own spaces); it need not be midway between you. Your ally must be willing to interweave her blast with yours. If your ally's mythic tier exceeds yours, she decides where its point of origin is.

Intimidate Animals (Combat, Mythic)

You can quickly bring any type of animal to heel.

Prerequisite: Intimidate Animals[UW].

Benefit: Whenever you successfully use Intimidate to demoralize an animal with at least 5 fewer Hit Dice than your character level, that animal is frightened instead of shaken, even if it has more than 4 Hit Dice. Additionally, you can use Intimidate in place of Handle Animal in order to handle or push an animal. If you do, the animal obeys your commands as though you had used Handle Animal to successfully handle or push it, but after 1d6 x 10 minutes have passed, the animal's attitude towards you drops by 1d3 steps. This may

cause the animal to flee from you, or even attack you. Finally, you can attempt to demoralize any number of animals within 30 feet with a single standard action. For each animal you attempt to demoralize in this way beyond the first, you suffer a –2 penalty on the Intimidate check. Finally, the first time each day that you successfully use Intimidate to demoralize an animal whose Hit Dice are equal to or greater than your character level, you regain one use of mythic power.

Intimidating Glance (Combat, Mythic)

Fear is a weapon in your eyes.

Prerequisite: Intimidating Glance[OA]

Benefit: When you use this feat as a swift action, you add your mythic tier as a bonus on your Intimidate check. You may choose to use this ability once per round as a free action, though in this case you do not gain this bonus, and if you fail to successfully demoralize the target it becomes immune to any further Intimidate checks made by you for 1 minute.

Intimidating Performance (Mythic)

Your performance incites real terror in your enemies.

Prerequisite: Intimidating Performance[ACG].

Benefit: Choose one Perform skill. For every 5 ranks of Intimidate that you possess, you gain a +1 bonus on the chosen skill (and vice versa). You can use Intimidating Performance with the chosen skill, even if your performance has no audible components.

Intoxicating Flattery (Mythic)

Your charming flattery is appreciated even when it is seen through.

Prerequisite: Intoxicating Flattery[UI].

Benefit: When you successfully flatter a creature with Intoxicating Flattery, the penalty also applies to the DC of Bluff and Diplomacy checks that you make against the target, as well as the DC of any influence checks and discovery checks that you make against the target using the individual influence system (*Pathfinder Roleplaying Game: Ultimate Intrigue*). Additionally, you never suffer any penalties for failing your flattery attempt, as you are always able to deliver your flattery with enough charm that it is amusing and endearing, even if it is not effective.

Intrusive Presence (Mythic)

The mind of a host you possess is like an open book to you.

Prerequisite: Intrusive Presence[OA]

Benefit: When you use detect thoughts on your host, you become fluent in a number of languages known by your host equal to one-half your mythic tier (minimum 1), though this number cannot exceed your Intelligence bonus. In addition, you add one-half your mythic tier (minimum 1) to the number of times you may use *seek thoughts*[APG] on your target, and you may expend two uses of *seek thoughts* in order to instead use *dream scan*[OA], *mind probe*[OA], or *sow thought*[ARG] on your target. Unlike *detect thoughts*, these spells allow their normal saving throws and affect only your host, even if they could normally affect multiple creatures.

Intuitive Spell (Metamagic, Mythic)

You can cast spells without thought even when your mind is occupied.

Prerequisites: Intuitive Spell[OA].

Benefit: You can cast an intuitive spell with a range of personal or that affects only you (even if it can normally affect multiple creatures) even if you are dazed, fascinated, or stunned by a mind-affecting effect. Casting an intuitive spell in this manner is treated as a full-round action.

Alternatively, you may expend one use of mythic power to cast a spell as an intuitive spell (gaining only the normal benefits of an intuitive spell, rather than the increased benefits outlined above) without preparing it as intuitive in advance, taking extra casting time, or increasing the level of spell slot it uses.

Iron Shade of the Umbral Wood (Mythic)

You have willingly made your flesh a canvas for the agonizing art of your fellow kytonic cenobites and have shown them the full measure of your cruel inventiveness in turn - all under the black, ever-watchful gaze of the Lord of the Night's most pious. In the course of your excruciating devotion, deep in halls beneath the earth, you have been ordained as a full member of that sadistic clergy in fellow service to the Shadow Prince; many terrible, dimly-lit secrets of slick, gore-drenched steel have been unveiled before you.

Prerequisite: Iron Shade of the Umbral Wood[FKCC].

Benefit: If you cast *summon nature's ally* to summon one of the creatures allowed by Iron Shade of the Umbral Wood, you can expend mythic power to cast the mythic versions of any *summon nature's ally* spell whose spell level is lower than your mythic tier. If you have 7 or more mythic tiers, when you cast *unwilling shield*[APG], you can expend one use of mythic power to cast the mythic version[MSC] of the spell. You remove the penalties from gaining the non-mythic version of this feat (that is, a reduction to your maximum hit points and gaining of light blindness); if you had light blindness before gaining the non-mythic version of the feat, you still have light blindness.

Ironclad Logic (Mythic)

Your appeals to reason and intuition are powerful indeed.

Prerequisite: Ironclad Logic[UI].

Benefit: The bonus you gain from this feat is increased by an amount equal to one-half your Intelligence bonus, and you can always take 10 on Diplomacy checks when using this feat, even if rushed or threatened. This mythic feat counts as Skill Focus (Mythic) for Diplomacy for the purpose of prerequisites. In verbal duels, as described in Chapter 4: Social Combat in *Pathfinder Roleplaying Game Ultimate Intrigue,* when using tactics to which you assigned an Intelligence-based skill you can add your Intelligence modifier and your Charisma modifier to the associated skill check.

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Jabbing Dancer: You may move 5 feet remaining adjacent to opponents without provoking attacks of opportunity after hitting a creature with an unarmed strike.

Jabbing Master: Increase the bonus damage dealt and increase the save DC in certain conditions.

Jabbing Style: Increase the bonus damage dealt, and you can use the feat multiple times per round.

Jaguar Pounce: Stack Jaguar Pounce with Improved Critical and deal more damage with a critical hit against a flat–footed or helpless opponent.

Jungle Survivalist: Increase your bonus, resist the elements, and find useful materials in the wilderness.

Jabbing Dancer (Combat, Mythic, Style)

Your nimble and light feet allow you to dance around your target.

Prerequisite: Jabbing Dancer[ACG].

Benefit: When you hit a creature with an unarmed strike, you can move 5 feet in any direction without provoking attacks of opportunity as long as you move adjacent to any enemy; it need not be the enemy you hit with your attack. In addition, when you use this feat, you can still take a 5-foot step on your next turn.

Jabbing Master (Combat, Mythic, Style)

Your quick punches are incredibly lethal.

Prerequisite: Jabbing Master[ACG].

Benefit: The bonus damage dealt by this feat is increased from 2d6 (or 4d6, if you hit with three or more unarmed strikes) to 2d10 (or 4d10).

In addition, if you hit a creature with at least two unarmed strikes and then hit with a Stunning Fist attack in the same around, the save DC is increased by 1. The save DC is increased by 2 if you have already hit the target with three or more unarmed strikes that round. The save DC is not affected by unarmed strikes you make after making your Stunning Fist attack.

Jabbing Style (Combat, Mythic, Style)

You pummel your opponent with your lightning fists.

Prerequisite: Jabbing Style[ACG].

Benefit: The bonus damage dealt by this feat is increased from 1d6 (or 2d6, if you hit with three or more unarmed strikes) to 1d10 (or 2d10). You can use this feat to deal this bonus damage more than once per round, but only if you hit two or more opponents with two or more unarmed strikes each. You cannot deal bonus damage to any target more than once per round.

Jaguar Pounce (Combat, Mythic)

You leap at your foes with the deadly precision of a stalking jungle cat.

Prerequisite: Jaguar Pounce[UW].

Benefit: The benefits of Jaguar Pounce stack with the Improved Critical feat, if you have it. Additionally, if you confirm a critical hit against an opponent who is flat-footed or helpless, made as part of a charge or using Spring Attack, you deal an additional 1d6 points of damage, plus an additional 1d6 points of damage for every three mythic tiers you possess beyond 1st.

Jungle Survivalist (Mythic)

You are perfectly at home in hot and humid jungle conditions and know how to make nature provide for your needs.

Prerequisite: Jungle Survivalist[UW].

Benefit: The bonuses granted by Jungle Survivalist increase by an amount equal to 1/2 your mythic tier. Additionally, while in a jungle environment, you gain the benefits of an endure elements spell. Finally, if you spend 1 hour foraging in a jungle environment, you can make a DC 15 Survival check in order to find local flora and fauna capable of reproducing the effects of any of the following items: acid flask, antitoxin, caltrops, healer's kit, hemp rope, ink, oil, tanglefoot bag, or torch.

- K -

Kick Up: Increase the bonus on the feint attempt by one-half your mythic tier.

Killing Flourish: Increase your Intimidate check result.

Kinetic Counter: Use this feat as an immediate action or gain a bonus to counter an effect.

Kinetic Leap: Use this feat more often and you may greatly increase your bonus.

Kyton Cut: Deal more damage with your attack.

Kyton Shield: Gain a greater shield bonus and spend mythic power to further hurt your opponent by further hurting yourself.

Kyton Style: Increase your Stunning Fist DC and spend mythic power to use Stunning Fist with a spiked chain for free.

Kick Up (Combat, Mythic)

You have learned how to kick items on the ground up to a ready hand.

Prerequisite: Kick Up[ACG].

Benefit: Increase the bonus on the feint attempt by one-half your mythic tier.

Killing Flourish (Combat, Mythic)

You inspire dread in other foes when you slay an enemy.

Prerequisite: Killing Flourish[ACG].

Benefit: Increase your Intimidate check result by one-half your mythic tier. You can expend one use of mythic power to increase your intimidate check result by an amount equal to your mythic tier (instead of half your mythic tier).

Kinetic Counter (Mythic)

Your mastery of energy pushes back the elemental onslaught of your opponent.

Prerequisite: Kinetic Counter[OA]

Benefit: You can expend one use of mythic power to use this ability as an immediate action. If you ready an action, you gain a bonus equal to your mythic tier on your caster level check to counter your opponent's energy effect.

Kinetic Leap (Mythic)

You launch yourself on a wave of telekinetic force.

Prerequisite: Kinetic Leap[OA]

Benefit: You can use this feat at will whenever you use the run, charge, or withdraw action, and you gain an additional number of daily uses of this feat equal to your mythic tier. In addition, when you use this feat you expend one use of mythic power in order to increase your bonus by +10 times your mythic tier.

Kyton Cut (Combat, Mythic)

The pain you feel is visited on your opponents two- or even threefold.

Prerequisite: Kyton Cut[HA].

Benefit: When you damage yourself with Kyton Cut, the affected attack deals an additional 2d6 points of damage, rather than an additional 1d6 points of damage. Additionally, as a swift action, you can expend one use of mythic power to further empower your style, causing all attacks you make with Kyton Cut to deal an extra 3d6 points of damage, instead. This benefit lasts for 1 minute.

Kyton Shield (Combat, Mythic)

You can surround yourself with a shield of vicious energy to punish those that attack you.

Prerequisite: Kyton Shield[HA].

Benefit: The shield bonus granted by Kyton Shield increases to +2. Additionally, while using Kyton Style, if the spiked chain you are wielding has the vicious weapon

special ability, you can expend one use of mythic power as an immediate action to suffuse yourself with an aura of vicious energy. For the next minute, whenever a creature damages you with a melee attack, you suffer an additional 1d6 points of damage, but the attacker suffers 2d6 points of damage.

Kyton Style (Combat, Mythic, Style)

You stun your foes more effectively with a chain than with your fist.

Prerequisite: Kyton Style[HA].

Benefit: The DC of your Stunning Fist is increased by 2 whenever you use a spiked chain to make the Stunning Fist attack. Additionally, as a swift action, you can expend one use of mythic power in order to be able to make Stunning Fist attacks with a spiked chain instead of an unarmed strike without expending any points from your ki pool for 1 minute (each Stunning Fist attack still costs a use of Stunning Fist, as normal).

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Lashing Tail: Your tail becomes a primary weapon and you gain other bonuses.

Last Rites: You deal more positive energy damage, gain additional uses per day, and may add positive energy damage to your attacks.

Lay of the Land: Increase your favored terrain bonuses.

Legendary Influence: Accept influence in order to gain a mythic feat.

Legionnaire's Inspiration: Increase your bonus and the duration and activate the feat with mythic power.

Lifeless Gaze: Increase your bonuses and resist harder to attempts to read your mind.

Light Gravity Acclimation: Double your bonuses.

Lightning Draw: Gain a bonus on attack and damage for the first attack with a quick-drawn weapon.

Live Off the Land: Forage for more allies and add food–creating spells to your list.

Logical Spell: Cast a logical spell against a creature out of your sight and it doesn't gain bonuses against it, or you may cast a spell as logical without preparation.

Lucid Dreamer: Gain bonuses to control your experience in the dreamlands and turn back dream spells to the sender.

Lunging Spell Touch: Remove the penalties on AC.

Lashing Tail (Combat, Mythic)

Your tail is the most versatile of weapons.

Prerequisite: Lashing Tail[PA].

Benefit: Your tail is considered a primary natural weapon. If you also have the Mythic Grasping Tail feat, your tail is still considered an off-hand weapon for attacks with manufactured weapons, but every weapon you wield with your tail gains the reach special feature. By expending one use of mythic power, you may treat your Weapon Focus or Weapon Specialization feat with your tail attack as Mythic Weapon Focus or Mythic Weapon Specialization for a number of minutes equal to your mythic tier. Treat your tail slap attack as a secondary attack if you also attack with a manufactured weapon as part of a full-attack action.

Last Rites (Conduit, Mythic)

You offer a merciful and quick end to restless spirits.

Prerequisite: Last Rites[PA].

Benefit: The positive energy damage you deal increases to 3d8 points, and you gain additional uses of this feat per day equal to your tier. You can expend one use of mythic power as an immediate action to add this positive energy damage to all your attacks in a round. This counts as only one use of Last Rites, regardless of the number of attacks that you make in this fashion.

Lay of the Land (Mythic)

Your connection with a specific terrain grows.

Prerequisite: Lay of the Land[ACG].

Benefit: Choose one of your favored terrains gained with the Lay of the Land feat. The favored terrain bonuses you receive for that terrain increase with your level as if you were a ranger with ½ of your character level.

Special: You can select this feat up to four times. Each time you take it, you apply it to a different terrain selected with the Lay of the Land feat.

Legendary Influence (Mythic)

The power of legends dwells within you.

Prerequisites: Legendary Influence[UI].

Benefit: When you use this feat, you can expend one use of your mythic power and allow your spirit to gain an additional point of influence over you in order to gain that bonus feat and the mythic version of that feat as well. You retain the mythic feat for as long as you channel that spirit.

In addition, when you perform a séance to channel a spirit, you can expend one use of your mythic power to change the

feat that you have assigned to one of your spirits. If you are at least 4th tier, you may change the feats assigned to multiple spirits simultaneously by expending one use of mythic power for each feat you change. You still gain access to only a single bonus feat when using this ability.

Legionnaire's Inspiration (Mythic)

You inspire your comrades to stand against impossible odds.

Prerequisite: Legionnaire's Inspiration[AG].

Benefit: The bonus from non-mythic Legionnaire's Inspiration doubles to +2. Add your mythic tier to your Charisma to determine the duration. Additionally, if you have no daily uses of the feat remaining, you can expend one use of mythic power to activate the feat again.

Lifeless Gaze (Mythic)

Your empty soul can unnerve even the most inhuman of monsters.

Prerequisite: Lifeless Gaze[HA].

Benefit: The bonuses granted by Lifeless Gaze on Will saves and Bluff checks increases by an amount equal to 1/2 your mythic tier. Additionally, non-humanoid creatures that fail a Diplomacy check against you by 5 or more or attempt to read your mind using an ability like *detect thoughts* must succeed on a Will save (DC 10 + 1/2 your Hit Dice + your Wisdom modifier) or be shaken for 2d4 rounds.

Light Gravity Acclimation (Mythic)

A realm's light gravity lets you reach your full potential.

Prerequisite: Light Gravity Acclimation[PA].

Benefit: The bonuses you receive from non-mythic Light Gravity Acclimation double.

Lightning Draw (Combat, Mythic, Panache)

You can draw weapons so quickly your opponents never see them coming.

Prerequisite: Lightning Draw[UI].

Benefit: Whenever you use Lightning Draw to draw a weapon, you gain a +2 competence bonus to attack and damage for the first attack that you make with that weapon before the end of the turn. If you draw more than one weapon in this way in a turn, you can apply this benefit to only one of the drawn weapons. If you expend one use of mythic power when using Lightning Draw, you do not need to expend a panache point, and the target of the attack that you gain the +2 competence bonus on is also considered flat-footed for the purposes of that attack.

Live Off the Land (Mythic)

Your party must not worry to lack sustainment in the wilderness when you are with them.

Prerequisite: Live Off the Land[UW].

Benefit: You add your mythic tier to the number of allies you can forage for using the Survival skill. You add *create water, goodberry, harvest season, create food and water*, and *bountiful banquet* to your spell list if you cannot already cast them. By expending one use of mythic power, you can make one serving of food you gathered or created act as a potion of *cure light wounds*.

Logical Spell (Metamagic, Mythic)

Your insight into the workings of magic allow you to predict and out-think your opponents.

Prerequisites: Logical Spell[OA].

Benefit: You can target a creature with a logical spell even if you do not have line of sight, as long as you know what square(s) the target occupies. In addition, competence and insight bonuses to AC and saving throws do not apply against your logical spell.

Alternatively, you may expend one use of mythic power to cast a spell as a logical spell (gaining only the normal benefits of a logical spell, rather than the increased benefits outlined above) without preparing it as logical in advance, taking extra casting time, or increasing the level of spell slot it uses.

Lucid Dreamer (Mythic)

You have absolute control of your oniric experiences.

Prerequisite: Lucid Dreamer[OA]

Benefit: You add your mythic tier as a bonus on Charisma checks to determine your initial condition when your lucid body enters a dream and when attempting impossible feats in a dreamscape. You add one-half your mythic tier (minimum 1) as a bonus on caster level checks to control your magic in a wild magic area. You are not fatigued if your lucid body dies in a dreamscape.

When you are targeted with a *dream*, *dream scan*[OA], or *nightmare* spell, you can expend two uses of mythic power to use any of those three spells as a spell-like ability (the save DC is Charisma-based), affecting the caster of the spell regardless of distance, as long as you are on the same plane. If you have one of those spells prepared, you may cast any one of those spells, targeting the caster of the affect targeting you, without expending mythic power.

Lunging Spell Touch (Mythic)

You can extend your spells' reach to affect foes that would normally be too far away.

Prerequisite: Lunging Spell Touch[ACG].

Benefit: If you hit a creature with the melee attack, you no longer take a -2 penalty to AC against that creature. You can expend one use of mythic power to negate the -2 penalty to AC whether you hit or miss.

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Maddening Obliteration: The penalty on saving throws lasts longer and applies to additional effects.

Maddening Strike: You don't suffer Wis damage for missing and may apply the effects to attacks for free.

Maddening Style: Increase further the saving throw DC and apply it and other effects.

Malleable Form: You gain a slam attack that also inflicts energy damage and deal full damage with other attacks.

Manifested Blood: Increase your energy resistance and inflict one additional effect to creatures that attack you.

Manipulative Agility: Increase your bonuses, and you may use both Bluff and Sleight of Hand to pass a secret message.

Manipulative Presence: You can alter the target's memories at a greater extent.

Martial Dominance: Intimidate more creatures and for a longer time.

Mask Focus: Use Extend Spell 1 more time per day and activate the feat with mythic power.

Masked By Fear: Increase your bonus, and treat an Intimidate check as a natural 20 by spending mythic power.

Masked Intent: Increase your bonus and treat a Bluff check as a natural 20 by spending mythic power.

Measure Foe: Increase your bonuses and gain more combat feats.

Merciless Butchery: The DC to resist a coup de grace increases by one-half your mythic tier.

Mesmerizing Feint: Reduce the penalty for feinting a non-humanoid or creature with animal intelligence.

Mischievous Tail: Increase your bonuses and gain new ones.

Misdirection Attack: Your attacks of opportunity don't count for that round, and you gain a competence bonus on attacks and damage.

Misdirection Redirection: Your target is flat-footed against the redirected attack, and you may deal more damage.

Misdirection Tactics: Use this feat when fighting defensively, and you may use it against someone who hit you.

Moontouched: Increase your bonuses, gain new bonuses, and temporarily negate the penalties from this feat.

Motivated March: Creatures can delay fatigue longer.

Mountaineer: Walk faster in mountain terrains and suffer less for the altitude.

Mounted Blade: Make additional ride-by attacks without penalty.

Mounted Onslaught: You and your mount may make an attack against each target you overrun.

Musketeer's Daring: Add an even greater bonus to your skill checks with derring–do.

Musketeer's Dodge: Increase your dodge bonus from gunslinger's dodge.

Musketeer's Reposition: Gain bonuses to your reposition maneuver.

Musketeer's Sidestep: Increase your dodge bonus from dodging panache.

Mutated Shape: Your mutant appendages are more powerful, and you can expend mythic power to grow more of them.

Mutilating Ritualist: Increase further the save DC, suffer less damage, and you may mutilate yourself more often.

Mutual Hatred: Increase your attack and damage bonus, and you may gain a dodge bonus.

My Blade is Yours: Apply to your weapon all the mundane features of your ally's weapon and one magic quality.

Maddening Obliteration (Combat, Mythic)

You can obliterate creatures that are still able to fight.

Prerequisite: Maddening Obliteration[HA].

Benefit: The penalty on saving throws inflicted by Maddening Obliteration lasts for 1 minute, and applies to saving throws made against fear effects, in addition to the types of saving throws it normally applies to. Additionally, whenever you hit a non-mythic creature with a Stunning Fist attack, you can expend three uses of mythic power and two points from your ki pool in order to obliterate that creature, even if the attack did not reduce it to 0 or fewer hit points. Creatures you attempt to obliterate in this way are always entitled to a saving throw to resist the effect, even if they are undead, constructs, or otherwise not technically living. This is a death effect.

Maddening Strike (Combat, Mythic)

Your attacks erode only the minds of your foes, and you can harness this maddening power more easily.

Prerequisite: Maddening Strike[HA].

Benefit: You do not suffer Wisdom damage if the Maddening Strike attack misses. Additionally, while using Maddening Style, you can expend one use of mythic power as a swift action in order to apply the effects of Maddening

Strike to all unarmed strikes you make for a number of rounds equal to your 1/2 tier, without needing two expend any points from your ki pool.

Maddening Style (Combat, Mythic, Style)

Your fists break minds as easily as they break bones.

Prerequisite: Maddening Style[HA].

Benefit: The amount by which Maddening Style increases the saving throw DCs of your confusion, madness, and insanity effects increases to +2, and this increase applies to your fear effects, as well. Additionally, whenever you successfully stun an opponent with a Stunning Fist attack while using Maddening Style, you can expend one use of mythic power to inflict 1d4 points of Wisdom damage (or 1d8 points of sanity damage, if using the sanity system), rather than the normal amount.

Malleable Form (Conduit, Mythic)

You are as insidious and dangerous as a true ooze.

Prerequisite: Malleable Form[PA].

Benefit: While in malleable form, you gain a slam attack that deals damage as appropriate for your size. You add to this damage 1d6 points of an energy type of your choice (acid, cold, electricity, or fire). In addition, your attacks with manufactured weapons, natural weapons, and unarmed strikes now deal full damage.

Manifested Blood (Mythic)

Your native element forms a violent protective aura around you.

Prerequisite: Manifested Blood[ACG].

Benefit: You add your mythic tier to the energy resistance gained through this feat. In addition, all creatures who attack you (with weapons, unarmed attacks or natural attacks) receive damage and must succeed in a Fortitude save (DC = 10 + one-half your bloodrager or sorcerer level + your Charisma bonus) or suffer an additional effect for the rest of feat's duration, depending by your element:

Air: The creature is stunned.

Earth: The creature is entangled.

Fire: The creature is blinded.

Water: The creature is fatigued.

Manipulative Agility (Mythic)

You can use your words to augment your body language, and vice versa.

Prerequisite: Manipulative Agility[UI].

Benefit: For every 5 ranks of Bluff you possess, you gain a +1 bonus on Sleight of Hand checks, and vice versa. Additionally, whenever you make a Bluff or Sleight of Hand check to feint or pass a secret message, you may make both a Bluff check and a Sleight of Hand check, and use whichever result is higher.

Manipulative Presence (Mythic)

Your ability to manipulate your foes through possession is insidious.

Prerequisite: Manipulative Presence[OA]

Benefit: You can alter or erase up to 10 minutes of the target's memories per mythic tier. Alternatively, you can erase or alter up to 1 minute per mythic tier, while forcing the target to roll twice and take the worse result on its saving throw against your memory alteration. This does not affect its saving throw against the possession effect. If you possess a non-mythic creature whose Hit Dice are less than or equal to your mythic tier, its memory of being possessed by you is erased even on a successful save.

Martial Dominance (Combat, Mythic)

You can defeat foes almost as easily with a hard look as with your weapon.

Prerequisite: Martial Dominance[UI].

Benefit: Whenever you use Intimidate to demoralize an opponent, for every five points of base attack bonus you possess, you can intimidate one additional creature within range. If you successfully demoralize an opponent as part of an Intimidate check made as a result of a critical hit with Martial Dominance, the number of rounds that that creature is shaken is multiplied by the critical multiplier of the weapon with which you made the critical hit.

Mask Focus (Mythic)

You can use your mask as an additional focus for your arcane spells, enhancing their power.

Prerequisite: Mask Focus[AG].

Benefit: You can use the special Extend Spell effect an additional time per day. Additionally, if you have no daily uses of the ability remaining, you can expend one use of mythic power to activate the ability again.

Masked By Fear (Mythic)

You embody all that you fear while wearing your mask.

Prerequisite: Masked By Fear[AG].

Benefit: The bonus on Intimidate skill checks from Masked By Fear increases by 2. In addition, you can expend one use of mythic power to treat an Intimidate check as if you had rolled a natural 20. You must decide to use this ability before making the roll.

Masked Intent (Mythic)

Your masked face makes your intentions nearly impossible to discern.

Prerequisite: Masked Intent[AG].

Benefit: The bonus and DC increase granted by Masked Intent increase by 2. In addition, you can expend one use of mythic power to treat an opposed Bluff check as if you had rolled a natural 20. You must decide to use this ability before making the roll.

Measure Foe (Combat, Mythic)

You have learned to read your foes' combat style more quickly and effectively.

Prerequisite: Measure Foe[UI].

Benefit: The bonuses to attack rolls and AC granted by Measure Foe increase by 1. Additionally, you learn twice as many combat feats as you otherwise would when using that feat. If you expend one use of mythic power, you can attempt a Sense Motive check to deduce a foe's martial training after seeing them make only a single attack, or after having watched them for only one full round, and you suffer no penalty on the Sense Motive check for doing so.

Mesmerizing Feint (Combat, Mythic)

Your canny feints can distract and mislead all manner of foes.

Prerequisite: Mesmerizing Feint[OA]

Benefit: You reduce the penalty for feinting a non-humanoid or creature with animal intelligence by an amount equal to one-half your mythic tier (minimum 1), regardless of whether the target of your feint is the target of your hypnotic stare. If you have at least 10 ranks in Bluff, you gain a +2 circumstance bonus on Bluff checks made to feint humanoid creatures.

Mischievous Tail (Mythic)

Your tail is more dexterous than many hands.

Prerequisite: Mischievous Tail[PA].

Benefit: Your bonus on disarm and steal combat maneuvers and Sleight of Hand checks performed using only your tail increase to +4. In addition, you gain a +2 bonus on trip and grapple maneuvers and Disable Device checks performed with your tail. If you also have the Mythic Grasping Tail feat, you are considered to have the Two-Weapon Fighting feat for a weapon wielded with your tail.

Misdirection Attack (Combat, Mythic)

The attacks you make after misdirecting an opponent rarely disappoint.

Prerequisite: Misdirection Attack[UI].

Benefit: Attacks of opportunity you make as a result of the Misdirection Attack feat do not count against the number of attacks of opportunity you can make in a round. Additionally, you gain a competence bonus equal to 1/2 your mythic tier on such attacks, and a bonus equal to your mythic tier on damage rolls made as part of such attacks.

Misdirection Redirection (Combat, Mythic)

When you guide your opponents' attacks against new targets, they are even more effective.

Prerequisite: Misdirection Redirection[UI].

Benefit: Whenever you use Misdirection Redirection, the creature that you choose to have the attack redirected against is treated as flat-footed for the purposes of that attack. If you expend one use of mythic power, the attack deals an additional amount of damage equal to 1d6 per two mythic tiers you possess (rounded down, minimum 1d6). Treat this damage as though it were the same as a rogue's sneak attack. You may decide whether or not to expend this use of mythic power until after learning whether or not the attack hits.

Misdirection Tactics (Combat, Mythic)

You can misdirect your foes attacks more effectively in combat.

Prerequisite: Misdirection Tactics[UI].

Benefit: You can use Misdirection Tactics while fighting defensively, rather than only being able to do so while using the total defense action. Additionally, you can use Misdirection Tactics against an opponent who previously hit you while you were using Misdirection Tactics against them, although you must expend one use of mythic power each time you do so.

Moontouched (Mythic)

The moon brings out a deep anger inside you that makes you more fearsome, but also more reckless.

Prerequisite: Moontouched[UW].

Benefit: The bonuses and penalties from Moontouched increase to +4 and –3, respectively. Additionally, you gain a +2 morale bonus on attack and damage rolls at night when at least part of the moon is showing, but suffer a –2 penalty to AC. Finally, as a move action, while under the effects of this feat, you can expend one use of mythic power to calm your mind, negating the penalties to Will saves and AC imposed by Moontouched for 1d4 rounds.

Motivated March (Mythic)

Years of forcing your slaves and soldiers to march far beyond the limits of their endurance have made you an excellent taskmaster.

Prerequisite: Motivated March[MC].

Benefit: Add your mythic tier to the number of hours creatures can delay fatigue. A creature that delays the effect is fatigued (instead of exhausted) when the condition takes effect.

Mountaineer (Mythic)

High peaks and sheer cliffs are your home.

Prerequisite: Mountaineer[UW].

Benefit: Your base speed increases by 10 ft. in mountain terrains. You always treat a dangerous altitude as if it were one category lower, and if you spend 24 hours there, you may treat it as if it were two categories lower.

Mounted Blade (Mythic)

You thrust your blade into an opponent after another while your mount is running.

Prerequisite: Mounted Blade[AG].

Benefit: Every time your attack hits during a ride-by attack, you can make and additional attack against a target adjacent to the previous target, up to a number of additional attacks equal to one-half your tier. You don't suffer any penalty on these attacks, and they can benefit from the effects of a charge.

Mounted Onslaught (Mythic)

Your mounted attacks pass like a lightning through the enemy lines.

Prerequisite: Mounted Onslaught[AG].

Benefit: You can make one attack at your full bonus against each target you manage to overrun, and your mount can make one hoof attack against each target that is knocked prone by your overrun.

Musketeer's Daring (Combat, Mythic, Panache)

The more you dare, the greater the results of your deeds.

Prerequisite: Musketeer's Daring[VC].

Benefit: Add half your mythic tier to the number of times you can roll another d6 after a natural roll of 5 or 6 per use of derring-do.

Musketeer's Dodge (Combat, Grit, Mythic)

You dodge ranged attacks with greater proficiency than most.

Prerequisite: Musketeer's Dodge[VC].

Benefit: Increase the dodge bonus by +2 when you use the gunslinger's dodge deed. You can expend one use of mythic power instead of one grit point to use the deed.

Musketeer's Reposition (Combat, Grit, Mythic)

You can knock a foe away with your two-handed firearm.

Prerequisite: Musketeer's Reposition[VC].

Benefit: Add half your mythic tier to your reposition combat maneuver check. You can expend one use of mythic power to add your mythic tier (instead of half) for a particular check.

Musketeer's Sidestep (Combat, Mythic, Panache)

You're able to dodge attacks with increased panache.

Prerequisite: Musketeer's Sidestep[VC].

Benefit: Increase the dodge bonus by +2 when you use the dodging panache deed. You can expend one use of mythic power instead of one panache point to use the deed.

Mutated Shape (Mythic)

Your mutant appendages are more powerful, and you can expend mythic power to grow more of them.

Prerequisite: Mutated Shape[UW].

Benefit: The natural attack granted by Mutated Shape is swollen and oversized, and deals damage as though you were one size category larger than you actually are. Additionally, whenever you use wild shape, you can expend one use of mythic power. If you do, you grow two additional appendages,

which deliver secondary tentacle or pincer natural attacks (your choice). These deal damage appropriate for the size of the creature you have wild shaped into, and last for as long as you stay in the same form with that use of wild shape.

Mutilating Ritualist (Mythic)

You can mutilate yourself multiple times during a single ritual.

Prerequisite: Mutilating Ritualist[HA].

Benefit: The increase to the ritual's saving throw DC improves to +2. Whenever you mutilate yourself while performing an occult ritual, you suffer only 1d6 hit points of damage per 3 Hit Dice, and only 1d2 Constitution damage (or Charisma damage if you're undead). You may mutilate yourself in this way a number of times during any given ritual equal to the ritual's level. For each time you do, you may roll twice on an additional skill check made to perform the ritual and take the better result. Mutilating yourself multiple times in this way does not affect the ritual's saving throw DC.

Mutual Hatred (Combat, Mythic)

Others hate you, and their hatred feeds your own.

Prerequisite: Mutual Hatred[MC].

Benefit: The attack and damage bonus you gain from Mutual Hatred is +2 (instead of +1). You can expend one use of mythic power to gain a +2 dodge bonus to your AC for one round against any creatures who trigger this feat.

My Blade is Yours (Combat, Mythic, Teamwork)

You can gain the benefits of your allies' magic weapons.

Prerequisite: My Blade is Yours[UI].

Benefit: When determining what weapon special features you treat your weapon as having with My Blade is Yours, you treat your weapon as having all applicable special features, instead of having to choose one. Additionally, if you expend one use of mythic power while using this feat, you may choose a single magic weapon special ability that your ally's weapon possesses (such as *flaming* or *speed*), and treat your weapon as though it possessed that magic weapon special ability, as well. You cannot choose a magic weapon special ability whose cost is not expressed as an enhancement bonus equivalent, or whose enhancement bonus equivalent is higher than 1/2 your mythic tier (to a minimum of +1 enhancement bonus abilities). You stop treating your weapon as having the chosen special ability if you and your ally cease to be adjacent, or if your ally stops wielding the weapon whose special ability you are gaining. Otherwise, this benefit lasts up to one minute.

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Nameless One: You can assume an identity and then return nameless at will.

Natural Poison Antitoxin: Increase the bonus provided by your antitoxin, and cure ability damage by expending mythic power.

Natural Poison Harvester: Increase your Craft (alchemy) bonus and create more powerful poisons more quickly.

Nature Magic: You may case more druid spells as spell-like abilities.

Nature's Freedom: Grant trackless step and bonuses against magically manipulated plant obstacles.

Nature's Weapons: Give special qualities to improvised weapons you create with this feat.

Nature's Wrath: Increase your bonus on attacks vs. humanoids.

Nerve-Racking Negotiator: Your target is friendly towards you when it's no more intimidated.

Night Sky Hex: Expend mythic power to change your night sky hex, and it is more difficult to resist.

Nomad-Trained Horse: Increase the DC reduction and automatically succeed at the Handle Animal check by spending mythic power.

Notorious Vigilante: Use Dazzling Display more quickly and affect all those who can see you.

Nameless One (Mythic)

Being the incarnation of an ideal doesn't mean you have to quit your former identity.

Prerequisite: Nameless One[AG].

Benefit: You can attempt to impersonate a specific individual and reveal or confirm your connection to your eschewed identities, without suffering any negative effect. You can pass from your nameless state to one of your previous identities and vice versa as a standard action, though you gain the benefit of the Nameless One feat only when wearing your ceremonial mask and being in your nameless state.

Natural Poison Antitoxin (Mythic)

When you make antitoxin from natural poisons, it is much more effective at healing the poison's effects.

Prerequisite: Natural Poison Antitoxin[UW].

Benefit: When you use Craft (alchemy) to create an antitoxin using a dose of a natural poison you harvested, the bonus that antitoxin grants on Fortitude saves to resist the poison increases to +10. Additionally, if you expend one use of mythic power

when crafting an antitoxin in this way, you can infuse it with some of your mythic essence. If the antitoxin is used within 24 hours, it will also cure the creature of an amount of ability score damage inflicted by the poison equal to your mythic tier. If the poison inflicted ability score damage to multiple ability scores, the recipient chooses which ability damage is healed, and can divide the healing as he sees fit amongst those ability scores.

Natural Poison Harvester (Mythic)

You harvest poisons quickly and effectively.

Prerequisite: Natural Poison Harvester[UW].

Benefit: The bonus on Craft (alchemy) checks granted by Natural Poison Harvester increases to +4. Additionally, you can create poisons harvested from poisonous creatures in half the normal amount of time. Finally, whenever you create a poison harvested from a poisonous creature, you can expend one use of mythic power to increase the poison's potency and virulence. If you do, the poison's DC is equal to 10 + your mythic tier + your Intelligence modifier, rather than the normal DC.

Nature Magic (Mythic)

Your connection with druidic magic grows.

Prerequisite: Nature Magic[ACG].

Benefit: Every two mythic tiers, you can select two additional 0-level spells or one 1st-level spell from the druid spell list to use as spell-like abilities once per day. In addition, your caster level increases by +1 when casting divine spells from the druid spell list.

Nature's Freedom (Mythic)

You can grant protection from even magical briars and undergrowth.

Prerequisite: Nature's Freedom[UW].

Benefit: Affected creatures also gain the benefits of the druid's trackless step class feature. Additionally, if you expend one use of mythic power when using this ability, you grant affected creatures a +4 bonus on saving throws made to resist the effects of thorns, briars, and overgrown areas that have been magically manipulated to impede motion and allow them to ignore such effects entirely if the spell level of the effect is less than your mythic tier.

Nature's Weapons (Combat, Mythic)

You can forage for superior improvised weapons.

Prerequisite: Nature's Weapons[UW].

Benefit: When you create an improvised melee weapon from a wilderness object, you may choose to give the weapon one of the following weapon qualities: brace, disarm, double, nonlethal, sunder, or trip. You can also choose to create a two-handed improvised weapon, instead of a one-handed one. If you do, it deals 1d8 points of damage if you are Medium (1d6 points of damage if you are Small). When you create a two-handed improvised weapon in this way, you can give it any of the qualities listed above but can also choose to give it the reach quality. Finally, the first time each day that you successfully confirm a critical hit with an improvised weapon you created in this fashion, you regain one use of mythic power.

Nature's Wrath (Mythic)

You deal deadlier blows to defilers of Nature.

Prerequisite: Nature's Wrath[VC].

Benefit: You gain a +2 bonus on attack rolls against humanoid creatures (instead of +1).

Nerve-Wracking Negotiator (Mythic)

When you intimidate someone, they stay intimidated.

Prerequisite: Nerve-Wracking Negotiator[UI].

Benefit: Instead of having her attitude return to normal, if a creature fails the Will save described in Nerve-Wracking Negotiator, her attitude improves by one step for the purposes of making requests (to a maximum of friendly). This does not mean that the creature actually likes you more than it did before, and it may secretly or even openly harbor resentment against you, but it is less willing to act against you, and is more likely to comply with your demands.

Night Sky Hex (Mythic)

The blessing of the night sky can empower all your hexes.

Prerequisite: Night Sky Hex[UW].

Benefit: As a swift action, you can expend one use of mythic power in order to change which of your hexes gains the benefits of the Night Sky Hex feat. You must still choose a hex that can affect no more than one opponent. Additionally, while you are in view of the night sky, a natural 20 on a saving throw to resist the chosen hex does not automatically result in a success (although it is still a success if the result of the saving throw equals or exceeds the DC).

Nomad-Trained Horse (Mythic)

This horse knows more tricks and is more loyal to its rider than most mounts.

Prerequisite: Nomad-Trained Horse[AG].

Benefit: The DC reduction is 7 (instead of 5). You can expend one use of mythic power to automatically succeed on the Handle Animal check.

Notorious Vigilante (Combat, Mythic)

Those you intimidate go out of their way to prove how helpful they can be.

Prerequisite: Notorious Vigilante[UI].

Benefit: You can use Notorious Vigilante to replicate the effects of Dazzling Display as a move action, rather than a standard action. Additionally, you can affect any creature that can clearly see you, regardless of their distance from you. Finally, if you expend one use of mythic power when using this ability, you gain a bonus on your Intimidate check equal to 1/2 your mythic tier (rounded down, minimum 1).

- O -

Omnipresent Mentor: Inspire more allies, or inspire courage to one or more allies, or inspire greater courage in one ally.

One Eye Open: Gain bonuses in combat when danger suddenly awakes you.

One with the Land: You and your allies gain increased bonuses against the land's hardness and require less to survive.

Open Conduit: Spend mythic power to use the feat more often.

Orator: Gain bonuses on multiple skills and use different skills to influence a creature.

Ostentatious Rager: Earn more money with your performances and inflict penalties to enemies against your intimidating distraction.

Out of the Sun: Gain benefits from your feint, and dazzle or possibly blind your opponent.

Owl Dive: Gain bonuses on Acrobatics checks, deal more damage with a dive attack, and you may increase your maneuverability.

Owl Style: Reduce or negate your penalties on Stealth, and you gain bonuses when stealth-charging.

Owl Swoop: You suffer no penalty to Acrobatics and can use it to dodge attacks.

Omnipresent Mentor (Mythic)

Your words of instruction are a constant companion to those who heed them.

Prerequisite: Omnipresent Mentor[UI].

Benefit: You may affect as many allies as you wish with this feat, expending 4 rounds of bardic performance for each ally. You may select the same skill or different skills in which to inspire confidence for each ally. If your ally is a mythic creature and must make an opposed skill check against a non-mythic creature using the skill you have chosen with your inspire competence, your ally may choose to reroll a skill check using that skill as a free action, taking the result of this reroll even if it is worse than the original roll. After resolving that skill check, that ally gains no benefit from your inspire competence performance for that skill until the next time you renew your rounds of bardic performance, though your ally can benefit from inspire competence to other skills.

Alternatively, you may grant one or more allies the benefits of your inspire courage bardic performance by expending 8 rounds of bardic performance for each ally. If your ally is a mythic creature and misses on an attack roll against a non-mythic creature, your ally may choose to reroll the attack roll or a saving throw against a charm or fear effect as a free action, taking the result of this reroll even if it is worse than the original roll. After resolving the attack roll or saving throw, your ally gains no benefit from your inspire courage performance until the next time you renew your rounds of bardic performance.

You may instead choose to focus your instruction on a single ally in order to provide them with your inspire courage bonus on skill checks for more than one skill. For each skill after the first, the number of rounds of bardic performance you must expend increases by 2; for example, 4 rounds for the first skill, 6 for the second, 8 for the third, etc. If your ally chooses to reroll one of these skills, that ends the inspire competence effect only for that skill, not for other skills. You may substitute granting your ally the benefit of your inspire courage performance in place of aiding a chosen skill as inspire competence, though the cost in rounds of performance is doubled. You may assist only one ally at a time when using Omnipresent Mentor in this way.

One Eye Open (Mythic)

Your light sleep makes you instantly alert and awake when you notice danger while sleeping.

Prerequisite: One Eye Open[UW].

Benefit: When you are awakened from sleep by a successful Perception check to notice something dangerous, you receive a burst of adrenaline, allowing you to act quickly and decisively. You gain a +4 bonus on the next Initiative check made within 1 minute of waking, and gain a +2 morale bonus on attack rolls, ability checks, damage rolls, saving throws, and skill checks for 1 minute after waking. Additionally, the first time each day that you are awakened from sleep by a successful Perception check to notice something dangerous, you regain two uses of mythic power.

One with the Land (Mythic)

You can sustain yourself and your allies in your favored terrain as if you were part of the land itself.

Prerequisite: One with the Land[UW].

Benefit: In your favored terrain, you and a number of creatures equal to your tier require only ¼ the normal amount of food, water and sleep, and heal naturally at double your normal rate. You take only half damage when you fail a saving throw or Constitution check to stave off the effects of cold exposure, heat exposure, starvation, and thirst in your favored terrain. By expending one use of mythic power, you can allow to an ally to take half damage from a failed saving throw or Constitution check too.

Open Conduit (Mythic)

You are one with your chosen planar energies.

Prerequisite: Open Conduit[PA].

Benefit: You add your mythic tier to the uses per day and the amount of time per day you can use the chosen conduit feat. This stacks with the bonus granted by Open Conduit.

Special: If you have taken non-mythic Open Conduit multiple times, you must choose which of those feats this enhances. You can take this feat multiple times. The effects do not stack. Each time you take this feat, it applies to a different non-mythic Open Conduit feat you have.

Orator (Mythic)

Your knowledge of the language's subtlety and the way they can be used for persuasion gives you an edge most can't sport.

Prerequisite: Orator[ACG].

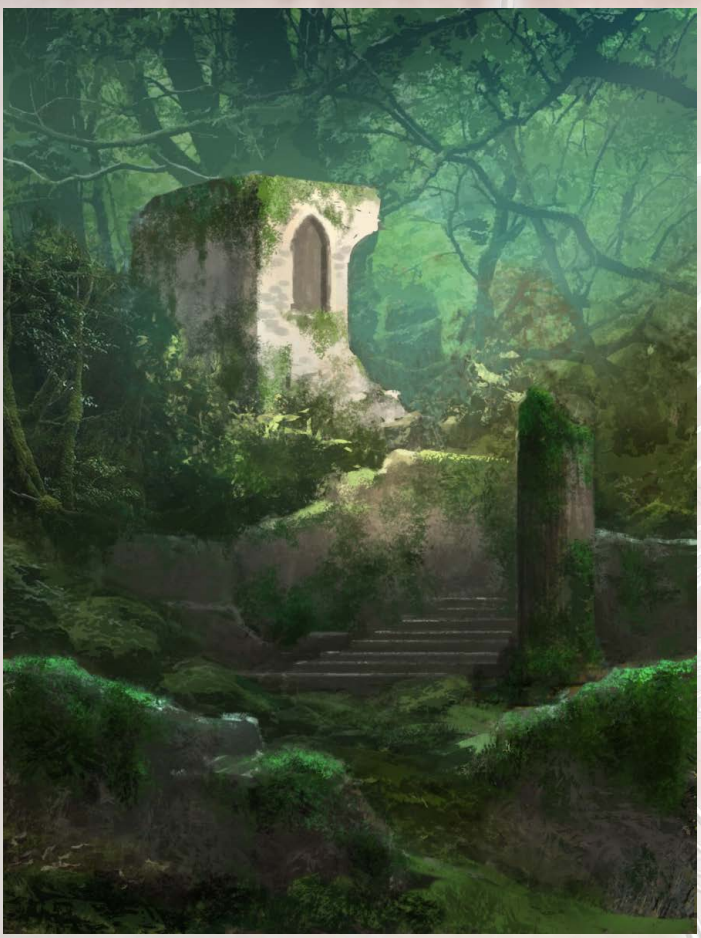
Benefit: Choose either Diplomacy or Intimidate. For every 5 ranks of Linguistics that you possess, you gain a +1 bonus on the chosen skill (and vice versa). Additionally, whenever you make a skill check to change the attitude of a creature or to force a creature to cooperate, you may make both a Linguistics check and a Diplomacy or Intimidate check, and use whichever result is higher.

Ostentatious Rager (Combat, Mythic)

Your shows of might are all but impossible to ignore.

Prerequisite: Ostentatious Rager[UI].

Benefit: When using Intimidate to earn money by performing feats of strength and intimidation, you earn twice as much as you otherwise would. Additionally, when you use Intimidate to distract a foe, they suffer a –20 penalty on Perception checks that don't involve you and a –4 penalty to AC against creatures other than you, rather than the normal amount. If the distraction effect ends early due to the creature being attacked, the creature becomes terrified of your might, and is shaken for the rest of the time it would otherwise have been distracted.



Out of the Sun (Mythic, Teamwork)

You blind your foes with the sun's light.

Prerequisite: Out of the Sun[UW].

Benefit: When using the Out of the Sun feat, if you succeed on the Bluff check to feint, both you and your ally gain the benefits of the feint. Additionally, the target gains the dazzled condition for 1 minute. If you expend one use of mythic power after successfully feinting in this way, the target must also succeed on a Fortitude save (DC 10 + your mythic tier + your Charisma modifier) or be blinded for 1 minute by the sun, as well.

Special: Both you and your ally must have the non-mythic version of Out of the Sun in order to gain the benefits of this feat. If you have the mythic version and your ally does not, you can still gain the benefits of this feat, but only when you are the one attacking and making the Bluff check to feint.

Owl Dive (Combat, Mythic)

You dive with speed and precision through the air, making it difficult for your foes to stop you.

Prerequisite: Owl Dive[UI].

Benefit: While using Owl Style, you gain a bonus equal to 1/2 your mythic tier on Acrobatics checks made to move through enemy spaces. Additionally, if you expend one use of mythic power, the maneuverability of any fly speeds you possess increases to perfect for one minute. Finally, if you make a charge while flying and using Owl Style, and you end your movement at least 10 feet vertically lower than you were when you began your movement, the bonus to the attack roll from charging is doubled (if you also have the mythic version of Owl Style, this also applies to the bonus on damage rolls).

Owl Style (Combat, Mythic, Style)

Your foes almost never see you coming.

Prerequisite: Owl Style[UI].

Benefit: While using Owl Style, you suffer only a –5 penalty to Stealth when using Stealth during a charge, and no penalty at all for using Stealth at full speed. If you are flying for your entire movement, you suffer no penalty to Stealth for moving at any speed, including charging or running. Finally, whenever you charge a creature while using Stealth, if the result of your Stealth check exceeds the target's Perception check, you do not suffer the normal penalty to AC for charging, and you apply the bonus to the attack roll from charging to the damage roll, as well.

Owl Swoop (Combat, Mythic)

Your great speed does not hamper your incredible grace.

Prerequisite: Owl Swoop[UI].

Benefit: While using Owl Style, you suffer no penalty to Acrobatics for moving at any speed, including charging or running. Additionally, as an immediate action, when you are attacked, you can expend one use of mythic power to make an Acrobatics check to attempt to dodge the attack. If the result of the Acrobatics check is higher than the result of the attack roll, the attack automatically misses. This has no effect on any subsequent attacks made against you that round, including other attacks made as part of a full-attack action.

- P -

Pack Flanking: You and your animal companion are both always considered to be flanking an opponent.

Pack Rat: You can use Pack Rat twice per day.

Paralyzing Strike: Increase the save DC, and you can use the feat multiple times in a round.

Parting Blast: You don't gain burn for a simple blast, or if you do, you can apply a variety of effects to your blast.

Peace of Mind: You are temporarily immune to negative mental effects, are dazed for 1 round only, and don't suffer nonlethal damage.

Persuasive Bribery: Increase your bonuses and determine if a creature is susceptible to bribes.

Phantom Fighter: Your phantom gains various bonuses against incorporeal and amorphous creatures.

Phantom Fortification: Increase your phantom's resistances, and you may negate critical hits against your phantom.

Phase Strike: Spend mythic power to use the feat more often.

Piercing Grapple: Start a grapple more easily and gain a higher bonus to intimidate your victim.

Pile On: Extend even more the fear duration and increase the victim's fear level.

Plains Nomad: Increase your bonuses, gain new bonuses, grant more resistance to your mount, and you may increase your speed in plains terrain.

Plague Resistance: Suffer even lesser effects from disease.

Planar Heritage: You gain a racial trait from your chosen race's list.

Planar Infusion: Gain the mythic version of the selected planar infusion.

Planar Survivor: Double your bonuses.

Planar Wanderer: Gain a bonus on Knowledge (planes) checks and arrive where you wish on the chosen plane.

Planewalker's Insight: Increases your bonuses and may treat some skill checks as natural 20s.

Play to the Crowd: Gain a bonus on skill checks, learn the target's biases, and use charm or emotion effects more easily.

Pommel Strike Deed: Spend mythic power to use the feat as a swift action and gain a bonus on the combat maneuver check.

Position of Strength: A creature you demoralize remains shaken longer.

Primal Bloom: Use the feat more often and you and allies may cast spell normally.

Profane Studies: Succeed more often at Knowledge checks about evil outsider and may summon a variety of unusual fiends.

Protector of the People: Your golem gains the invincible template, and you may craft constructs at a lesser cost and more easily.

Psychic Adept: Select more knacks to use as spell-like abilities, and one to master.

Psychic Combatant: Gain extra manifestation points and apply your save DC bonus longer and against more effects.

Psychic Defender: Gain more temporary hit points, and you may negate increased damage from a psychic critical hit.

Psychic Disciple: Use a 1st-level discipline spell as a spell-like ability.

Psychic Healing: Gain a bonus on Heal checks and use the faith healing skill unlock more often and more efficaciously.

Psychic Maestro: Select more occult skills unlock to gain the feat's benefits and gain additional benefits.

Psychic Sensitivity: You can use all occult skill unlocks.

Psychic Virtuoso: Increase your bonus on occult skill unlocks.

Pummeling Bully: You can attempt a reposition or trip against a hit target.

Pummeling Charge: You do not take a penalty to your Armor Class against a designated creature and gain bonuses on AC if you hit it.

Pummeling Style: Add all the damage of unarmed strikes made in a round together for the purpose of overcoming damage reduction.

Purging Emesis: You can purge yourself of any type of poison and can do so more easily.

Purifying Channel: Affect one additional creature and may spend mythic power to affect them all.

Push the Limits: Your secondary stamina pool grows and helps you battle fatigue and exhaustion.

Putrid Summons: Your summons have a more intense stench.

Pack Flanking (Combat, Mythic, Teamwork)

You and your companion creature are adept at fighting together against foes.

Prerequisite: Pack Flanking[ACG].

Benefit: You and your animal companion are both considered to be flanking an opponent, if you both threaten that same opponent, regardless of your actual positioning. Your animal companion must have the non-mythic Pack Flanking feat.

Pack Rat (Mythic)

You collect all sorts of things, and frequently lose and refind things you acquired.

Prerequisite: Pack Rat[MC].

Benefit: You can use Pack Rat twice per day, instead of once per day.

Paralyzing Strike (Combat, Mythic)

Finding just the right pressure point, you paralyze your foe with a single hit.

Prerequisite: Paralyzing Strike[ACG].

Benefit: The DC of your Paralyzing Strike increases by one-half your tier, and you can use Paralyzing Strike multiple times during the same round. As a free action, you can expend one use of your mythic power to use Paralyzing Strike without spending one of your daily uses of the feat.

Parting Blast (Mythic)

Those who bring your doom suffer the deadly consequences.

Prerequisite: Parting Blast[OA]

Benefit: If you use this feat to create a simple blast, you do not gain 1 point of burn and you may choose whether or not your body is destroyed by the Parting Blast.

You may accept 1 point of burn and expend one use of mythic power to expand the radius the Parting Blast affects to 5 feet times your mythic tier and to ignore any damage reduction, energy resistance, or energy immunity non-mythic creatures possess to the type of energy used in your blast.

You also may accept 2 points of burn and expend two uses of mythic power to add one or more infusions you know to the effect of your Parting Blast, with a total burn cost that does not exceed your mythic tier. You do not pay the burn cost for these infusions.

Peace of Mind (Conduit, Mythic)

You are a tranquil sage, untouched by negativity and turmoil.

Prerequisite: Peace of Mind[PA].

Benefit: When you succeed at a saving throw against an emotion, fear, or pain effect, you become immune to such effects for a number of minutes equal to your mythic tier. When you use Peace of Mind to ignore such an effect, you are only dazed for 1 round and don't suffer any nonlethal damage.

Persuasive Bribery (Mythic)

Your bribes are more effective than others, and you have an uncanny knack for knowing what a person wants.

Prerequisite: Persuasive Bribery[UI].

Benefit: The bonus on Diplomacy and Charisma checks granted by Persuasive Bribery is doubled, as are any bonuses that you gain on such checks as a result of the bribes themselves. Additionally, by studying someone for 1 minute and succeeding on a Sense Motive check (DC 15 + the target's Hit Dice + the target's Wisdom modifier), you can determine how susceptible that person is to bribery. A person is either comfortable with bribery (they take bribes often, and may even actively seek them out), reluctant (they have rarely, if ever, accepted bribes, and most likely prefer to think of themselves as someone who would not accept a bribe, but can still be bought if the right offer is made), or impossible (someone who will not accept a bribe under any circumstances). Note that a person's general attitude towards

bribes may not necessarily mean that they will accept a bribe for the specific favor you ask. If you succeed on this check, you can expend one use of mythic power to also get a feel for what types of bribes they would value most highly (coins, gems, art objects, invitations to exclusive social events, introductions to important people, and so on).

Phantom Fighter (Mythic)

Your phantom is a deadly opponent of incorporeal enemies.

Prerequisite: Phantom Fighter[OA]

Benefit: Your phantom adds its Charisma modifier as a deflection bonus to its AC and as a bonus on its attack rolls against incorporeal creatures. When your phantom is attacked by an incorporeal creature, you can expend one use of your mythic power as an immediate action to grant it a dodge bonus to AC equal to the result of your surge die; this bonus applies lasts until the end of your next turn and applies only against attacks by incorporeal creatures. When you cast a touch spell to be delivered by your phantom, that spell has its full effect against incorporeal and ethereal creatures, and it can score critical hits against incorporeal or amorphous foes.

Phantom Fortification (Mythic)

Your phantom's ectoplasmic form is highly resilient and difficult to damage.

Prerequisite: Phantom Fortification[OA]

Benefit: Your phantom's chance to ignore critical hits and precision-based damage in its ectoplasmic form is increased by 5% per mythic tier. If a critical hit is confirmed against your phantom when it is adjacent to you, you can expend one use of mythic power as an immediate action to negate that critical hit, treating it as a normal hit.

Phase Strike (Conduit, Mythic)

You strike through the Ethereal Plane so your weapon phases through obstacles, armor, and even thick hide to strike true.

Prerequisite: Phase Strike[PA].

Benefit: As a free action (once per round only), you can expend one use of your mythic power to use non-mythic Phase Strike without spending one of your daily uses of the feat.

Piercing Grapple (Combat, Mythic)

When you use a weapon to restrain your foe, the pain is excruciating, and the damage is immediate.

Prerequisite: Piercing Grapple[UI].

Benefit: You suffer no penalty on your combat maneuver check to initiate a grapple while using Piercing Grapple, and the bonus on Intimidate checks made against the target of the grapple increases to +4. This bonus also applies to all combat maneuver checks made to maintain the grapple (but not the check to initiate it). Finally, if you expend one use of mythic power, you can choose to have the target suffer the damage inflicted by the weapon (including the bleed damage) when the grapple is initiated, rather than when the creature escapes the grapple.

Pile On (Combat, Mythic)

Your attacks are truly terrifying.

Prerequisite: Pile On[MC].

Benefit: Once per round when you damage a creature that is shaken, frightened, or panicked, you can choose to deal half your normal damage in order to extend the duration of the fear by a number of rounds equal to half your mythic tier. This stacks with any extra rounds caused by the Pile On Feat.

In addition, you can expend one use of mythic power to increase the target's fear, changing its condition from shaken to frightened, or from frightened to panicked. If the target is already panicked, then you increase the duration of the fear by a number of rounds equal to your mythic tier instead.

Plains Nomad (Mythic)

You are hardy and adapted to life on the plains.

Prerequisite: Plains Nomad[UW].

Benefit: The bonus on Constitution checks and Survival checks is increased by an amount equal to your mythic tier. Additionally, the bonus also applies to Constitution checks made to continue running, as well as on Constitution checks made to resist the effects of starvation and thirst. Further, your mount does not automatically fail Constitution checks made as part of a forced march, and the damage it takes is nonlethal, rather than lethal damage. Finally, while in plains terrain, as a swift action, you can expend one use of mythic power to increase your movement speed (or that of a mount you are riding) by 30 feet for a number of rounds equal to your mythic tier.

Plague Resistance (Mythic)

Diseases tend to have milder effects on you.

Prerequisite: Plague Resistance[VC].

Benefit: You take half the damage of the lower result, rounding down.

Planar Heritage (Mythic)

A trace of your outsider ancestor's power manifests in you.

Prerequisite: Planar Heritage[PA].

Benefit: You gain a single racial trait of your choice from the race you picked when you took non-mythic Planar Heritage. That racial trait can't modify your size or ability scores. You also gain the bonus language granted to that race (if any) if you don't already know it.

Planar Infusion (Conduit, Mythic)

You received mythic boons from your closeness to another plane.

Prerequisite: Planar InfusionPA, must have met a deity or mythic being on the chosen plane.

Benefit: You infuse your connection to another plane of existence divine force with mythic energies. If your planar infusion grants a power that works as a spell, it works instead as the mythic version of that spell. If it grants a +1 or +2 fixed bonus, that's doubled; if it grants a +4 fixed bonus, it is increased to +6.

If an infusion grants a power that can be used 3 or more times per day, and it is not a spell-like ability or a fixed bonus, you add your tier to the number of times per day it can be used.

Some infusions gain other specific benefits when selected with mythic planar infusion, as noted below.

Special: You can take this feat once for every Planar Infusion feat you have.

Abaddon

Basic: You also ignore all penalties for difficult terrain.

Improved: You gain regeneration 2 instead of fast healing.

Akashic Record

Basic: Your bonus on the chosen skill doubles. In addition, you can expend one use of mythic power to treat a skill check as if you had rolled a natural 20. You must decide to use this ability before making the roll.

Astral Plane

Improved: Increase your maximum lifespan and the number of years you must age to reach each age category by one-half your mythic tier multiplied for 10%.

Greater: Increase your maximum lifespan and the number of years you must age to reach each age category by your mythic tier multiplied for 10%. Your fly speed on the Astral Plane increases to 90 ft.

Axis

Greater: While in your cloud of glyph form, your fly speed increases to 90 feet and you gain the benefits of mythic gaseous form; in addition, your DR and regeneration double.

Dimension of Dreams/Dreamlands

Basic: You add one-half your mythic tier to the number of additional impossible actions you can attempt beyond the normal limit during a visit to a Dreamscape.

Dimension of Time

Basic: You can use this basic infusion one additional time per day at 1st, 4th, 7th, and 10th tier.

Improved: You add one-half your tier to the number of objects you can protect at the same time.

Ethereal Plane

Basic: Your bonus on Perception improves to +5, and you can see thrice as far on the Ethereal Plane (clearly to 900 feet, and indistinctly to 2,700 feet).

Improved: You automatically succeed at all Perception checks on the Ethereal Plane, and once per day you can nourish a number of allies equal to your mythic tier as per the create food and water spell.

Hao Jin's Tapestry

Basic: Choose either Perception or Knowledge (planes). For every 5 ranks of Spellcraft that you possess, you gain a +1 bonus on the chosen skill (and vice versa). Additionally, whenever you make a skill check to identify magic items, spells, or magic effects associated with extradimensional spaces and magical portals, you may make both a Spellcraft check and a check on the chosen skill, and use whichever result is higher.

Harrowed Realm

Greater: Your bonus increases to +8.

Heaven

Improved: You can cause the affected evil creatures to flee from you instead of damaging them, as per the Turn Undead feat.

Hell

Improved: Whenever you deal fire damage, you may choose to have half damage change to divine energy sourced from Hell's rigid evil, or all the damage change to this form or deal only fire damage. Lawful and evil creatures are immune to this damage. Creatures struck by hellfire damage only apply resistance or immunity if they have resistance or immunity to both fire and are lawful and evil.

Negative Energy Plane

Basic: You gain a bonus equal to your mythic tier against all death effects and take no effect from a death effect you successfully make a saving throw against.

Greater: You can use this ability twice per day at 5th tier, and thrice per day at 10th tier.

Positive Energy Plane

Basic: You add your mythic tier to the hit points you recover from positive energy effects.

Shadow Plane

Basic: You treat all illumination conditions as if they were two steps better (magical darkness becomes dim light for you, darkness becomes normal light, and dim light or normal light become bright light). You suffer no harmful effects for treating other lighting conditions as bright light.

Planar Survivor (Mythic)

Your study of the nature and hazards of a diverse array of planes has prepared you for their dangers.

Prerequisite: Planar Survivor[PA].

Benefit: The bonuses you receive from non-mythic Planar Survivor double.

Planar Wanderer (Mythic)

Your knowledge of planar geography allows you to go just about anywhere.

Prerequisite: Planar Wanderer[UI].

Benefit: You gain a bonus on Knowledge (planes) checks made as part of the Planar Wanderer feat equal to twice your mythic tier. Additionally, whenever you cast plane shift, you can expend one use of mythic power to choose a location on the destination plane and arrive at that exact location, as the spell teleport (you still roll a d% to determine if you arrive on target).

Planewalker's Insight (Mythic)

You are un unparalleled expert of the planes and their denizens.

Prerequisite: Planewalker's Insight[PA].

Benefit: The bonus on Knowledge (planes) and Sense Motive skill checks against outsiders from Planewalker's Insight increases by 2, and both are class skills for you. In addition, you can expend one use of mythic power to treat a Knowledge (planes) or Sense Motive check as if you had rolled a natural 20. You must decide to use this ability before making the roll.

Play to the Crowd (Mythic)

You stroke egos in conversation by seemingly confirming their opinions while ingratiating yourself with them.

Prerequisite: Play to the Crowd[UI].

Benefit: You add your mythic tier as a bonus on Sense Motive checks made while using this feat, and if you expend a mythic surge the bonus applies to both the Sense Motive check and to any Diplomacy checks you make with that creature within 1 hour. If you are engaged in a verbal duel and would learn one of the target's biases, you learn all of its biases.

If you use a charm or emotion effect (other than a fear effect) within 1 hour on a creature on whom you have made a successful DC 25 Sense Motive check with this feat (including a charm effect that affects multiple targets, if you have used this feat on more than one creature), the save DC is increased by 2.

Pommel Strike Deed (Mythic, Panache)

With a surprise swipe with your pommel, you can topple a foe.

Prerequisite: Pommel Strike Deed[ACG].

Benefit: You can expend one use of mythic power instead of 1 point of panache to make the pommel strike as a swift action, and your combat maneuver check to knock the target prone increases by one-half your mythic tier.

Position of Strength (Combat, Mythic)

You know how to press your advantage when negotiating with noncombatants.

Prerequisite: Position of Strength[VC].

Benefit: If you demoralized a creature using Position of Strength, it remains shaken until you are no longer visible to it (instead of a maximum duration of 1 minute).

Primal Bloom (Conduit, Mythic)

You dominate the wild forces of Fey Realms magic.

Prerequisite: Primal Bloom[PA].

Benefit: You may use this feat one more time per day at 1st, 4th, 7th, and 10th tier. In addition, you and a number of creatures of your choice within 30 feet from you may cast spells normally in the wild magic area you create.

Profane Studies (Mythic)

Your knowledge of different fiends, and how to summon them, is unparalleled.

Prerequisite: Profane Studies[HA].

Benefit: Whenever you make a Knowledge (planes) check involving an evil outsider, you can expend one use of mythic power in order to treat the roll as though you had rolled a 20. You must declare that you are using this ability before the roll is made. Additionally, you know how to summon a variety of unusual fiends with *summon monster* spells. Choose a number of evil outsiders equal to your mythic tier, each of which must have a CR of 14 or lower. Each time your mythic tier increases, choose an additional evil outsider. You can summon the chosen evil outsiders as though they appeared on the list of creatures for the appropriate *summon monster* spell, determined by their CR, as outlined on the table below.

CR	*Summon Monster Spell*
1/2 or less	I
1	II
2	III
3–4	IV
5–6	V
7–8	VI
9–10	VII
11–12	VIII
13–14	IX

Protector of the People (Mythic, Story)

The golem you create to protect your community is considerably more powerful, and you can reduce the cost of any construct you make.

Prerequisite: Protector of the People[HA].

Benefit: The golem that you craft and donate to your community gains the invincible mythic simple template[MAdv]. If anything happens that prevents the golem from serving the community (such as if the community is destroyed, or you use it as a personal adventuring companion despite it being the property of the community), there is a 15% chance per day that the golem goes becomes berserk and attacks you until either you are slain or it is destroyed. Additionally, once you gain the completion benefit of Protector of the People, the cost reduction benefit applies to any construct you craft, regardless of its cost, and you gain a bonus equal to 1/2 your mythic tier on all skill checks made to create constructs.

Psychic Adept (Mythic)

You have mastered a number of minor mind magics.

Prerequisite: Psychic Adept[OA]

Benefit: You may select a number of 0-level knacks equal to one-half your mythic tier (minimum 1) from the psychic's class spell list. You can use a total of three knacks per day, but each time you use a knack you may select any one of the knacks you have selected. In addition, you may select a single knack to master. You may use that knack as often as desired, and you may expend mythic power to use the mythic version of that knack, as described in Chapter 4 of this book or in the ***Mythic Spell Compendium***.

Psychic Combatant (Combat, Mythic)

Your psychic dueling skills are deadly.

Prerequisite: Psychic Combatant[OA]

Benefit: You add one-half your mythic tier (minimum 1) to the pool of manifestation points you gain each day. In addition, when you expend these manifestation points outside of a psychic duel the save DC you gain lasts for a number of rounds equal to your mythic tier, and it applies against all mind-affecting effects, not just psychic spells. In addition, once per round when you fail a saving throw against a psychic spell while you gain this bonus, you can expend 2 points from your manifestation pool as a free action to add your surge die as a bonus on the saving throw.

Psychic Defender (Mythic)

You are skilled in the art of defense within a psychic duel.

Prerequisite: Psychic Defender[OA]

Benefit: You add twice your mythic tier to your manifesting level to determine the number of temporary hit points you gain during a psychic duel. In addition, when a non-mythic opponent in a psychic duel confirms a critical hit with an offensive manifestation, you have a 75% chance to negate the increased damage from the critical hit, treating it as a normal hit. This chance is reduced to 50% for a mythic opponent whose tier is equal to or less than yours, and 25% for a mythic opponent of a higher tier.

Psychic Disciple (Mythic)

You are skilled in several psychic spells and open your mind to the study of psychic disciplines.

Prerequisite: Psychic Disciple[OA]

Benefit: You may select a single psychic discipline. You can use the 1st-level discipline spell of that discipline as a spell-like ability twice per day; this is in addition to the spell already gained from this feat. You may expend mythic power when triggering either spell-like ability in order to use the mythic version of that spell instead. In addition, your chosen spell from this feat and all discipline spells from your chosen discipline are considered to be on your spell list for the purpose of using spell-completion and spell-trigger items.

Psychic Healing (Mythic)

You unleash the power of the mind to heal wounds of the body.

Prerequisite: Psychic Healing[OA]

Benefit: You add a bonus equal to your mythic tier on Heal checks made when using the faith healing skill unlock, and you may use that skill unlock an additional number of times per day equal to one-half your tier (minimum 1). When you use the treat deadly wounds use of the Heal skill, you add your mythic tier to the number of hit points you heal, and the temporary hit points you provide persist for a number of hours equal to your mythic tier or until expended.

Psychic Maestro (Mythic)

You have mastered multiple psychic skill unlocks.

Prerequisite: Psychic Maestro[OA]

Benefit: You may select one additional occult skill unlock per 2 mythic tiers (minimum 1) to gain the benefits of this feat. In addition, you can always take 10 or 20 when performing an occult skill unlock you have mastered with this feat, even if rushed or threatened, and once per day you may expend one use of your mythic power to reroll a skill check made as part of an occult skill unlock. You must accept the reroll even if it is worse.

Psychic Sensitivity (Mythic)

You have a latent affinity for psychic secrets.

Prerequisite: Psychic Sensitivity[OA]

Benefit: You can use all occult skill unlocks, regardless of whether you are trained in the appropriate skill. In addition, when you spend a mythic surge as part of performing an occult skill unlock, you may roll your surge die twice and select the better result.

Psychic Virtuoso (Mythic)

You have superlative skill with occult skill unlocks.

Prerequisite: Psychic Virtuoso[OA]

Benefit: The bonus on skill checks for occult skill unlocks increases by 2. In addition, you can expend one use of your mythic power to treat the result of a skill check made as part of an occult skill unlock as a natural 20. You must decide to use this ability before making the roll.

Pummeling Bully (Combat, Mythic)

You powerful blows can knock your opponents across the battlefield.

Prerequisite: Pummeling Bully[ACG].

Benefit: When you hit a creature with an unarmed strike, you can attempt a reposition or trip combat maneuver check against that target as a swift action. You do not need to be making a Pummeling Style attack to use this ability.

If you are making a Pummeling Style attack, you can expend one use of mythic power to add a mythic surge die to all of the reposition or trip combat maneuver checks you make until the end of your turn. Roll separately for each check.

Pummeling Charge (Combat, Mythic)

Your ferocious charge ends in a flurry of haymakers.

Prerequisite: Pummeling Charge[ACG].

Benefit: When you use the charge action to make a Pummeling Style attack, designate one creature as the target of your charge; you do not take a penalty to your Armor Class against that creature. In addition, if you hit that creature with at least two unarmed strikes, you gain a +2 circumstance bonus to your AC against that creature until the end of your next turn.

Special: If you have the Pummeling Bully feat, you can use that feat to attempt a bull rush combat maneuver as a free action (in place of a reposition or trip combat maneuver) against a creature you hit with an unarmed strike while making a Pummeling Charge.

Pummeling Style (Combat, Mythic, Style)

You hammer the gap with relentless fury.

Prerequisite: Pummeling Style[ACG].

Benefit: Whenever you hit a creature with an unarmed strike, any subsequent unarmed strikes you make that hit that creature until the beginning of your next turn (including attacks of opportunity) are considered part of the same damage total as your attacks during your current turn for the purpose of overcoming damage reduction.

If you make a Pummeling Style attack against a target that does not have damage reduction, you instead deal an additional 1 point of nonlethal damage on first attack that hits during your turn, 2 points on the second, 3 points on the third, etc.

Normal: You must make a Pummeling Style attack as a full-attack action.

Purging Emesis (Mythic)

You can purge yourself of any type of poison and can do so more easily.

Prerequisite: Purging Emesis[HA].

Benefit: You can purge yourself of poisons as a standard action, rather than a full-round action, and can use this ability to purge poisons of any type, rather than just ingested. Additionally, if you succeed on your saving throw to end the poison effect early, you may expend one use of mythic power to be sickened for 1 round, rather

than nauseated. Finally, even if you have not waited at least 1 hour and consumed food or drink since the last time you used this feat, you may use it again by expending one use of mythic power. If you purge yourself as a full-round action, you can create a 15-foot cone-shaped spread of slippery vomit.

Purifying Channel (Mythic)

Your healing energy also damages your enemies.

Prerequisite: Purifying Channel[AG].

Benefit: One additional creature that you exclude from your channeling takes the fire damage and is potentially dazzled. You can expend one use of mythic power to subject all creatures that you excluded from your channeling to the fire damage and potential dazzling effect.

Push the Limits (Combat, Mythic)

You can resist and fight far beyond your usual abilities.

Prerequisites: Push the Limits[PU], mythic tier 3rd.

Benefit: You increase your secondary stamina pool by a a number of stamina points equal to your mythic tier. Whenever you are fatigued or exhausted, you can expend one use of mythic power as a swift or immediate action to attempt a Fortitude saving throw to end the fatigued or exhausted condition. If the fatigued or exhausted condition was incurred due to a creature's ability, spell or effect, the DC is equal to 10 + one-half the creature's HD + the creature's Strength, Constitution or Charisma modifier (creature's choice). If the fatigued or exhausted condition was incurred due to hazards and similar features, the DC is instead DC 15 + the hazard's CR. If the conditions were incurred due to other circumstances, the DC is equal to 20 + one-half the party's average party level (APL) (rounded down, minimum 1).

Putrid Summons (Mythic)

The stench of your putrid summons is legendary.

Prerequisite: Putrid Summons[HA].

Benefit: The DC to resist the stench ability of creatures you summon with Putrid Summons increases by 2. Non-mythic creatures that fail their saving throw to resist the stench, as well as mythic creatures that fail their saving throw by 5 or more, are nauseated for the first round of the effect's duration. Finally, when perform a putrid summon, you can expend one use of mythic power to summon a creature from the spell's normal list.

- Q -

Quick Favor: Gain information more quickly, and you may make a request more quickly too.

Quick Stow: Reduce the penalties when trying to hide an object.

Quick Study: Gain two feats with less training time.

Quicken Blessing: Spend three uses of blessings to deliver a blessing as an immediate action.

Quiet Death: It's hard for your victim to get heard, even after the combat's started.

Quick Favor (Mythic)

You can gather information and make requests with surprising speed.

Prerequisite: Quick Favor[UI].

Benefit: Any time you make a Diplomacy check to gather information, you can reduce the time required to do so to 4d10 minutes by expending one use of mythic power. Additionally, once per day, you can attempt to use Diplomacy to influence a creature's attitude and make a request of that creature all over the course of 5 rounds (make a separate Diplomacy check for each). If you fail to increase the creature's attitude to indifferent, the Diplomacy check to make the request automatically fails.

Quick Stow (Combat, Mythic)

You effortlessly stow items and sheathe weapons.

Prerequisite: Quick Stow[VC].

Benefit: Reduce the -20 penalty to -10 when trying to hide an object using Sleight of Hand. You can expend a use of mythic power to reduce the penalty to 0 in a particular skill check.

Quick Study (Combat, Mythic)

You can learn your opponents' moves incredibly quickly.

Prerequisite: Quick Study[UI].

Benefit: It takes you only 2 hours of training with someone in order to learn a feat that they know. Additionally, you can have up to two feats that you gained with Quick Study at any one time. If you would gain a third, you choose which of the previous feats you lose in order to accommodate it. Finally, by expending one use of mythic power while fighting with an opponent, you can immediately become aware of all combat feats that that creature possesses that you do not possess, and can learn up to one of them, as though you had trained with that creature to learn it.

Quicken Blessing (Mythic)

You can deliver one of your blessings with greater speed than most.

Prerequisite: Quicken Blessing[ACG].

Benefit: You may deliver a blessing as an immediate action by expending three of your daily uses of blessings. You can expend one or two uses of mythic power in place an equal number of your daily uses of blessings to use Quicken Blessing or Mythic Quicken Blessing.

Quiet Death (Combat, Mythic)

Even in pitched combat, you fight more quietly than others.

Prerequisite: Quiet Death[UI].

Benefit: Even after an opponent's first action, the DC to hear the combat with a Perception check is 0, rather than –10, unless the opponent specifically yells or attempts to raise the alarm. If you successfully grapple the opponent before he can act, you can choose to put a hand over his mouth as part of the grapple. If you do, that creature taking actions does not automatically cause the Perception DC to hear the combat to return to normal (although if any other opponent acts, the DC becomes 0, as outlined above).

- R -

Rage Casting: Increase the chosen spell's DC by 2 for every 1d6 points of damage you take.

Raging Absorption: Regain 1 round of bloodrage for every level of the spell you successfully saved against.

Raging Blood: Rage longer and gain bloodrager bloodline powers.

Raging Concentration: Add one-half your mythic tier to the bonus on concentration checks.

Ranged Disable: You can disable distant objects that have cover.

Ranged Feint: Deny the target's Dexterity bonus against an attack from everyone and suffer less penalties.

Ranged Study: Study your target as a greater distance.

Rapid Focus Shift: Use this feat more often, and you may gain other bonuses.

Reactive Healing: Heal a moribund ally as an immediate action.

Read Spell Traces: Increase your bonuses and you may identify automatically a spell.

Ready for Anything: Take a full round's worth of actions during surprise rounds, and cause surprise rounds in which you are the only one to act.

Ready for Battle: Grant a higher bonus and additional bonuses on AC and Ref saves.

Ready for Pain: Grant damage resistance against nonlethal damage and a morale bonus vs. nonlethal damage, exhaustion, fatigue, or pain.

Reap the Infirm: Gain even more bonuses and damage against diseased creatures.

Reckless Rage: Spend rounds of rage or raging song to increase your damage bonus.

Recovered Rage: Regain more rounds of rage or raging song.

Redistributed Might: Expend mythic power to apply the bonus gained to both Strength and Dexterity.

Reflexive Interception: The animal gains evasion even on a failed Ref save.

Resilient Armor: Add one-half your mythic tier to the amount of damage reduction gained from the feat.

Ritual Mask: Increase your bonuses and may activate the feat with mythic power.

River Raider: Increase your bonuses, act normally and gain bonuses during a surprise round, and climb more easily aboard of ships.

Riving Strike: The effect of Riving Strike lasts for 2 rounds (instead of one) when you damage a creature.

Rubble Skirmisher: Increase your bonus and use difficult terrain to dirty trick an enemy.

Rage Casting (Mythic)

The magic in your blood is more potent than most.

Prerequisite: Rage Casting[ACG].

Benefit: When you use Rage Casting, you increase the chosen spell's DC by 2 for every 1d6 points of damage you take. If you expend one use of mythic power, this damage is nonlethal.

Raging Absorption (Mythic)

You can absorb hostile spell energy to refuel your continued bloodrage.

Prerequisite: Raging Absorption[ACG].

Benefit: You regain 1 round of bloodrage for every level of the spell you successfully saved against. Note: The damaging spell must be cast by a real enemy of the character.

Normal: You regain 1 round of bloodrage for every 2 levels of the spell you successfully saved against with non-mythic Raging Absorption.

Raging Blood (Mythic)

Your blood is stronger than most, and your fury as fearful.

Prerequisite: Raging Blood[ACG].

Benefit: You can rage for a total number of rounds per day equal to 4 + your Constitution bonus. You gain

bloodrager bloodline powers from your bloodline as if you were a bloodrager of your character level -2. Bloodrager bloodline powers that are the same as permanent sorcerer bloodline powers you possess (such as energy resistances) stack with them while you rage.

Raging Concentration (Mythic)

When you are in the heat of rage, not even pain can break your concentration.

Prerequisite: Raging Concentration[ACG].

Benefit: Add one-half your mythic tier to the bonus on concentration checks.

Ranged Disable (Mythic)

You can disable nearly anything at a range.

Prerequisite: Ranged Disable[UI].

Benefit: You can use Ranged Disable against devices that have cover (as long as it is not improved cover) or concealment. If the object has cover, the DC of the Disable Device check increases by an amount equal to the AC bonus the cover would otherwise grant. If the object has concealment or total concealment, it applies to the attack roll, as normal, but also causes the DC of the Disable Device check to be increased by 5 (for concealment) or 10 (for total concealment). If you expend one use of mythic power when using Ranged Disable, you can use it against complex devices, instead of being limited to simple ones.

Ranged Feint (Combat, Mythic)

When you feint at a range, you leave your foe open to attacks from all sides.

Prerequisite: Ranged Feint[UI].

Benefit: When you make a ranged feint, you can choose to have the target be denied his Dexterity bonus to AC against the first attack made against him by any creature, rather than only against your next attack. If you do, the effect ends after the first attack made against the target, regardless of the source of that attack or whether or not it hits. Additionally, the normal penalties for feinting against non-humanoids and creatures of animal intelligence are halved. By expending one use of mythic power, you can cause the target to be denied his Dexterity bonus to AC against all attacks made until the beginning of your next turn. You can declare that you are using this ability until after you know whether or not the feint succeeded.

Ranged Study (Mythic)

You can use a limited form of studied combat and studied strike with a weapon of your choice.

Prerequisite: Ranged Study[ACG].

Benefit: You can apply the bonuses with the chosen weapon as long as the target of your studied strike is within one range increment of the weapon, if that is more than 30 feet. In addition, you can expend one use of mythic power with a different kind of ranged weapon than the one you previously selected and gain the benefits of non-mythic Ranged Study for up to minute with that kind of weapon.

Rapid Focus Shift (Mythic)

Switching your implement focus is simplicity itself.

Prerequisite: Rapid Focus Shift[OA]

Benefit: You gain an additional number of daily uses of this feat equal to one-half your mythic tier (minimum 1), plus one additional use for each time you take the non-mythic feat. If you take damage during the transfer you add your mythic tier as a bonus on your concentration check. If you expend one point of mental focus from an implement, you can use this feat as a swift or move action rather than a full-round action.

Reactive Healing (Mythic)

You can channel healing energy in response to an attack that would knock a nearby ally unconscious.

Prerequisite: Reactive Healing[ACG].

Benefit: If an ally within your reach suffers an effect that would reduce them to 0 or fewer hit points, you can expend one use of channel energy (of a form that would heal the ally) or lay on hands as an immediate action to heal that ally. The healing affects only the ally, even if it would normally affect others. Alternatively, if used on yourself the healing effect is maximized.

Read Spell Traces (Mythic)

You are an expert at identifying spells from their auras.

Prerequisite: Read Spell Traces[UI].

Benefit: The bonuses on Knowledge (arcana) checks and saving throws granted by Read Spell Traces are doubled. Additionally, by expending one use of mythic power while examining the aura of a spell, you automatically identify the exact spell, as well as a rough estimate (accurate to within one minute) of how long ago it was cast.

Ready for Anything (Combat, Mythic)

You are preternaturally quick to combat, acting faster than your foes can anticipate.

Prerequisite: Ready for Anything[UI].

Benefit: You can take a full round's worth of actions during surprise rounds, rather than being able to take only a single action. Additionally, whenever combat begins, if there would not otherwise be a surprise round, you can expend one use of mythic power in order to cause there to be a surprise round, in which you are the only one to act (unless other creatures in the combat have abilities that allow them to always participate in surprise rounds, such as the Ready for Anything feat).

Ready for Battle (Mythic)

Your hypnotic tricks unlock the a creature's reflexes and reactions.

Prerequisite: Ready for Battle[OA]

Benefit: The subject's bonus on initiative checks increases to +4, and the target also gains a +2 insight bonus to AC and on Reflex saves against attacks made by creatures of whom she is unaware or when she is flat-footed.

Ready for Pain (Combat, Mythic)

Your hypnotic preparation inures the subject to suffering.

Prerequisite: Ready for Pain[OA]

Benefit: The subject gains DR 2/—against nonlethal damage until the trick is triggered or its duration ends, and this DR increases by 2 for every 5 mesmerist levels you possess. The target also gains a +1 morale bonus on saves against effects that cause nonlethal damage, exhaustion, fatigue, or have the pain descriptor.

Reap the Infirm (Combat, Mythic)

You can use a creature's diseased state against it.

Prerequisite: Reap the Infirm[VC].

Benefit: Against diseased creatures, the additional damage is +2d6 precision damage (instead of +1d6), and the bonus on combat maneuver checks is +4 (instead of +2).

Reckless Rage (Mythic)

You are a real living onslaught on the battlefield.

Prerequisite: Reckless Rage[ACG].

Benefit: When you use Reckless Rage, you can expend a number of rounds of rage or raging song equal to your

Charisma bonus or one-half your mythic tier (whichever is higher). Your damage bonus increases by 1 for each round of rage or raging song expended.

Recovered Rage (Mythic)

You regain rounds of rage or raging song performance when you drop a foe.

Prerequisite: Recovered Rage[ACG].

Benefit: You regain two rounds of rage or raging song when you use Recovered Rage, instead of one round. You must still abide by that feat's restrictions.

Redistributed Might (Combat, Mythic)

You've gained enough control over your body to translate strength into swiftness.

Prerequisite: Redistributed Might[AG].

Benefit: You can expend one use of mythic power to apply the bonus gained to both your Strength and Dexterity scores.

Reflexive Interception (Combat, Companion, Mythic)

Whether the animal companion dodges the threat or not, it can ensure its master is safe.

Prerequisite: Reflexive Interception[UW].

Benefit: Whenever the animal companion makes a Reflex save to intervene for its master, he gains the benefits of the animal companion's evasion (and improved evasion if it has it), whether the animal companion succeeds on its Reflex save or not.

Resilient Armor (Mythic)

When you enhance your armor or shield, you gain a measure of damage reduction.

Prerequisite: Resilient Armor[ACG].

Benefit: Add one-half your mythic tier to the amount of damage reduction gained from the feat.

Ritual Mask (Mythic)

You can use your mask to enhance your occult powers.

Prerequisite: Ritual Mask[AG].

Benefit: The bonus you receive in trained skills while performing an occult ritual is +5 (instead of +3). Additionally, if you have no daily uses of the ability to increase your effective class level remaining, you can expend one use of mythic power to activate that ability again.

River Raider (Combat, Mythic)

No watercraft is safe from your ruthless surprise assaults.

Prerequisite: River Raider[UW].

Benefit: The bonus on Stealth and Swim checks granted by River Raider increases by an amount equal to your mythic tier, and applies regardless of the type of water you are in. Additionally, if you are able to act in a surprise round and you start the surprise round in water, you can act normally during the surprise round (including taking full-round actions, if desired), gain a +4 bonus on initiative for that combat, and gain a +2 competence bonus on attack and damage rolls during the surprise round. Finally, when climbing the side of a watercraft, you gain a bonus on Climb checks equal to 2 + your mythic tier, and you move at half your speed on a successful Climb check, rather than one quarter your speed.

Riving Strike (Combat, Mythic)

When you infuse your weapon with arcane might, your attacks make foes more susceptible to magic.

Prerequisite: Riving Strike[ACG].

Benefit: The effect of Riving Strike lasts for 2 rounds (instead of one) when you damage a creature. Multiple hits by you against a particular creature do not increase the duration of the effect.

Rubble Skirmisher (Combat, Mythic)

You make the most of difficult terrain, using it to create openings to attack your foe.

Prerequisite: Rubble Skirmisher[UW].

Benefit: The bonus to combat maneuver checks and CMD granted by Rubble Skirmisher increases by an amount equal to 1/2 your mythic tier (rounded down, minimum 1). Additionally, whenever an attack or combat maneuver check made against you fails by 5 or more, if you are in a square with naturally occurring difficult terrain, you can expend one use of mythic power to use that terrain against your attacker, capitalizing on their misstep. You can make a Dirty Trick combat maneuver against the attacker as a free action. Combat maneuvers made in this way never provoke attacks of opportunity.

- S -

Sabotage Magic Item: Transform a magic item into a cursed item.

Sabotage Specialist: Program the moment your sabotage takes effect.

Sabotaging Sunder: Use this feat more quickly and more easily and use sunder in place of an attack of opportunity.

Sacrificial Adept: Enhance your spells in new ways with the sacrificial ritual.

Sacrificial Ritualist: Increase the bonus and gain additional bonuses with skills possessed by the victim.

Savage Critical: Treat any roll under 3 on a sneak attack roll die as a 3.

Scar Soldier Devotion: Increase your bonus, and you may expend mythic power to apply it to more allies.

Scar Soldier Initiate: You receive 4 benefits from Scar Soldier Initiate (instead of 2).

Scarred Legion: Increase your bonus on Intimidate checks.

Scarring Spell: Apply the feat to any mind-affecting spell and inflict more penalties on emotion or fear spell.

Scion of the Land: You and your allies move rapidly in favored terrains and your bonuses increase.

Sea Shooter: Your penalties for making ranged attacks underwater and against concealed foes are decreased.

Sea Singer: Your bardic performance and sonic effects are more powerful underwater.

Seething Hatred: All your studied target bonuses against a creature of the type you selected increase by +2.

Seize Advantage: Spend mythic power to automatically succeed on the parry attempt against a non-mythic foe and gain a bonus on your riposte attack roll.

Sense Assumptions: You can use Bluff to make your lie more believable.

Sense Relationships: Reduce your penalties, increase your bonuses, and automatically succeed at your check by spending mythic power.

Serpentine Compression: Gain a bonus on Escape Artist checks.

Shadow Shroud: Gain total concealment and may extend the shroud's duration.

Shadow's Shroud: Add your mythic tier to the number of rounds per day you can use the feat.

Shadows of Fear: Your hidden strike or sneak attack extends the fear effect and is enhanced by it.

Shapeless and Primal Terror: Spend mythic power to cast mythic spells, cast some spells at a higher DC, and ignore the feat's penalties.

Share Feature: The animal can share its master's class features.

Share Healing: Increase the amount of hit points healed by +50% before dividing the hit points.

Shared Soul: Increase your save bonus, and your phantom can absorb more negative levels.

Shared Stash: Draw two object or weapons at the same time without provoking attacks of opportunity.

Sharptooth: Reduce your penalty on a full-attack action and you may add bonus precision damage to your bite.

Shatter Control: You can sever control of an undead creature no matter how far away its controller is, and the control is severed permanently.

Shatter Mental Mask: Learn and dispel the opponent's protections.

Shifter's Edge: Your damage bonus increases and you may enhance your claws' critical threat range.

Shifter's Rush: Gain bonuses when you transform quickly or in a charge.

Shifting Shade of the Umbral Wood: Spend mythic power to cast mythic spells and gain more evolution points.

Ship Sage: Your knowledge of the sea and its creatures is increased, and you can create potent bonds with ships.

Shocking Bellow: Intimidate multiple opponents.

Signature Skill: You master the skill unlocks of a second skill.

Silent Kill: Increase your Stealth check bonus.

Silent Shade of the Umbral Wood: Use the feat more times per day and suffer fewer restrictions.

Sisterhood Dedication: Increase your bonus, grant the chosen teamwork feats to two allies, and spend mythic power to grant them to all allies.

Sisterhood Rampart: The additional shield bonus doubles to +2.

Sisterhood Style: The bonus on saving throws doubles to +2.

Skald's Vigor: Gain regeneration equal to the Strength bonus you grant, rather than fast healing.

Skilled Rager: Choose an additional skill other than Intimidate to use with this feat.

Skin Suit: Your skin suit is more resistant, lasts longer, and protects you more.

Slashing Grace: Treat one kind of one-handed or two-handed slashing weapon as a light or one-handed piercing melee weapon.

Slayer's Feint: Gain bonuses on the Acrobatics check to feint.

Sliding Dash: Gain various attack and defense benefits with Acrobatics.

Slow Faller: Further reduce your fall speed, use the feat at a greater distance from walls, and spend mythic power to cast *mythic feather fall*.

Slurk Rider: You can activate your slurk's slime ability more easily.

Sniper's Lantern: Increase your bonus, and you may spend mythic power to further increase it or to apply it to more targets.

Social Bravery: Use your surge ability for free on social skills checks.

Soul-Bound Shade of the Umbral Wood: Both you and your animal companion gain shadowy templates.

Spirit Beacon: Your bonuses increase, and you may make yourself invisible to your chosen spirit.

Spirit of the Corps: You can use Spirit of the Corps twice per spell or effect.

Spirit Rebuke: You can dispel spirit magic as *mythic dispel magic*, or either turn or command spirits.

Spirit Sense: Increase your bonus and your chance to affect incorporeal creatures with your spells.

Spirit Sight: You can clearly see spirits and non-mythic spirits cannot hide from you.

Spirit Speaker: You can ask anything to your absorbed spirits.

Spirit Talker: Gain a hex quicker and you may change a bonus hex you gained with another.

Spirit's Gift: Your animal companion can use mythic abilities.

Spiritual Balance: Apply your save bonus to other effects, increase it for certain effects, and share it with allies.

Spiritual Guardian: Cast *mythic spiritual weapon* or *mythic spiritual ally* and gain bonuses with those spells.

Spiritualist's Call: You gain bonuses on three ability scores, or one but for a longer time.

Spontaneous Nature's Ally: Gain either the cleric's or druid's version of the mythic spontaneous casting ability.

Staggering Blow: Stagger your foe more easily and for a longer duration.

Staggering Fist: Increase the save DC, and you can use the feat multiple times per round.

Stalker's Focus: The duration of the effect lasts an additional number of minutes equal to half your mythic tier.

Starry Grace: Gain a variety of benefits when fighting with a starknife.

Startling Getaway: Get away with a withdraw action.

Steadfast Personality: Add both your Charisma modifier and your Wisdom bonus on Will saves against mind-affecting effects.

Steaming Spell: The steam you create lasts longer and your steaming water spells deal more damage.

Stony Rampart: Create a bigger and more robust wall.

Storm Survivor: Increase your bonuses, reduce penalties imposed by storms, and you are not struck by lightning.

Stouthearted: Add one-half your mythic tier to the rerolled saving throw result.

Strangler: Deal damage to an entangled creature with your lasso.

Street Carnage: Increase your unarmed strikes' critical threat range.

Street Smarts: Increase your bonuses, and you may treat a check as a natural 20 by spending mythic power.

Street Style: Gain extra damage to all attacks in a round and make a free move when bull rushing.

Street Sweep: It's easier to knock prone your opponents, you inflict more damage, and punch them harder when they are prone.

Strong Implement Link: The feat affects all implement of a same school and you gain a concentration bonus to cast spells from that school without an implement.

Structural Strike: Deal precise strike damage even without spending panache.

Stubborn Curse: Your curses are all but impossible to remove.

Studied Combatant: Increase your studied combat bonus and use the feat on the same target multiple times in a day.

Studied Spell: Study more targets or gain more benefits when studying only one target.

Stygian Spell: Increase the save DC or cast a stygian spell without preparation.

Stylized Spell: Disguise your spell as a more different spell and make harder identifying it.

Subjective Mobility: You alter your falling speed at a greater extent.

Subjective Slam: Reduce the attack penalty.

Subtle Enhancements: Noticing your enchantments is more difficult whether they have effect or not.

Subtle Shade of the Umbral Wood: Cast spells with a higher DC, and it's easier for you to seem innocuous.

Superior Scryer: Increase your bonuses and use divination spells through your scrying sensor.

Sure on Ice: You may grant the feat's benefits to other creatures.

Surprise Maneuver: Add one-half your mythic tier to the bonus on the maneuver check.

Swamper: Increase your bonuses, and opponents have less cover against you.

Swipe and Stash: Plant an object more quickly or exchange an object your victim carries.

Swift Swimmer: Further increase your swim speed, and you can extend the duration.

Sabotage Magic Item (Mythic)

You can impose a greater variety of sabotages on magic items.

Prerequisite: Sabotage Magic Item[UI].

Benefit: When you use Use Magic Device to sabotage a magic item, if the result of your check exceeds the DC to sabotage the item by 5 or more, instead of causing the item to suffer a mishap or affect a different target, you can indefinitely alter the item's magic to make it function as a cursed item. Randomly determine the item's curse using the Common Item Curses table in the *Pathfinder Roleplaying Game Core Rulebook*, rolling on additional tables as necessary. The item remains cursed until a Use Magic Device check is

made to restore the item to its normal functions (the DC of this check is equal to 1 + the result of your Use Magic Device check to sabotage the item). If you expend one use of mythic power when using this ability, you can roll three times on any tables you roll on when determining the item's curse and choose which result to keep. You cannot impose more than one curse on any given item at any one time with this feat, although you can use this ability on items that were already cursed.

Sabotage Specialist (Mythic)

You can sabotage devices with incredible timing.

Prerequisite: Sabotage Specialist[UI].

Benefit: When you use the Disable Device skill to rig simple or tricky devices to work normally for a while and then fail some time later, you can designate exactly how long it will be before the device fails, and the device fails on the round you designate. You can also choose whether the device fails after a certain amount of time (whether it is used or not), after a certain amount of time in use, or, depending on the nature of the device, when a certain event occurs (such as causing a clock to stop ticking one minute before midnight, or causing the steering on a wagon to break the next time the wagon is travelling more than 10 miles per hour). If you expend one use of mythic power, you can arrange for the sabotage to be triggered remotely, rather than by any of the above means, allowing you to cause it to take effect at any time as a standard action, regardless of your distance from the device.

Sabotaging Sunder (Combat, Mythic)

Your strength and precision combine to help destroy your enemy's gear.

Prerequisite: Sabotaging Sunder[UI].

Benefit: You may use this feat as a standard action even if you do not have a hand free. If you do have a hand free, you can use the feat in place of a melee attack rather than as a standard action, allowing you to use it as part of a charge action, the Spring Attack feat, or similar actions. If an enemy provokes an attack of opportunity from you, you may substitute a sunder maneuver using this feat in place of taking an attack. As a full-round action, you may attempt two sunder maneuvers, increasing to three if you have at least 11 ranks in Disable Device and four if you have 16 or more ranks. These maneuvers may be directed against the same or different items or opponents, but you take a cumulative -5 penalty on each combat maneuver check per round after the first.

Sacrificial Adept (Mythic)

You know how to extract the most magical value from your sacrificial victims.

Prerequisite: Sacrificial Adept[HA].

Benefit: In addition to the normal benefits granted by the sacrificial ritual, you may also choose one of the following enhancements for the spell: increasing the saving throw DC by +1, increasing the spell's effective caster level by +2, or applying the effects of a single metamagic feat you know which normally increases the level of spell slot the spell takes up by 1 or less without increasing the spell's level or casting time. If you expend one use of mythic power when performing the ritual, you apply all three of these benefits to the spell, plus both of the enhancements offered by Sacrificial Adept. Finally, the number of times per day that you can perform a sacrificial ritual with Sacrificial Adept is equal to the highest of your Intelligence, Wisdom, or Charisma modifiers, rather than the normal limit.

Sacrificial Ritualist (Mythic)

You can extract a sacrificed creature's specialties and use them to complete your rituals, and you can force your sacrifices to absorb the backlash of dangerous rituals.

Prerequisite: Sacrificial Ritualist[HA].

Benefit: The bonus on skill checks made to complete the occult ritual increases by an amount equal to 1/2 your mythic tier. Additionally, for every three mythic tiers you possess, you may choose a single skill that one or more of the sacrificed creatures was trained in. You and all secondary casters gain an additional +3 bonus on skill checks made with that skill to complete the occult ritual. This secondary bonus does not stack with the +3 bonus for being trained in a class skill. Finally, if you sacrifice a number of sentient creatures with a total number of Hit Dice equal to four times the effective level of the ritual and expend one use of mythic power as the ritual is performed, you and all secondary casters ignore the ritual's backlash effects.

Savage Critical (Mythic)

You are able to land critical hits precisely, dealing devastating damage.

Prerequisite: Savage Critical[MC].

Benefit: When you add sneak attack damage to the damage from an attack because of the Savage Critical feat, you treat any roll of under 3 on a sneak attack die roll as a 3. You can expend one use of mythic power to apply sneak attack damage to a successful hit when you would not normally apply sneak attack damage; if you do so, you treat any roll of under 5 on a sneak attack die roll as a 5.

Scar Soldier Devotion (Mythic)

Through the bond of sisterhood, you can inspire your allies to overcome terrible threats.

Prerequisite: Scar Soldier Devotion[AG].

Benefit: The morale bonus from non-mythic Scar Soldier Devotion doubles to +4. You can expend one use of mythic power to apply the bonus to a number of additional allies equal to half your mythic tier, who must save against the same effect.

Scar Soldier Initiate (Mythic)

You received more indoctrination than others before the queen was defeated.

Prerequisite: Scar Soldier Initiate[AG].

Benefit: You receive 4 benefits from Scar Soldier Initiate (instead of 2).

Scarred Legion (Mythic, Teamwork)

Your ritual scars make you more fearsome, and allies with similar scars grow bolder when they're near you.

Prerequisite: Scarred Legion[MC].

Benefit: Add half your mythic tier to the bonus on Intimidate checks. You can expend one use of mythic power to add your mythic tier to the Intimidate bonus (instead of half) for a particular skill use.

Scarring Spell (Metamagic, Mythic)

Your mental magic leaves deep psychic wounds.

Prerequisite: Scarring Spell[OA]

Benefit: You can apply this feat to any mind-affecting spell you cast. If you apply it to a spell with the emotion or fear descriptor, the penalties from the spell are doubled. If that emotion or fear spell is a mythic spell, the target takes a -2 penalty on saving throws against emotion and fear effects that you create and a -1 penalty on saving throws against other emotion and fear effects for a number of minutes equal to your mythic tier.

Scion of the Land (Mythic, Teamwork)

You and your allies move as wind and water in the wilderness.

Prerequisite: Scion of the Land[UW].

Benefit: You and any allies who benefit of the Scion of the Land feat increase your base speed by 10 ft. for every 3 mythic levels you possess when traveling in a terrain where you leave no trail and are impossible to track. Only the highest bonus applies. In addition, your bonus on Knowledge (nature), Perception, and Survival granted by the Scion of the Land feat are doubled.

Sea Shooter (Combat, Mythic)

You are deadly with ranged attacks underwater.

Prerequisite: Sea Shooter[PCC].

Benefit: When you use thrown weapons underwater, you can use bludgeoning and slashing thrown weapons, taking a -2 penalty for every 5 feet of water they pass through. When you use thrown piercing weapons or nets, this penalty is -2 for every 10 feet instead. Only piercing weapons and nets can be thrown underwater in this way.

In addition, when you make a ranged attack against a target in the water with concealment or total concealment, you can roll twice for the miss chance of your attack and take the better result. If you already have an ability that allows you to do this, you can roll three times and take the better result.

Sea Singer (Mythic)

Your powerful humming carries your music underwater with power.

Prerequisite: Sea Singer[PCC].

Benefit: When you use a bardic performance with an auditory component underwater, you add one-half your mythic tier (minimum +1) to your bard level to determine the effects of the performance. You add the same bonus to your caster level on any bard spell you cast with the sonic descriptor. You can use this feat to cast spells from any spellcasting class in which you have levels, and your caster level with non-bard spells with the sonic descriptor is increased by 1.

Seething Hatred (Combat, Mythic)

You are a fury in battle against your hated enemy.

Prerequisite: Seething Hatred[ACG].

Benefit: All your studied target bonuses against a creature of the type you selected increase by +2.

Seize Advantage (Combat, Mythic)

You can take advantage of your foes when they overcommit on their attacks.

Prerequisite: Seize Advantage[ACG].

Benefit: You can expend one use of mythic power instead of 1 point of panache before making a parry attempt to automatically succeed on the parry attempt against a non-mythic foe. Additionally, when making a riposte add one-half your mythic tier to the attack roll.

Sense Assumptions (Mythic)

If a falsehood would not be believed, you can make it more believable before telling it.

Prerequisite: Sense Assumptions[UI].

Benefit: You can attempt your Sense Motive check in the first round of conversation. If you learn that your chosen falsehood would not be believed, you can attempt a Bluff check in the next round, adding your mythic tier as a bonus, to learn how exactly you should modify your lie in order for the target to believe it. You can then attempt a new Sense Motive check with the same bonus for the modified lie. If you fail one of your checks, the target realizes that you are trying to glean information from it only with a natural 1 on the roll.

Sense Relationships (Mythic)

You know how to identify the connections between individuals, and what to do to use them to your advantage.

Prerequisite: Sense Relationships[UI].

Benefit: The penalties on Sense Motive checks to determine the relationship between creatures for not speaking the same language as those creatures, or being a different creature type, is reduced to –2. Additionally, the bonuses granted by Sense Relationships increase to +4, and apply to any Bluff, Diplomacy, or Intimidate check that could reasonably involve the other individual, based on the relationship between the two (for example, if you determine that two creatures are lovers, you could apply the bonus on any Intimidate check in which you threatened the other individual, or on any Diplomacy check in which you argued that the other individual would want the person you are speaking to acquiesce to your request). Finally, if you expend one use of mythic power when making a Sense Motive check to get a hunch about the relationship of two creatures, you can choose to automatically succeed on the check.

Serpentine Compression (Mythic)

You can squeeze through small areas thanks to your slippery scales and lithe musculature.

Prerequisite: Serpentine Compression[MC].

Benefit: Add half your mythic tier as a bonus on Escape Artist checks. You can expend one use of mythic power to add your mythic tier as a bonus (instead of half) for a particular skill use.

Shadow Shroud (Mythic)

You use your innate magic to hide from the blades of your enemies.

Prerequisite: Shadow Shroud[MC].

Benefit: As an immediate action, you create an impenetrable shroud of darkness around yourself, granting you total concealment against one attack. The shroud dissipates after the attack is resolved. You can use this ability one time per day, plus one additional time per day when your caster level for your racial darkness spell-like ability reaches 5th, 10th, 15th, and 20th. You can expend one use mythic power to extend the duration of the shroud to the beginning of your next turn, providing total concealment against all attacks for the duration.

Shadow's Shroud (Conduit, Mythic)

You can camouflage yourself in shadows and gloom.

Prerequisite: Shadow's Shroud[PA].

Benefit: Add your mythic tier to your ranks in Knowledge (planes) to determine the number of rounds per day you can use non-mythic Shadow's Shroud.

Shadows of Fear (Combat, Mythic)

Your attacks not only make use of your victims' fear, but adds to it, as well.

Prerequisite: Shadows of Fear[UI].

Benefit: Whenever you deal hidden strike or sneak attack damage against a creature that is suffering from a fear effect, the duration of that fear effect increases by 1 round. Additionally, if you deal hidden strike damage to a creature that is suffering from a fear effect, you deal hidden strike damage as though they were not aware of you, rather than as though you were flanking them. Finally, each time in a round after the first that you hit a creature suffering from a fear effect, you can expend one use of mythic power to deal hidden strike or sneak attack damage to them as though it was your first time hitting them that round.

Shapeless and Primal Terror (Faerie, Mythic)

You walk, unseen & unmolested, through the tangled, twisted forests and the clanging, stinking cities where timid humans huddle & press against one another in the delusion of warmth and safety. These oily cesspools of sweat and glass, sawdust and rust are not safe from your predations: instead, you are living proof that the darkness at the heart of the woods is forever lurking outside the door, baying in the cold wind and scratching at the windowpane.

Prerequisite: Shapeless and Primal Terror[FKCC].

Benefit: You can expend mythic power to cast the mythic versions of any of the spells granted by this feat whose spell level is lower than your mythic tier. In addition, add your mythic tier to your level to determine the DC of the *mind-killer* and *predator's cry* abilities. If you have this feat and mythic Burning Shade of the Umbral Wood, you are no longer bound by the restrictions given in the (first) Special paragraph of the non-mythic feat; that is, you may use mechanical transportation, and so on.

Share Feature (Companion, Mythic)

Your animal companion shares your most preternatural abilities.

Prerequisite: Share Feature[UW], master must have the chosen class feature.

Benefit: Choose one of the following class features: alchemist discoveries, bloodline powers, domain powers, magus arcana, oracle revelations, warpriest blessings, or witch hexes. The animal can benefit from the selected class feature if it affects the master only, in the same way as share spells. Unlike the non-mythic Share Feature feat, the animal can only share a feature that its master actually possesses.

Share Healing (Mythic, Teamwork)

Your link with your companion creature allows you to share with it any healing magic that's cast upon you.

Prerequisite: Share Healing[ACG].

Benefit: Increase the amount of hit points healed by +50% before dividing the hit points.

Shared Soul (Mythic)

You and your phantom are as one within the spiritual plane.

Prerequisite: Shared Soul[OA]

Benefit: The bonus you gain on saving throws is increased to +4, and you can shunt a number of negative levels equal to your mythic tier (minimum 1) before your shared consciousness ability and your ability to manifest your phantom is suppressed. Your phantom suffers all the normal effects of those negative levels until they are removed, and any level-based abilities your phantom normally provides to you or special abilities it gains depending on your level are suppressed as if your spiritualist level were reduced by the number of negative levels the phantom has absorbed. For example, a 13th-level spiritualist's phantom (despair focus) that had absorbed 2 negative levels would lose its ability to deliver touch spells at a range of 50 feet and could not use its despairing shout, as both abilities are gained at 12th level. This does not affect the phantom's ability scores, base attack bonus, saves, skills, feats, AC bonus, or damage from its natural weapons.

In addition, you can expend one use of your mythic power as an immediate action to shunt a death effect, possession effect, or an effect that deals negative levels into your phantom whenever your phantom is within 30 feet. After absorbing a death or possession effect, or after the phantom has reached its limit for absorbing negative levels as above, the phantom merges with the spiritualist's consciousness.

Shared Stash (Mythic, Teamwork)

You are adept at borrowing from your allies even in the middle of combat.

Prerequisite: Shared Stash[MC].

Benefit: You do not provoke an attack of opportunity when using Shared Stash. In addition, you can draw up to two objects or weapons with the same action.

Sharptooth (Mythic)

Your teeth are especially sharp and sturdy.

Prerequisite: Sharptooth[MC].

Benefit: The attack penalty on your bite attack is reduced to -2 if made as part of a full-attack action. You add half your mythic tier to your bite's damage as bonus precision damage that is not multiplied on a critical hit.

Shatter Control (Combat, Mythic)

You can sever control of an undead creature no matter how far away its controller is, and the control is severed permanently.

Prerequisite: Shatter Control[HA].

Benefit: When you hit a controlled undead creature with Shatter Control, its controller must make a Will save or lose control of the creature regardless of how far away she is from you, and the DC of this saving throw is increased by an amount equal to 1/2 your mythic tier. If the controller fails this saving throw, she loses control of the undead creature permanently, rather than the normal duration (this does not prevent her from regaining control later through normal means, such as the control undead spell). If the controller

is more than 120 feet away from the undead creature at the time control is lost, the undead creature is not compelled to seek out and attack its former master, although it may choose to do so anyway, if it is intelligent. Similarly, if the undead creature is compelled to attack its former master, it is only compelled to do so for 10 minutes, though it may choose to continue doing so after this time elapses. Finally, if you expend one use of mythic power as part of making an attack, you can apply the effects of Shatter Control to any attack you make, rather than performing the attack as a full-round action. You must declare that you are using this ability before the attack roll is made for the attack in question.

Shatter Mental Mask (Combat, Mythic)

You pierce and peel away the psychic shrouds of your foes.

Prerequisite: Shatter Mental Mask[OA]

Benefit: When you shatter an opponent's mental mask, you also learn any protections or immunities that opponent possesses to mind-reading, dream-related, and divination effects. You may choose one of those effects and attempt to dispel it, as if you had cast a targeted dispel magic against that effect; if this is a mythic effect, you must expend one use (two uses if the target's mythic rank or tier exceeds yours) of mythic power to use this ability.

You may use this ability to suppress an extraordinary or supernatural ability that grants resistance (including a bonus on saving throws) or immunity to such effects for a number of rounds equal to your mythic tier (minus the target's mythic tier, if any). The target can negate this with a successful Will save against the same DC as the offensive manifestation you used to trigger this feat.

Shifter's Edge (Mythic)

Your claws are extremely sharp, and exceptionally deadly.

Prerequisite: Shifter's Edge[UW].

Benefit: Add your mythic tier to your shifter level when determining the bonus damage granted by Shifter's Edge. Additionally, as a swift action, you can expend one use of mythic power to increase the critical threat range of your claws (or a natural attack augmented by your claws) by 1. This stacks with other, non-mythic effects that increase threat range. This benefit lasts for one minute.

Shifter's Rush (Mythic)

The speed of your rushed transformation catches your prey off-guard.

Prerequisite: Shifter's Rush[UW].

Benefit: Whenever you use wild shape as part of a charge, you can expend one use of mythic power. If you do, you gain a competence bonus equal to your mythic tier on the first attack and damage rolls made as part of that charge. Additionally, whenever you use wild shape as a swift action, if you make an attack before the end of your turn (whether that attack is part of a charge or not), if the target of that attack is non-mythic, he is considered flat-footed against the first such attack that you make.

Shifting Shade of the Umbral Wood (Mythic)

Long and lonely pilgrimage on bare and bleeding feet brought you to the smoking rift where your god shattered his chains and emerged into the unready world; in the blasted volcanic wastes you supplicated yourself and were tested by the iron might of the Lord of the Night's champions. You were found worthy. Blessed, anointed and united by the strange shadowcallers of your faith, you and your hunting-companion have become something more than mere blood and bone, bound together by something suppler than silk yet stronger than steel.

Prerequisite: Shifting Shade of the Umbral Wood[FKCC].

Benefit: You can expend mythic power to cast the mythic versions of any of the spells granted by this feat whose spell level is lower than your mythic tier. In addition, add your mythic tier to your druid level to determine the size of the evolution pool.

Ship Sage (Mythic)

Your blend your knowledge of the natural and the magical into true nautical expertise.

Prerequisite: Ship Sage[PCC].

Benefit: You add one-half your mythic tier (minimum 1) on Knowledge checks to identify creatures with the aquatic or water subtypes, and on Profession (sailor) checks you make in place of Survival checks to avoid becoming lost or to predict the weather at sea. You can expend one use of mythic power to cast know direction as a spell-like ability when in aquatic terrain.

You can familiarize yourself with a ship in one hour if you expend one use of your mythic power. You also can maintain familiarity with a number of ships simultaneously equal to your mythic tier. If you spend a full week familiarizing yourself with a specific ship, living and working aboard it, you can imbue one use of your mythic power into that ship. This allows your spells to take effect at +2 caster levels aboard that ship, and the ship gains a bonus to its AC and on its saving throws equal to one-half your mythic tier (minimum +1) against non-mythic effects and attacks as long as you are aboard it. You cannot regain this use of mythic power while it is imbued in the ship, but if you are away from the ship for more than 24 hours you can withdraw your mythic power from it and regain it for your own use. While imbued with your mythic power, the ship is considered a mythic creature or object for the purpose of mythic effects.

Shocking Bellow (Combat, Mythic)

You can demoralize multiple foes with your ferocious scream.

Prerequisite: Shocking Bellow[MC].

Benefit: If you act in the surprise round of combat, as a free action you can attempt a single Intimidate check against one creature, plus one additional creature for every 2 mythic tiers you possess. All creatures must be within 30 feet and clearly see or hear you to be affected.

You may expend two uses of mythic power when using this feat to make all creatures you demoralize frightened instead of shaken.

Signature Skill (Mythic)

You are as versatile and skillful as a mythic rogue.

Prerequisites: Signature Skill[PU].

Benefit: Choose a second skill in which you gain the benefits of the Signature Skill feats. You must have at least 5 ranks in this additional skill as well. If your campaign uses the Mythic Skills rules (see Chapter 6 in the the Mythic Hero's Handbook), you are considered to have the prerequisites for all your chosen skills' mythic exploits and greater mythic exploits.

Silent Kill (Combat, Mythic)

You are quite adept at killing your prey without making noise or alerting others.

Prerequisite: Silent Kill[ACG].

Benefit: Add one-half your mythic tier to the Stealth check. You can expend one use of mythic power to increase your Stealth check result by your mythic tier (instead of half your mythic tier).

Silent Shade of the Umbral Wood (Mythic)

Through prayer and agonizing sacrifice, you have honed your ghostly form into a lethal, ultimately-quiet hunter in service to the Lord of the Night. Via black rituals, you have obtained incredible talents for use in assassination and surgical elimination of those deemed fit for destruction by the cult. Mistrusted by the more cloistered, city-dwelling members of your faith, these gifts come at the cost of your voice and a measure of your freedom.

Prerequisite: Shifting Shade of the Umbral Wood[FKCC].

Benefit: You add your mythic tier to your druid level to determine the number of times per day you can use the feat. You remove the restriction on speaking to those of the faith, but you are still required not to lie to those of your faith.

Sisterhood Dedication (Combat, Mythic, Style)

An elite member of the sisterhood is an inspiration to her fellow women, both invigorating their spirits and effortlessly coordinating their tactics.

Prerequisite: Sisterhood Dedication[AG].

Benefit: The bonus on saving throws is +3 (instead of +2). In addition, you can grant the two chosen teamwork feats to two allies within 20 feet until the beginning of your next turn and do so as a free action at the start of your turn (instead of as a swift action). You can expend one use of mythic power to grant the two chosen teamwork feats to all allies within 20 feet until the beginning of your next turn.

Sisterhood Rampart (Combat, Mythic, Style)

Maidens behind the line would then strike with polearms or longbows, picking off targets with ease.

Prerequisite: Sisterhood Rampart[AG].

Benefit: The additional shield bonus doubles to +2.

Sisterhood Style (Combat, Mythic, Style)

You can easily coordinate tactics with other women.

Prerequisite: Sisterhood Style[AG].

Benefit: The bonus on saving throws doubles to +2.

Skald's Vigor (Mythic)

Your exultant song makes you nearly impossible to kill in battle.

Prerequisite: Skald's Vigor[ACG].

Benefit: When you use Skald's Vigor with a raging song, you gain regeneration equal to the Strength bonus you grant, rather than fast healing.

Skilled Rager (Mythic)

You can use your skill at maximum while raging.

Prerequisite: Skilled Rager[ACG].

Benefit: You select another Intelligence, Wisdom, or Charisma-based skill to use while raging beyond that chosen with Skilled Rager. When you use one of these skills, you can apply either your bonus in that skill or your Intimidate bonus to the roll (whichever is higher).

Special: You can take this feat once for every time you took Skilled Rager. Every time, it applies to one skill selected with Skilled Rager plus one new skill.

Skin Suit (Mythic)

Your skin suits last longer and offers minor protection.

Prerequisite: Skin Suit[HA].

Benefit: You must only make a Reflex save to avoid having the skin suit destroyed if you suffer lethal damage from a slashing or piercing weapon or suffer acid or fire damage. Whenever your skin suit is destroyed as a result of lethal damage, you suffer only half of the damage you otherwise would from that attack (after applying any damage reduction, resistances, or other defensive abilities), as your skin suit absorbs the rest of the damage. Additionally, the skin suit lasts until it is destroyed, and does not automatically dissolve at sundown. Further, by expending one use of mythic power, you can create a new skin suit, even if you've already created a skin suit today. Finally, as a swift action, you can expend one use of mythic power to be able to deliver energy drain and ability damage with your undead special attacks without destroying the skin suit. This effect lasts for 1 minute.

Slashing Grace (Combat, Mythic)

Your grace with slashing weapons is uncanny.

Prerequisite: Slashing Grace[ACG].

Benefit: Choose one kind of light, one-handed or two-handed slashing weapon (such as the longsword or greatsword). When wielding your chosen weapon, you can treat it as a light or one-handed piercing melee weapon for all feats and class abilities that require such a weapon (such as a swashbuckler's or a duelist's precise strike) and you can add your Dexterity modifier instead of your Strength modifier to that weapon's damage. When wielding a two-handed slashing weapon in two hands and using this ability, you add 1-1/2 your Dexterity modifier to the damage roll. The weapon must be one appropriate for your size.

Slayer's Feint (Combat, Mythic)

You rely on your deceptive speed and agility instead of trickery to catch your opponents unprepared.

Prerequisite: Slayer's Feint[ACG].

Benefit: Add one-half your mythic tier to the Acrobatics check to feint. You can expend one use of mythic power to increase your Acrobatics check result by your mythic tier (instead of half your mythic tier).

Sliding Dash (Combat, Mythic)

When you slide past your foes to strike them from behind, you do so with grace and style.

Prerequisite: Sliding Dash[UI].

Benefit: When you use the Sliding Dash feat, you gain a +4 bonus on the Acrobatics check to move through the target's space, and the penalty you suffer to AC is only –2. Additionally, if you fail the Acrobatics check, you can choose to forego the attack you would make as part of the charge in order to avoid provoking an attack of opportunity from the target. Finally, if the result of your Acrobatics check exceeds the DC by 5 or more, you trick the target into swinging at you just before you complete the slide, causing it to expend a use of an attack of opportunity without actually allowing it to make one.

Slow Faller (Mythic)

You can reduce the amount of falling damage you take when you are close to a wall.

Prerequisite: Slow Faller[ACG].

Benefit: You add an additional 10 feet to the distance you can fall without harm for every mythic tier you possess. You can use this feat when you are not within arm's reach of a wall, though you must still be within 10 feet and the distance you can fall without harm is halved. In addition, you can

expend one use of mythic power to cast *feather fall* on yourself as a spell-like ability as an immediate action, treating your character level as your caster level.

Slurk Rider (Mythic)

You are skilled at riding slurks into battle.

Prerequisite: Slurk Rider[MC].

Benefit: You can expend one use of mythic power to activate your slurk's slime ability as a swift action (instead of a standard action), and you increase the entangled penalties and concentration check DC by half your mythic tier for that particular use. If you do so, you cannot activate the slurk's slime ability as a standard action that round as well, but it can still use slime on its own during the same round.

Sniper's Lantern (Mythic)

The light of your lantern lays opponents' weaknesses bare.

Prerequisite: Sniper's Lantern[MC].

Benefit: The orb you create with your *dancing lights* racial spell-like ability provides a +4 insight bonus on all ranged attacks made against targets within 5 feet of the light's location. You can expend one use of mythic power to increase this bonus by an amount equal to one-half your mythic tier (minimum 1) for 1 round. You can expend 2 uses of mythic power to gain the additional bonus, as well as increasing the range of the light, applying the bonus to attacks to all targets within 20 feet of the light's location, but the light is extinguished at the end of the round.

Social Bravery (Mythic)

Your confidence in social situations allows you to draw on a wellspring of mythic grace.

Prerequisite: Social Bravery[UI].

Benefit: A number of times per day equal to your bravery bonus, when you make a Bluff, Diplomacy, Intimidate, or Sense Motive check, you can use your surge ability on that check without needing to expend a use of mythic power to do so.

Soul-Bound Shade of the Umbral Wood (Mythic)

You become the king of shadows.

Prerequisite: Soul-Bound Shade of the Umbral Wood[FKCC].

Benefit: You gain both the shadow creature and the shadow lord template. Your animal companion gains the shadow animal template.

Spirit Beacon (Mythic)

Your knowledge of the spirit world grants you the ability to pass unnoticed by the spirits' magic.

Prerequisite: Spirit Beacon[AG].

Benefit: Your bonuses against the selected type of spirit (but not the spirits' bonus to notice you) are doubled. In addition, expending one use of mythic power you can make yourself invisible to your chosen spirit (as with *greater hide from undead*). You can select this feat up to three times. Each time you do, you must select a different creature type chosen with the Spirit Beacon feat.

Spirit of the Corps (Combat, Mythic, Teamwork)

You find inspiration in your fellow soldiers, trusting that your shared training and dedication will bring you victory on the battlefield.

Prerequisite: Spirit of the Corps[MC].

Benefit: You can use Spirit of the Corps twice per spell or effect (instead of once).

Spirit Rebuke (Mythic)

You can turn or command spirits as a cleric does with undead.

Prerequisite: Spirit Rebuke[AG].

Benefit: When you attempt to unravel spirit magic, the effect functions as *mythic dispel magic*. You can instead choose to channel damaging energy to turn or command spirits (as Turn Undead or Command Undead). You select one option or the other when first taking this feat and cannot change it afterwards. You can select this feat up to three times. Each time you do, you must select a different creature type chosen with the Spirit Rebuke feat.

Spirit Sense (Mythic)

Your heart and mind are open to subtle cues of the spirit world.

Prerequisite: Spirit Sense[OA]

Benefit: You add your mythic tier as a bonus on checks to notice haunts and on Perception checks to notice incorporeal creatures or Knowledge checks to identify them or their abilities. When you create a corporeal spell or effect that does not deal damage, you increase the chance of affecting incorporeal targets by 5% per 2 mythic tiers.

Spirit Sight (Mythic)

To your eyes, spirits are as clearly visible as lights in the darkness.

Prerequisite: Spirit Sight[AG].

Benefit: You can always see spirits as if they were outlined by a faerie fire spell. No non-mythic spirit ever gains concealment from you neither can render itself invisible to you.

Spirit Speaker (Mythic)

You can converse with absorbed spirits to learn about a wide variety of topics.

Prerequisite: Spirit Speaker[HA].

Benefit: You gain a bonus equal to your mythic tier on Diplomacy checks made to increase the attitude of spirits you have absorbed, and to convince them to reveal information to you. Additionally, you can question absorbed spirits about any topic, rather than simply reveal information about how to put it to rest. By expending one use of mythic power as a standard action, you can compel the target to answer a number of questions equal to your mythic tier, which it answers at a rate of 1 per round. It is entitled to a Will save (DC 10 + your mythic tier + the highest of your Intelligence, Wisdom, or Charisma modifiers) to resist this effect, and if it succeeds it can lie or refuse to answer. Compelling the spirit in this way often worsens its attitude towards you. Finally, you no longer suffer Wisdom damage (or sanity damage, if using the sanity rules) as a result of using Spirit Speaker.

Spirit Talker (Mythic)

The spirits respond to your every entreaty.

Prerequisite: Spirit Talker[ACG].

Benefit: You require only 1 round of communing with a shaman spirit to gain a hex from its list of hexes. In addition, you can expend one use of mythic power to commune with a shaman spirit (the same spirit or a different one) and exchange the bonus hex you gained previously for a different hex. You can do this more than once per day, but the cost in mythic power increases by one use for each time after the first.

Spirit's Gift (Mythic)

The spirits grant many boons to your companion.

Prerequisite: Spirit's Gift[ACG].

Benefit: While your animal companion is augmented by the shaman spirit, it is considered a mythic creature, with one use of mythic power. It can use this mythic power for a mythic surge, using the same surge die that you do. You also may select one feat your animal companion knows; it can use the mythic version of that feat for the next 24 hours.

Spiritual Balance (Mythic)

You keep your will and intellect in flowing balance.

Prerequisite: Spiritual Balance[OA]

Benefit: The save bonus granted by your still mind class feature applies against all mind-affecting effects, and it increases by 2 against enchantment and possession effects. If you spend 1 point from your ki pool as an immediate action, you may choose to double the bonus for yourself or keep the normal bonus and share it with a number of allies equal to one-half your mythic tier (minimum 1). All allies you affect in this way must be adjacent to you.

Spiritual Guardian (Mythic)

Your spirit-guardians are mighty indeed.

Prerequisite: Spiritual Guardian[ACG].

Benefit: If you know and can prepare *spiritual weapon* or *spiritual ally* (or any similar spell at the GM's discretion), you can cast the mythic versions of those spells. In addition, any attacks made by such spells gain a +1 enhancement bonus, increasing by 1 for every 3 mythic tiers after 1st you possess. Add one-half your mythic tier (minimum +1) to the result of your caster level check to overcome spell resistance when attacking with these spells to the DC of caster level checks to dispel them. Add your mythic tier instead if the target (or caster attempting to dispel them) is a non-mythic creature.

Spiritualist's Call (Mythic)

You fortify your phantom with mythic power.

Prerequisite: Spiritualist's Call[OA]

Benefit: Whenever you summon your phantom, you may choose to grant it a +2 enhancement bonus to Strength, Dexterity, and Charisma for 1 minute per mythic tier, or a +2 enhancement bonus to any one of those ability scores for 10 minutes times your mythic tier.

Spontaneous Nature's Ally (Mythic)

You become a versatile divine caster.

Prerequisite: Spontaneous Nature's Ally[ACG].

Benefit: You gain either the cleric's or druid's version of the mythic spontaneous casting ability. You can only choose the cleric version if you have access to domain spells; if you choose the druid version, you can only spontaneously cast spells that appear both on your class spell list and the druid spell list.

Staggering Blow (Combat, Mythic)

Your brutal strikes stagger foes for greater duration.

Prerequisite: Staggering Blow[MC].

Benefit: When you attack using Staggering Blow, you add half your mythic tier to the DC of the target's Fortitude saving throw to avoid being staggered, and the target is staggered for a number of rounds equal to one plus half your mythic tier. If you expend one use of mythic power when making

your attack, your target can be affected one more time that day by the Staggering Blow feat, rather than being immune to its effects for 24 hours.

Staggering Fist (Combat, Mythic)

With greater energy and frequency, your fists stagger every opponent.

Prerequisite: Staggering Fist[ACG].

Benefit: The DC of your Staggering Fist increases by one-half your tier, and you can use Staggering Fist multiple times during the same round. As a free action, you can expend one use of your mythic power to use Staggering Fist without spending one of your daily uses of the feat.

Stalker's Focus (Mythic)

Your affinity to the natural world allows you to adopt the focus of a particular animal.

Prerequisite: Stalker's Focus[ACG].

Benefit: The duration of the effect lasts an additional number of minutes equal to half your mythic tier (instead of one minute).

Starry Grace (Combat, Mythic)

Your starknife flows as one with your every strike.

Prerequisites: Starry Grace[UI].

Benefit: You can use this feat with a starknife when fighting with two weapons or using flurry of blows or when one hand is otherwise occupied. In addition, if you have the panache class feature and have at least 1 panache point, you gain a +10 bonus to your movement speed on your move action after taking an attack action with a starknife or when using Spring Attack or the charge action to attack with a starknife. As a move action, you can imbue your starknife with the *returning* property (even if it is not otherwise magical) for a number of rounds equal to your mythic tier.

In addition, after making a successful melee attack with a starknife and then moving after the attack, if you may expend one use of mythic power as a free action you are treated as if you were still in the square from which you made that attack (in addition to the square(s) you actually occupy) for the purpose of providing flanking to allies or threatening attacks of opportunity against the target of your attack. When taking an attack of opportunity provoked in this way you must use your starknife for the attack, and if you do not have reach to the target from your current position you may hurl your starknife as part of the attack of opportunity. This ranged attack does not provoke attacks of opportunity, and your starknife returns to your hand immediately after the attack is resolved.

Startling Getaway (Combat, Mythic)

When you get the drop on opponents, you can get far away before they even realize what happened.

Prerequisite: Startling Getaway[UI].

Benefit: When you use the Startling Getaway feat, you can use the withdraw action, rather than making a move action to move. This extra action stacks with any other actions you can take during the surprise round, but you cannot take it if you have used any other actions to move that round.

Steadfast Personality (Mythic)

Nothing and nobody can shatter your self-confidence.

Prerequisite: Steadfast Personality[ACG].

Benefit: Add both your Charisma modifier and your Wisdom modifier on Will saves against mind-affecting effects. If you have a Wisdom or Charisma penalty, you add your mythic tier on those saves too.

Steaming Spell (Metamagic, Mythic)

Your magic merges fire and water into boiling steam.

Prerequisites: Steaming Spell[PCC].

Benefit: When you cast a spell augmented with Steaming Spell underwater, you gain a +2 circumstance bonus on caster level checks related to that spell, including concentration checks.

When you cast a spell outside of water, the steam persists for an additional number of rounds equal to your mythic tier. If a steaming spell with the water descriptor deals hit point damage, you increase that damage an amount equal to your mythic tier or the number of dice of damage dealt by the spell, whichever is less.

Stony Rampart (Combat, Conduit, Mythic)

Your connection with the Elemental Plane of Earth renders your summoned protection harder.

Prerequisite: Stony Rampart[PA].

Benefit: One of the wall's dimensions doubles (your choice). The wall has hardness 12 and 45 hit points.

Storm Survivor (Mythic)

You suffer almost no ill effects from stormy weather and are protected against lightning.

Prerequisite: Storm Survivor[UW].

Benefit: Add your mythic tier to the circumstance bonuses granted by Storm Survivor. Additionally, any penalties you suffer as a result of the storm (including those imposed by rain, snow, and wind speeds) are halved

(rounded down). Finally, in areas where lightning strikes randomly, you are never struck by lightning, and if you would otherwise be struck by lightning, you may choose a different target for the lightning to strike. The new target must be one that could otherwise have been struck by the lightning initially, and you can still be struck by lightning directed at you on purposed (such as with a call lightning spell).

Stouthearted (Mythic)

You fight back your fear by voicing the song in your heart.

Prerequisite: Stouthearted[ACG].

Benefit: Add one-half your mythic tier to the rerolled saving throw result.

Strange Revelation (Mythic)

You tap into unknown secrets where all mysteries connect.

Prerequisite: Strange Revelation[AF:VO].

Benefit: When you would gain a new revelation, you can instead gain an alchemist discovery, magus arcana, or witch hex. You must meet the new ability's prerequisites, treating your levels in the class you have with the revelation class feature as your alchemist, magus, or witch level (as appropriate). If you select an ability that modifies abilities you do not have (such as choosing a discovery that modifies your bombs when you have no bomb ability) or that requires resources you do not possess (such as taking a magus arcana that requires you to expend points from your arcane pool), the new ability is useless until you gain the appropriate ability or resource.

When you meditate to regain your spell slots, you can expend two uses of mythic power and spend an additional hour in meditation in order to exchange your current Strange Revelation for a different alchemist discovery, magus arcana, witch hex, or oracle revelation from a mystery other than your own. When you gain a new level in the class that grants your revelation class feature, you can exchange your current Strange Revelation in the same way but without expending mythic power.

Strangler (Mythic)

Choking foes suffer damage from your lasso.

Prerequisite: Strangler[MC].

Benefit: When you successfully entangle a creature with a lasso and beat the target's CMD by 5 or more, you deal an amount of bludgeoning damage equal to your mythic tier each round the creature remains entangled. This damage may be lethal or nonlethal as you choose and is in addition to the other effects inflicted by the Strangler feat. You can expend one use of mythic power to yank your foe off their feet on your turn, making a trip combat maneuver against the entangled opponent as a free action.

Street Carnage (Combat, Mythic)

Your experience with no-holds-barred street fighting makes your fists especially deadly weapons.

Prerequisite: Street Carnage[UI].

Benefit: While using Street Style, you treat your unarmed strikes as though their base critical threat range were one greater than it actually is (generally, this increases the threat range to be 19–20). This adjustment applies before taking into account Improved Critical and similar feats (so if you had Street Carnage and Improved Critical, your threat range for your unarmed strikes when using Street Style would be 17–20).

Street Smarts (Mythic)

No one knows people and cities the way that you do.

Prerequisite: Street Smarts[UI].

Benefit: The bonus on Knowledge (local) and Sense Motive skill checks from Street Smarts increases by 2. In addition, you can expend one use of mythic power to treat a Knowledge (local) or Sense Motive check as if you had rolled a natural 20. You must decide to use this ability before making the roll.

Street Style (Combat, Mythic, Style)

You are a true master of the savage fighting style of the streets.

Prerequisite: Street Style[UI].

Benefit: Whenever you use a swift action to grant yourself extra damage with Street Style, the extra damage applies to all unarmed strikes you make that round. Additionally, if you successfully bull rush an opponent with Street Style, and choose to move with the opponent, this movement does not count against your movement for the round and does not prevent you from taking a 5-foot step. Finally, if you expend one use of mythic power as a swift action, you can enter the style stance for street style in non-urban environments. This benefit lasts for one minute.

Street Sweep (Combat, Mythic)

You employ brutal tactics when you knock foes to the ground.

Prerequisite: Street Sweep[UI].

Benefit: Add 1/2 your mythic tier to the DC of the Fortitude save opponents must make to avoid being knocked prone with Street Sweep. Additionally, whenever you successfully knock an opponent prone with Street Sweep, they suffer 1d6 points of bludgeoning damage as

you slam them to the ground, in addition the damage from the unarmed strike attack. Finally, you gain a +2 competence bonus on attack rolls made with unarmed strikes against prone opponents.

Strong Implement Link (Mythic)

Your connection with your implements runs deep even when they are not in hand.

Prerequisite: Strong Implement Link[OA]

Benefit: When you select this feat, it affects all implements of an implement school, and you add your mythic tier as a bonus on concentration checks to cast spells of that implement school even if all implements of that school are more than 30 feet away from you.

Once per day, you can expend one use of mythic power to treat any implement you have handled in the past 24 hours as if you had selected this feat for that implement. This connection to that implement lasts for 1 minute.

Structural Strike (Combat, Mythic, Panache)

You can more easily find critical weak points in your foes to exploit.

Prerequisite: Structural Strike[UI].

Benefit: When using the duelist's precise strike, or the swashbuckler's precise strike without spending panache to use Structural Strike, you still deal half your precise strike damage (rounded down) against creatures that would otherwise be immune to it. If you expend one use of mythic power as a swift action, you apply your full precise strike damage to creatures that would otherwise be immune to it, without needing to do so as a single strike as a standard action, or needing to spend a point of panache. This benefit lasts for one minute.

Stubborn Curse (Mythic)

Your curses are all but impossible to remove.

Prerequisite: Stubborn Curse[HA].

Benefit: Add one-half your mythic tier to the DC of caster level checks made to remove curses you create. If you expend three uses of mythic power when you create the curse, it can only be removed by effects originating from a creature whose mythic rank or tier is equal to or greater than yours was at the time the curse was placed.

Studied Combatant (Mythic)

Your inspiration guides infallibly your strikes.

Prerequisite: Studied Combatant[ACG].

Benefit: You apply the studied combat bonus of an investigator of your level -2 to attack and damage rolls against your studied opponent. An opponent can be the target of your studied combat an additional number of times per day equal to your mythic tier.

Studied Spell (Metamagic, Mythic)

Your deep knowledge of your targets allows you to pierce their protections against your spells.

Prerequisite: Studied Spell[UI].

Benefit: When you cast a studied spell, you can designate one additional target to study for every 2 mythic tiers (minimum 1). If you choose to study only a single target, you add your mythic tier to the Knowledge check you use to study the creature. If your Knowledge check succeeds and that single target is using a spell or spell-like ability to grant it energy resistance, damage reduction, or a saving throw bonus, you can attempt a Spellcraft check as a free action in order to identify the highest-level spell or effect, plus one additional effect for every 5 points by which your Spellcraft check exceeds

the target DC. You may then choose to ignore the protection granted by one spell or effect of your choice. This applies only for your studied spell; the protective effect is not negated or suppressed and continues to function normally otherwise.

Stygian Spell (Metamagic, Mythic)

You can make Stygian water harder to resist.

Prerequisite: Stygian Spell[PA], 5th mythic tier.

Benefit: Add half your mythic tier to the DC of the Will save to resist madness.

Alternatively, you may expend a use of mythic power to cast a spell as a non-mythic stygian spell (gaining only the normal benefits of a stygian spell, rather than the benefits outlined above) without preparing it as stygian in advance, taking extra casting time, or increasing the level of spell slot it uses.

Stylized Spell (Metamagic, Mythic)

You personalize the practice of magic to an uncanny degree.

Prerequisite: Stylized Spell[UI].

Benefit: You add your mythic tier to the DC to Knowledge (arcana) or Spellcraft checks made to identify your stylized spell, its effects, or the materials it creates, and to the DC to recognize your magical signature with greater *detect magic*.

In addition, you can attempt to disguise your stylized spell as another spell of the same school and subschool with the same descriptors of any level, or as another spell of the same level and the same school with a different subschool or descriptor.

Subjective Mobility (Mythic)

You are master of your own gravity in planar realms where gravity is subjective.

Prerequisite: Subjective Mobility[PA].

Benefit: When you set a new direction of gravity, you can reduce your falling speed by up to four-fifths (to a minimum of 30 feet on the first round and 60 feet per round thereafter) or increase it to a maximum of three times normal (450 feet on the first round and 900 feet per round thereafter). These effects only apply on planes with subjective directional gravity.

Subjective Slam (Combat, Mythic)

When in control of gravity, you can use your momentum to cause brutal impacts, transforming the very act of falling into a devastating weapon.

Prerequisite: Subjective Slam[PA].

Benefit: Reduce the attack penalty from non-mythic Subjective Slam by 2, to a minimum of -0. You can expend a use of mythic power to ignore the attack penalty; this applies to Greater Subjective Slam as well.

Subtle Enchantments (Mythic)

Your touch on a target's mind is so light that few can tell whether or not you have worked your magic on them.

Prerequisite: Subtle Enchantments[UI].

Benefit: The chance that a creature that successfully resists one of your enchantment spells or abilities with a Will save notices that they made a Will save is decreased by 5% per mythic tier you possess (to a minimum of 5% at 9th tier), and you add your mythic tier to the DC to notice that a creature is affected by one of your enchantments spells or abilities (this stacks with the bonus granted by Subtle Enchantment).

Subtle Shade of the Umbral Wood (Mythic)

Your secret devotion to the Lord of the Night is hidden in depths of cold emotion so murky and still that true knowledge of your heart's desire cannot be obtained by mere mortal intrigue, nor by their feeble magics. You walk the wider world beyond the woods, a wolf amongst sheep, ever careful and always watching; your inscrutable goals may build kingdoms, reforge nations and sow the seeds of shadows which will stretch into eternity. With time, you may become a lich who pretends at mortality, quietly tending an immaculate garden of lies pleasing to your master.

Prerequisite: Subtle Shade of the Umbral Wood[FKCC].

Benefit: You can expend mythic power to your character level to determine the DC to determine that you are not innocuous. In addition, add your mythic tier to your level to determine the DC of the mind-killer and predator's cry abilities.

Superior Scryer (Mythic)

You can use a wide array of divination spells through a scrying sensor.

Prerequisite: Superior Scryer[UI].

Benefit: The bonuses on Perception checks granted by Superior Scryer increase by +2. Additionally, when you use the *scrying* or *greater scrying* spells, the saving throw DC is increased by +1, and you can use the following spells through the sensor, in addition to the ones that are listed in the spells' descriptions: *analyze aura*[OA], *arcane sight, detect poison, detect thoughts, detect undead, greater detect magic*, and *see invisibility*.

Sure on Ice (Mythic)

You guide your allies on ice and slippery snow too, showing them where to tread.

Prerequisite: Sure on Ice[MC].

Benefit: Expending one use of mythic power, you grant the abilities and bonus provided by the Sure on Ice feat to a number of creatures equal to your mythic tier in a 30 ft. range for 8 hours.

Surprise Maneuver (Mythic)

Your maneuvers are devastating against disadvantaged foes.

Prerequisite: Surprise Maneuver[ACG].

Benefit: Add one-half your mythic tier to the bonus on the maneuver check.

Swamper (Mythic)

You are a master of moving through, and fighting in, bogs and marshes.

Prerequisite: Swamper[UW].

Benefit: Add your mythic tier to the bonus granted by Swamper on Climb, Swim, and Acrobatics checks. Additionally, you treat cover granted to your opponents by bog as though it were one degree less (improved cover becomes cover, and cover becomes partial cover).

Swipe and Stash (Combat, Mythic)

You are an expert at planting objects on people and can give and take with the same movement.

Prerequisite: Swipe and Stash[UI].

Benefit: You can plant an object on a creature as a move action, rather than a standard action, and if you expend one use of mythic power, you can do so as a swift action, instead. Additionally, whenever you make a Sleight of Hand check or Steal combat maneuver check to steal an object from a creature, you can attempt to plant an object of similar size and weight in its place as you do so. In addition to allowing you to both steal and plant an item in a single action, doing so also grants you a +4 bonus on your Sleight of Hand check or steal combat maneuver check.

Swift Swimmer (Mythic)

You are a faster swimmer than other members of your race.

Prerequisite: Swift Swimmer[MC].

Benefit: Your swim speed increases by 30 feet (rather than 15 feet). If you expend one use of mythic power, this increase doubles for one hour.

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Tag-Team Interrogation: Roll twice and take the best result. Spend mythic power to grant the same benefit to your ally.

Tail Weapon: Reduce your penalty on a full attack and increase your bonuses.

Talented Magician: Use your minor magic and major magic rogue talents more often.

Telepathic Distraction: Your telepathic attacks are quicker and more difficult to avoid.

Telepathy Tap: You can introduce yourself in others' telepathic conversations, and it's more difficult keeping you out.

Tempting Bargain: Grant your eidolon unusual evolutions and may sway it to your alignment.

Tenacious Hunter: Increase the animal's Perception bonuses, and a creature noticed with Perception is flat–footed.

Tenacious Spell: Opponents suffer great penalties when attempting to dispel your spell.

Terrifying Assassination: Your victim stays shaken longer.

The Cursed Cycle, Unending: You cast a mythic curse that is more difficult to avoid and lift.

Third Eye: Use this feat longer and use your second sight more easily.

Thorn-Wreathed Shade of the Umbral Wood: Your effective monk level is higher, and you ignore the feat's restrictions.

Threatening Negotiator: Your intimidated target acts even more friendly towards you

Thrill of the Hunt: Designate a prize more often, and regain mythic power defeating a prize.

Tidal Swiftness: The wave you create functions as *mythic slipstream*.

Tidalwave of Rot: Add your druid level to your antipaladin level for varies abilities and spellcasting.

Timely Coordination: Increase your bonuses and apply them to readied actions.

Torrid Tolerance: Gain bonuses to resist natural heat and fire and gain mythic power for being in a hot environment.

Totemic Disciple: Gain uncanny dodge and use rage powers at your level.

Totemic Initiate: Rage as a barbarian.

Totemic Master: Gain mythic uncanny dodge, use your totemic powers more often, and gain more totemic powers it you have rage.

Touch of Evil: Your evil suggestions are harder to notice or resist, and easier to carry out.

Tough as Iron: Increase your bonus on AC.

Traumatic Spell: Apply this feat so all mind-affecting spell, and the target needs 2 consecutive saves to shrug off the effects.

Tree Leaper: Increase your bonus on Acrobatics and you may treat a check as a natural 20.

Tribal Hunter: Grant the Tribal Hunter feat to allies and gain bonuses when flanking for every ally that has it.

Tribal Scars: The bonuses you receive from non-mythic Tribal Scars double.

True Child of the Forest: You acquire wood oracle and shaman powers.

True Deception: Gain bonuses to imitate an individual

True Love's Kiss: You may cast more beneficial spells on your lover.

Tumultuous Spell: Affected creatures also take damage as per an awesome blow.

Twilight Tattoo: The bonuses you receive from non-mythic Twilight Tattoo double.

Twin Fang Lunge: You move even faster in your action.

Twin Fang Strike: Reduce your penalty on two–weapon attacks.

Twin Fang Style: You reduce even more the opponent's Armor Class.

Twinned Feint: You ignore the feat's -2 penalty on AC.

Twist Away: Add one-half your mythic tier to your Reflex saving throw result.

Twisted Love: Increase your bonuses, learn who would control you, and turn their wiles against them.

Two-Weapon Grace: Ignore the attack penalty increase.

Tyrant's Rebuke: Spend mythic power to use the feat more often.

Tail Weapon (Combat, Mythic)

You have strengthened your tail enough that you can use it to make slap attacks and augment your balance.

Prerequisite: Tail Weapon[MC].

Benefit: The attack penalty on your tail swipe attack is reduced to -2 if made as part of a full-attack action. Add half your mythic tier to the bonuses provided by Tail Weapon. You can expend one use of mythic power to add your mythic tier to the bonus (instead of half) for a particular skill check or CMD use.

Tag-Team Interrogation (Mythic, Teamwork)

You and your partner work together to bewilder a target, alternating between fear and kindness.

Prerequisite: Tag-Team Interrogation[AG].

Benefit: You roll twice on your skill check and take the best result. You can expend one use of mythic power so that your ally also rolls twice on their skill check and takes their best result.

Talented Magician (Mythic)

Roguish magic comes easily to you.

Prerequisite: Talented Magician[ACG].

Benefit: You gain an additional daily use of each of your minor magic and major magic rogue talents. Additionally, if you have no uses of a particular minor magic or major magic spell-like ability remaining, you can expend one use of mythic power to activate that ability again.

Telepathic Distraction (Mythic)

Your mastery of mental communication lets you assault and weaken the minds of your opponents.

Prerequisite: Telepathic Distraction[MC].

Benefit: The DC of your telepathic attack increases by half your mythic tier. You can expend one use of your mythic power to use Telepathic Distraction as a swift action. As a free action, you can expend one use of your mythic power to use Telepathic Distraction without spending one of your daily uses of the ability. You must expend two uses of mythic power to gain both benefits.

Telepathy Tap (Mythic)

Not only can you eavesdrop on telepathic communication, you can interfere with it as well.

Prerequisite: Telepathy Tap[UI].

Benefit: The DC of the saving throw to prevent you from listening to both sides of a telepathic or magical communication increases by +4. Additionally, if you are

able to successfully listen to such a conversation, and you have the telepathy ability (or are using *telepathy*[OA] or similar), you can send telepathic messages to creatures involved in the conversation, posing as one of the other telepathic speakers. You choose whether each such message is heard by all members of the telepathic conversation, or just some, and you choose which telepathic speaker you impersonate. Make a Bluff check, opposed by the subject's Sense Motive check, to determine if your deception is convincing. Even if the creature's Sense Motive check exceeds the result of your Bluff check, they only identify that your telepathic message did not come from the person you pretended to be: they do not automatically identify the source of the message. Finally, by expending one use of mythic power, you can create a field of psychic "noise" that fills the range of your telepathy, preventing any telepathic communication (sending or receiving) by creatures within that area.

Tempting Bargain (Mythic)

Your outsider companion is influenced from your morality as you are by its morality.

Prerequisite: Tempting Bargain[PA].

Benefit: Your eidolon can take evolutions normally not available to its subtype, as long as they would be available to an eidolon with an alignment within one step from yours. For example, if you have an Azata eidolon and your alignment is LN, your eidolon could take evolutions with the devil subtype as a prerequisite.

Each time you gain a summoner level, your eidolon must succeed on a Will saving throw as well (DC = 10 + half your Hit Dice + your Charisma modifier). On a failure, your eidolon's alignment permanently shifts one step closer to yours. The eidolon's subtype, base form or evolution don't change. Modifiers that are not permanent can't be applied on this saving throw. If you and your eidolon end up having the same alignment, you can replace both Tempting Bargain and Mythic Tempting Bargain as normal.

Tenacious Hunter (Companion, Mythic)

The animal companion has superior senses enabling it to locate prey infallibly.

Prerequisite: Tenacious Hunter[UW].

Benefit: The animal companion's bonuses on Perception checks from the Tenacious Hunter feat are doubled. In addition, whenever the animal companion successfully uses Perception to notice a creature using Stealth or to pinpoint an invisible creature's location, that foe is flat-footed for the first round in which the animal companion attacks.

Tenacious Spell (Metamagic, Mythic)

Your spells linger on even when other magics would collapse.

Prerequisite: Tenacious Spell[UI].

Benefit: You increase the DC to counter or dispel a tenacious spell by 4 rather than by 2. If you cast a tenacious spell as a mythic spell, a creature using a non-mythic effect to dispel or counter the spell takes a -2 penalty on their caster level check. If your tenacious spell is dispelled, it lingers for 1d4 rounds plus an additional number of rounds equal to one-half your mythic tier.

Terrifying Assassination (Mythic)

Though no assassin intends to fail at an assassination attempt, you find ways to reduce the severity of failure so you have other chances to kill your targets through protracted combat. Your assassination attempts rattle enemies you fail to kill.

Prerequisite: Terrifying Assassination[VC].

Benefit: The shaken duration is 4d4 rounds (instead of 2d4).

The Cursed Cycle, Unending (Faerie, Mythic)

Your final curse is impossible to avoid.

Prerequisite: The Cursed Cycle, Unending.

Benefit: Your curse is equivalent to *mythic bestow curse* or *mythic major curse*, and your target needs not to be on your same plane of existence to be affected. Non-mythic spells or effects cannot lift the curse.

Third Eye (Mythic)

You open your mind and spirit to new insights on the world around you.

Prerequisite: Third Eye[OA]

Benefit: You add your mythic tier to the number of minutes per day you may use this feat, and while your third eye is open you can roll twice and take the better result on Perception checks to read auras and detect invisible creatures or see through magical disguises. When you close your third eye, you may expend one use of mythic power to negate the fatigue that normally occurs.

Thorn-Wreathed Shade of the Umbral Wood (Mythic)

The dark heart of the woods flowers beneath your flesh; jagged vines of unwholesome life run in tandem with black veins and coil around your bones, blooming in long, pale needles through your skin. As it grows, the entirety of your

form begins to dance to the power of that hidden garden which sprawls, unseen, through your mansion of meat. You have given up much, to hold such power inside the cage of your aching body, but the blades of an alien forest dance to your whispered song.

Prerequisite: Thorn-Wreathed Shade of the Umbral Wood[FKCC].

Benefit: You add your mythic tier to your druid level to determine your effective monk level to determine the minimum base damage of your unarmed strikes and natural attacks. You are no longer bound by the restrictions given in the non-mythic feat; that is, you are not susceptible to thirst, nor are you considered a plant creature (unless you already were a plant creature prior to gaining the non-mythic feat).

Threatening Negotiator (Mythic)

Those you intimidate go out of their way to prove how helpful they can be.

Prerequisite: Threatening Negotiator[UI].

Benefit: When you successfully intimidate someone to force them to act friendly towards you, if the result of your Intimidate check exceeds the DC by 5 or more, they are treated as though they were helpful towards you, rather than just friendly. If you also have the mythic version of Nerve-Wracking Negotiator, then her attitude changes to two steps higher than it previously was if she fails the Will save (to a maximum of helpful).

Thrill of the Hunt (Combat, Mythic)

You are eager to take on numerous hunts, and each fresh victory fills you with more mythic might.

Prerequisite: Thrill of the HuntUW.

Benefit: The number of times per day that you can designate a creature as your prize is increased by an amount equal to 1/2 your mythic tier (rounded down, minimum 1). Additionally, the first time each day that you successfully render your prize dead or helpless, you regain one use of mythic power, up to your daily maximum. You do not regain mythic power in this way if the creature's CR is 5 or more less than the sum of your Hit Dice + your mythic tier.

Special: If an animal companion takes this feat, its master regains one use of mythic power when the animal companion downs its prize, instead, up to the master's daily maximum.

Tidal Swiftness (Conduit, Mythic)

Pure elemental water takes you faster and higher.

Prerequisite: Tidal Swiftness[PA].

Benefit: The wave you create functions as mythic slipstream.

Tidalwave of Rot (Mythic)

You are the implacable avenger of dark nature.

Prerequisite: Tidalwave of Rot[FKCC].

Benefit: You add your druid level to your antipaladin level for the purpose of the touch of corruption, cruelty, and wild shape class abilities. You can use your Wisdom or Charisma modifier (whichever is higher) for those abilities.

In addition, you can forfeit your antipaladin spell progression and add instead your antipaladin Level to your druid level for the purpose of your druid spell progression.

Timely Coordination (Mythic, Teamwork)

You gain greater benefits from your precision timing.

Prerequisite: Timely Coordination[UI].

Benefit: Add 1/2 your mythic tier (rounded down, minimum 1) to the bonuses granted by Timely Coordination. Additionally, these bonuses apply to attack rolls and skill checks made as part of readied actions triggered by characters other than allies with this feat, but only if you and at least one other ally with this feat are both performing a readied action that has the same trigger (for example, if you and an ally with this feat both readied an action to attack an opponent when he begins casting a spell, you and your ally would both gain the bonuses from Timely Coordination).

Torrid Tolerance (Mythic)

You are all but immune to ambient heat and can draw mythic power from high temperatures.

Prerequisite: Torrid Tolerance[UW].

Benefit: You gain a bonus equal to your mythic tier on Constitution checks and Fortitude saves made to resist the effects of extreme heat and dehydration. Additionally, you gain an amount of fire resistance equal to twice your mythic tier, which applies only to fire damage dealt by natural environmental sources (such as that dealt by extreme heat, or being immersed in lava, but not damage dealt by a *wall of fire* or the natural attack of a fire elemental). Finally, each day when you rest and regain uses of mythic power, if you have been in an environment where the temperature is very hot (90 degrees Fahrenheit) or hotter continuously since the last time you rested and regained your uses of mythic power, you gain 1 extra use of mythic power that day. Extra uses of mythic power gained in this way are lost if they are not used by the next time you rest and regain uses of mythic power.

Totemic Disciple (Mythic)

You develop a preternatural agility thanks to the protection of your totem.

Prerequisite: Totemic Disciple[UW].

Benefit: You gain the uncanny dodge barbarian ability. If you already possess this ability from another source, you gain improved uncanny dodge instead. In addition, for the purpose of determining the effects of the totemic rage powers gained through Totemic Disciple, Totemic Initiate, and Totemic Master, your barbarian level is equal to your character level.

Totemic Initiate (Mythic)

Your barbaric education manifests itself as primal rage.

Prerequisite: Totemic Initiate[UW].

Benefit: You can rage as a barbarian while using your chosen totemic rage power. If you already possess the rage ability from another source, the rounds of rage granted by this feat are in addition to your normal number of rage rounds per day. If you choose to use your totemic rage power without raging for one or more rounds, you are considered to have expended the same number of rounds of rage granted by this feat.

Totemic Master (Mythic)

You develop a preternatural agility thanks to the protection of your totem.

Prerequisite: Totemic Disciple[UW].

Benefit: You gain the mythic uncanny dodge ability, of mythic improved uncanny dodge if you already possessed it. In addition, you can use your totemic powers gained through Totemic Disciple, Totemic Initiate, and Totemic Master (entering or not entering a rage) for a number of rounds per day equal to your character level plus your Constitution modifier. Lastly, if you have the rage powers class feature, you can select any number of other totemic rage powers beyond the ones gained through these feats.

Touch of Evil (Mythic)

Your evil suggestions are harder to resist, and easier to carry out.

Prerequisite: Touch of Evil[HA].

Benefit: You gain a bonus equal to your mythic tier on Sleight of Hand checks made to prevent the target from noticing that you have touched him with this ability. Additionally, non-mythic creatures are entitled to a Will save to resist the effect only when initially touched and may not make a secondary saving throw just before the suggestion is carried out. Mythic creatures are still entitled to both saving throws but take a –4 penalty on the second saving throw. Finally, regardless of whether the creature fails its second saving throw or is not allowed to make it, a creature affected by this feat gains a +4 circumstance bonus on a total number of die rolls used in carrying out the suggestion equal to your mythic tier. The creature determines which rolls these bonuses applies to, and must declare that he is using the bonus before making the roll.

Tough as Iron (Mythic)

Effects that grant natural armor work even better for you.

Prerequisite: Tough as Iron[MC].

Benefit: The bonus to your natural armor provided by the non-mythic Tough as Iron feat doubles. For the purposes of that feat, you are treated as having a natural armor bonus of +0 if you do not already have one. (Note that this is especially important if the GM is using the Automatic Bonus Progression rules from *Pathfinder Unchained*.)

Traumatic Spell (Metamagic, Mythic)

Your psychic assaults leave your enemies with recurring nightmares.

Prerequisite: Traumatic Spell[OA]

Benefit: You can apply this feat to any mind-affecting spell you cast. If you apply it to a spell with the emotion or fear descriptor, the target must continue to attempt saving throws each night until it successfully saves on 2 consecutive nights, and the save DC decreases by only 1 each night, rather than by 2.

If you apply this feat to a mythic emotion or fear spell, creatures failing their saves are affected as *mythic nightmare*, and non-mythic creatures must successfully save on 3 consecutive nights to end the nightmares.

Tree Leaper (Mythic)

You can make amazing arboreal jumps.

Prerequisite: Tree Leaper[UW].

Benefit: You add your mythic rank to any Acrobatics checks made while jumping when in a tree. You can expend one use of mythic power to treat an Acrobatics check while jumping in a tree as if you had rolled a natural 20. You must decide to use this ability before making the roll.

Tribal Hunter (Mythic)

You can quickly bring others into your hunting fold and use your allies to find advantageous ways to strike.

Prerequisite: Tribal Hunter[UW].

Benefit: As a swift action, you can expend one use of mythic power to grant the Tribal Hunter feat to each ally that is

currently adjacent to a single opponent you are also adjacent to. Additionally, whenever you attack an opponent that you are flanking with this feat, you gain a competence bonus on the damage roll equal to the number of allies with this feat that are also flanking that creature.

Tribal Scars (Mythic)

You endured the grueling coming-of-age rituals of your tribe or following, and proudly bear the scars that grant you the blessings of your tribe's ancestors or totem.

Prerequisite: Tribal Scars[AG].

Benefit: The bonuses you receive from non-mythic Tribal Scars double.

True Child of the Forest (Faerie, Mythic)

You are one with the forest. Green growing creature consider you as one of their kind, and your power on them is total.

Prerequisite: True Child of the Forest[FKCC].

Benefit: You may select revelations from the Wood mystery with the Extra Revelation feat. You also are considered a shaman of your class level with the Nature and Wood mysteries for the purposes of the Extra Hex feat and can use the Spirit Talker feat to acquire temporarily a hex from the Nature or Wood spirits. You can also use magic items as if you were a shaman or oracle with the Nature and Wood mysteries or spirits. Your charm and compulsion spells function on animals and plants as well as on humanoids. Lastly, you gain a +4 bonus on saves against mind-affecting effects, paralysis, poison, polymorph, sleep effects, and stunning.

True Deception (Mythic)

You are a consummate master of disguise, blending into new roles with ease.

Prerequisite: True Deception[UI].

Benefit: When you use this feat to assume the role of a specific individual, you add your mythic tier to Bluff checks to imitate that individual. In addition, if a creature asks you a question that the specific individual would know but you do not, you can expend one use of your mythic power as an immediate action to guess the correct answer by making a DC 20 Sense Motive check (DC 25 for unimportant but secret information, DC 30 for closely guarded secrets). You may add your mythic tier as a bonus on this check.

If a creature speaks to you in a language the specific individual knows but you do not, you can expend one use of mythic power as an immediate action to understand that creature's speech for a number of minutes equal to your mythic tier, as if you had cast *share language*[APG]. You can use this ability and the ability to guess the answer to a question as part of the same immediate action by expending two uses of your mythic power.

True Love's Kiss (Faerie, Mythic)

Fairy tales always say that true love can accomplish everything, and we all know that fairy tales are true.

Prerequisite: True Love's Kiss[FKCC].

Benefit: Select an additional number of mythic spells from the abjuration or conjuration (healing) schools equal to your mythic tier. You can use True Love Kiss to cast each one of these on your true love without expending uses of mythic power. You can also choose to expend uses of mythic power to cast the augmented version of a selected mythic spell.

Tumultuous Spell (Metamagic, Mythic)

You mastered the mythic energies of the Maelstrom.

Prerequisite: Tumultuous Spell[PA].

Benefit: Creatures affected by your tumultuous spell also take damage as if they suffered an awesome blow.

Twilight Tattoo (Mythic)

You have a special tattoo that identifies you as a Twilight Talon when you speak a designated command word.

Prerequisite: Twilight Tattoo[AG].

Benefit: The bonuses you receive from non-mythic Twilight Tattoo double.

Twin Fang Lunge (Combat, Mythic)

You strike with the force of a serpent's lunge.

Prerequisite: Twin Fang Lunge[VC].

Benefit: You can move up to four times your speed (instead of twice your speed) as part of the full-round action. Wearing heavy armor and/or having the Run feat can change the speed multiplier.

Twin Fang Strike (Combat, Mythic)

You strike at your enemies with both weapons simultaneously.

Prerequisite: Twin Fang Strike[VC].

Benefit: Reduce the -4 penalty to -2. If you hit with both attacks, you apply precision damage twice.

Twin Fang Style (Combat, Mythic, Style)

Your paired blades rend through armor.

Prerequisite: Twin Fang Style[VC].

Benefit: You reduce the hit creature's AC by 2 points for each hitting attack instead of one.

Twinned Feint (Combat, Mythic)

You can fool two opponents with a single feint.

Prerequisite: Surprise Maneuver[ACG].

Benefit: You ignore the feat's -2 penalty on AC.

Twist Away (Mythic)

Your quick reflexes and dexterous movements make up for your lack of stamina.

Prerequisite: Talented Magician[ACG].

Benefit: Add one-half your mythic tier to your Reflex saving throw result.

Twisted Love (Mythic, Story)

You can use the ill-placed love of others to your advantage.

Prerequisite: Twisted Love[HA].

Benefit: The bonuses on saving throws against enchantment effects and on Bluff and Diplomacy checks to influence your would-be love or her minions increase to +4. Additionally, once you gain the completion benefit of Twisted Love, if you succeed on a saving throw to resist an enchantment effect, you automatically learn the nature of the effect that you resisted, allowing you to more convincingly deceive those the caster. Finally, once you gain the completion benefit of Twisted Love, if you succeed on a saving throw to resist an enchantment spell, as an immediate action, you can expend a number of uses of mythic power equal to 1/2 the spell's level (rounded down) in order to turn that spell back on its caster, instead, exactly as though you had cast the spell on them, rather than the other way around.

Two-Weapon Grace (Combat, Mythic)

You can fight using agility instead of brute strength, even while fighting with two weapons.

Prerequisite: Two-Weapon Grace[VC].

Benefit: You ignore the attack penalty increase from using non-mythic Two-Weapon Grace, but still can't decrease the two-weapon fighting penalties to less than -2.

Tyrant's Rebuke (Conduit, Mythic)

By decree of Asmodeus, Hell is a place antithetical to free will; wielding its power humbles foes and renders them vulnerable to your commands. Those who you target with a pointed rebuke feel as if the disdain of Hell itself has turned its attention to their acts.

Prerequisite: Tyrant's Rebuke[PA].

Benefit: As a free action, you can expend one use of your mythic power to use non-mythic Tyrant's Rebuke without spending one of your daily uses of the feat.

- U -

Unbreakable: Gain 3 hit points per level as your fighter favored class bonus and treat your Constitution score as 8 higher.

Undersized Mount: Your mount gains the mule's strength mythic champion ability and counts as a mythic creature.

Unfettered Familiar: You can use the Unfettered Familiar feat up to twice per day, instead of once per day.

Unforged Arrow of the Wild: You gain wood oracle abilities and mythic feats, and you are able to control yourself better.

Unhallowed Shade of the Umbral Wood: Gain two domains, or a domain and a bloodline, and better control your curse's effects.

Unimpeachable Honor: Automatically avoid or minimize effect that make you act against your principles.

Unyielding Ferocity: You gain rage benefits and rage powers when on death's door.

Unbreakable (Mythic)

You can endure a staggering amount of punishment.

Prerequisite: Unbreakable[AG].

Benefit: You gain 3 hit points each time you gain 1 hit point as a fighter favored class bonus (instead of 2) and treat your Constitution score as being 8 higher (instead of 4).

Undersized Mount (Mythic)

Your mount can be little, but he is tougher than normal for its race.

Prerequisite: Undersized Mount[ACG].

Benefit: Your mount gains the mule's strength mythic champion ability and counts as a mythic creature for purposes of determine what abilities affect it.

Unfettered Familiar (Mythic)

You can channel touch spells through your familiar without needing to be adjacent to it.

Prerequisite: Unfettered Familiar[ACG].

Benefit: You can use the Unfettered Familiar feat up to twice per day, instead of once per day.

Unforged Arrow of the Wild (Faerie, Mythic)

You are Nature's soldier, the purest defender and attacker in Her name. Both divine and psychic power rushes through you.

Prerequisite: Unforged Arrow of the Wild[FKCC].

Benefit: You gain a single revelation from the Wood mystery. You are considered to have the revelation class feature and to be an oracle of your character level for the purpose of this ability. You gain the mythic version of any listed feat you select as a bonus feat for the Dampened Versatility class feature or in place of any Utility Wild Talent.

You take only a -1 skill check penalty for each point of burn you choose to obviate by becoming wilder. You also can obviate a number of points of burn equal to one-half your mythic tier without losing your knowledge of languages or ability to read. In addition, you lose all ability to read and lose one language (other than your native tongue), chosen randomly. You retain these penalties until your burn is removed normally. While within an active urban environment, you can remove your sickened and staggered conditions for 24 hours by expending one use of mythic power for each condition.

Unhallowed Shade of the Umbral Wood (Mythic)

The power of pain and shade infuses with mythic force within your body

Prerequisite: Unhallowed Shade of the Umbral Wood[FKCC].

Benefit: You gain either two of the listed domains, or both one domain and the Shadow bloodline. You add your mythic tier to your level for the purpose of your curse's functioning and can expend one use of mythic power to suppress both your curse's benefits and drawbacks for a number of minutes equal to your mythic tier.

Unimpeachable Honor (Mythic)

It is all but impossible to compel you to betray your ideals.

Prerequisite: Unimpeachable Honor[UI].

Benefit: You automatically succeed on opposed Charisma checks to resist commands that violate the strictures of your religion or alignment, or which go against your fundamental nature. Whenever you are magically compelled to attack an ally, all damage you deal to that ally is automatically nonlethal damage. Finally, if a magical effect outside your control causes your alignment to change or causes you to violate a code of conduct or similar requirements, you can expend three uses of mythic power to cast atonement on yourself. This does not apply to alignment changes or code of conduct violations caused by your own willful actions.

Unraveling Blood (Mythic)

Your eldritch blood unravels even the mightiest of enchantments.

Prerequisite: Unraveling Blood[P&P].

Benefit: If you expend one use of mythic power, you can spray your unraveling blood in a 15-foot line or a 10-foot cone, affecting all creatures in that area as *break enchantment*. The length of this line is increased by 5 feet for every 2 mythic tiers you possess. The length of the cone is increased by 5 feet for every 4 mythic tiers you possess.

In addition, if you use a mythic surge as part of your caster level check when using this ability to remove a non-mythic effect, you can roll your surge die twice and select the better result.

Unyielding Ferocity (Mythic)

As you near death, your will to survive makes you an even more fearsome opponent.

Prerequisite: Unyielding Ferocity[HA].

Benefit: As long as your mind is made primitive by Unyielding Ferocity, you gain a +4 morale bonus to your Strength and Constitution scores, and take a –2 penalty to AC. These bonuses last until your hit points are raised above 0. Additionally, choose a single barbarian rage power for which you meet the prerequisites (if you do not have levels in any class, you may use your CR as your barbarian level for the purposes of determining which rage powers you qualify for). When you reach 3rd, 6th, and 9th tier, you may choose one additional barbarian rage power for which you meet the prerequisites. Each time your mind is made primitive by Unyielding Ferocity, you may expend one use of mythic power. If you do, you gain the chosen rage powers until your hit points are raised above 0.

- V -

Vampiric Companion: Your companion creature gains the vampiric creature template.

Venomous Spray: Reduce your penalty on a full attack, increase the save DC, and you may use this ability again more quickly.

Verdant Spell: Affect plants and sentient creatures simultaneously, gain bonuses when affecting only plants, and cast a verdant spell without preparation.

Vestigial Head: Hostile effects target your vestigial head more often, and non-mythic effects can't sicken you.

Vigilant Charger: Trigger your readied action when an enemy enters in a chosen square, and you may make a target flat–footed.

Vigilant Phantom: Increase your Perception bonus, and you may grant all-around vision to yourself and your phantom.

Visceral Threat: Gain a bonus on Intimidate checks to feint and may use this ability more quickly.

Vishkanya Perfume: Increase the duration and ignore the penalties.

Voice of Beasts: Gain mythic speak with animals when in wild shape.

Vampiric Companion (Mythic)

Your companion is reborn as a true undead with powers similar to yours.

Prerequisite: Vampiric Companion[MC].

Benefit: Your animal companion or familiar gains the vampiric creature simple corruption template.

Venomous Spray (Mythic)

You can spit your poison into a nearby opponent's face.

Prerequisite: Venomous Spray[MC].

Benefit: The attack penalty on your spit venom is reduced to -2 if made as part of a full-attack action. The DC of your venom increases by half your mythic tier. You can expend one use of your mythic power to use your poisonous bite or Venomous Spray on your next round (instead of waiting 1d4 rounds).

Verdant Spell (Metamagic, Mythic)

You can influence sentient creatures as well as plants with your magic.

Prerequisite: Verdant Spell[UW].

Benefit: Your verdant spell can affect plants as well as sentient creatures simultaneously. If you choose for it to affect only plants, creatures of that type affected by your verdant spell take a -1 penalty on Will saves for a number of rounds equal to the original level of the spell. This penalty stacks if plant creatures are affected by multiple verdant spells. Alternatively, you may expend one use of mythic power to cast a spell as a verdant spell (gaining only the normal benefits of a verdant spell, rather than the increased benefits outlined above) without preparing it as verdant in advance, taking extra casting time, or increasing the level of spell slot it uses.

Vestigial Head (Mythic)

You were born with a parasitic vestigial head with its own stunted brain. The head may be mostly subsumed within your own flesh and visible only as a distorted face, or it might sprout out of its own neck from your neck, shoulder, back, or chest.

Prerequisite: Vestigial Head[MC].

Benefit: There is a 50% chance that the effect targets your vestigial head, or 100% if you took the feat twice (instead of 25% or 50%, respectively). You are not sickened by non-mythic effects that would sicken you as a result of using Vestigial Head. You can expend one use of mythic power as an immediate action to automatically apply the effect to your vestigial head, and you are not sickened even if the effect is mythic.

Vigilant Charger (Combat, Mythic)

You are able to spring into action wherever you are needed on the battlefield, and your sudden attack leaves enemies surprised.

Prerequisite: Vigilant Charge[UW].

Benefit: When you ready an action to charge, you can select up to one square per two mythic tiers you possess. The readied action is triggered when an enemy enters any of the chosen squares. Additionally, if you expend one use of mythic power when you charge in this way, the target of your charge is considered flat-footed for the purposes of that attack.

Vigilant Phantom (Mythic)

Your phantom helps you keep watch.

Prerequisite: Vigilant Phantom[OA]

Benefit: The Perception bonus granted by your phantom increases by an amount equal to one-half your mythic tier (minimum 1). In addition, when you or your phantom are attacked by a creature that is flanking, you can expend one use of mythic power as an immediate action to grant yourself and your phantom all-around vision for 1 minute. You and your phantom must be adjacent to gain this benefit.

Visceral Threat (Combat, Mythic)

Your mythic presence cows your foes into inaction.

Prerequisite: Visceral Threat[MC].

Benefit: You add your mythic tier to an Intimidate check made to attempt a feint against a creature. You can expend one use of mythic power to make this check as a move action. If you have the Improved Feint feat, you make the check as a swift action instead.

Vishkanya Perfume (Mythic)

You can change your toxic spittle into poisonous breath.

Prerequisite: Vishkanya Perfume[VC].

Benefit: The duration is 2d4 rounds (instead of 1d4), and the DC is not reduced by 2 in inhaled form.

In addition, you can use your toxic racial trait one additional time per day.

Voice of Beasts (Mythic)

Animals see you as their master when you are in wild shape.

Prerequisite: Voice of Beasts[UW].

Benefit: While using wild shape, you gain the benefits of *mythic speak with animals*, though the effect is supernatural in nature and can't be dispelled.

- W -

Walker Behind the Thorns: Evoke more and more extended thorn walls.

Walking Sleight: Use Stealth to hide before a Sleight of Hand check.

Wanderer's Fortune: Spend mythic power to use the feat more often.

War Blessing: Your warpriest level increases and you may gain one major blessing.

Warmonger: Increase your bonuses on skill checks.

Warren Digger: You gain the earth glideB2 universal monster ability.

Waterway Caster: Gain bonuses when casting spells while swimming, on a ship, or underwater.

Weapon of the Chosen: Your weapon gains a +1 enhancement bonus, plus 1 for every 3 mythic tiers you possess beyond 1st.

Welcome Pain: You may actually be healed by damage suffered and become immune to pain.

Wild Growth Channel: Create more and stronger vines that are harder to resist.

Wild Growth Hex: Entangle creatures with your hex.

Wild Vigor: Gain more hit points more times per day.

Wilding: Gain mythic wild empathy and be considered an animal for transmutation spells purposes.

Wilding Mind: Become confused to free yourself from mind–affecting effects.

Wilding Senses: You increase your bonuses and may cast alarm.

Wilding Stride: Move even more quickly.

Wilding Strike: Gain bonuses when using your natural weapons against unnatural creatures.

Willing Accomplice: You use Bluff to aid your ally in many different skill checks.

Wind Leaper: Increase your bonus and use the feat longer.

Winter Shade of the Umbral Wood: Cast quench at a higher level and ignore the feat's restrictions.

Winter's Strike: Increase the save DC, and you can use the feat multiple times per round.

Witchbreaker: Increase your save bonus, and end mind–affecting spells with a critical hit.

Wolf Rider: Gain a dire wolf mount and an empathic link with it.

Wolf Savage: Your savage is harder to resist, and you may inflict more penalties to an opponent.

Wolf Style: Slow an opponent for a longer time and gain a bonus on a free trip maneuver.

Wolf Trip: Increase your bonus and deal more damage to prone creatures with attacks of opportunity.

Wood Crafter: You create masterwork wooden armor and shields and harder mundane wooden objects.

Woodland Wraith: Gain more concealment and may gain it for a longer time.

Wounded Paw Gambit: Spend mythic power to grant attack bonuses to allies.

Walker Behind the Thorns (Faerie, Mythic)

Wherever you go, the fearful primal wood follows you.

Prerequisite: Walker Behind the Thorns[FKCC].

Benefit: Whenever you use *dimension door* or *mythic dimension door* as a special move action, you are considered to have used the withdraw action for purposes of the square you exit and all squares adjacent to it.

Whenever you leave a *wall of thorns* or *mythic wall of thorns* behind in the square you exit, you may choose to leave behind an identical effect in all squares directly adjacent to the space you depart.

Walking Sleight (Mythic)

By slipping in and out of sight before or after your sleight of hand, you make it harder to detect.

Prerequisite: Walking Sleight[UI].

Benefit: When you perform Sleight of Hand in the middle of your move action, if you could use Stealth to hide at any point during that movement, you can make a Stealth check to do so prior to making your Sleight of Hand check. If the result of your Stealth check is greater than the Perception check of one or more creatures, those creatures suffer a –4 penalty on any Perception checks made to oppose your Sleight of Hand check. Additionally, you can perform a Sleight of Hand check as a swift action in the middle of your move action, rather than a standard action, though you suffer a –20 penalty on the check. If you expend one use of mythic power when you use this ability, you suffer no penalty for performing it as a swift action.

Wanderer's Fortune (Conduit, Mythic)

The promise of Elysium's freedom liberates you from all forms of restraint, allowing you to move as you will and to avoid numerous kinds of restraints that would otherwise vex a traveler or explorer.

Prerequisite: Wanderer's Fortune[PA].

Benefit: As a free action, you can expend one use of your mythic power to use non-mythic Wanderer's Fortune without spending one of your daily uses of the feat.

War Blessing (Mythic)

Your rapport with your deity is so strong that you can call its help in battle when you need.

Prerequisite: War Blessing[ACG].

Benefit: When you use the War Blessing feat, you may call upon the major blessing from one or the other of your chosen blessings if your effective warpriest level is high enough. Your effective warpriest level is the highest level that you have in the class that has the mystery or domain class feature -2.

Warmonger (Mythic)

You are adept at instigating wars among those you advise or antagonize.

Prerequisite: Warmonger[MC].

Benefit: Add half your mythic tier to the bonuses on skill checks. You can expend one use of mythic power to add your mythic tier to the bonuses (instead of half) for a particular skill use.

Warren Digger (Mythic)

After years spent digging up graves, you are able to move through dirt almost as easily as a fish through water.

Prerequisite: Warren Digger[MC].

Benefit: You gain the earth glide[B2] universal monster ability.

Waterway Caster (Mythic)

You draw power from being afloat upon or submerged in water.

Prerequisite: Waterway Caster[UW].

Benefit: You are considered one caster level higher when casting a spell while swimming or on a ship, or two levels higher if you have 6 or more mythic ranks. When underwater, you can expend one use of mythic power to automatically succeed at a concentration check when casting a spell underwater.

Weapon of the Chosen (Combat, Mythic)

Your deity grants your weapon greater abilities.

Prerequisite: Weapon of the Chosen[ACG].

Benefit: When you attack using Weapon of the Chosen, your weapon gains a +1 enhancement bonus, plus 1 for every 3 mythic tiers you possess beyond 1st.

Welcome Pain (Mythic)

Pain not only doesn't hinder you but makes you stronger.

Prerequisite: Welcome Pain[FKCC].

Benefit: Add your mythic tier to your Will save to ignore damage that would reduce you to 0 or fewer hit points. If you succeed, you not only ignore the damage but gain fast healing equal to one-half your mythic tier for a number of rounds equal to your mythic tier +1. In addition, you are immune to spells or abilities with the pain descriptor.

Wild Growth Channel (Mythic)

The vines you create with your channel are heartier and more numerous.

Prerequisite: Wild Growth Channel[UW].

Benefit: The number of vine growths you create when you use Wild Growth Channel is increased by an amount equal to 1/2 your mythic tier (rounded down, minimum 1), and the saving throw DC to resist being rooted by your vine growths is increased by your mythic tier. Additionally, the AC of each vine growth is increased to 15 + your mythic tier, and each vine growth's hit points is equal to 5 times your mythic tier. Finally, if you expend one use of mythic power when using Wild Growth Channel, you can use it even in areas where there is no soil suitable for plant life.

Wild Growth Hex (Mythic)

Your hex entraps your enemies in inextricable vegetation.

Prerequisite: Wild Growth Hex[UW].

Benefit: A creature that fails its Reflex save or Acrobatics check is entangled for a number of rounds equal to your mythic tier and suffers damage at every round. The plants created with this ability can reach creatures that are up to 10 feet in the air.

Wild Vigor (Mythic)

Your wild form is stronger and healthier than most.

Prerequisite: Wild Vigor[UW].

Benefit: You add 1/2 your mythic tier to the number of times per day you can use Wild Vigor, and your mythic tier to the number of temporary hit points you gain.

Wilding (Mythic)

Your communion with nature allows you to blend with all wild creatures. Some think you are more animal than other.

Prerequisite: Wilding[UW].

Benefit: You gain the mythic wild empathy class feature as a mythic druid of your character level. You may choose to be

treated as an animal for the purpose of transmutation spells that target only animals (such as animal growth).

Wilding Mind (Mythic)

The animal inside you can't suffer being controlled or dominated.

Prerequisite: Wilding Mind[UW].

Benefit: As an immediate action, you can end any mind-controlling effect that is affecting you and become instead confused for a number of rounds equal to the effect's level. Once per round, you can expend one use of mythic power to roll a Will save. If you succeed, you are no more confused.

Wilding Senses (Mythic)

You possess supernaturally honed animal senses.

Prerequisite: Wilding Senses[UW].

Benefit: The bonus on Perception and Sense Motive skill checks from Wilding Senses increases by 2. In addition, you can expend one use of mythic power to cast alarm as a wizard of your character level.

Wilding Stride (Mythic)

Your speed in the wilderness is unparalleled.

Prerequisite: Wilding Stride[UW].

Benefit: Your speed increases by an additional 20 feet. Both this speed increase and the one provided by Wilding Stride now stack with the fast movement class feature and all similar effects.

Wilding Strike (Combat, Mythic)

Your body is an expression of nature, and a weapon against the unnatural.

Prerequisite: Wilding Strike[UW].

Benefit: Your unarmed strikes are particularly effective against unnatural creatures. You gain a +2 competence bonus on attack and damage rolls made with unarmed strikes made against creatures of the aberration, construct, and undead types. Additionally, by expending one use of mythic power as a swift action, you can cause your unarmed strikes to deal a further 1d6 extra damage on all attacks made against aberrations, constructs, and undead for 1 minute.

Willing Accomplice (Mythic)

Your glib tongue can help your friends with a wide variety of tasks.

Prerequisite: Willing Accomplice[UI].

Benefit: You can also use Bluff to aid an ally's Diplomacy, Intimidate, Perform, and Sleight of Hand checks. Whenever you use Bluff to aid another's Diplomacy, Disguise, Intimidate, Perform, or Sleight of Hand check, the creature you are aiding can choose to either gain the normal bonus you would provide, or use the result of your Bluff check instead of the result of her own check. She makes this choice after both rolls have been made. If the Bluff check is made to aid a vigilante in maintaining her social identity, the vigilante uses your result or her own, whichever is higher, and then applies the bonus from your aid.

Wind Leaper (Conduit, Mythic)

You almost fly on wings of elemental air.

Prerequisite: Wind Leaper[PA].

Benefit: You add your mythic tier to all Acrobatics checks while using Wind Leaper, and to the number of rounds per day you can use its effects.

Winter Shade of the Umbral Wood (Mythic)

The black and brackish cold which runs in your veins seethes into the world around you with the darkest kind of killing hate; your excruciating devotion to the Shadow Prince grants you both incredible power and terrible weaknesses. Forever unwelcome and alone, your very presence exudes the most unpleasant of chills, marking the movement of shadow over the world as you pass; your mere gaze shudders and collapses the unworthy power of fire mages.

Prerequisite: Winter Shade of the Umbral Wood[FKCC].

Benefit: You add your mythic tier to your druid level to determine your caster level for purposes of your *quench* aura or casting *quench* as a spell-like ability to dispel a fire spell as it is cast. You are no longer bound by the restrictions given in the non-mythic feat; that is, you do not recoil from torches, and so on.

Winter's Strike (Combat, Mythic)

Your attacks afflict your foes with the relentless fatigue of a winter storm.

Prerequisite: Winter's Strike[ACG].

Benefit: The DC of your Winter's Strike increases by one-half your tier, and you can use Winter's Strike multiple times during the same round. As a free action, you can expend one use of your mythic power to use Winter's Strike without spending one of your daily uses of the feat.

Witchbreaker (Combat, Mythic)

You are a consummate witch hunter, able to break their mightiest enchants.

Prerequisite: Witchbreaker[UW].

Benefit: Your bonus on saving throws granted by Witchbreaker doubles. In addition, whenever you confirm a critical hit against a hag or a witch, all ongoing mind-affecting effects created by that creature automatically end.

Wolf Rider (Mythic)

Your wolf mount is stronger and tougher than other of its kind, and your bond is more intense.

Prerequisite: Wolf Rider[UW].

Benefit: You gain a dire wolf as your bonded mount. If you possess the Undersized Mount feat, you can immediately replace it with Improved Share Spells. In addition, you have an empathic link with your wolf, similar to a wizard with his familiar.

Wolf Savage (Combat, Mythic)

You ferociously brutalize foes that you bring to the ground.

Prerequisite: Wolf Savage[UW].

Benefit: Add your mythic tier to the DC of Fortitude saves made to resist your Wolf Savage feat. Additionally, whenever a creature fails this saving throw, you can expend one use of mythic power. If you do, the target suffers all three of the normal penalties (1d4 Charisma damage, 1d4 Constitution damage, and the creature becomes fatigued).

Wolf Style (Combat, Mythic, Style)

Your prey remains hampered for longer after you strike, leading to an almost certain takedown.

Prerequisite: Wolf Style[UW].

Benefit: Whenever you reduce a creature's base speed with Wolf Style, the effect lasts for a number of rounds equal to your mythic tier. This effect stacks with itself. Additionally, whenever you make a trip attempt as a free action as a result of reducing a creature's speed to 0 feet, you gain a bonus on the combat maneuver check equal to your mythic tier.

Wolf Trip (Combat, Mythic)

When you bring a target to the ground, you ensure that they won't be getting up soon.

Prerequisite: Wolf Trip[UW].

Benefit: Add your mythic tier to the bonus granted by Wolf Trip on trip combat maneuvers made as part of an attack of opportunity. Additionally, you gain a bonus equal to your mythic tier on damage rolls made as part of attacks of opportunity against creatures attempting to stand up from prone.

Wood Crafter (Mythic)

Your wooden creations are almost magic in nature.

Prerequisite: Wood Crafter[UW].

Benefit: Any armor and shields you create from wood or special materials containing wood are automatically considered masterwork their armor or shield bonus to AC is increased by 1. In addition, all mundane wood items you create have their hardness increased by 50%.

Woodland Wraith (Combat, Mythic)

You are nearly invisible in the wilderness.

Prerequisite: Woodland Wraith[UW].

Benefit: If you move more than 5 feet in difficult terrain or with cover, you gain 50% concealment for 1 round. If you expend one use of mythic power, you gain this concealment for one minute rather than 1 round.

Wounded Paw Gambit (Combat, Mythic, Teamwork)

Your enemy sees you as an easy mark but doesn't notice your allies poised to shoot.

Prerequisite: Wounded Paw Gambit[ACG].

Benefit: You can expend one use of your mythic power as an immediate action to add one-half your mythic tier as an attack bonus to any allies who make a qualifying attack against the opponent who attacked you. If multiple creatures seek to boost allies' attack rolls using this feat, only the highest bonus applies.

- X -

Xenoglossy: You can communicate with many creatures at the same time, or better with one creature.

Xenoglossy (Mythic)

You unlock the hidden universal linguistic code embedded in every soul.

Prerequisite: Xenoglossy[OA]

Benefit: You can use this feat to communicate with a number of creatures equal to your mythic tier simultaneously, regardless of whether any of them share a common language. If you converse with only a single creature, you add your mythic tier as a bonus on Linguistics checks to use Xenoglossy, and add your mythic tier to your level to determine how long a conversation using Xenoglossy may last.

- Z -

Zealous Mind: Gain bonuses against those who would control your will and may stagger or daze them.

Zealous Mind (Mythic)

The power of your faith stuns those who fail to recognize it.

Prerequisite: Zealous Mind[HA].

Benefit: Whenever you succeed on a saving throw to resist a charm or compulsion effect cast by or coming from a source with a chaotic alignment or an alignment on the good and evil axis opposite of your alignment (evil if you are good, and good if you are evil), or whenever you succeed on a secondary saving throw or Charisma check to end such an effect early, you gain a +2 morale bonus on attack and damage rolls against the source of the charm or compulsion effect for one minute. Further, you can expend one use of mythic power when you succeed on the saving throw or Charisma check in order to force the source of the charm or compulsion effect to succeed on a Will save (DC 10 + 1/2 your Hit Dice + your Wisdom modifier) or be staggered for dazed for 1 round, and then staggered for 1d4+1 rounds. This is a mind-affecting effect.

CHAPTER 4 MYTHIC SPELLS

Chapter 4: Mythic Spells

Mythic spells are more powerful versions of the spells your characters usually cast or encounter, but their origin can be anything you want it to be for your campaign. Each mythic spell could be a unique incantation developed by a long-dead wizard and recorded only in her legendary spellbook, or a special prayer known only to the followers of certain deities. Mythic spells can be something characters can discover on their own during their careers, or they can be something that is available to them only sporadically or in special circumstances. They could be a sort of lost technology, the forgotten lore of an elder age now known only through magical items that store these mythic spells. They could also be spells empowered by rare and special material components that must be gathered in order to elevate the spell above its ordinary form. You can create the perfect origin story and background for mythic versions of ordinary spells that fits precisely with your world.

In the standard mythic rules, mythic spells are learned with the Mythic Spell Lore feat or Mythic Spellcasting universal path ability, with characters learning one mythic spell per mythic tier for each such feat or ability they possess. Even if a character knows a mythic spell, however, the spell only takes effect as a mythic spell if they expend some of their mythic power into the spell when it is cast, infusing it with their eternal strength and opening up a variety of amazing effects. Since mythic power is limited and has a variety of applications, a mythic spellcaster may well cast the standard version of their spell most of the time, saving her mythic power for key encounters or whenever it seems most needful. When it is time to cut loose, however, a mythic spellcaster can unleash amazing augmentations of thier spells that ordinary spellcasters cannot match and that leave their enemies running for cover.

NEW SPELLS

When you create new spells, you can create mythic versions of the spells as well. The following spells are favored by planar travelers and spellcasters who tap into the power of the inner and outer planes in their magics. For ease reference, the mythic version of each new spell is provided along with the description of the base spell.

Feats underlined in this chapter are hyperlinked to online references in the PDF version of this book.

ASTRAL SUFFOCATION

School necromancy; Level cleric/oracle 9, psychic 9, sor/wiz 9, witch 9

Casting Time 1 standard action

Components V, S, M (silver rope worth 1,000 gp)

Range medium (100 ft. + 10 ft./level)

Target one astrally projected creature

Duration 3 minutes

Saving Throw Reflex partial (see text); **Spell Resistance** yes

Astral suffocation uses the incorporeal silver cord of an astrally projected creature as a weapon against itself. If the target of this spell fails their Reflex save, the creature becomes stunned and must immediately begin making Constitution checks for suffocation. If the targeted creature succeeds at its Reflex save, it does not suffer the effects of suffocation but still becomes stunned for the duration of the spell.

MYTHIC ASTRAL SUFFOCATION

This spell acts as a *mass astral suffocation*, targeting one astrally projected creature/2 levels (no two of which may be more than 30 feet apart).

Augmented (3rd): If you expend two uses of mythic power, you can affect an additional number of targets equal to one-half your mythic tier, and the targets need not be within 30 feet of each other.

ASTRAL TSUNAMI

School abjuration; **Level** cleric 9, sor/wiz 9, witch 9

Casting Time 1 standard action

Components V, S

Range long (400 ft. + 40 ft./level)

Effect 10-ft.-deep wave 10 ft. wide/level and 2 ft. tall/level

Duration 5 rounds

Saving Throw Will partial (see text); **Spell Resistance** no

Causing the planar material to violently roil outward from your location, you create a metaphysical wave which travels in a straight line in any direction you choose (which must be perpendicular to its width). Once in motion the wave cannot change course and travels at a speed of 60 feet per round.

Creatures, objects, and structures struck by an *astral tsunami* take 4d6 points of slashing damage as reality distorts around them—if enough to destroy them the remains stay where they are or begin falling as the gravity of the plane dictates. Hardness does not reduce this damage, nor is it halved as damage dealt to objects normally is.

In addition, creatures struck by this wave are subject to the effects of a *banishment* spell (affecting the closest creatures first). When the maximum number of Hit Dice of creatures have been banished, this effect of the spell ends though the wave continues moving and causing damage. You are considered as being on your home plane for this effect.

MYTHIC ASTRAL TSUNAMI

The ripples left behind by this spell make it difficult to teleport or travel between planes in or out of its wake. Any creature attempting to do so within the area the spell passed through must make a successful caster level check, adding your mythic tier to the DC. This effect lasts for 1d6 days.

CONJURE ELEMENTAL I

School conjuration (calling; see below); Level sorcerer/wizard 3, summoner 2

Casting Time 1 round

Components V, S, M (a lit stick of incense)

Range close (25 ft. + 5 ft./2 levels)

Effect one called elemental

Duration concentration, up to 1 minute/level

Saving Throw none (see text); **Spell Resistance** no

This spell calls a single Medium elemental to serve you. It appears where you designate and acts immediately, on your turn. The elemental is hostile and resists your control; you must concentrate to control it. You are mentally linked to the elemental and can command it as if you had cast *dominate monster*. If your concentration is broken, the elemental becomes free-willed for 1 round/level and seeks to return to you and attack you. It can always determine the general direction and distance to you, as if it had cast status. If you force the elemental to act against its nature, it gains a Will save to break free of your control. After this time, the elemental returns to its home plane.

When you use this spell to call a creature with an elemental subtype, it is a spell of that type. You may choose to summon 1d4+1 Small elementals in place of a single Medium elemental. If you do this, each elemental

is entitled to its own saving throw to break your control if you command it to perform an action against its nature; a successful save frees that elemental from your control but not the other elementals called by the spell. If your concentration is broken, however, all elementals called by the spell are freed from your control.

MYTHIC CONJURE ELEMENTAL (ALL)

The elementals you call are considered mythic creatures and gain one use of mythic power each. If attacked by an effect that would bypass any resistance or immunity they possess, including but not limited to energy resistance and damage reduction, they can spend this use of mythic power as an immediate action to retain their usual immunity or resistance for 1 minute. Your summoned elementals gain no other mythic abilities.

Augmented (6th): If you expend two uses of mythic power, you can add the agile, invincible, or savage mythic simple template to elementals you call with this spell. These templates are described in the Mythic Monster Advancement section of Chapter 6 in *Pathfinder Roleplaying Game Mythic Adventures*.

CONJURE ELEMENTAL II

School conjuration (calling; see below); **Level** sorcerer/wizard 4, summoner 3

This spell functions like *conjure elemental* I, but you may summon a single Large elemental or 1d3 Medium elementals of the same type.

CONJURE ELEMENTAL III

School conjuration (calling; see below); **Level** sorcerer/wizard 5, summoner 4

This spell functions like *conjure elemental I*, but you may summon a single Huge elemental, 1d3 Large elementals of the same type, or 1d4+1 Medium elementals of the same type.

CONJURE ELEMENTAL IV

School conjuration (calling; see below); **Level** sorcerer/wizard 6, summoner 5

This spell functions like *conjure elemental I*, but you may summon a single greater elemental, 1d3 Huge elementals of the same type, or 1d4+1 Large elementals of the same type.

CONJURE ELEMENTAL V

School conjuration (calling; see below); **Level** sorcerer/wizard 7, summoner 6

This spell functions like *conjure elemental I*, but you may summon a single elder elemental, 1d3 greater elementals of the same type, or 1d4+1 Huge elementals of the same type.

DETECT ELEMENTALS

School divination; **Level** cleric 1, druid 1, shaman 1, sorcerer/wizard 1, summoner 1, witch 1

Casting Time 1 standard action

Components V, S, DF

Range 60 ft.

Area cone-shaped emanation

Duration concentration, up to 1 minute/level (D)

Saving Throw none (see text); **Spell Resistance** no

You can detect the aura that surrounds elemental creatures. The amount of information revealed depends on how long you study a particular area.

1st Round: Presence or absence of elemental auras.

2nd Round: Number of elemental auras in the area and the strength of the strongest elemental aura present. If there is a gate or similar portal to an elemental plane within the area, you learn to which plane it leads but are then stunned for 1 round and the spell ends.

3rd Round: The strength and location of each elemental aura, as well as which elemental plane is associated with it. If an aura is outside your line of sight, then you discern its direction but not its exact location.

Aura Strength: The strength of an elemental aura is determined by the HD of the elemental creature, or the caster level of the elemental effect, as given on the table below.

Lingering Aura: An elemental aura lingers after its original source is destroyed. If detect elementals is cast and directed at such a location, the spell indicates an aura strength of dim (even weaker than a faint aura). How long the aura lingers at this dim level depends on its original power, as given on the table below.

HD	Strength	Lingering Aura Duration
1 or lower	Faint	1d6 rounds
2-4	Moderate	1d6 minutes
5-10	Strong	1d6 x 10 minutes
11 or higher	Overwhelming	1d6 days

Each round, you can turn to detect elementals in a new area. The spell can penetrate barriers, but 1 foot of stone, 1 inch of common metal, a thin sheet of lead, or 3 feet of wood or dirt blocks it.

MYTHIC DETECT ELEMENTALS

You gain a bonus equal to your mythic tier on Perception checks to notice elementals, on Knowledge (planes) checks to identify elemental creatures, and on Spellcraft checks to identify spell effects that specifically affect elementals or the elemental planes, including effects that create gates or other portals.

GATE MIRAGE

School illusion (glamer); **Level** psychic 9, sorcerer/wizard 9, witch 9

Casting Time 1 standard action

Components V, S

Range medium (100 ft. + 10 ft./level)

Target one active gate

Duration see text (D)

Saving Throw Will negates; **Spell Resistance** no

Casting a *gate mirage* spell has two effects. First, it hijacks the destination of a single active gate and changes it to a location of your choosing. Second, it covers the active gate in a glamer to appear as the original location. As this spell only works on an active gate, if the original gate's caster is no longer concentrating, the original gate is dispelled, or a permanent gate is shut off, this spell ends.

MYTHIC GATE MIRAGE

You add one round to the duration of this spell equal to your mythic tier, keeping the gate open even after the original caster is no longer concentrating, the gate is dispelled, or a permanent gate is shut off.

PLANAR FEEDBACK

School abjuration; **Level** psychic 7, sorcerer/wizard 7, witch 7

Casting Time 1 standard action

Components V, S, M (a pool of diseased water), F (a cracked silver mirror once worth 1,750 gp)

Range personal

Target you

Duration 1 hour/level

By corroding the planar fabric around you, you force any creature attempting to scry on you from another plane to make an Intelligence check. If the creature fails this check, the scrying attempt fails and the creature suffers the penalties of the *contact other plane* spell for a duration of 2 weeks. The base DC of this check is 10 + 1/4 of your caster level (rounded down).

MYTHIC PLANAR FEEDBACK

The duration becomes 2 hours/level and the penalties of the *contact other plane* spell last for a month. Add your tier to the DC of the spell's Intelligence check.

ENHANCED SPELLS

Creating new mythic spells for your campaign is always an option, which may include base spells with mythic versions like those above, or rarely spells that are only usable by mythic spellcasters, like *lend path* in *Pathfinder Roleplaying Game Mythic Adventures*. Given the great volume of spells already created for the *Pathfinder Roleplaying Game*, however, the vast majority of mythic spells are enhanced versions of spells that already exist in the game. The *Mythic Character Codex* includes mythic versions of spells from the following books, with a superscript indicating the resource in which that spell can be found. The full list of reference superscripts can be found in the Introduction, including ^{ACG} = *Pathfinder Roleplaying Game Advanced Class Guide*, ^{AG} = *Pathfinder Roleplaying Game Adventurer's Guide*, and so on.

The electronic versions of the *Mythic Character Codex* include hyperlinks to online resources where full descriptions of the base spells can be found. In addition, you will find here a full alphabetical list below list of spells with mythic versions in this book; those listed with a superscript ^{A} are mythic spells with augmented versions.

Absolution[A]	Auditory Hallucination[A]	Build Trust[A]
Absorb Rune[A]	Aura Alteration	Burst of Radiance
Absurdity[A]	Aura of Cannibalism	Burst with Light
Adhesive Blood [A]	Aura of the Unremarkable	Bullet Ward
Adhesive Spittle	Aura Sight	Buoyancy
Adjustable Disguise	Aversion	Burning Entanglement[A]
Adjustable Polymorph	Awaken Construct[A]	Burning Sands[A]
Aerial Tracks[A]	Awaken the Devoured[A]	Burst of Adrenaline[A]
Aggressive Thundercloud [A]	Babble[A]	Burst of Insight[A]
Aggressive Thundercloud, Greater [A]	Ban Corruption	Call Spirit[A]
Air Breathing[A]	Banshee Blast	Call Woodland Beings
Air Geyser[A]	Barbed Chain[A]	Call Woodland Beings, Greater
Air Step	Barrow Haze	Call Woodland Beings, Lesser
Akashic Form[A]	Beacon of Guilt	Callback, Greater[A]
Algal Bloom	Beastspeak	Callback[A]
Align Weapon, Communal[A]	Bestow Auras	Calm Spirit
Alleviate Corruption[A]	Bestow Planar Infusion[A]	Caster's Caravel[A]
Alpha Instinct[A]	Bilocation[A]	Catatonia
Alter Musical Instrument[A]	Blade Lash[A]	Cave Fangs
Amnesia	Blade of Light	Chameleon Stride, Greater
Amplify Stench	Blazing Rainbow[A]	Channeled Currents[A]
Analyze Aura	Bleed for Your Master	Charge Object
Anchored Step	Blessed Fist[A]	Charm Person, Mass[A]
Animal Ambassador	Bloatbomb	Charnel House
Animal Purpose Training	Blood Armor	Charon's Dispensation[A]
Animate Water	Blood in the Water[A]	Cleansing Fire
Anonymous Interaction[A]	Blood Sentinel	Climbing Beanstalk[A]
Anticipate Thoughts[A]	Blood Ties[A]	Cloak of Shadows
Anti-Incorporeal Shell	Bloodbath[A]	Codespeak[A]
Anywhere but Here	Bloodspear	Cognitive Block
Aphasia[A]	Blurred Movement	Commune with Plane[A]
Appearance of Life	Body Capacitance[A]	Companion Life Link
Appearance of Life, Greater[A]	Bone Flense	Companion Transposition
Apport Animal[A]	Boneshaker[A]	Compelling Rant
Apport Object[A]	Borrow Corruption	Complex Hallucination
Aquatic Cavalry[A]	Bouncy Body	Compulsive Liar
Aqueous Extraction[A]	Bountiful Banquet	Condensed Ether[A]
Arbitrament	Brand of Conformity[A]	Conditional Curse[A]
Ardor's Onslaught	Brand of Hobbling[A]	Conditional Favor
Assume Appearance, Greater[A]	Brand of Tracking[A]	Conjuration Foil
Assume Appearance[A]	Break, Greater[A]	Conjure Carriage
Audiovisual Hallucination	Brightest Light	Contact Entity[A]

Contagious Zeal[A]	Deflect Blame[A]	Enchantment Foil
Contest of Skill	Déjà Vu[A]	Endothermic Touch
Contingent Action[A]	Demand Offering	Enemy Insight
Contingent Scroll[A]	Demanding Message	Enshroud Thoughts[A]
Contingent Venom[A]	Demanding Message, Greater	Entice Fey
Control Vermin	Depth Charge[A]	Entice Fey, Greater
Controlled Fireball[A]	Depth Warning	Entice Fey, Lesser
Corpse Lanterns	Desperate Weapon[A]	Entrap Spirit[A]
Counterbalancing Aura	Detect Anxieties[A]	Erase Impressions[A]
Covetous Urge	Detect Desires[A]	Escape Alarm
Coward's Cowl	Detect Magic, Greater[A]	Ether Step[A]
Create Drug	Detect Mindscape	Ethereal Envelope
Create Mindscape, Greater[A]	Detect Psychic Significance	Ethereal Envelopment[A]
Create Mindscape[A]	Detect the Faithful[A]	Ethereal Fists[A]
Create Soul Gem	Detoxify[A]	Etheric Shards[A]
Creeping Ice	Dimensional Bounce	Euphoric Cloud
Crime of Opportunity[A]	Diminish Resistance	Explode Head[A]
Crime Wave[A]	Disable Construct[A]	Explosion of Rot
Crimson Breath	Discern Next of Kin	Extreme Flexibility
Crimson Confession[A]	Disguise Weapon	Eyes of the Void
Cruel Jaunt	Dispel Balance	Fabricate Disguise[A]
Cultural Adaptation[A]	Disrupt Silence[A]	Faerie Form[A]
Curse of Burning Sleep[A]	Divide Mind[A]	Fairy Ring Retreat
Curse of Fell Seasons	Dousing Rain	False Belief[A]
Curse of Night	Dreadscape[A]	False Future
Curse of the Outcast[A]	Dream Council	False Resurrection, Greater[A]
Curse Terrain, Greater[A]	Dream Dalliance[A]	False Resurrection[A]
Curse Terrain, Lesser[A]	Dream Scan	False Vision, Greater
Curse Terrain, Supreme[A]	Dream Travel[A]	Familiar Double
Curse Terrain[A]	Dream Voyage	Feast on Fear[A]
Cursed Treasure	Dress Corpse	Fey Crossroads
Damnation[A]	Drought	Fey Form[A]
Dark Whispers	Duelist's Alacrity	Fey Gate[A]
Dark-Light	Duelist's Feint	Flaming Sphere, Greater
Deadman's Contingency[A]	Duelist's Parry	Flashfire[A]
Death Clutch[A]	Dust Ward[A]	Flesh Puppet
Decapitate	Earth Tremor	Flesh Puppet Horde
Deceitful Veneer[A]	Echo[A]	Flesh Wall
Deceptive Redundancy	Ectoplasmic Eruption[A]	Fleshy Façade[A]
Decollate	Ectoplasmic Snare[A]	Flexible Fury[A]
Decrepit Disguise[A]	Ego Whip (all)[A]	Flickering Lights[A]
Deep Diver	Emotive Block	Float

Flotsam Vessel	Hullshock	Locate Gate
Focused Scrutiny	Hunger for Flesh	Long Arm
Font of Spirit Magic	Hunger for Flesh, Mass	Longstrider, Greater[A]
Fool's Gold[A]	Hungry Earth[A]	Mad Sultan's Melody
Forest's Sense	Hypercognition[A]	Mage's Decree
Foster Hatred[A]	Ice Slick[A]	Magic Boulder
Frost Mammoth[A]	Id Insinuation (all)[A]	Magical Beast Shape[A]
Gentle Breeze	Illusion of Treachery, Greater	Magnifying Chime[A]
Geomessage	Illusion of Treachery[A]	Majestic Image[A]
Ghost Brand	Implant False Reading[A]	Malediction
Ghost Whip[A]	Impossible Angles[A]	Mantle of Calm
Gift of the Deep[A]	Incorporeal Chains[A]	Mantle of Doubt[A]
Glimpse of Truth[A]	Infernal Challenger[A]	Marching Chant
Glue Seal	Inflict Pain, Mass[A]	Mark of Obvious Ethics
Grasping Corpse[A]	Inflict Pain[A]	Mark of the Reptile God[A]
Grave Words	Infuse Self[A]	Mask from Divination
Green Caress	Insect Spies, Greater	Massacre[A]
Greensight[A]	Insect Spies[A]	Matchmaker[A]
Guardian of Faith	Instant Fake[A]	Maze of Madness and Suffering
Handy Grapnel[A]	Instant Portrait	Memorize Page
Hasten Judgement	Instant Summons, Greater[A]	Mental Barrier (all)[A]
Haunting Reminder	Instigate Psychic Duel	Mental Block[A]
Heart of the Metal[A]	Intellect Fortress (all)[A]	Merge with Familiar[A]
Hedging Weapons[A]	Investigative Mind	Meticulous Match
Heightened Awareness	Invisibility Alarm[A]	Microcosm[A]
Heightened Reflexes	Invoke Deity[A]	Mind Probe[A]
Hellfire Ray	Invoke Primal Power[A]	Mind Swap
Hex Glyph, Greater[A]	Iron Stake[A]	Mind Swap, Major
Hex Glyph[A]	Ironskin[A]	Mind Thrust (all)
Hex Vulnerability	Isolate[A]	Mindlink[A]
Hidden Knowledge[A]	Jealous Rage	Mindlocked Messenger[A]
Hidden Presence	Judgement Undone	Mindscape Door
Hidden Spring[A]	Know Peerage[A]	Mindwipe
Hide Bruises	Languid Venom[A]	Mirage[A]
Hobble	Lash of the Astradaemon	Mirror Hideaway
Hollow Heroism, Greater[A]	Life Blast[A]	Mirror Mantis[A]
Hollow Heroism[A]	Life of Crime	Mirror Polish
Holy Ice Weapon[A]	Life Pact	Mirror Transport
Holy Javelin[A]	Light of the Goddess	Molten Orb[A]
Homeward Bound	Light Prison	Monkey Fish
Hoodwink[A]	Lightning Field[A]	Mud Buddy[A]
Horrific Doubles	Line in the Sand	Muffle Sound

Nature's Paths	Positive Pulse, Greater[A]	Rune Trace
Nauseating Dart[A]	Positive Pulse[A]	Sacramental Seal[A]
Nauseating Trail	Possession	Sacred Nimbus[A]
Night Terrors[A]	Possession, Greater[A]	Sacrifice[A]
Nightwing Dusk	Pouncing Fury[A]	Sand Table[A]
Node of Blasting	Pox of Rumors	Sawtooth Terrain[A]
Object Possession	Preserve Grace	Scale Spikes, Greater[A]
Object Possession, Greater[A]	Primal Regression	Scale Spikes[A]
Object Possession, Lesser	Profane Nimbus[A]	Scamper
Obscure Poison[A]	Prognostication	Screaming Flames[A]
Obscured Script	Psychic Asylum	Scripted Hallucination[A]
Oneiric Horror	Psychic Crush (all) [A]	Sea of Dust
Oneiric Horror, Greater[A]	Psychic Image[A]	Sea Stallion
Ooze Form[A]	Psychic Leech[A]	Sea Steed
Open and Shut	Psychic Reading	Sealed Life
Open Book	Psychic Surgery[A]	Sealed Life, Greater[A]
Out of Sight	Purge Spirit[A]	Selective Alarm[A]
Outbreak	Pyrotechnic Eruption	Sense Fear
Overwhelming Poison[A]	Quick Change	Sense Madness
Pack Empathy	Quieting Weapons[A]	Sense Spirit Magic
Paranoia	Quintessence	Sessile Spirit[A]
Parasitic Soul	Quintessence Mastery	Shackle[A]
Parchment Swarm[A]	Red Hand of the Killer	Shadow Barbs
Path of Glory	Refine Improvised Weapon	Shadow Body[A]
Path of Glory, Greater	Reincarnate Spy	Shadow Claws
Peacebond, Greater[A]	Reinvigorating Wind	Shadow Dragon Aspect
Permanent Hallucination	Remote Viewing	Shadow Enchantment
Persistent Vigor[A]	Repair Undead, Mass[A]	Shadow Enchantment, Greater
Pessimism[A]	Repair Undead[A]	Shadow Endurance
Phantasmal Affliction	Replay Tracks	Shadow Invasion
Phantasmal Asphyxiation[A]	Repress Memory	Shadow Jaunt[A]
Phantasmal Putrefaction	Resist Starvation	Shadow Memory[A]
Phantom Blood	Resplendent Mansion[A]	Shadow of Doubt
Phobia[A]	Retrocognition	Shamefully Overdressed[A]
Pierce Disguise	Riding Possession	Shapechanger's Gift, Greater
Placebo Effect[A]	Rift of Ruin	Shapechanger's Gift[A]
Planar Enquiry	Rigor Mortis[A]	Shield Companion
Planeslayer's Call	River Whip	Shield of Dawn[A]
Plundered Power[A]	Ropeweave	Shield of Dawn, Greater[A]
Pocketful of Vipers	Rotgut	Shield of Fortification
Poisonous Balm	Rumormonger	Shield of Fortification, Greater
Polymorph Familiar[A]	Rune of Rule	Shifted Steps

Shifting Shadows	Swallow Poison	True Prognostication
Sickening Entanglement	Swarm of Fangs	Twilight Haze
Signs of the Land	Symbol of Exsanguination	Twine Double[A]
Silent Table[A]	Symbol of Laughter[A]	Umbral Weapon[A]
Silver Darts[A]	Sympathetic Aura	Unbearable Brightness
Silverlight	Synapse Overload[A]	Underbrush Decoy[A]
Slave to Sin	Synaptic Pulse	Undetectable Trap
Sleepwalking Suggestion[A]	Synaptic Pulse, Greater	Unerring Tracker[A]
Slough[A]	Synaptic Scramble[A]	Unholy Ice Weapon[A]
Slowing Mud[A]	Synesthesia	Unliving Rage
Snowball[A]	Synesthesia, Mass	Unshakable Zeal
Songbird[A]	Tailwind	Unwelcome Halo
Sonic Form	Talismanic Implement	Urban Step[A]
Sonic Scream	Tall Grass[A]	Vampiric Shadow Shield[A]
Soothing Mud	Tamer's Lash	Verminous Transformation
Soul Transfer	Telekinetic Maneuver[A]	Vicarious View[A]
Soulseeker	Telekinetic Projectile	Vigilant Rest
Speak with Haunt	Telekinetic Storm	Vile Dog Transformation[A]
Speak with Soul	Telempathic Projection	Vine Strike
Spellcrash	Telepathy[A]	Virulent Miasma
Spellcrash, Greater	Temporary Graft[A]	Voluminous Vocabulary
Spellcrash, Lesser	Thaumaturgic Circle[A]	Walk the Plank[A]
Spellsteal[A]	They Know	Wall of Blindness/Deafness
Spirit-Bound Blade[A]	Thorn Javelin	Wall of Ectoplasm
Stave Off Corruption	Thorny Entanglement	Wall of Light
Steady Saddle[A]	Thought Echo[A]	Wall of Nausea
Stench of Prey	Thought Shield (all)	Wall of Silver[A]
Stone Discus	Thoughtsense	Wandering Weather[A]
Storm Sight[A]	Threefold Thunder	Wave Shield
Straitjacket[A]	Thunderstump	Waves of Blood
Stricken Heart	Thunderstump, Greater	Whip of Ants
Stunning Barrier	Tidal Surge[A]	Whip of Centipedes
Stunning Barrier, Greater[A]	Time Shudder[A]	Whip of Spiders
Sturdy Tree Fort[A]	Torpid Reanimation[A]	Wicker Horse[A]
Subjective Reality	Tower of Iron Will (all)	Widen Auras
Summon Flight of Eagles[A]	Trace Teleport[A]	Winter Grasp[A]
Sun's Disdain	Trade Items	With the Wind
Sun's Disdain, Mass	Transfer Regeneration[A]	Withdraw Affliction[A]
Sunder Breaker	Treacherous Teleport[A]	Wither Limb
Sundered Serpent Coil[A]	Trial of Fire and Acid[A]	Wizened Appearance
Sundering Shards	Triggered Hallucination	Wyvern Watch
Sunstalker	Triggered Suggestion	

SPELL DESCRIPTIONS

Descriptions for all mythic spells are found below, organized by letter of the alphabet. Each letter begins with a sublist for all spells beginning with that letter with a short capsule description of the spell's enhanced effect, followed by a list of each spell's mythic effect. Descriptions of enhanced mythic versions of these spells include only those ways in which the mythic version differs from the base spell. You must consult the base spell description in the appropriate sourcebook or online resource to obtain the base effects and parameters of the spell, such as spell level, range, area of effect, etc.

- A -

Absolution: Better restore alignment and class abilities, and you may choose not to if you wish.

Absorb Rune: The rune lasts longer, and you can discharge it against an opponent.

Absurdity: Targets see things as even more absurd, gaining more penalties and bonuses.

Adhesive Blood: Increase the bonuses for weapons and entangle attackers with your blood.

Adhesive Spittle: Affect all targets in a 5-foot burst or affect one target but more strongly.

Adjustable Disguise: Cast the spell on other creatures too.

Adjustable Polymorph: Cast the spell on other creatures too.

Aerial Tracks: Gain a bonus on Survival checks to follow tracks and gain various pieces of information.

Aggressive Thundercloud: Deal more damage and a successful save only halves the damage.

Aggressive Thundercloud, Greater: As *mythic aggressive thundercloud*, but deals more damaged and deafens victims.

Air Breathing: Add your mythic tier to your caster level to determine the duration.

Air Geyser: Affect larger creatures and blow them farther upward or increase the duration.

Air Step: Cast the spell on another creature.

Akashic Form: The spell has effects on you and other creatures.

Algal Bloom: You may cast both versions at once or only one but enhanced.

Align Weapon, Communal: Affected weapons gain bonuses vs. creatures of opposite alignments.

Alleviate Corruption: Cast the spell more quickly and at a higher level, and gain other benefits depending on the use.

Alpha Instinct: Increase your bonus and animals forage more food for you.

Alter Musical Instrument: The instrument sounds like a whole orchestra.

Amnesia: It's harder to cure the amnesia.

Amplify Stench: Creatures are nauseated for a longer time or sickened with a successful save.

Analyze Aura: Receive results more quickly and switch targets during the spell's duration.

Anchored Step: Cast the spell on another creature or increase the bonus on yourself.

Animal Ambassador: Your ambassador is larger, more skillful, and deceptive.

Animal Purpose Training: Affect multiple animals or one animal permanently.

Anonymous Interaction: The spell affects more memories of you and can implant false details.

Anticipate Thoughts: Increase the bonuses from the spell.

Anti-Incorporeal Shell: Overcome spell resistance more easily and damage incorporeal creatures within the shell.

Anywhere but Here: Gain a measure of control on your destination and may come back.

Aphasia: Non-mythic creatures cannot shake off the spell.

Appearance of Life: The spell works without a material component and beyond its limitations.

Appearance of Life, Greater: Extend the duration, the illusion is harder to disbelieve, and non-mythic detection spells don't work.

Apport Animal: You can affect a larger animal or make it travel for longer distances.

Apport Object: You can affect a larger object and make it travel for longer distances.

Aquatic Cavalry: Summon more hippocampi with the agile mythic simple template.

Arbitrament: Non-mythic creatures have a hard time resisting your spell and take more penalties.

Ardor's Onslaught: Deal more damage to neutral creatures and nauseate them.

Assume Appearance: You can assume the form of a helpless living creature.

Assume Appearance, Greater: You can assume the form of a living creature and may hide the spell's aura.

Audiovisual Hallucination: As *mythic auditory allucination*, plus it properly reacts when wounded, and you can provide more complex instructions for the phantasm when you cease concentrating on it.

Auditory Hallucination: Extend the duration, and the targets can be more distant from one another.

Aura Alteration: Grant other effects depending on the aura being altered.

Aura of Cannibalism: Increase the duration and maximum

temporary hit points you gain, and you may gain bonuses when you gain 25 or more hit points.

Aura of the Unremarkable: The spell's range and emanation increase, and it's harder to dispel the effect.

Aura Sight: Locate all auras within line of effect.

Aversion: Extend the duration and affect more creatures.

Awaken Construct: Add your tier to any Spellcraft checks you must make as part of this spell.

Awaken the Devoured: Affect more daemons, inflict more damage, and a non-mythic target automatically fails its save.

Absolution[UI]

You can opt not to end any specific charms or compulsions of your choice on the target, provided you are aware of them. You can restore class abilities lost by violating a code of conduct if the violation was the result of a charm of compulsion effect that ended up to 1 day ago per caster level. If the target's alignment was changed by a spell that allowed a saving throw, you grant the target a new saving throw against the alignment change if the spell's duration has not yet ended or if it was instantaneous and took effect no more than 1 day ago per caster level.

Augmented (4th): If you expend two uses of mythic power, you can affect a target automatically regardless of your respective alignments. The target gains a bonus equal to half your mythic tier on saving throws against charm and compulsion effects from sources opposing the target's alignment on the good-evil axis or law-chaos axis for 1 hour per caster level.

Absorb Rune[AG] (All)

The rune remains inert on your glove for up to 1 hour per caster level. During this time, you can discharge it against one adjacent target in front of you by pointing your hand at the creature and pronouncing a command word. The target is treated as if it had triggered the rune, but no other creature or object is affected by the original effect.

Augmented: If you expend two uses of mythic power, whether the rune is discharged from your hand or from the new surface, it functions as the mythic version of the original spell (if available).

Absurdity[HA]

The penalty on Sense Motive checks increases by an amount equal to your mythic tier, and the penalty on initiative checks increases by an amount equal to 1/2 your mythic tier. Each target gains a +4 bonus on saving throws made to resist fear effects other than the ones that *absurdity* renders them immune to. Each target also takes a –4 penalty on saving throws made to resist effects that involve humor, such as *hideous laughter*, or which cause creatures to appear less threatening than they actually are, such as *miserable pity*[UM].

Augmented (4th): If you expend two uses o f mythic power, each time the target successfully resists a fear effect (whether because *absurdity* renders him immune, or because he successfully saves, or another reason) , he must succeed on a Will save or be nauseated for one round as he is wracked with a laughing fit.

Adhesive Blood[ACG]

Add your mythic tier to the DC of Strength checks made to remove a stuck weapon and to the number of rounds the weapon remains stuck after you die. If the weapon used to attack is an epic weapon, legendary weapon, or artifact, the wielder gains a +4 bonus on this check, and if the wielder expends a use of the item's legendary power to add a legendary surge to this check he may roll the surge die twice and select the better result.

If an attacker deals bleed or blood drain damage to you or confirms a critical hit against you with a piercing or slashing weapon, that target must succeed on an additional Reflex save or become entangled by your *mythic adhesive blood* for a number of rounds equal to your mythic tier or until it succeeds on a Strength check or Escape Artist check against the spell's save DC plus your mythic tier. *Universal solvent* or *dispel magic* ends this effect.

Augmented (3rd): If you expend two uses of mythic power, bludgeoning weapons are also affected. In addition, any creature failing its save against the entangling effect of your mythic adhesive blood becomes stuck fast to the ground, wall, or similar adjacent surface (if any) and cannot move until it breaks free or otherwise escapes the entanglement.

Adhesive Spittle[ACG]

Your *adhesive spittle* affects all targets in a 5-foot-radius burst, centered on the edge of the target's space. Creatures other than the primary target gain a +2 circumstance bonus on their Reflex save. A single vial of *universal solvent* destroys all adhesive created by the *mythic adhesive spittle*, but otherwise each creature must escape or break free from the adhesive separately. One creature's escape does not make it easier for others to escape.

You may instead focus your *mythic adhesive spittle* on a single target rather than creating a burst, adding one-half your mythic tier (minimum 1) to the DC to counteract or avoid the adhesive and to the number of rounds the adhesive lasts. You also add twice your mythic tier to the number of hit points that must be dealt to the adhesive to destroy it by physical damage.

Adjustable Disguise[ACG]

You can cast this spell on another creature with a range of touch. You can spread the duration of this spell across multiple targets, though the duration must be apportioned out to each target in 10-minute increments. This duration need not be distributed evenly between the targets of the spell.

Adjustable Polymorph[ACG]

You can cast this spell on another creature with a range of touch. You can spread the duration of this spell across multiple targets, though the duration must be apportioned out to each target in 1-minute increments. This duration need not be distributed evenly between the targets of the spell.

Aerial Tracks[UI]

Add your mythic tier as a bonus on Survival checks made to follow tracks with this spell. Additionally, you also gain insight into a variety of pieces of information that might be gained by following more traditional tracks. For any aerial path that you successfully follow with this spell, you learn the size of that creature, how many hours ago it passed through that area, and the speed at which it was moving. If the result of your Survival check exceeds the DC by 5 or more, you also learn the creature's type (including any subtypes), as well as anything unusual about their movement (such as if they have an injured wing, are particularly heavily burdened, or are walking through the air via magic rather than actually flying, etc.).

Augmented (3rd): If you expend two uses of mythic power, you automatically succeed on any Survival checks of DC 40 or lower made to follow tracks with this spell.

Aggressive Thundercloud[ACG]

The damage dealt increases to 3d10 points of damage, of which half is electricity damage and half is sonic damage and change the saving throw from Reflex negates to Reflex half. It is treated as a Medium creature for the purpose of being moved by wind effects.

Augmented (3rd): If you expend two uses of mythic power, the *mythic aggressive thundercloud* does not stop when it enters a creature's square but affects all creatures in the line of its movement. The save DC decreases by 2 for each creature in its path after the first during any round, and a creature can be affected by it only once per round even if the *mythic flaming sphere* moves through its space multiple times.

Aggressive Thundercloud, Greater[ACG]

As *mythic aggressive thundercloud*, but the damage dealt increases to 3d10 points of electricity damage and 3d10 points of sonic damage, and non-mythic creatures damaged by the cloud are deafened for 1 round (no save for the first non-mythic creature damaged by the cloud, Fortitude negates for subsequent creatures).

Air Breathing[MC]

Add your mythic tier to your caster level to determine the duration.

Augmented: You can expend two uses of mythic power to change the spell's duration from 2 hours per level to 4 hours per level.

Air Geyser[CG]

You can affect Huge objects or creatures, and you add your mythic tier to your caster level to determine how far upward the target is blown on a failed Reflex save. If you target a Large or smaller creature, you can change the duration to concentration (maximum 1 round/level, plus one round per mythic tier).

Augmented (5th): If you expend two uses of mythic power, you can affect Gargantuan objects or creatures, or you can affect one or more Large or smaller creatures in a 10-foot-radius burst. In

Air Step[ACG]

You can cast this spell on another creature with a range of touch. The target is treated as if it had a number of ranks in the Fly skill equal to your mythic tier for the purpose of this spell. If the target falls, it can discharge the remaining duration of this spell to convert the effect into a *feather fall* spell.

Akashic Form[OA]

Select a number of willing creatures equal to one-half your tier or fewer within close range (25 feet + 5 feet per 2 caster levels). *Mythic akashic form* has the same effect on these creatures as it does on you, allowing them to assume the record of their physical bodies after they are reduced to fewer than 0 hit points or slain by a death effect that is not mind-affecting. Creatures affected by *mythic akashic form* can choose to either resume the place of their dead body (already wearing any clothing attached to their corpse) or appear in any place they've been within 500 feet of where their corpse lies (but without any of their gear).

Augmented (10th): If you expend two uses of mythic power, the duration increases to 1 week.

Algal Bloom[FKCC]

You can cast both versions of this spell at once. Alternatively, you may choose to cast one version of the spell, but enhanced.

As a creation spell, you double the area of algae or green slime you create. Swimming creatures failing their Reflex save against the algae are subject as to the effect of *mythic grease* and automatically fail all Stealth checks. Green slime you create is mythic (see "Using Mythic Creatures").

As a summoning spell, it functions as a *mythic summon monster* spell of the appropriate level.

Align Weapon, Communal[ACG]

Each of the affected weapons gains a +1 sacred (if you are good) or profane (if you are evil) bonus on attack and damage rolls against creatures of the opposite alignment. Lawful or chaotic weapons may gain either a sacred or profane bonus, chosen when the spell is cast. In addition, if a creature struck by the weapon has multiple types of damage reduction that include the alignment type of the weapon (e.g., DR 10/cold iron and good), reduce the value of that damage reduction by an amount equal to your mythic tier even if your weapon would not normally overcome damage reduction of that type.

Augmented (6th): If you expend two uses of mythic power, you grant the target weapons the *anarchic*, *axiomatic*, *holy*, or *unholy* magical weapon property for the duration of the effect.

Alleviate Corruption[HA]

The spell's casting time is reduced to 1 standard action, and you add your mythic tier to the caster level check. Additionally, depending on which purpose of the spell you choose, there are additional benefits.

Combat Corruption: The target's corruption stage is lowered by two stages, rather than one, to a minimum of stage 0.

Remove Corruption: You can remove up to 2 manifestation levels from the target creature, as well as the two most recently acquired manifestations and their corresponding gifts and stains.

Augmented (6th): If you expend three uses of mythic power, there is no risk of you contracting the corruption and gaining a manifestation, regardless of the result of your caster level check.

Alpha Instinct[UW]

You gain a +4 morale bonus on Handle Animal checks (instead of +2). When you send animals to forage for food, add your mythic tier to your caster level to determine the amount of food delivered.

Augmented: If you expend two uses of mythic power, the spell lasts 24 hours (instead of 1 hour/level).

Alter Musical Instrument[ACG]

You may alter the target instrument so that it sounds like multiple instruments playing simultaneously, emulating the sound of a number of instruments equal to 1 plus your mythic tier. You can even duplicate the sound of singing in place of a musical instrument, with each vocal part (soprano, mezzo soprano, alto, contralto, tenor, countertenor, baritone, bass) being treated as a separate instrument. These instruments or voices ordinarily duplicate the melody you play on the actual instrument, but you may cause them to provide alternate harmonies by treating each harmonic part as two instruments.

Augmented (2nd): If you expend two uses of mythic power, you may double the number of instrumental or vocal sounds you can duplicate with this spell.

Amnesia[VC]

The amnesia can be cured only with the mythic version of *heal*, *limited wish*, *miracle*, *psychic surgery*, or *wish*. A cured target has a 50% chance of recovering just ½ of its previous class levels; if this is the case, a second casting of the curing spell is needed to recover completely.

Amplify Stench[MC]

Creatures that succeed at their saves are sickened for the normal duration of your stench ability. Creatures that fail their saves continue to be nauseated for 1 hour beyond the normal duration of your stench ability.

Analyze Aura[OA]

As long as you are concentrating, you can choose one of the target's four auras and instantly receive results as a move action. As a standard action, you can expend 1 additional round of the spell's remaining duration to switch to a new target within range. You may switch targets as often as desired as long as you maintain concentration.

Anchored Step[ACG]

You can cast this spell on another creature with a range of touch. If you cast this spell on yourself, add your mythic tier to the bonus this spell grants to your CMD. As a free action, you may forgo this additional bonus in order to suppress the reduction in your movement; this lasts until the beginning of your next turn.

Animal Ambassador[UI]

The spell's casting time is reduced to 1 minute, and you can target animals of up to Large size. Additionally, when imbuing the animal with skill ranks, the maximum number of ranks you can imbue is equal to your mythic tier, or the normal limitations, whichever is higher. Further, the spell does not automatically fail if you give the animal an object to deliver which is poisonous, trapped, or otherwise dangerous, as long as that object does not pose an obvious danger to the animal. Finally, when the animal delivers its message, if the message is persuasive in nature (ie., asking the target to perform a certain task or act in a certain way), you may have it make a single Bluff, Diplomacy, or Intimidate check on your behalf. Which type of check is made depends on the nature of your message, as determined by the GM.

Animal Purpose Training[ACG]

You may affect a number of animals of the same type equal to 1 + your mythic tier, imbuing all of them with the same general purpose. Alternatively, if you target a single animal the duration changes to permanent.

Anonymous Interaction[ACG]

You target any memories of you for a number of minutes equal to your mythic tier, and you can implant a false memory about your interaction with the targets, causing them to misremember some detail about you or your interaction, such as your gender, shape, or the gist of your conversation. All targets have the same false recollection.

Augmented (2nd): If you expend two uses of your mythic power, you can target memories up to one hour preceding casting, and you can implant different false memories in each target.

Anticipate Thoughts[OA]

The insight bonus to your AC increases to +4, and if the target fails its Will saving throw, the bonus to attack and damage rolls against the target also increases to +4. The spell's maximum bonus increases to +8.

Augmented (4th): If you expend two uses of mythic power, the spell's range increases to medium (100 feet + 10 feet per caster level).

Anti-Incorporeal Shell[ACG]

Add your mythic tier on caster level checks to overcome the spell resistance of non-mythic incorporeal creatures seeking to enter your *mythic anti-incorporeal shell*. Even if you fail to overcome their spell resistance, incorporeal creatures beginning their turn within a *mythic anti-incorporeal shell* take damage equal to your mythic tier (no save). Non-mythic creatures take double damage.

Anywhere but Here[PA]

You may add or subtract your mythic tier from your percentile roll after the result is revealed. The gate remains open for a number of round equal to your tier after the shift, consenting passage in both directions.

Aphasia[UI]

Non-mythic creatures are not entitled to a new saving throw at the end of each of their turns to end the effect, and non-mythic creatures affected by *tongues* are not immune to the spell, although you must succeed on a caster level check (DC 10 + the *tongues's* caster's caster level) , or the target is unaffected.

Augmented (5th): If you expend two uses of mythic power, you can increase the spell's duration to permanent. If you do, it gains the curse descriptor, and can be removed with *remove curse* and similar effects. Further, after one hour to adjust to the change, the target suffers only 20% spell failure on spells with verbal components, rather than being unable to cast them. If the target is mythic, she is still entitled to a new saving throw each round to end the effect.

Appearance of Life[HA]

You do not need to provide the spell's material component. Additionally, you can always target at least one undead creature with this spell, even if that creature's total Hit Dice exceeds twice your caster level. Finally, spells such as *detect undead* fail to pierce the illusion unless the spell comes from a mythic source.

Appearance of Life, Greater[VC]

You do not need to provide the spell's material component. Add your mythic tier to your caster level to determine duration. The penalty on Will saving throws to disbelieve the illusion doubles to -10 (instead of -5). Finally, spells such as *detect undead* fail to pierce the illusion unless the spell comes from a mythic source.

Augmented: You can expend two uses of mythic power to change the spell's duration from hours to days.

Apport Animal[OA]

You can affect a Small or smaller animal with this spell. If you target a Tiny or smaller animal, the distance it can travel when sending or receiving is increased to 100 feet + 10 feet/level.

Augmented (2nd): If you expend two uses of mythic power, you can apport a touched animal of Medium or smaller size.

Apport Object[OA]

The maximum size of the object you apport can be up to 2 pounds times your mythic tier, and no more than 2 cubic feet times your tier. The distance a sent or received object can travel is increased to 100 feet + 10 feet/level.

Augmented (8th): If you expend two uses of mythic power, you can send or receive an object into a space that is protected by an *antimagic field*, *globe of invulnerability*, or similar effect if you make a successful caster level check. The DC is equal to 15 + the spell or effect's caster level. If the effect originates from a creature's supernatural ability, the DC is equal to 15 + half the creature's HD plus its Charisma modifier.

Aquatic Cavalry[UW]

You add your mythic tier to your caster level to determine the number of hippocampi you summon. In addition, the summoned hippocampi gain the agile mythic simple template.

Augmented (4th): If you expend two uses of mythic power, you can ignore the spell's reduced duration when the hippocampi participate in a single combat.

Arbitrament[PA]

When determining the spell's effect on non-mythic creatures, add your tier to your caster level. Extremely-aligned creatures that fail their saves also take a –4 penalty on attack rolls and saving throws, and their spell resistance decreases by 5 for as long as the spell's other effects last.

Ardor's Onslaught[PA]

The damage dealt to neutral outsiders increases to 1d10 points of damage per caster level (maximum 10d10), and the damage dealt to other neutral creatures increases to 1d12 points of damage per 2 caster levels (maximum 5d12). The victims are nauseated for 2d6 rounds. Neutral creatures that succeed at their saves are nauseated for 1 round.

Assume Appearance[HA]

You can use the spell to assume the form of a living creature. The creature must be helpless while the spell is cast, and the spell ends immediately if the target ceases to be helpless. Using the spell in this way changes the spell's focus to a helpless living creature. If the creature used as a focus dies, the spell's effect does not end, although any creature that is observing the target at the time that the creature used as the focus dies gains a new saving throw to disbelieve the spell, with a +2 bonus. Once the creature used as the focus dies, it must be preserved or the spell ends, normally.

Augmented (5th): If you expend two uses of mythic power, you can assume the form of creatures of a wider variety of creature types, and the spell functions as *polymorph* rather than alter self.

Assume Appearance, Greater[HA]

You can use the spell to assume the form of a living creature. If you are not using a likeness of the creature as the spell's focus, then the creature must be helpless, as outlined in mythic *assume appearance*. You are also able to copy the creature's voice regardless of whether you have heard it or not. Finally, if you use a likeness as the focus and keep it on your person or within 30 feet, the aura of the mythic *greater assume appearance* is hidden, as though with *magic aura*, in addition to being redirected to the likeness.

Augmented (6th): If you expend two uses of mythic power, you can assume the form of creatures of a wider variety of creature types, and the spell functions as *polymorph* rather than alter self.

Audiovisual Hallucination[UI]

As the benefits of mythic *auditory hallucination*. Additionally, the image automatically reacts appropriately to any damage dealt to it, although each time a creature successfully hits the image, it is entitled to a new Will save to disbelieve the spell. Additionally, you can provide more complex instructions for the phantasm when you cease concentrating on it, which can be explained in 100 words or fewer, and by spending a move action to focus on the spell, you can issue new instructions even after you have ceased concentrating (although you must still be within the spell's range to do so).

Auditory Hallucination[UI]

The duration increases to concentration + 1 round per caster level, and the targets can be up to 120 feet away from one another, rather than 30 feet.

Augmented (6th): If you expend two uses of mythic power, the duration changes to concentration + 1 minute per caster level, and the targets can be any distance from each other, provided that they are all within range. Additionally, you may choose to have up to one creature per mythic tier experience a different hallucination than the others (for example, you could have one soldier hear his commander calling him away from his post, while the other soldiers in the squad hear an order to kill the first soldier as a deserter).

Aura Alteration[OA]

When altering a target's alignment aura, you can add your tier to the number of steps by which you can adjust the power of the target's aura. When altering a target's emotion aura, the conflicting colors impose a -2 penalty on creatures attempting Bluff, Diplomacy, or Sense Motive checks against the targets. When altering a target's health aura, you can obscure the entire existence of the target's available ki points or similar resources. When altering a target's magic aura, examiners who cast *identify* on an object take a -5 penalty to their Will saving throws to detect the object's actual qualities.

Aura of Cannibalism[MC]

Add your mythic tier to your caster level to determine the duration and maximum amount of temporary hit points that you can gain. Additionally, if you have 25 or more temporary hit points, you gain a +3 competence bonus on attack rolls, saving throws, and skill checks.

Aura of the Unremarkable[UI]

The spell's range increases, and the size of the emanation it creates, increase by 10 feet per mythic tier you possess. Additionally, hostile actions taken against a creature do not automatically end the spell's effect for non-mythic allies of that creature. Instead, the creature's allies are entitled to a new saving throw with a +4 bonus and can make one such saving throw per round in which one or more of their allies are attacked. Hostile actions still automatically end the effect for the attacked creature, as well as any mythic allies of that creature.

Aura Sight[ACG]

You know the location and power of all strong or stronger auras within line of effect, even if you do not have line of sight. If you concentrate on the spell's effect, you can determine the location and power of moderate or stronger auras even without line of sight. You add your mythic tier as a bonus on Knowledge (religion) checks made to determine the strength of auras within line of sight. *Mythic aura sight* requires *mythic permanency* to be made permanent.

Aversion[OA]

Add your tier to your caster level when determining the number of days this spell lasts. In addition, you may choose to target a number of creatures equal to one-half your mythic tier rather than a single creature, though this reduces the duration of the *aversion* to 1 hour/level.

Awaken Construct[OA]

Add your tier to any Spellcraft checks you must make as part of this spell.

Augmented: If you expend three uses of mythic power, instead roll 4d6 to determine the construct's Intelligence score, and increase its Charisma score by 3d6.

Awaken the Devoured[BotD]

Add your mythic tier to your caster level to determine the maximum number of daemons affected. The damage dealt increases to 1d12 points of fire damage per caster level (maximum 15d12). A non-mythic target automatically fails its saving throw against this spell.

Augmented (6th): If you expend two uses of mythic power, the maximum damage increases to 20d12 and all daemons within 60 feet of each other are affected.

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Babble: Add your tier to your caster level when determining the number of rounds this spell lasts.

Ban Corruption: Your target retains its corruption's gifts and the spell lasts for a longer time.

Banshee Blast: Deal more damage and panick non-mythic creatures.

Barbed Chain: Attack with a higher bonus, and deal bleed damage with razor-sharp chains.

Barrow Haze: Extend the range of hexes and necromancy spells and powers.

Beacon of Guilt: Resisting and removing the spell's effects is harder.

Beastspeak: Cast the spell on another creature and speak when in another form.

Bestow Auras: Transfer an aura that affects only you or make the target a second center of an aura's area of effect.

Bestow Planar Infusion: Grant a mythic planar infusion.

Bilocation: Your bodies gain damage resistance and an additional move action each round.

Blade Lash: Use your weapon to attempt more maneuvers at a greater distance.

Blade of Light: Increase the bonuses and the weapon sheds light as per mythic daylight.

Blazing Rainbow: Enhance the bow's bonus, or make a larger bridge granting more benefits.

Bleed for Your Master: The target takes half damage and suffers special attacks and effects, and you take none; the target, however, can better protect itself.

Blessed Fist: Gain bonuses vs. evil creatures.

Bloatbomb: Kill lesser creatures; they can explode even after death.

Blood Armor: Cast this spell on another creature, and gain damage resistance that reduces bleed damage.

Blood in the Water: Increase the emanation, and damaged creatures double their bonuses.

Blood Sentinel: The sentinel remains animate for a longer time and is considered a mythic creature.

Blood Ties: You can exploit more deeply the bond between your hostage and its kin.

Bloodbath: Inflict more bleed damage and your targets can be more distant among them.

Bloodspear: It's harder for the victim to stop bleeding, you gain more temporary hit points, and the spear retains the *returning* property for a longer time.

Blurred Movement: Cast this spell on another creature and grant additional benefits.

Body Capacitance: Cast this spell on another creature or deal more electricity damage.

Bone Flense: Increase your caster level to determine the amount of piercing damage and duration of bleed damage.

Boneshaker: Control your target for a longer time.

Borrow Corruption: Your target loses access to manifestations of its corruption.

Bouncy Body: The target becomes even more bouncy.

Bountiful Banquet: Conjure a table and chairs, and grant bonuses to creatures that partake of the banquet.

Brand of Conformity: Add your mythic tier to your caster level to determine the spell's duration.

Brand of Hobbling: Slow further the target and increase the duration.

Brand of Tracking: Increase the range and gain information more times per day.

Break, Greater: Exclude objects from the effects, and affect larger objects.

Brightest Light: As *mythic daylight*, but the light is brighter and damages evil creatures more.

Build Trust: Apply the benefit both to Wisdom checks and skill checks and gain other benefits.

Bullet Ward: Increase the number of bullets and protect any adjacent ally.

Buoyancy: Affect larger object or creatures or increase the duration.

Burning Entanglement: Plants spring up where there are none, reaching creatures in the air; victims may catch on fire.

Burning Sands: Increase the duration and the damage caused.

Burst of Adrenaline: Add one-half your tier (minimum 1) to the enhancement bonus this spell grants.

Burst of Insight: Add one-half your tier (minimum 1) to the enhancement bonus this spell grants.

Burst of Radiance: Creatures in the area take more damage and are blinded for a longer time.

Burst with Light: The illumination increases at a greater extent and for a longer time, penalizing light-sensitive creatures and giving benefits to others.

Babble[OA]

Add your tier to your caster level when determining the number of rounds this spell lasts.

Augmented (2nd): If you expend two uses of mythic power, this spell targets one or more living creatures in a 10-foot-radius burst.

Ban Corruption[HA]

A creature that succeeds on its saving throw still has any gifts associated with corruptions suppressed for as long as it remains within the spell's area, although it regains them once it leaves the emanation. Additionally, the spell's duration increases to concentration plus 1 minute/level.

Banshee Blast[ACG]

The damage dealt increases to 1d8 points of damage per caster level (maximum 15d8). Non-mythic creatures damaged by your *mythic banshee blast* must save to avoid becoming panicked regardless of whether they succeed on their Reflex save and are shaken for a number of rounds equal to your mythic tier even on a successful Will save.

Barbed Chain[HA]

Add your mythic tier to the attack bonus or CMB used by the conjured chains. Additionally, the chains are razor-sharp, and inflict 1 point of bleed damage with each successful hit or combat maneuver check. This bleed damage stacks with itself, if multiple chains are directed at the same target, but does not stack with other sources of bleed damage.

Augmented (3rd): If you expend two uses of mythic power, the chains can also be used to grapple targets. If the grapple is successful, the chains persist for 1 round per caster level, attempting to pin the target on each subsequent round, but do not damage the target or take any other actions as part of maintaining the grapple. The chains' CMD for this effect is equal to 10 + their CMB.

Barrow Haze[ACG]

Creatures within a *mythic barrow haze* are considered within range of your hexes that have a maximum range of 30 feet as long as any part of the cloud is within 30 feet plus 10 feet per tier of you. A *mythic barrow haze* also extends the range of any spell or spell-like ability of the necromancy school that you use that normally has a short range.

Beacon of Guilt[VC]

Add your mythic tier to your caster level check to overcome any spell resistance by this spell, including the *faerie fire* effect. In addition, the DC of the caster level check to remove your curse with *break enchantment* or remove curse is increased by an amount equal to your mythic tier.

Beastspeak[ACG]

You can cast this spell on another creature with a range of touch, and you can use this spell when you are using wild shape or a polymorph effect to assume the form of any creature that normally cannot speak, even if that creature is not an animal. You gain a bonus equal to your mythic tier on wild empathy checks when you use that ability on creatures of the same type as your current form.

Bestow Auras[ACG]

You can transfer an aura that affects only you, such as aura of good, and if the aura requires the expenditure of another ability (such as with aura of justice or aura of vengeance), you can expend uses of that ability to activate the aura when you transfer it to the target. If you transfer an aura that affects an area, you continue to function as the center of that aura effect and the target does as well; you do not cease affecting an area with your aura while the target is also affecting an area with the aura you have bestowed.

Bestow Planar Infusion (All)[PA]

Each mythic *bestow planar infusion* spell must be learned individually, and you must know the respective non-mythic *bestow planar infusion* spell to learn its mythic version. You don't have to learn them in order and are not required to know a lower-level mythic *bestow planar infusion* spell before you learn a higher-level one (for example, you can learn *mythic bestow planar infusion II* if you know *bestow planar infusion II*, even if you don't know *mythic bestow planar infusion I*).

Each *mythic bestow planar infusion* spell grants the target the corresponding basic, improved, or greater mythic planar infusion (see the Mythic Planar Infusion feat's description).

Augmented (2nd): If you expend two uses of mythic power, you can attune the target to a plane of your choice that you are not currently in. In addition, the target gains also the planar infusions granted by lesser spells of the chain you know (for example, if you cast *mythic bestow planar infusion II* and also know *mythic bestow planar infusion I*, you bestow both the mythic basic and improved planar infusion to the target).

Augmented (6th): If you expend four uses of mythic power, the spell's duration increases to 1 week. It may be made permanent using a *mythic permanency*.

Bilocation[OA]

Mythic bilocation fortifies both your body and your duplicate, and while the spell is in effect, both gain DR 5/—. In addition, you gain one additional move action each round at the end of your turn, which must be used by whichever of your bodies that has not already taken a move action or full-round action.

Augmented (5th): If you expend two uses of mythic power, add one standard action or one swift action per round to the pool of action your bodies share. You must choose which type of action to add to your pool at the beginning of each round.

Blade Lash[ACG]

You can use your weapon to attempt a disarm, reposition, or trip combat maneuver against a target within 30 feet, and you add one-half your mythic tier (minimum +1) as a bonus on your combat maneuver check.

Augmented (3rd): If you expend two uses of mythic power, your bonus increases to an amount equal to your mythic tier, and you can attempt multiple disarm, reposition, or trip combat maneuvers, as if you were using the full attack action (though casting the spell still requires only a standard action). You can direct these maneuvers against a single target or different targets. These iterative attacks may only be used to attempt these combat maneuvers; you cannot make actual attacks as part of this action even if you would normally be able to do so, such as if you successfully trip a target and have the Greater Trip feat.

Blade of Light[AG]

The affected weapon sheds light as if *mythic daylight* was cast on it. It grants a +4 sacred bonus on attack rolls against evil outsiders and undead and deals +2d6 points of damage on a successful hit against such foes; it deals an additional die of damage at mythic tiers 4, 7, and 10.

Blazing Rainbow[ACG]

If you select the bow option, the arrows of light shot by your bow deal damage to undead as if they were living creatures, and the enhancement bonus of the bow is increased by 1, plus 1 for every 3 tiers after 1st. You may shoot a number of arrows equal to your caster level plus your mythic tier.

If you select the bridge option, you may double the width of the bridge to 10 feet, or if you create a 5-foot-wide bridge you may increase its length to 10 feet times your caster level plus your mythic tier. You add one-half your mythic tier (minimum 1) to the bonus granted to allies and the penalty taken by enemies on checks, saves, and their CMD to resist being moved from the bridge. Additionally, you may select one creature type (and subtype, for humanoids or outsiders) as the bane of that bridge. Creatures of that type touching or beginning their turn on the bridge take 1d6 points of damage (no save) and must succeed on a DC 15 Reflex save each round or suffer injuries to their feet, as if they had stepped on caltrops.

Augmented (6th): If you expend two uses of mythic power and select the bridge option, you can increase the width of the bridge to 5 feet times your mythic tier and its length to 100 feet times your caster level plus your mythic tier. If you create a 5-foot-wide bridge, you may increase its length to 1 mile times your caster level plus your mythic tier. Creatures on the *mythic blazing rainbow* cannot be blown off by strong winds or other weather effects.

Bleed for Your Master[UW]

If an attack roll triggered this spell's casting, the target takes half damage and you take no damage. Additional effects like bleed, energy drain, poison, and so on are suffered by the target and not halved.

If an area of effect spell triggered this spell's casting, the target gains a saving throw as normal (instead of automatically failing it's Reflex save).

The target is not shaken or frightened as a result of this spell.

Blessed Fist[ACG]

The target's unarmed strike gains a +1 sacred bonus on attack and damage rolls against evil creatures. In addition, if the target strikes an evil creature that has a form of damage reduction other than DR/magic or DR/good, it bypasses a number of points of that damage reduction equal to your mythic tier. This does not include DR/epic or DR/-

Augmented: If you expend two uses of your mythic power, the target's ability to bypass damage reduction with its unarmed strike includes DR/epic and DR/-.

Augmented (6th): If you expend two uses of your mythic power, the weapon gains the holy special weapon property.

Bloatbomb[ACG]

The target dies on a failed Fortitude save if its Hit Dice are no more than one-half your caster level plus one-half your mythic tier (or plus your mythic tier, if the target is a non-mythic creature). If the target dies, its putrefied corpse remains dangerous and liable to explode for a number of hours equal to your caster level plus your mythic tier, and the damage dealt by the explosion is increased to 4d6 points of acid damage (Reflex half). Creatures failing their Reflex save take 2d6 points of acid damage per round thereafter for a number of rounds equal to your mythic tier, though they may attempt an additional Reflex save each round at the end of their turn to end this ongoing damage.

Blood Armor[ACG]

You can cast this spell on another creature with a range of touch, and each time the target takes at least 5 points of piercing or slashing damage (or any amount of bleed or blood drain damage) it gains DR 1/- in addition to a +1 enhancement bonus to its AC. This DR stacks with itself, to a maximum of DR 5/-. For each point of DR the target gains from this spell, it reduces any hit point bleed or blood drain damage by 1 and gains a bonus equal to the DR provided by this spell on checks or saves to stabilize or halt bleed damage (including on the caster level checks or Heal checks of other characters assisting or treating the target with mundane or magical healing). As long as the target has at least 1 point of DR from this spell, it does not lose hit points from taking a standard action or failing a stabilization check while at negative hit points.

Blood in the Water[MC]

The emanation increases to 30 feet (instead of 20 feet). In addition, if affected creatures take damage while *mythic blood in the water* is in effect, the bonuses provided by this spell are doubled.

Augmented: If you expend two uses of mythic power, all affected creatures gain the ferocity special quality and can fight on at 0 or fewer hit points, to a maximum hit point total equal to their Constitution plus your mythic tier.

Blood Sentinel[ACG]

A *mythic blood* sentinel remains animate for a number of hours equal to your caster level plus your mythic tier, and it is considered a mythic creature for all purposes. It gains a single mythic surge, using your surge die, which it can use at any time as a free action, and it gains temporary hit points equal to your mythic tier. If a *mythic blood sentinel* is slain, you can expend one use of mythic power as a free action to take 2 points of Intelligence damage rather than Intelligence drain, or two uses of mythic power to negate the Intelligence drain altogether.

Blood Ties[HA]

If both targets fail their saving throws, there is no maximum amount of damage that can be conferred from the hostage to the second target (both targets must still be alive for damage to be conferred in this way). If one target succeeds on the saving throw, but the other fails, half of the damage inflicted to the hostage is conferred to the second target, to a maximum of 5 points of damage per caster level per day. You are only prevented from attempting to exploit the connection between these particular two creatures gain if both targets succeed on their saving throw.

Augmented (6th): If you expend two uses of mythic power, you can cast this spell even if you previously cast this spell on both targets and they both succeeded on their saving throw, but only if it has been at least 1 week since the last time that you did so.

Bloodbath[HA]

The bleed damage increases to 2d6 (both to yourself and to the other targets). Additionally, the spell's targets do not need

to be within 30 feet of each other, although they must all be within the spell's range.

Augmented (3rd): If you expend two uses of mythic power, all bleed damage inflicted as a result of this spell is rolled twice. For each creature (including yourself), you choose which result to use.

Bloodspear[FKCC]

Add one-half your mythic tier to the save DC of a creature hit by the *bloodspear* in order to stop bleeding, and your mythic tier to the number of temporary hit points you gain when hitting a creature that is already bleeding. If you prick yourself with the *bloodspear*, it retains the *returning* property for a number of rounds equal to one-half your mythic tier.

Blurred Movement[ACG]

You can cast this spell on another creature with a range of touch, and if the target moves at least its speed on its turn, the blurring lasts until the start of its next turn. If you cast the spell on yourself, increase the miss chance provided by the spell by 5%, plus an additional 5% per 3 mythic tiers.

Body Capacitance[ACG]

You can cast this spell on another creature with a range of touch. If you cast the spell on yourself, you may choose for the target of your touch attack takes the same amount of electricity damage that you took (rather than half damage), ending the spell. Alternatively, you may make a number of touch attacks equal to one-half your mythic tier (minimum 1), each attack dealing one-half the electricity damage you took.

Augmented (5th): If you expend two uses of mythic power, you can cast this spell as an immediate action.

Bone Flense[AG]

Add your mythic tier to your caster level to determine the amount of piercing damage and duration of bleed damage.

Boneshaker[HA]

If the target is a living creature, you can move the target an additional 5 feet for every 2 mythic tiers you possess, and this movement does provoke attacks of opportunity. If the target is an undead creature, you may have it perform a second action (allowing you to have it move twice, make two attacks, or move and make an attack).

Augmented (5th): If you expend three uses of mythic power, you can choose one additional target per mythic tier you possess, but you cannot target a mix of living and undead creatures: either all targets must be living, or all targets must be undead. Additionally, when dictating the targets' actions, all targets must move and act in the same way (for example, if they are all undead, you could have them all move 30 feet to the East and make an attack). If a physical obstacle prevents one or more of the targets from moving as you direct it, it simply moves as far as it can, then stops.

Borrow Corruption[HA]

You can attempt to steal the corruption's power from the target. If you choose to do so, the target must succeed on a Fortitude save or lose access to any stains or gifts granted by their corruption. You also gain any daily uses the creature had remaining of any of their gifts with limited uses. Additionally, as a standard action, you can expend one use of mythic power in order to immediately gain a full day's uses of any gifts you gain with this spell that have limited uses.

Special: You may choose to take an additional 1d3 points of Wisdom drain (or have your sanity score decrease by an additional 2, if using the sanity system) when casting mythic *borrow corruption*. If you do, you do not need to expend a use of mythic power in order to cast the mythic version of the spell.

Bouncy Body[MC]

The circumstance bonus increases to +4, the target treats falls as 40 feet shorter (minimum 0), and the DC of an Acrobatics check is halved.

Bountiful Banquet[UI]

In addition to the food and finery, the spell also conjures a table large enough to accommodate each creature partaking of the feast, as well as a comfortable chair for each such creature. Additionally, each creature that partakes of the banquet gains a +4 competence bonus on Bluff, Diplomacy, Intimidate, Perform, and Sense Motive checks for 24 hours. These bonuses do not apply on checks made against you.

Brand of Conformity[AG]

Add your mythic tier to your caster level to determine the spell's duration.

Augmented: You can expend two uses of mythic power so that the spell also suppresses Common and Undercommon.

Brand of Hobbling[AG]

The target's movement speeds are reduced by two-thirds (instead of half). Add your mythic tier to your caster level to determine the spell's duration.

Augmented: You can expend two uses of mythic power so that the target's movement speeds are reduced to 5 feet. The target cannot take a 5-foot step in such an instance, nor cross difficult terrain.

Brand of Tracking[AG]

Add your mythic tier to your caster level to determine the range at which you can determine the target's direction and distance. Add half your mythic level to the number of times per day you can gain information about the target.

Augmented: You can expend two uses of mythic power so that there is no range limit. You still cannot gain information about the target if it travels to another plane.

Break, Greater[UI]

You may choose to exclude up to one object per caster level from the spell's effects. Additionally, the spell can affect objects of up to Large size.

Augmented (5th): If you expend three uses of mythic power, non-magic objects that fail their saving throw by 5 or more are destroyed, even if they were not already broken, and magic objects that fail their saving throw by 10 or more are destroyed.

Brightest Light[AG]

The spell functions as *mythic daylight*, except it increases the light level by two steps; creatures that are damaged or destroyed by real daylight suffer the same effects in an area of *mythic brightest light*. In addition, the light from this spell automatically dispels any magical darkness effect in its area coming from a source of a lesser tier than its caster.

Build Trust[UI]

The spell's bonus and reroll can both be applied to Wisdom checks and Wisdom-based skill checks you make to interact with the target. Add your tier to the DC of Sense Motive checks to notice the target is under an enchantment. The target does not become disillusioned with you when the spell ends unless you used the reroll.

Augmented (2nd): If you expend two uses of mythic power, the target does not become disillusioned with you when the spell ends even if you used the reroll. If you are using the contacts rules, your trust score with the target increases by 2 (rather than 1). If you are using the individual influence rules, you learn two of its influence skills, strengths, or weaknesses as if you had succeeded at two discovery checks (rather than one).

Bullet Ward[ACG]

The number of bullets protecting you is increased by an amount equal to one-half your mythic tier (minimum 1), and you can use them to protect yourself or any adjacent ally, granting them the same bonus to AC that the spell would normally grant to you. Using *mythic bullet ward* to deflect a firearm attack is a free action rather than an immediate action, though it otherwise follows the rules for immediate actions.

Buoyancy[ACG]

You can affect Large or smaller objects or creatures, though if you target only willing Medium or smaller objects or creatures you may increase the duration to a number of hours equal to your mythic tier. You add your mythic tier to the DC of Swim checks to remain submerged. The spell does not end when a target spends 1 round on dry land.

Burning Entanglement[VC]

The spell functions in areas without any vegetation, causing plants to spring up out of the ground. These plants can reach creatures that are up to 10 feet in the air. Any creature that fails its Reflex saving throw also catches on fire (see Environmental Rules[CRB]), taking 2d6 points of fire damage each round until the fire is extinguished. Attempts to extinguish this fire use the spell's save DC.

Augmented (6th): If you expend two uses of mythic power, the damage increases to 4d10 or 2d10 (instead of 4d6 or 2d6), and any fire damage dealt by the spell bypasses fire resistance and fire immunity.

Burning Sands[AG]

Add your mythic tier to your caster level to determine the spell's duration. Add half your mythic tier to the damage caused by the spell.

Augmented: You can expend two uses of mythic power to change the spell's duration from rounds to minutes.

Burst of Adrenaline[OA]

Add one-half your tier (minimum 1) to the enhancement bonus this spell grants.

Augmented: If you expend two uses of mythic power, you add your tier to the bonus granted by the spell and are not fatigued after casting this spell.

Burst of Insight[OA]

Add one-half your tier (minimum 1) to the enhancement bonus this spell grants.

Augmented: If you expend two uses of mythic power, you add your tier to the bonus granted by the spell and are not fatigued after casting this spell.

Burst of Radiance[FKCC]

Creatures in the spell's area are blinded for 2d4 rounds or blinded for 1 round if they succeed at their Reflex save. Evil creatures in the area of the burst take 2d4 points of damage per caster level (max 10d4), whether they succeed at the Reflex save or not.

Burst with Light[FKCC]

The illumination in the additional 30-foot-radius increases to at least normal light regardless of the existing lighting conditions. Creatures that take penalties in bright light double those penalties while in the area of bright light produced by this spell. All other creatures in the area of bright light gain a +2 circumstance bonus on Perception checks and saves to resist fear. Increase the spell's duration and the duration of the blindness effect for a creature that fails its saving throw of a number of rounds equal to one-half your tier. Creatures that succeed at their save are blinded for 1 round.

- C -

Call Spirit: You can ask more questions, and it's harder for the spirit both resist and deceive you.

Call Woodland Beings: Call more mythic or non-mythic creatures with diverse templates.

Call Woodland Beings, Greater: Call more mythic or non-mythic creatures with diverse templates.:

Call Woodland Beings, Lesser: Call more mythic or non-mythic creatures with diverse templates.

Callback: You can also specify ability damage and a set of conditions as triggers.

Callback, Greater: As *mythic callback*, but increase the spell's range and duration.

Calm Spirit: It's harder for spirit and haunts resisting the spell.

Catatonia: Extend the duration and the target seems really dead.

Cave Fangs: Deal more damage and the trap is harder to detect.

Chameleon Stride, Greater: Cast this spell on another creature, or increase the Stealth bonus and gain total concealment.

Charge Object: *Mythic charge object's* casting time is 1 minute.

Charm Person, Mass: Your charm is more efficacious and harder to detect, and affected creatures understand your language.

Charnel House: Cast the spell more quickly and without material components, and your victim feel ill for a longer time.

Charon's Dispensation: Extend duration, affect more creatures, and target are immune to memory suppression.

Cleansing Fire: Neutral creatures can take half or no damage; evil spells fail inside the ring.

Climbing Beanstalk: The beanstalk is larger and more robust.

Cloak of Shadows: Extend duration and gain other bonuses.

Codespeak: The spell's duration increases, and the code is harder to break.

Cognitive Block: Extend the range and it's harder for the target to resist.

Commune with Plane: You gain more information and a greater range.

Companion Life Link: You and your animal know each other's status, and it comes to you more quickly without ending the spell.

Companion Transposition: You and the other target can take other actions, and the other target is not staggered until the end of its next turn.

Compelling Rant: Creatures with more Hit Dice can be affected, and it's harder doubting of you.

Complex Hallucination: As *mythic audiovisual hallucination*, plus with enhanced olfactory and thermal effects.

Compulsive Liar: The target can't tell the truth even in fiction or in magical zones of truth.

Condensed Ether: The penalties increase, and affected creatures move at one-quarter speed.

Conditional Curse: The curse is harder to remove and who attempts to remove it may be affected as well.

Conditional Favor: You may cast more varied spells as favors, and another spell as a punition if the conditions are violated.

Conjuration Foil: Deal more damage and choose the new destination of effects.

Conjure Carriage: Conjure a bigger carriage with food, drink, light and warmth, pulled by pegasi.

Contact Entity: Contact more entities of different types and gain a bonus on Charisma checks.

Contagious Zeal: Grant more temporary hit points and target an ally multiple times.

Contest of Skill: Affect more creatures and a target can't reduce the effect's duration.

Contingent Action: Increase the duration, and the spell doesn't discharge until the creature takes the action.

Contingent Scroll: Increase the duration, and use the spell on more powerful scrolls, even if the spells are not on your list.

Contingent Venom: As *mythic languid venom*, but the effect is further delayed, and magical illusions don't fool it.

Control Vermin: Control more vermin and more distant from each other; it's harder for them to resist and they can be mounted.

Controlled Fireball: The spell has no components, you can conceal its casting, deals more damage, and creature who fail their save catch fire.

Corpse Lanterns: Move as many lanterns as you wish, increase penalties and bonuses, and profile undead as per *faerie fire*.

Counterbalancing Aura: Warded creatures gain increased bonuses against neutral opponents.

Covetous Urge: Extend duration and your curse is harder to remove.

Coward's Cowl: Double the bonuses and penalties, and the subject may be shaken.

Create Drug: Increase the number of doses created, their duration and the DC to resist.

Create Mindscape: Alter the flow of time in your mindscape.

Create Mindscape, Greater: As *mythic create mindscape*, plus the mindscape can have dead magic.

Create Soul Gem: Increase the duration and non-mythic resurrect attempts automatically fail.

Creeping Ice: The ice is thicker and harder, and you can expand it, fatiguing fire creatures.

Crime of Opportunity: You can control somewhat the target's behavior.

Crime Wave: You can control somewhat the targets' behavior, and they can be more distant from one another.

Crimson Breath: Your poison is more potent and harder to cure.

Crimson Confession: The spell becomes a curse and may be permanent or affect multiple creatures.

Cruel Jaunt: Teleport more quickly and at a longer distance and take actions normally after teleporting.

Cultural Adaptation: Increase your bonuses and gain other bonuses.

Curse of Burning Sleep: Deal more damage and sicken the target with pain. The curse is harder to remove.

Curse of Fell Seasons: Increase the spell's area and gain more control on weather conditions.

Curse of Night: Increase the spell's area, gain more control on the effects, and make harder casting light spells.

Curse of the Outcast: The target suffers penalties on Charisma-based skills, and the curse is harder to remove.

Curse Terrain: Increase the spell's area and duration and create more hazards you may positionate as you wish.

Curse Terrain, Greater: Increase the spell's area and duration, and create more hazards you may positionate as you wish (even if they're not fit for the terrain).

Curse Terrain, Lesser: Increase the spell's area, and create more hazards you may positionate as you wish.

Curse Terrain, Supreme: Increase the spell's area and duration, and create more hazards you may positionate as you wish (even if they're not fit for the terrain).

Cursed Treasure: Bestow a mythic curse that is harder to remove.

Call Spirit[OA]

Add one-half your tier (minimum 1) to the DC of this spell's Will saving throw and to the number of questions you may ask the spirit you call. If the spirit attempts to deceive you with a Bluff check, you may roll twice and take the better result on your Sense Motive check to oppose it.

Augmented (2nd): If you expend two uses of mythic power, your knowledge of the subject is treated as one step better for purposes of determining the spell's DC.

Call Woodland Beings[FKCC]

As *mythic lesser call woodland beings*, but you can call one or more non-mythic forest creatures whose Hit Dice total no more than 12 plus half your mythic tier, or one or more mythic forest creatures whose Hit Dice total 12 or less.

Call Woodland Beings, Greater[FKCC]

As *mythic lesser call woodland beings*, but you can call one or more non-mythic forest creatures whose Hit Dice total no more than 18 plus half your mythic tier, or one or more mythic forest creatures whose Hit Dice total 18 or less.

Call Woodland Beings, Lesser[FKCC]

You can call one or more non-mythic animals, fey, plants, or magical beasts, or animals with the fey animal template, and they must be creatures that naturally inhabit forest terrain whose Hit Dice are up to 6 plus half your mythic tier (minimum 1), and the payment required for such a creature is reduced by half. Alternatively, you can call a mythic forest creature of one of the above types with 6 Hit Dice or less.

You cannot call creatures with class levels or templates except the fey creature simple template[B3]. If your campaign uses the expanded templates from the *Advanced Bestiary* also may apply one of the following templates to the forest creatures called with this spell: arboreal, bramble, green warden, plantblood, or seasonal. If you call multiple creatures with this spell, you must apply the same template to all creatures you call. Creatures to which you apply one of these templates are treated as having 1 Hit Die more than normal for the purpose of your Hit Die limit.

Callback[UW]

You can also specify ability damage and a set of conditions as triggers for this spell to take effect.

Augmented (3rd): If you expend two ues of mythic power, the spell cures 2d8 points of damage on the target when it is teleported.

Callback, Greater[UW]

As *mythic callback*, but you add your mythic tier to your caster level to determine the spell's range and duration.

Augmented (6th): If you expend two uses of mythic power, the spell cures 5d8 points of damage on the target when it is teleported. If the target had been slain as a result of hit point damage, it comes back to life and stabiliizes if the spell restores the target's hit point total to an amount greater than its negative Constitution score. If the target is brought to life in this way, it gains a temporary negative level that lasts for 24 hours.

Calm Spirit[OA]

If targeting an incorporeal undead creature, add one-half your tier (minimum 1) to the DC of this spell's Will saving throw. If targeting a haunt, add your tier to your caster level when determining whether you calm the haunt.

Catatonia[OA]

Add your tier to your caster level when determining the number of hours this spell lasts and to the DC of Heal checks made to determine if the target is still alive.

Augmented: If you expend two uses of mythic power, the target cannot be affected by spells that affect only objects.

Augmented (7th): If you expend three uses of mythic power, the duration becomes permanent.

Cave Fangs[UW]

The damage dealt increases by 2d8 points of damage plus 1 point of bleed damage. Add your tier to the DC to detect the magical trap.

Chameleon Stride, Greater[ACG]

You can use this as a touch spell rather than a personal spell, with the 10-foot-radius emanation centered on the target rather than on you. If you cast the spell on yourself, add your mythic tier to the bonus you and your allies gain on Stealth checks, and you have total concealment from creatures more than 30 feet away (attacks have a 50% miss chance).

Charge Object[OA]

Mythic charge object's casting time is 1 minute.

Charm Person, Mass[UI]

Add your tier to the DC of Sense Motive checks to notice the target is under an enchantment, to the maximum number of HD you can affect, and to your Charisma checks to make the target follow your commands. Affected creatures understand your commands as if they shared your language but do not gain any other understanding of new languages from this spell.

Augmented (5th): If you expend two uses of mythic power, *mythic mass charm person's* duration is 1 day/level.

Charnel House[HA]

You do not need to provide the spell's material component, and the spell's casting time is reduced to 1 round. Non-mythic creatures that fail their Will save are nauseated for 2d4 rounds, then sickened for as long as they remain in the spell's area, plus 1d4 rounds thereafter. Mythic creatures that fail their Will save are nauseated for 1 round, then sickened for as long as they remain in the spell's area. Finally, the DC of the Acrobatics check to move through the area increases by an amount equal to your mythic tier.

Charon's Dispensation[BotD]

Add your mythic tier to your caster level to determine the duration and number of creatures affected. The targets gain immunity to all non-mythic effects that alter or suppress memory, and when targeted by a mythic effect that alter or suppress memory and allows a saving throw the targets can roll twice and take the better roll.

Augmented: You can expend two uses of mythic power to change the spell's duration from minutes per level to 10 minutes per level.

Augmented (6th): You can expend two uses of mythic power to change the spell's duration from minutes per level to hours per level.

Cleansing Fire[AG]

The spell's caster may decide that only evil creatures are damaged by the fire ring, or that evil creatures take full damage and neutral creatures half damage. Non-mythic creatures cannot cast evil spells inside the ring, and existing evil magic effects are subject to *mythic dispel magic*.

Climbing Beanstalk[ACG]

The target beanstalk fills a 5-foot-radius spread, and it grows to a height of 10 feet plus 5 feet per caster level, plus 10 feet per mythic tier. Add your mythic tier to the hardness of the *mythic climbing beanstalk* and the Strength DC to destroy it and add twice your mythic tier as bonus hit points to the *beanstalk*.

Augmented (7th): if you expend two uses of mythic power, your *mythic climbing beanstalk* reaches a height of 100 feet plus 50 feet per caster level plus 100 feet per mythic tier. Creatures climbing on a *mythic climbing beanstalk* cannot be blown off of it by natural or magical wind or weather effects.

Cloak of Shadows[VC]

Add your mythic tier to the competence bonus gained and to your caster level to determine duration. You gain DR 5/epic and good. Increase the miss chance by 10%.

Codespeak[UI]

The spell's duration increases to 24 hours. Additionally, add your tier to the DC of Linguistics checks to decipher coded writing made with the spell, and even tongues fails to translate the *codespeak* unless the *tongues* spell comes from a mythic source.

Augmented (5th): If you expend five uses of mythic power, the spell's duration changes to instantaneous, and each target instantly and permanently learns to speak, understand, read, and write the same specific code. By default, this is a new random code created when you cast the spell, but if you have cast the spell previously, or deciphered at least 10 pages of writing in that code (by making the appropriate Linguistics checks), you can choose to impart knowledge of that specific code, instead.

Cognitive Block[OA]

Mythic cognitive block's range is medium (100 feet + 10 feet per caster level). Add one-half your mythic tier (minimum +1) to the DC of concentration checks made by the target to cast a spell without first taking a move action to center its mind.

Commune with Plane[PA]

You gain a number of pieces of information equal to 3 plus your mythic tier, and the spell's detection operates at a range of 1 mile (or 100 feet on a demiplane) times your caster level plus your mythic tier. You may select one location or creature whose presence or location is revealed by this spell to observe more closely. This functions as *clairaudience/clairvoyance* (for a location) or *scrying* (for a creature) and lasts as long as you continue concentrating after casting *mythic commune with plane*, up to a maximum number of rounds equal to your mythic tier.

Augmented: If you expend two uses of your mythic power, you can observe multiple creatures or locations revealed by *mythic commune with plane*, switching between creatures or locations each round as a swift action. You can switch your observation back to a creature or location you have previously observed, though this does not allow you to observe a creature that has already succeeded at its saving throw against your scrying.

Companion Life Link[ACG]

While your *mythic companion life link* endures, you and your familiar or animal companion each gain the benefits of a status spell upon the other. Calling out to the target does not end the spell, and your familiar or companion gains the benefit of *expeditious retreat* when it is moving towards you.

Companion Transposition[UW]

After casting this spell, you and the other target can take other actions, and the other target is not staggered until the end of its next turn.

Compelling Rant[HA]

Add your mythic tier to the number of Hit Dice listeners must possess in order to attempt a saving throw to negate the spell's effects. Additionally, the penalty on checks to create doubt about you is increased to –10.

Special: You may choose to take an additional 1d4 points of Wisdom drain (or have your sanity score decrease by an additional 2, if using the sanity system) when casting mythic *compelling rant*. If you do, you do not need to expend a use of mythic power in order to cast the mythic version of the spell.

Complex Hallucination[UI]

As the benefits of mythic *audiovisual hallucination*. Additionally, if you create olfactory effects, you can prevent the target's scent ability (if it possesses it) from functioning, or you can force them to succeed on a secondary Fortitude save or become sickened, with the creature making a new saving throw at the end of each of its turns to end the sickened condition. Similarly, if you create thermal effects, you can prevent the target from feeling any cold or fire damage it suffers (it still suffers the damage, but is not aware of doing so until after the hallucination ends), or cause it to believe it has suffered cold or fire damage that it has not (this does not cause the creature to die or fall unconscious if it otherwise would not, but the creature may believe that it is severely wounded when in fact it isn't).

Compulsive Liar[UI]

The spell's range increases to close (25 feet plus 5 feet per two caster levels). Additionally, while the target can talk in metaphors and talk about fictional figures, the message behind the metaphor must be untrue, and whatever he says about the fictional figure must be untrue in both reality and the fictional reality the figure is from. Finally, the spell overrides *zone of truth*, unless the *zone of truth* effect comes from a mythic source, allowing (and, indeed, forcing) the target to say things that are false even when affected by *zone of truth*.

Condensed Ether[OA]

The penalty to AC and on Reflex saving throws increases to -3, and affected creatures move at one-quarter speed.

Augmented (4th): If you expend three uses of mythic power, ranged weapon attacks (including magic rays) suffer a 50% miss chance on attacks into or passing through *mythic condensed ether*.

Conditional Curse[UI]

Add your tier to the DC of caster level checks made to remove the curse. Anyone who attempts to remove the curse (whether successful or not) other than by the means you stipulated when first casting the curse must succeed at a Will saving throw against the curse or be cursed in the same manner with the same condition to remove the duplicate curse. This duplicate curse cannot be further spread.

Augmented (4th): If you expend two uses of mythic power, the *mythic conditional curse* is hereditary, lasting for a number of generations equal to your tier. Once the condition has been met, it is no longer inherited by new victims.

Conditional Favor[UI]

The paired spell can be from any school or subschool, although it still must be cast on a willing creature. Additionally, after casting the paired spell, you can cast a second, additional paired spell on the same target, which must be of a spell level no higher than the first paired spell, and which must be harmful in nature (any spell that offers a saving throw not denoted as harmless, as well as certain spells that do not allow saving throws, at the GM's discretion, such as *power word stun*). This second paired spell does not initially have any effect. However, if the target violates the conditions set by *conditional favor*, causing the benefits of the first paired spell to be revoked, the second paired spell immediately affects the target, as though it had just been cast (the target may still make a saving throw to resist the second paired spell, as appropriate).

Conjuration Foil[UI]

The damage is increased to 1d10 per spell level. You can choose the new destination of any effect whose destination is altered by this spell, learning its intended destination and its range as well as the approximate distance and direction to its point of origin. If you do so, you must choose a destination that you have at least seen once and that is within the original effect's range and similar to the intended destination. If you attempt to use a destination that is invalid for some reason, a random similar destination is used instead. All creatures that arrived this round via teleportation or summoning but have not acted thereafter are immediately shunted and damaged as if they were teleported or summoned the instant after you cast the spell.

Conjure Carriage[UI]

The carriage is particularly large, spacious, and ostentatious, and can carry one additional Medium or Small passenger per mythic tier. It also comes stocked with refreshing food and beverages for its passengers, and several magic lanterns that burn with heatless flames similar to an *everburning torch* that can be easily opened or closed to adjust the light level within the carriage. As a move action, while within the carriage, you can also adjust the temperature inside the carriage to be as much as 20 degrees warmer or cooler than the temperature outside the carriage. Additionally, instead of coming with two quasi-real light horses, the carriage comes with six quasi-real pegasi, which can propel it through the air at a speed of up to 120 feet per round with average maneuverability. The invisible coachman is able to drive the carriage through the air, but, as with the non-mythic version of the spell, it can't perform any complex or dangerous driving. If the carriage is still in the air when the spell ends, any creatures or objects within the carriage slowly float down to the ground at a rate of 60 feet per round for 10 rounds. If they don't reach the ground by this time, they fall normally. Finally, the grandeur of the conjured carriage is undeniable, and you gain a +4 bonus on Bluff, Diplomacy, and Intimidate checks that you make against creatures that are within your conjured carriage.

Contact Entity[HA] (All)

You can choose contact 2 additional entities per mythic tier of a single type, and you gain a bonus on Charisma checks and Charisma-based skill checks equal to one-half your mythic tier (minimum +1) when interacting with creatures you contact with this spell for a number of days equal to your mythic tier. If you are at least 4th mythic tier, you can choose to send out your call to a number of different types eldritch creatures equal to one-half your mythic tier. You cannot call creatures of a type whose power is beyond the *contact entity* spell you

are casting, as described in **Table 4-1: Contact Entity**. You must have the material component for each creature type you wish to contact; however, you can contact creatures without a material component by expending additional mythic power, requiring one use of your mythic power for creatures on the *contact entity I* list, two uses for *contact entity II*, three uses for *contact entity III*, and four uses for *contact entity IV*.

Augmented (2nd): If you expend one additional use of mythic power, you can multiply the range of the spell times your mythic tier.

Augmented (5th): If you expend two uses of your mythic power, you can send a verbal message of up to 2 words per mythic tier to creatures you contact with this spell. They can understand your message even if you do not share a common language, though they are not compelled to respond to it or obey it.

Contagious Zeal[OA]

Add your tier to the number of temporary hit points this spell grants. Additionally, an ally can be selected multiple times when the target determines the creature that gains the spell's temporary hit points and bonuses. (The temporary hit points and bonuses never stack with themselves.)

Augmented (8th): If you expend two uses of mythic power, this spell's range increases to medium (100 feet + 10 feet per caster level). Additionally, the creature with whom the target chooses to share the spell's temporary hit points and bonuses can be no farther from the target than 100 feet + 10 feet per caster level.

Contest of Skill[AG]

You can affect one creature for every mythic tier you possess in a 30 ft. radius. A target of this spell cannot reduce its duration if it fails its saving throw.

Contingent Action[ACG]

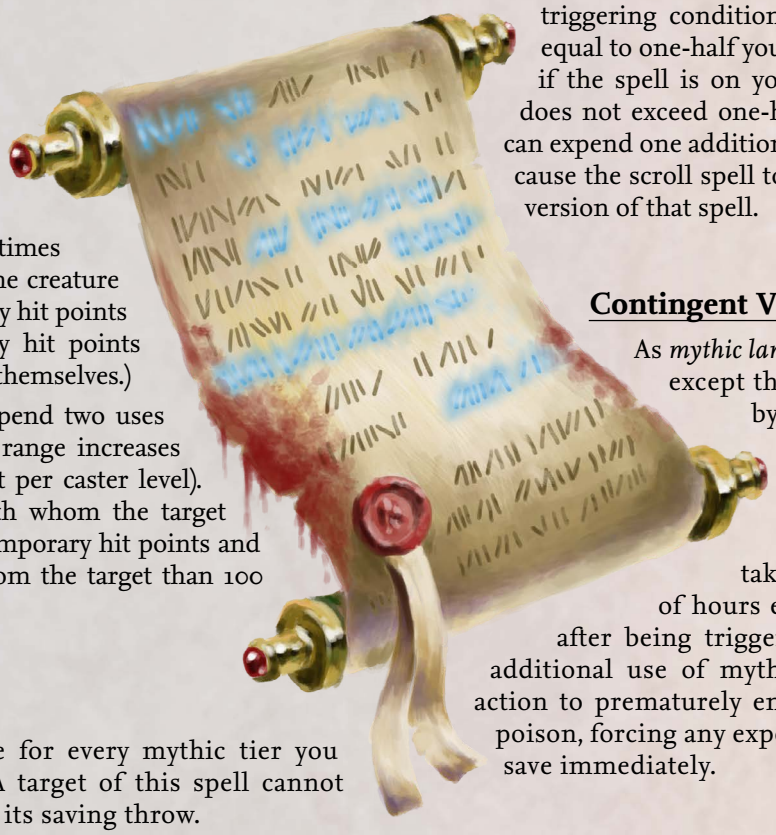
The duration is increased to 1 day/level or until discharged, and the when the triggering condition occurs the spell is discharged only if the target takes the *contingent action*. If he chooses not to take it or is prevented from taking it, the spell is not discharged. If you cast the spell with the normal duration of 1 minute per level, the spell can be triggered one additional time before being discharged, though the *contingent action* cannot be triggered more than once per round.

Augmented (5th): If you expend additional uses of mythic power, you may add one additional triggering condition for each additional use of mythic power you expend, and the *contingent action* may be triggered one additional time per use of mythic power you expend before the spell is discharged.

Contingent Scroll[ACG]

The duration is increased to 1 day/level or until discharged, and you may use this spell to trigger a *contingent scroll* of a spell that is not on your spell list. You add your mythic tier to your caster level to determine the maximum spell level of the scroll spell you can use (maximum 6th).

Augmented (2nd): If you expend two uses of mythic power, you can stipulate a number of additional triggering conditions for the *contingent scroll* equal to one-half your mythic tier. In addition, if the spell is on your spell list and its level does not exceed one-half your mythic tier, you can expend one additional use of mythic power to cause the scroll spell to take effect as the mythic version of that spell.



Contingent Venom[UI]

As *mythic languid venom* (see page 297) except that the spell is not fooled by non-mythic magical darkness or illusions (including invisibility) and that the *mythic contingent venom* can take effect up to a number of hours equal to your caster level after being triggered. You can spend one additional use of mythic power as a standard action to prematurely end the onset time of the poison, forcing any exposed creature to make its save immediately.

Control Vermin[MC]

Add twice your mythic tier to the Hit Dice of vermin you may control. You may target any vermin within range; they need not be within 30 feet of each other. Change the save to Will partial. Any vermin that successfully save don't attack you or your allies for a number of rounds equal to your mythic tier. As long as the spell lasts, all vermin you and your allies control are considered suited as mounts and know the same number of tricks you could teach to an animal with Int 2.

Controlled Fireball[UI]

This spell has no verbal, somatic, or material components, although anyone watching you closely can still tell you cast a spell. You can spend the casting time of *mythic controlled fireball* pretending to cast another spell (one with no visible effect) or pretending to fail at casting any spell you feign providing verbal or somatic components for. If you feign casting this way, you attempt a Bluff or Spellcraft check (whichever is higher) and add your tier to the result; observers are allowed an opposed Sense Motive or Spellcraft check (whichever is better) to discern your trickery.

The damage dealt increases to 1d10 points of fire damage per caster level (maximum 10d10). Any creature that fails its Reflex saving throw catches on fire, taking 2d6 points of fire damage each round until the fire is extinguished. Attempts to extinguish this fire use the spell's save DC. Creatures you chose to inflict minimum damage upon never catch fire.

Non-mythic divinations that automatically identify spells incorrectly indicate this spell is *mythic fireball* unless the caster succeeds at a caster level check against DC 15 + your caster level.

Augmented (7th): If you expend two uses of mythic power, the maximum damage increases to 20d10, the area increases to a 40-foot radius spread, and any fire damage dealt by the spell bypasses fire resistance and fire immunity. If you do not feign casting a spell, observers cannot tell you cast a spell except with detect magic or a similar effect and then only if they succeed at a caster level check against DC 15 + your caster level + your tier.

Corpse Lanterns[FKCC]

You can move as many lanterns as you wish in any given round. Penalties and bonuses granted by the spell increase by +2. In addition, all undead in the illuminated area are profiled as by faerie fire.

Counterbalancing Aura[PA]

Warded creatures gain a +6 deflection bonus to Armor Class and a +6 resistance bonus on saving throws and add your mythic tier to their spell resistance against spells cast by neutral creatures. A neutral creature attempting to possess or exercise mental control over a protected creature takes 1d6 points of damage per 2 caster levels (maximum 10d6) from mental feedback (Will negates). Finally, if a chaotic neutral, lawful neutral, neutral evil, or neutral good creature successfully hits a warded creature with a melee attack, the attacker is nauseated for 1d6 rounds (Fortitude negates). If a neutral creature successfully hits a warded creature with a melee attack, the attacker is both fatigued and nauseated for 1d6 rounds (Fortitude negates).

Covetous Urge[VC]

Add your mythic tier to your caster level to determine duration. In addition, the DC of the caster level check to remove your curse with *break enchantment* or *remove curse* is increased by an amount equal to your mythic tier.

Coward's Cowl[FKCC]

The bonuses and penalties bestowed by the spell double. In addition, if the subject of the spell willingly moves towards a threatening creature, it must succeed at a second Will saving throw or be shaken for 1d4 rounds.

Create Drug[BotD]

Add your mythic tier to your caster level to determine the DC to resist and number of doses created. Additionally, the doses created must be used within an hour of being conjured (instead of 1 minute).

Create Mindscape[OA]

The mindscape you create can have slow time or rapid time (see Mindscapes in Chapter 6 of *Pathfinder Roleplaying Game Mythic Adventures*), at your discretion. You must choose whether time is slow or rapid in your mindscape when you cast *mythic create mindscape*, and once chosen, you cannot change this decision during the spell's duration. If *mythic create mindscape* is made permanent, the flow of time in the mindscape returns to normal immediately and cannot be altered.

Augmented (10th): If you expend three uses of mythic power, when you make a mindscape with slow time or rapid time created with *mythic create mindscape* permanent, the mindscape permanently has slow time or rapid time. Or, when you make the mindscape permanent, you can choose to alter the mindscape's time (to normal, slow, or rapid) as you wish.

Create Mindscape, Greater[OA]

As *mythic create mindscape*, except you can also choose for the mindscape to have dead magic. If *mythic greater create mindscape* is made permanent, the magic in the mindscape returns to normal immediately.

Augmented (10th): When you expend three uses of mythic power, this functions as *mythic create mindscape's* augmented version, except when make a mindscape with dead magic permanent, the mindscape also permanently has dead magic. Or, you can choose to revert the mindscape's magic to normal when you make it permanent.

Create Soul Gem[BotD]

Add your mythic tier to your caster level to determine the duration. Non-mythic resurrect attempts automatically fail to resurrect the target's body.

Creeping Ice[ACG]

The ice created by this spell has 5 hit points per inch of thickness and hardness equal to one-half your mythic tier. In addition, if you are within range of the creeping ice you can expend a move action to cause it to expand by 5 feet in all directions rather than 1 foot. Creatures with the fire subtype must succeed on a Fortitude save each round they begin their turn in contact with the *creeping ice* or become fatigued for as long as they remain in contact with it and for a number of minutes thereafter equal to your mythic tier. This fatigue does not stack with other fatigue to cause exhaustion.

Crime of Opportunity[UI]

Whenever the target rolls a d% to determine her behavior for the round as a result of this spell, she rolls twice, and you choose which result she uses.

Augmented (3rd): If you expend two uses of mythic power, the spell's duration increases to 1 round per caster level, although the target is entitled to a new saving throw at the end of each round to end the effect prematurely.

Crime Wave[UI]

Whenever the target rolls a d% to determine her behavior for the round as a result of this spell, she rolls twice, and you choose which result she uses. Additionally, the targets do not need to be within 30 feet of one another at the time the spell is cast.

Augmented (5th): If you expend two uses of mythic power, the spell's duration increases to 10 minutes per caster level. When an affected creature is not in combat, she need only roll a d% to determine her behavior once every 10 minutes, and she follows that behavior for the next 10 minutes. Note that this may alter how the creature approaches certain behaviors: for example, on a result of 26-50, the affected creature might seek out the most valuable object in the immediate vicinity, rather than simply attempting to steal the closest object.

Crimson Breath[AG]

The poison you create deals 1d4 points of Constitution damage per minute (except on the first minute) for a

number of minutes equal to 6 plus one-half your mythic tier and ending the poison's effect requires three consecutive successful saving throws. In addition, you can choose for your poison to deal Strength or Dexterity damage rather than Constitution damage. Non-mythic *delay poison*, *heal*, *neutralize poison*, and similar effects have no effect on *mythic crimson breath* unless the caster makes a successful caster level check with a DC equal to the poison's save DC plus one-half your mythic tier.

Crimson Confession[ACG]

A *mythic crimson confession* is a curse effect and requires *remove curse* or a similar effect to remove; its effect cannot be dispelled. In addition, you may cast the spell in one of two ways, either affecting a single target with a permanent duration, or affecting a number of targets equal to 1 plus your mythic tier, with the red coloring lasting for a number of hours equal to your caster level plus your mythic tier.

Augmented: If you expend two uses of mythic power, you receive a silent mental alarm whenever the *crimson confession* is triggered, and any creature affected by your *mythic crimson confession* takes penalty equal to one-half your mythic tier on saving throws against divination effects that you create. You gain a similar bonus on Knowledge (arcana), Spellcraft, and caster level checks made as part of casting againss!

Cruel Jaunt[HA]

Teleporting with this spell takes only a move action, rather than a standard action, and you can take actions normally after teleporting, instead of being unable to take further actions for the round. Finally, the spell's range increases to long (400 feet plus 40 feet per caster level).

Cultural Adaptation[UI]

When affected by this spell, you not only emulate a typical member of the culture, but an idealized member, accentuating the things about you that that culture would value, while hiding those that it would scorn. The circumstance bonus granted by the spell on Diplomacy and Disguise checks increases to +4. Additionally, you gain detailed knowledge about the culture's practices, background, and traditions, granting you a +5 bonus on Knowledge (history), Knowledge (local), Knowledge (nobility), and Knowledge (religion) checks relating to the culture in question.

Augmented (2nd): If you expend two uses of mythic power, this spell also grants you knowledge of all languages commonly spoken by the culture in question, as though with a *tongues* spell.

Curse of Burning Sleep[ACG]

The fire damage dealt by this spell is increased to 1d8 points of fire damage per 2 caster levels (maximum 8d8), plus 2d8 points of fire damage per round thereafter at the end of the target's turn. The searing flames cause incredible pain, leaving the target sickened as long as it remains on fire. The DC to remove this curse with a non-mythic effect, such as *break enchantment* or *remove curse*, is increased by an amount equal to your mythic tier.

Augmented: If you expend two uses of mythic power, the damage from this spell bypasses fire resistance or immunity, save against creatures with the fire subtype. In addition, if the *mythic curse of burning sleep* would be removed by any non-mythic effect, it is instead merely suppressed for 24 hours, after which the creator of the effect that removed the curse must succeed on a new caster level check to continue suppressing the curse for an additional 24 hours. Once such a check is failed, the curse returns.

Curse of Fell Seasons[HA]

The spell's area increases by 1 mile in radius for each mythic tier you possess. Additionally, when randomly determining weather conditions in the area, the GM should roll twice. If you spent 1 minute quietly focusing on the spell in the last 24 hours, then you choose which of the two results to use. Otherwise, the GM uses whichever result is more severe. Additionally, once per day, while within the cursed area, you can expend one use of mythic power as a full-round action to cause a duststorm, thunderstorm, or snowstorm in the area, which lasts for 1d4 hours. See the *Pathfinder Roleplaying Game Core Rulebook* for more information about weather conditions.

Curse of Night[HA]

The spell's area increases by 1 mile in radius for each mythic tier you possess. Additionally, creatures that are harmed or weakened by daylight take no penalties in the dimmed sunlight, and you can decide when you cast the spell whether or not you want the dim light to stunt the growth of plants. Finally, non-mythic creatures take a –4 penalty on saving throws made to be able to cast spells that create daylight or bright light, and light spells from non-mythic sources cannot increase the light level above dim.

Curse of the Outcast[UI]

The target suffers a penalty equal to 1/2 your mythic tier on all Bluff, Diplomacy, Intimidate, and Perform checks, in addition to having to roll twice and take the lower result. Additionally, the curse is particularly difficult to remove, and the DC to remove it with break enchantment or remove curse increases by 5.

Augmented (5th): If you expend two uses of mythic power, each creature the target encounters has its initial attitude towards him reduced by two steps, rather than one.

Curse Terrain[HA]

The spell's area increases by 1 mile in radius for each mythic tier you possess, and its duration increases to 1 day per three mythic tiers you possess. Additionally, you can choose the exact placement of each hazard, and the spell creates 1 additional hazard per three mythic tiers you possess. The normal restrictions for the CRs of each hazard remain.

Augmented (4th): If you expend three uses of mythic power, the area is more densely packed with terrain. Rather than placing individual hazards on the terrain, hazards come and go as needed, and for each hour a creature or group travels through the affected area, it has a 50% chance of encountering one of the types of hazards you selected.

Curse Terrain, Greater[HA]

The spell's area increases by 2 miles in radius for each mythic tier you possess, and its duration increases to 1 day per two mythic tiers you possess. Additionally, you can choose the exact placement of each hazard, and the spell creates 1 additional hazard per two mythic tiers you possess. The normal restrictions for the CRs of each hazard remain. Finally, the hazards do not need to be appropriate to the type of terrain.

Augmented (6th): If you expend six uses of mythic power, the area is more densely packed with terrain. Rather than placing individual hazards on the terrain, hazards come and go as needed, and for each half-hour a creature or group travels through the affected area, it has a 50% chance of encountering one of the types of hazards you selected.

Curse Terrain, Lesser[HA]

The spell's area increases by 100 feet in radius for each mythic tier you possess. Additionally, you can choose the exact placement of each hazard, and the spell creates 1 additional hazard per three mythic tiers you possess. The normal restrictions for the CRs of each hazard remain.

Curse Terrain, Supreme[HA]

The spell's area increases by 2 miles in radius for each mythic tier you possess, and its duration increases to 1 day per mythic tier you possess. Additionally, you can choose the exact placement of each hazard, and the spell creates 1 additional hazard per mythic tier you possess. The normal restrictions for the CRs of each hazard remain. Finally, the hazards do not need to be appropriate to the type of terrain.

Augmented (8th): If you expend eight uses of mythic power, the area is more densely packed with terrain. Rather than placing individual hazards on the terrain, hazards come and go as needed, and for each quarter-hour a creature or group travels through the affected area, it has a 50% chance of encountering one of the types of hazards you selected.

Cursed Treasure[VC]

The *bestow curse* effect is as *mythic bestow curse*[MSC]. In addition, the DC of the caster level check to remove your curse with *break enchantment* or *remove curse* is increased by an amount equal to your mythic tier.

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Damnation: Deal more damage and blind creatures that fail their save.

Dark Whispers: You can affect targets you know that are outside of the spell's range and mimic the voice of someone they know.

Dark-Light: Creatures are blinded for a longer time.

Deadman's Contingency: You can cast this spell on yourself or another willing creature as if the spell had a range of touch.

Death Clutch: Affect creatures with more hit points and prevent resurrection for a time.

Decapitate: Use the spell as a response to a critical threat and gain a bonus to confirm the critical hit.

Deceitful Veneer: Suppress or resume the spell's effects more quickly, and it's more difficult to see through its effects or read the target's memories.

Deceptive Redundancy: Increase the spell's duration and your magic is even harder to dispel.

Decollate: The creature gains more bonuses and its head and body may act independently, even it it's unwilling.

Decrepit Disguise: The target object looks like an irreparably broken and potentially dangerous version of itself.

Deflect Blame: You can deflect blame for ranged attacks or spells.

Déjà Vu: The target must make the same choices when repeating the actions it took during the previous round.

Demand Offering: Target one additional creature, and the target can give its offering to someone other than you.

Demanding Message: Increase the spell's range, all targets can hear the replies, and you can issue more suggestions through the message.

Demanding Message: Increase the spell's range, all targets can hear the replies, and you can issue more suggestions through the message.

Desperate Weapon: Take no penalty on attack rolls, and you can create a two-handed weapon with a higher critical multiplier.

Detect Anxieties: You gain more information and all on the first round of the spell and are never stunned.

Detect Desires: You gain more information and all on the first round of the spell and are never stunned.

Detect Magic, Greater: You detect older lingering auras and gain a bonuses on skill checks and saves.

Detect Mindscape: You can cease concentrating on the spell without ending it, and you can either increase the range or detect also protected mindscapes.

Detect Psychic Significance: Increase the spell's area, and you may concentrate on one target only.

Detect the Faithful: You gain more information and all on the first round of the spell.

Detoxify: Increase the spell's duration and non-mythic targets automatically fail their save.

Dimensional Bounce: Teleport more times and choose additional options.

Diminish Resistance: Decrease even more the target's resistance to energy.

Disable Construct: Reduce the construct's natural armor bonus and you may disable it partially.

Discern Next of Kin: Use the spell through telepathy too or gain knowledge of more relatives per round.

Disguise Weapon: Alter the weapon to a greater extent and change the disguise during the spell's duration.

Dispel Balance: Gain increased bonus to resist and drive back neutral creatures.

Disrupt Silence: You dispel all non-mythic silence effects in an area and disrupt more easily higher-level silence effects.

Divide Mind: Extend duration and dismiss the spell to negate a mind-affecting effect.

Dousing Rain: Extend duration, increase damage and fire resistance.

Dreadscape: Gain bonuses on Diplomacy, deal more Wisdom damage, and your target can be more distant from each other.

Dream Council: Send more messages and allow recipients to enter your dreamscape.

Dream Dalliance: The phantom is stronger, and the host can resist sleep for long periods.

Dream Scan: Extend duration when reading surface thoughts or inflict the target a penalty against your questions.

Dream Travel: Reduce the chance of a mishap while dream traveling.

Dream Voyage: Take more creatures with you without decreasing the duration.

Dress Corpse: It's harder to see through the effect, and the corpse may appear as a different person.

Drought: Control water in the area of effect and creatures need even more water to avoid bad effects.

Duelist's Alacrity: Double the bonus and ignore difficult terrain.

Duelist's Feint: Increase the affected creature's penalties and it loses its Dexterity bonus against you for a longer time.

Duelist's Parry: Use the mythic opportune parry and riposte deed.

Dust Ward: A creature carrying the object takes damage when it is destroyed.

Damnation[HA]

The damage taken by each creature increases to 2d8 per spell level. For each additional evil spell the creature is benefitting from or able to cast beyond the first, they take an additional 1d8 points of damage (spontaneous casters treat each spell known as a different spell, rather than each spell slot that could be used to cast such spells). The spell can never deal more damage to a single creature than 1d8 per caster level you possess, unless that creature is benefitting from or able to cast an evil spell whose spell level is higher than your caster level, in which case the maximum damage the spell can deal is 1d8 per spell level of that spell. Additionally, each creature that fails its Will save is blinded for a number of rounds equal to number of d8s of damage the spell deals to them.

Augmented (3rd): If you expend two uses of mythic power, this spell also damages creatures with corruptions. Such creatures are treated as though they are able to cast an evil spell whose spell level is equal to the total number of gifts granted by their corruption for the purposes of determining how the spell affects them.

Dark Whispers[UI]

When you cast the spell, you may choose up to one target per two mythic tiers you possess who is currently outside of the spell's range, and to whom you do not currently have line of sight or line of effect. These targets must be creatures that you have met at least once, or you must have one of their possessions in hand when you cast the spell, or else the spell fails to affect that target. Additionally, creatures that you target in this way intuitively learn that some creature is attempting to speak with them magically (they do not gain any special insight into who), and may choose not to allow such communication, preventing your words from issuing forth from their shadow. Additionally, if you desire, you can attempt to have the voice that issues from targets' shadows imitate the voice of an individual whose voice you are familiar with. You must succeed on a Disguise check (DC 15) in order to make the imitation recognizable, and creatures whose Sense Motive checks beat your Disguise result (and

who are familiar with the voice you are imitating) are able to tell that it is not the same voice. You can mimic voices in this way for both normal targets and those outside the spell's range, but the mimicked voice is the same for each shadow you speak through.

Dark-Light[FKCC]

Creatures who succeed at their saves are blinded for 1d4 round; those who fail are blinded for 1 round per level plus 1 round for each mythic tier you possess.

Deadman's Contingency[UI]

You can cast this spell on yourself or another willing creature as if the spell had a range of touch. A companion spell placed on another creature must be a spell from you, not from the creature, and triggers on that creature's death; if it targets an object or appears in a certain location, it must target or be centered on the creature's corpse. You can have up to a number of *mythic deadman's contingencies* active upon you equal to 1 + half your tier. If you have other *contingencies* upon you, only mythic *contingencies* use this higher limit. As long as you have fewer than the maximum number of mythic contingencies, they are not mutually exclusive with a non-mythic *contingency* (or similar non-mythic spell, such as *deadman's contingency*). The target cannot have multiple *mythic deadman's contingencies* unless it also knows *mythic deadman's contingency*.

Augmented (6th): If you expend two uses of mythic power, the duration increases to 1 day/level and you can link a spell to *mythic deadman's contingency* even if it is not on the allowed list. If the linked spell is not normally allowed, it must have a spell level lower than one-third your caster level and must able to target a corpse or affect an area.

Death Clutch[HA]

If the target fails his saving throw, his heart leaps from his chest if his current hit points are equal to or less than 200 + 10 per mythic tier you possess, rather than the normal hit point threshold. Additionally, if the target's heart is successfully pulled from his chest, it takes a portion of his soul with it. The heart continues beating for 1 day per caster level, and does not decay during this time, although it does continue to visibly and audibly beat. As long as the heart remains, all attempts to resurrect the creature it belonged to fail automatically, as though his soul was unwilling to return. Finally, if the target succeeds on his Fortitude save, he is nauseated, rather than staggered, if his current hit points are low enough that his heart would have been removed from his chest, had he failed his save, instead.

Augmented (6th): If you expend three uses of mythic power, you can choose one additional target per two mythic tiers you possess (to a maximum of six targets at 10th tier). All of the hearts that are pulled from their targets' chests in this way merge into a single, giant heart, which floats in the air in a space adjacent to you. As a move action, when you are within 120 feet of the heart, you can cause it to float up to 30 feet through the air. Otherwise, it remains where it is. The beating sound of the heart is unsettling, causing all creatures that can hear it (DC 5 Perception check, modified by distance and barriers) to be forced to succeed on a Will save or become shaken for as long as they can hear the noise, and for 1d4 rounds thereafter. Creatures that succeed on their Will save are spooked, instead.

Decapitate[HA]

You can cast this spell as a response to a critical threat, rather than a confirmed critical hit. If you do, you add your mythic tier to the attack roll made to confirm the critical hit, but if you fail to confirm the critical hit, the spell has no further effect. Regardless of when you cast the spell, non-mythic creatures take a –4 penalty on their saving throw to resist the spell, and the extra damage inflicted by the spell increases by 1d6 per 2 mythic tiers you possess.

Deceitful Veneer[UI]

Add your mythic tier to your caster level for the purposes of determining the DC of Sense Motive checks made to see through the spell's effects. Additionally, you can suppress or resume the effects of the spell as an immediate action as long as you are within close range of the target, rather than as a standard action. Finally, creatures that can read the target's surface thoughts or otherwise access the target's memory must succeed on a Sense Motive check when doing so (at the same DC as other Sense Motive checks made to see through the spell's effects), or they find thoughts and memories that seem to prove that the target is lying about whatever he is saying, rather than uncovering the target's true thoughts or memories.

Augmented (5th): If you expend two uses of mythic power, the spell's range increases to medium (100 feet plus 10 feet per caster level).

Deceptive Redundancy[AG]

Add your mythic tier to your caster level to determine the spell's duration and on any opposed caster level checks relating to the spell and to determine the DC. A non-mythic caster cannot use divination to perceive the spell's aura.

Decollate[HA]

The target's head is detachable even if her head is removed unwillingly. This does not make it any easier for her head to be removed against her will, however, and instead simply prevents decapitation effects from killing her when her head is not detached. Additionally, the DR granted by this spell increases by 1 per 3 mythic tiers you possess, and the blindsight granted by the spell extends an additional 5 feet per mythic tier you possess beyond 1st. Further, the severed head's hit points are equal to 10 per mythic tier you possess, or 1/5 the target's maximum hit points, whichever is higher. Finally, when the head is detached, it is still animated an alive. The creature can see and hear from its head, as well as having the blindsight granted to its body. The head and body share the same pool of actions each round, and act on the same point in initiative order. The head can only take actions that can be completed without a body, and similarly, the body can only take actions that can be completed without a head. As long as the body is in possession of the head, the head can provide verbal components for spells the body casts. While detached, the head is still subject to effects that require the target to have a head or a particular facial feature, but the body retains its immunity.

Decrepit Disguise[OA]

The target object looks like an irreparably broken and potentially dangerous version of itself. For example, a masterwork or magic sword could seem like its blade is broken in half (making it seem to have the broken condition) and its warped pommel would cut the wielder's skin even through thick gloves. A luxurious throne might look like a moldy stool with one leg missing, such that any who sit on it would break it, fall, and likely injure themselves.

Augmented: If you expend two uses of mythic power, add your tier to your caster level when determining how large of an object you can affect with this spell and how long the spell lasts.

Deflect Blame[UI]

You can deflect blame for a ranged attack onto another creature with a suitable weapon within range. You can shift blame for a spell onto another creature within that spell's range (not *mythic deflect blame's* range) from the target (not from the true caster) that hasn't been convincingly shown to be unable to cast such a spell (such as if the target knows that the blamed individual can only cast divine spells and the action you wish to shift blame for is a *fireball*).

Augmented (2nd): If you expend two uses of mythic power, you can shift blame for the action of an individual other than yourself. If the action affected multiple targets (such as throwing an acid flask or *fireball*), you can target any number of those individuals provided each target you choose is no more than 10 feet from any other target you choose with *augmented mythic deflect blame.*

Deja Vu[OA]

The target must make the same choices when repeating the actions it took during the previous round. If a choice would make subsequent repeated actions impossible (such as a target is no longer adjacent to it after the target moves exactly 15 feet), the target instead becomes confused until the spell ends.

Augmented (2nd): If you expend two uses of mythic power, you can choose the actions a creature confused by this spell takes. The actions you can choose are still limited to the confused chart.

Demand Offering[OA]

Mythic demand offering can target one additional creature. In addition, you may compel the target to give an item to a different creature adjacent to you rather than offering it to you.

Demanding Message[UI]

The spell's range increases to long (400 feet plus 40 feet per caster level), and the replies whispered by targets of the spell can be heard by all other targets of the spell, as well as by you. Additionally, you can issue a total number of *suggestions* equal to your mythic tier, although you cannot issue more than one such *suggestion* to any individual target.

Demanding Message, Mass[UI]

The spell's range increases to long (400 feet plus 40 feet per caster level), and the replies whispered by targets of the spell can be heard by all other targets of the spell, as well as by you. Additionally, you can issue one additional *suggestion* per target for every three mythic tiers you possess. If a target succeeds on a saving throw to resist a *suggestion*, it automatically succeeds on any further saving throws to resist similar *suggestions* as a result of this spell (for example, if you sent a *suggestion* to a target to dance on a nearby table, and it succeeded, it would automatically succeed if you then sent it a *suggestion* to dance in place, but would not automatically succeed on a *suggestion* to go home).

Desperate Weapon[UI]

You do not suffer the normal –4 penalty on attack rolls made with the improvised weapon created by this spell. Additionally, you can choose to create a two-handed improvised weapon instead of a one-handed one, if you so choose, in which case it deals 1d10 points of damage for a Medium creature (1d8 for Small creatures). Further, whether one-handed or two-handed, the improvised weapon created with this spell has a critical multiplier of x3.

Augmented (4th): If you expend two uses of mythic power, you can create up to one improvised weapon per two caster levels, placing each one in the hands of a creature you designate (or within easy reach of that creature, if the creature's hands are already full, or they choose not to take hold of it). This changes the spell's range to close (25 feet plus 5 feet per two caster levels) , and the effect to up to one improvised weapon per two caster levels. The spell does not end prematurely if you or any other creature loses hold of their improvised weapon, although you can dismiss the spell.

Detect Anxieties[UI]

You do not need to concentrate for three rounds in order to gain the spell's full results, and instead gain all of the information the spell offers after the first round of concentrating on a particular subject. In addition to the information normally granted by the spell, you also learn whether or not the target is currently affected by anything that improves their resistance to fear (including permanent effects, such as a fighter's bravery class feature). Further, you are never stunned as a result of a creature having a high Wisdom score.

Augmented (3rd): If you expend two uses of mythic power, then in addition to learning the current anxiety of any creature you study with this spell, you also learn that creature's greatest fear. Presenting that creature with their greatest fear grants a +5 bonus on checks to Intimidate that creature, rather than the normal +2 (the bonus can still be higher, at the GM's discretion).

Detect Desires[UI]

You do not need to concentrate for three rounds in order to gain the spell's full results, and instead gain all of the information the spell offers after the first round of concentrating on a particular subject. In addition to the information normally granted by the spell, you also learn whether or not the target is currently under the influence of any charm effects, and whether or not the target is affected by anything that improves their resistance to charm effects (including permanent effects). Further, you are never stunned as a result of a creature having a high Charisma score.

Augmented (3rd): If you expend two uses of mythic power, then in addition to learning the current desire of any creature you study with this spell, you also learn that creature's greatest desire. Presenting that creature with their greatest desire grants a +5 bonus on Diplomacy checks to influence that creature, rather than the normal +2 (the bonus can still be higher, at the GM's discretion).

Detect Magic, Greater[UI]

Add your tier to your caster level when determining the maximum age of lingering auras you can detect. You also gain a bonus equal to your tier on all Knowledge (arcana) and Spellcraft checks made as part of this spell. Additionally, you automatically succeed on any saving throws the spell would grant versus *magic aura*. Additionally, you receive a saving throw to disbelieve the effects of the non-mythic version of *greater magic aura*.

Augmented (5th): If you expend two uses of mythic power when you cast this spell, you automatically succeed on all Knowledge (arcana) and Spellcraft checks made as part of the spell.

Detect Mindscape[OA]

You can cease concentrating on the spell without ending the spell. It provides no information when you are not concentrating on it, but you can resume and cease concentrating again to use its effects any number of times within the spell's duration.

You may choose to cast *mythic detect mindscape* with a range of 120 feet. If you cast it with its normal range, you can detect mindscapes protected by effects that block divination with a caster level check with a DC of 11 plus the caster level of the effect, or through lead sheeting with a DC 20 caster level check, plus 5 per inch of thickness. You can penetrate 3 feet of wood or dirt, 1 foot of stone, or 1 inch of common metal with a DC 15 caster level check, plus 5 for each multiple of that thickness. If the substance or effect blocking your divination is not mythic, or if it already allows a caster level check or saving throw to penetrate its protection, add your mythic tier on your caster level check or saving throw.

Detect Psychic Significance[OA]

Mythic detect psychic significance's area is a 60-foot burst centered on you. Alternatively, you may cast this spell as a swift action to examine the psychic significance of a single creature, object, or location (up to a 5-foot cube) within 60 feet.

Detect The Faithful[UI]

You gain all of the information the spell is capable of granting after the first round, instead of having to focus for three rounds. Additionally, the spell reveals only those who truly consider themselves to worship your deity (while this may still fail to detect heretics or splinter groups of a church, it can allow you to identify those who are attempting to pose as members of your faith who are not.

Augmented (2nd): If you expend two uses of mythic power, at any time during the spell's duration, you can concentrate on a creature as a standard action to learn what deity or faith the creature considers itself to worship primarily. Unless that deity or faith is the same as yours, the target receives a Will save to resist this effect.

Detoxify[AG]

Add your mythic tier to your caster level to determine the spell's duration. A non-mythic target automatically fails their saving throw against this spell.

Augmented: You can expend two uses of mythic power to change the spell's duration from 10 minutes per level to hours per level.

Dimensional Bounce[ACG]

You add your mythic tier to your caster level to determine the total number of times you can use this spell to teleport (maximum 7), and you may choose one of the following options:

- Add a third location to which you may teleport, as if using *dimension door*.
- Designate two locations as normal, but increase the spell's range to medium (100 ft. plus 10 ft./level)
- Designate only a single location to which you may teleport but increase the spell's range to long (400 ft. plus 40 ft./level).

Diminish Resistance[PA]

The creature's resistance to the chosen energy type decreases initially by 10 (minimum 0). At 4th, 7th, and 10th tier it decreases by an additional 5 (up to a total maximum of 40.

Disable Construct[ACG]

The target construct's natural armor bonus to AC is also reduced by an amount equal to your mythic tier (for a non-mythic construct) or one-half your mythic tier (for a mythic construct), and the saving throw is changed to "Will partial." On a successful saving throw, the target construct is not rendered helpless but its natural armor bonus to AC is reduced by one-half the normal amount.

Augmented (5th): If you expend two uses of mythic power, a non-mythic construct is staggered for 1 round even on a successful save. A mythic construct is staggered in this way only if your caster level plus your mythic tier is greater than its Hit Dice plus its mythic tier. In addition, if the target construct possesses damage reduction or hardness, it is reduced by an amount equal to your mythic tier (for non-mythic constructs, or one-half your mythic tier for mythic constructs) for the duration of the spell; this reduction in its damage reduction is halved on a successful save.

Discern Next of Kin[ACG]

You can cast this spell on any target to whom you have line of sight, whose thoughts you can read, or with whom you can communicate telepathically, including through the use of magic such as *detect thoughts*, *scrying*, *dominate person*, *telepathic bond*, or *sending*, even if the target is not within range. If using it on a target within 60 feet, you gain knowledge of one additional relative per round for every 2 mythic tiers you possess (minimum +1).

Disguise Weapon[ACG]

You can change the apparent size and weight of the weapon by as much as 50% or one size category, and you can affect a number of weapons equal to your mythic tier. In addition, you can change the appearance of an affected weapon to resemble a different weapon at any point during the spell's duration by touching the weapon (a move action).

Dispel Balance[PA]

The deflection bonus to AC against creatures with a neutral alignment is increased by +2. In addition, if using this spell to drive an evil extraplanar creature back to its home plane, you gain a bonus equal to half your mythic tier to your melee touch attack and to your caster level check to overcome the creature's spell resistance (if any). If the target is a non-mythic neutral extraplanar creature, it does not receive a saving throw against the spell. If you use this spell to dispel a spell or enchantment cast by a neutral creature, if that spell affected a single creature, that creature gains a +2 bonus on attack rolls, skill checks, ability checks, and saving throws for 1 round. If it affected an area or multiple creatures, all non-true neutral creatures in that area or that were formerly affected gain a +1 bonus on attack rolls, skill checks, ability checks, and saving throws for 1 round; chaotic evil, chaotic good, lawful evil, or lawful good creatures gain a +2 bonus.

Disrupt Silence[UI]

You attempt a caster level check to dispel all non-mythic silence effects that overlap *mythic disrupt silence's* area (even if their points of origin are not in the area) as if with an area *greater dispel magic*. If you cast *mythic disrupt silence* on the target of a higher-level silence effect, *disrupt silence* has its full normal effect and also allows you to roll twice and take the higher result on your caster level check to dispel the higher-level silence effect.

Augmented: If you expend two uses of mythic power, you can automatically counter a non-mythic silence spell of any spell level or attempt to counter a mythic silence spell as if with *dispel magic*, rolling twice and taking the higher result on your caster level check.

Divide Mind[OA]

Mythic divide mind's duration is increased by a number of rounds equal to your mythic tier, and if you would be affected by a mind-affecting effect you may dismiss the *divide mind* spell to negate that effect upon you.

Augmented (10th): If you expend three uses of mythic power, spells and spell-like abilities cast or used by your secondary mind can be any level you wish.

Dousing Rain[VC]

Add your mythic tier to the amount of additional electricity damage, fire resistance gained, and to your caster level to determine duration.

Dreadscape[HA]

The targets do not need to be within any particular distance of one another, although they must all be within the spell's range. Additionally, the DC of Diplomacy checks to gain a target's trust increases by an amount equal to your mythic tier. Finally, each target can take Wisdom damage (or sanity damage, if using the sanity system) as a result of *dreadscape* up to three times per casting.

Augmented (5th): If you expend three uses of mythic power, the spell's duration changes to permanent. Each target receives a second saving throw to end the effect after 24 hours, and a third saving throw to end the effect after 48 hours. A success on either saving throw ends the spell for that creature. Otherwise, the spell ends for a target only if it is dispelled, or removed with *remove curse* or a similar spell, or if a creature that this spell caused the target to be hostile towards successfully uses Diplomacy to increase the target's attitude to at least Friendly. If cast in this way, the spell gains the curse descriptor.

Dream Council[OA]

Add your tier to your caster level when determining the number of dream messages you can send. Sending a message takes a standard action. In addition, when you send a dream message you may expend an additional use of mythic power to grant the recipient the Lucid Dreamer feat as a bonus feat for 10 minutes, allowing it to enter your dreamscape and interact with you.

Augmented (3rd): If you expend three uses of mythic power, spells and spell-like abilities cast or used by your secondary mind can be any level you wish.

Dream Dalliance[FKCC]

The phantasm's host doesn't need to eat or drink and does not age while sleeping for 1 year per mythic tier you possess. The host also suffers a penalty on its Will save equal to your mythic tier. Non-mythic magic or effects cannot dislodge the phantasm from the host's mind. If confronted in the host's mindscape, the phantasm looks like a full healthy version of the host with resplendent clothing and jewelry, and fights as a mythic creature with your same tier (if it's higher than the host's mythic tier).

Augmented (6th): If you expend four uses of mythic power, the phantasm's host doesn't need to eat or drink and does not age while sleeping for 10 years per mythic tier you possess.

Dream Scan[OA]

Add your tier to your caster level when determining how long you can continue concentrating while reading surface thoughts. Or, if searching for answers to questions in the target's dreams or subconscious mind, each time you ask it a question the target takes a penalty to its Will saving throws to end *mythic dream* scan equal to half your tier (minimum 1).

Dream Travel[OA]

You never risk a dreamscape mishap when voyaging into the dreams of a very familiar or somewhere familiar creature. If your d% roll indicates that you would suffer a mishap, you instead travel to a similar creature's dreamscape on the Dimension of Dreams (as if you had rolled "other" on the table).

Augmented (8th): If you expend two uses of mythic power, when you travel to the dream of a creature on another plane, each traveler who fails a Will saving throw while traveling in this fashion can roll twice on the result table and choose which result affects him.

Dream Voyage[OA]

Add your tier to your caster level when determining how many companions you can bring on a *mythic dream voyage*. Taking more than one creature per level on the voyage does not decrease the spell's duration.

Dress Corpse[UI]

Add your mythic tier to your caster level for the purposes of determining the DCs of Heal and Perception checks made to see through this spell's effects. Additionally, you can make small, cosmetic changes to the corpse to make it appear as though it were the corpse of a different person. You can also restore lost flesh to bones or cause existing flesh to melt away leaving just bones, and you can even alter the apparent age of the body (yellowing or whitening bones, adjusting the stiffness of the body to simulate a certain phase of rigor mortis, etc).

Drought[FKCC]

You may control water in the area of effect as if you had used *mythic control water*. Living creatures require three times the normal amount of water per day to avoid suffering the effects of thirst. Living plants take 2d6 points of damage per hour after the first 24 hours, bypassing hardness. Creatures with the aquatic or water take 2d6 points of nonlethal damage and become exhausted if they fail a Constitution check. You can make a *mythic drought* spell permanent by reducing its area to a 1-mile radius.

Duelist's Alacrity[AG]

You double the bonus received by the non-mythic version of the spell (+20-foot enhancement bonus to your speed and +2 dodge bonus to your AC) and ignore difficult terrain.

Duelist's Feint[AG]

Add your mythic tier to the affected creature's penalty on concentration checks and to CMD. The creature also loses its Dexterity bonus to AC against you for a number of rounds equal to your Charisma bonus (minimum 1).

Duelist's Parry[AG]

You can make a parry attempt as if using the mythic opportune parry and riposte deed of a mythic swashbuckler (see mythic swashbuckler options).

Dust Ward[MC]

If the warded item is worn or carried by a creature when it disintegrates, the creature takes 1d6 points of fire damage for each caster level you possess.

Augmented: If you expend two uses of mythic power, you can recreate the warded item if you hold a pinch of the dust that composed it and say a command word or phrase.

- E -

Earth Tremor: The rubble acts as caltrops and creatures who fail the save are knocked prone.

Echo: The sound lasts longer, grants bonuses to bluff, and non-mythic creature have not right to a save.

Ectoplasmic Eruption: Creatures in the area are nauseated.

Ectoplasmic Snare: The snare has a greater CMB and CMB, and you can move and go farther from the target without freeing it.

Ego Whip: Shake and stagger your victims and inflict a penalty on the save DC.

Emotive Block: Add your tier to the number of rounds this spell lasts.

Enchantment Foil: Cast this spell on an ally or add more benefits to yourself.

Endothermic Touch: The subject moves at full speed and can hold its breath longer.

Enemy Insight: The benefits persist even if your allies move out of range, and you can grant them feats that function against a favored enemy.

Enshroud Thoughts: Lesser divination or memory-altering spells automatically fail; greater spells are easier to resist.

Entice Fey: Call mythic or non-mythic fey, kami, magical beasts, or plants.

Entice Fey, Greater: Call mythic or non-mythic fey, kami, magical beasts, or plants.

Entice Fey, Lesser: Call mythic or non-mythic fey, kami, magical beasts, or plants.

Entrap Spirit: A trapped spirit is weakened once freed.

Erase Impressions: Add your tier to the number of days of history you erase.

Escape Alarm: Extend the duration and hear the alarm

from a longer distance.

Ether Step: You can jump back and forth from the Ethereal Plane.

Ethereal Envelope: The envelope is harder to break.

Ethereal Envelopment: Add your tier to your CMB and CMD.

Ethereal Fists: Gain a bonus on attack rolls and spells delivered with your hands to ethereal creatures.

Etheric Shards: Deal more damage and the shards are harder to perceive.

Euphoric Cloud: Dazzle creatures within the cloud.

Explode Head: Kill your victim more easily and nauseate onlookers.

Explosion of Rot: Deal less damage per round but increase duration and nauseate your victims.

Extreme Flexibility: Cast this spell on an ally or gain more bonuses yourself.

Eyes of the Void: You can see through mythic darkness effects, and you gain blindsense in dim light and *true seeing* in conditions of darkness or magical darkness.

Earth Tremor[UW]

The dense rubble created by this spell lasts for 1 round per level and functions as caltrops in addition to the spell's normal effects. Furthermore, Large size or smaller creatures that fail their saves against this spell are knocked prone.

Echo[UW]

The sound can now have been heard up to 1 round per level ago, and it can last up to 1 round per level. Non-mythic creatures are not entitled to a saving throw to disbelieve this spell's effect. When a Bluff check is made using this spell, add your caster level and your mythic tier as a bonus to the check.

Augmented (5th): If you expend three uses of mythic power, any special effects of the sound can be duplicated. In addition, if the sound heard was a somatic spell component, and it was heard no more than 1 round ago, you can cast a copy of that spell using your caster level or the original caster's level (whichever is less).

Ectoplasmic Eruption[OA]

The ectoplasmic avalanche overwhelms the senses of creatures in the area, nauseating them for 1d4 rounds. A successful Fortitude saving throw reduces this effect to 1 round.

Augmented (6th): If you expend two uses of mythic power, the ectoplasm deals 6d8 points of damage, and entangles creatures for a number of rounds equal to your caster level plus your tier. Creatures that fail their Fortitude saving throws are nauseated for 1d6 rounds.

Ectoplasmic Snare[OA]

Add your tier to the snare's CMB and CMD. You can move your full speed while tethered to the target, and you add 5 feet times your tier to the spell's range to determine how far you can be from the target without causing the *ectoplasmic snare* to disappear.

Augmented (4th): If you expend two uses of mythic power, the tendril deals 1d8+6 points of bludgeoning damage. If you expend three uses of mythic power, the tendril deals 1d10+8 points of bludgeoning damage.

Ego Whip (All)[OA]

Creatures that fail their save are shaken and staggered for 1 round. This fear effect does not stack with itself other fear effects. In addition, you add one-half your tier to the save DC for non-mythic creatures, and a non-mythic creature failing its save is shaken and staggered for a number of rounds equal to your mythic tier; however, it may attempt a new Will save each round after the first at the end of its turn to end these conditions.

Augmented: If you expended two uses of mythic power and you are casting *mythic ego whip III-V*, creatures that are staggered are frightened instead of shaken. This cannot inflict a more serious fear condition. This augmentation cannot be used on undercast mythic ego whip spells of a lower level.

Emotive Block[OA]

Add your tier to the number of rounds this spell lasts.

Enchantment Foil[ACG]

You can cast this spell on an ally with a range of touch. If you cast it on yourself, you add your mythic tier as a bonus on Bluff checks and caster level checks to deceive creatures as described for the spell. If you fail a saving throw against an enchantment effect, you can expend the remaining duration of the spell to reroll the saving throw with an additional bonus on the save equal to one-half your mythic tier (minimum +1). This stacks with the normal +4 bonus the spell provides.

Endothermic Touch[MC]

The subject does not move at half speed, but is still staggered, and can hold its breath for three times as long as normal (instead of twice as long).

Enemy Insight[ACG]

The benefits provided by the spell persist even if your allies move out of range. In addition, if you have any feats that enhance your favored enemy ability or provide a bonus or effect determined by your favored enemy, such as Favored Defense[APG], you can grant the use of one such feat to allies affected by *mythic enemy insight* as a bonus feat for the duration of the spell.

Enshroud Thoughts[OA]

A non-mythic divination spell or spell that alters your memories whose level is lower than your mythic tier minus 1 automatically fails if its caster level is lower than your caster level. If its caster level is equal to or higher than your caster level or its spell level exceeds your mythic tier, add your mythic tier to the DC to overcome your *mythic enshroud thoughts*.

Augmented: If you expend two uses of mythic power, whenever this spell foils an opposing caster's mind-affecting spell targeting you, your mental wrath besieges that caster. This deals a number of points of damage equal to 1d6 + your tier and causes that caster to take a penalty on concentration checks equal to your tier for 1 round (if the caster is a mythic creature) or 1d3 rounds (if non-mythic).

Entice Fey[UI]

As *mythic lesser entice fey* except that you can either call one or two non-mythic fey, kami[B3], magical beast, or plant with Intelligence 3 or higher from the fey realm with total Hit Dice less than or equal to 12 + half your tier; or call one or two mythic mythic fey, kami[B3], magical beast, or plant with Intelligence 3 or higher from the fey realm with total Hit Dice 12 or less and mythic rank less than or equal to yours.

Entice Fey, Greater[UI]

As *mythic lesser entice fey* except that you can either call up to three non-mythic fey, kami[B3], magical beast, or plant with Intelligence 3 or higher from the fey realm with total Hit Dice less than or equal to 18 + half your tier; or call up to three mythic mythic fey, kami[B3], magical beast, or plant with Intelligence 3 or higher from the fey realm with total Hit Dice 18 or less and mythic rank less than or equal to yours.

Entice Fey, Lesser[UI]

You can call a non-mythic fey, kami[B3], magical beast, or plant with Intelligence 3 or higher from the fey realm. Add half your tier to the HD limit of the spell when you call non-mythic creature. Add your tier to your Knowledge (nature) or Perform check made to entice a non-mythic creature. When you call a non-mythic creature, you can choose to add the advanced simple template to it, but if you do so, treat its HD as 1 higher for the purposes of *lesser entice fey*. The offering and payment required for a non-mythic creature is reduced by half.

Alternatively, you can call a mythic fey, kami[B3], magical beast, or plant with Intelligence 3 or higher from the fey realm subject to the spell's usual HD limit so long as its mythic rank (or tier) is no higher than yours.

Entrap Spirit[OA]

The focus mirror's hold over the trapped incorporeal creature or haunt weakens it. When the target is freed, it does so with a number of hit points fewer than it had when it was trapped. That number is equal to your tier if the target was a haunt, or 3d6 + your tier if it was a creature.

Augmented (4th): If you expend two uses of mythic power, the sight of you, the caster who trapped it, is abhorrent to the target. You gain a deflection bonus to your AC equal to half your tier (minimum 1) against any of the target's attacks as well as a +2 bonus to any saves against the target creature's spells or abilities (or the target haunt's effects).

Erase Impressions[OA]

Add your tier to the number of days of history you erase.

Augmented (3rd): If you expend two uses of mythic power, you can erase the impression of recent events, including that you cast this spell on the target object.

Escape Alarm[VC]

The duration is increased to 1 day per level, and you can hear the mental alarm anywhere on the same plane. You increase the range at which an audible alarm can be heard by 30 feet per mythic tier.

Ether Step[PA]

You can jump into the Ethereal Plane and back for a number of times equal to 1 + one-half your mythic tier. You shift plane each round at the beginning of your turn. So, if you are 1st tier, you step into the Ethereal Plane in the 1st round, come back in the 2nd, become Ethereal again in the 3rd, and come back in the 4th. You still can take only move actions or free actions in rounds in which you are corporeal.

Augmented: You can expend one uses of mythic power to act normally in an even-numbered round.

Ethereal Envelope[OA]

Your *mythic ethereal envelope* is fortified, adding your tier as a bonus to its AC and the DC of Strength checks to break free. Its hardness is increased by an amount equal to one-half your tier and it also gains additional hit points equal to twice your tier.

Ethereal Envelopment[OA]

Add your tier to your CMB and CMD.

Augmented: If you expend two uses of mythic power, the ethereal envelope is fortified, as *mythic ethereal envelope*.

Ethereal Fists[OA]

Your hands gain great speed and grace as they weave through the Ethereal and Material places, granting you a +1 bonus on all attack rolls with claws, unarmed strikes, and touch spells or other effects to ethereal creatures.

Augmented (4th): If you expend two uses of mythic power, the bonus on attack rolls increases to one-half your tier.

Etheric Shards[OA]

Your transdimensional razors have a diamond-like edge that deals 2d6 points of piercing and slashing damage, and creatures take 1d3 points of bleed damage on a failed Reflex save. Add your mythic tier to the Perception DC to detect your *mythic etheric shards* as a trap.

Augmented (6th): If you expend two uses of mythic power, movement through an area of *mythic etheric shards* is reduced to one-quarter normal speed.

Euphoric Cloud[ACG]

Creatures within the cloud are automatically dazzled by their distorted perceptions of reality as long as they remain within the cloud, and creatures failing their saving throw against the *mythic euphoric cloud* remain dazzled for 1d4+1 rounds after they leave it. Non-mythic creatures failing their save also have a 20% miss chance on attacks they make for as long as they remain dazzled. The dazzled effect persists even if the fascinate effect is broken.

Explode Head[OA]

You add twice your mythic tier to the hit point limit for instantly killing the target, up to a maximum of 40 hit points at 10th tier. Targets whose hit points exceed this limit take a -2 penalty on their Fortitude saving throws to take half damage. The spectacle of a mythically exploded head is unbelievably shocking and gruesome, and creatures in the area of the flying debris that fail a Fortitude saving throw are nauseated for 1 round.

Augmented (3rd): If you expend two uses of mythic power, the unfortunate creatures in the area of targets whose heads are exploded with *mythic explode head* are affected as if that extremity were a detonated gourd. This greatly increases the velocity of debris, dealing 4d6 points of slashing damage and 1d4 points of bleed damage to creatures in the area. A successful Reflex save reduces this to 2d6 points of slashing damage and eliminates the bleed damage.

Explosion of Rot[UW]

The damage dealt decreases to 1d4 points of damage per caster level (maximum 15d4) and creatures in the area are nauseated for 1d4 rounds instead of staggered. For 2 additional rounds, this spell will deal another 1d4 points of damage per caster level (maximum 15d4) to each target damaged by the initial burst. A target that succeeds at a Reflex save takes half damage from the initial burst and negates the nauseated effect. Each additional round, a creature that succeeds a Fortitude save takes half of the subsequent damage.

Extreme Flexibility[ACG]

You can cast this spell on an ally with a range of touch. If you cast it on yourself, you gain an additional +1 dodge bonus to AC and add one-half your mythic tier (minimum +1) on Escape Artist checks, grapple combat maneuvers, and to your CMD against grapple maneuvers. If you fail an Escape Artist check or grapple check, you can discharge the spell's remaining duration to reroll that check. You must accept the result of the recheck, even if it is worse than the original roll.

Eyes of the Void[ACG]

You can see through mythic darkness effects, and you gain blindsense in dim light and *true seeing* in conditions of darkness or magical darkness.

- F -

Fabricate Disguise: Create clothes to complete your disguise.

Faerie Form: Increase the benefits, reduce the penalties and you may cast this spell on another creature.

Fairy Ring Retreat: Increase the duration or grant benefits to the creatures within the ring.

False Belief: You can affect unwilling targets and manipulate more memories.

False Future: Increase the spell's range, and you may cast it on a creature you know out range.

False Resurrection: You have a greater chance to conjure a fiend, and the spell is harder to discover.

False Resurrection, Greater: You have a greater chance to conjure a fiend, and the spell is harder to discover.

False Vision, Greater: The spell is harder to resist, and you have a greater control on its elements.

Familiar Double: As *mythic project image*, but effects you or your familiar.

Feast on Fear: Affect more Hit Dice of creatures and gain fast healing for each panicked creature within range.

Fey Crossroads: You and your allies don't suffer bad effects while travelling and may gain boons.

Fey Gate: Increase the gate's size and duration.

Fey Form: Increase your bonuses, gain other ones, and reduce your penalties; you can also cast this spell on a touched creature.

Flaming Sphere, Greater: As *mythic flaming sphere*, but deals 6d10 points of fire damage.

Flashfire: Extend the fire and make it more difficult to extinguish.

Flesh Puppet: Animate a more powerful undead, and disguise and control it more easily.

Flesh Puppet Horde: Animate more powerful undead, and disguise and control them more easily.

Flesh Wall: The wall has more hit points, gains bonuses on attack and damage, and can incorporate creatures it hits.

Fleshy Façade: Increase your bonuses on Disguise, increase the duration, and the target is not detectable as undead by non-mythic creatures.

Flexible Fury: Cast this spell or an ally or exchange any two of your rage powers with others.

Flickering Lights: Gain more control on the light level in the area.

Focused Scrutiny: Study more creatures, or one creature for a longer time and with more benefits.

Font of Spirit Magic: Center the spell on an area or an object, affecting any two spirits.

Fool's Gold: Add your mythic tier to the Appraise DC and to your caster level to determine duration.

Forest's Sense: You can sense both plants and animals, and all your senses are extended through the sensor.

Foster Hatred: Make targets hostile against one additional creature type, extend the duration, or make the spell permanent on one creature.

Frost Mammoth: The mammoth becomes a mythic creature.

Fabricate Disguise[UI]

As part of the disguise you create, you can use appropriate nonmagical materials on your person to manufacture one article of clothing (but not armor or weapons) of the same material. The created article can weigh no more than 1 pound per caster level. The materials must be worth at least as much as the raw materials required to craft the new clothing with the Craft skill. You must succeed on an appropriate Craft check if the created item requires a high degree of craftsmanship; if you fail, the created article is ruined but the rest of the spell effect works normally.

Alternatively, you can cast the non-mythic spell on a touched willing creature as if the spell's range were touch.

Augmented: If you expend two uses of mythic power, you can create up to one article of clothing, outfit, shield, suit of armor, or weapon per tier weighing in total no more than 1 pound times your tier times your caster level.

Faerie Form (All)[FKCC]

Each *mythic faerie form* spell is a separate spell, meaning you must select each separately as a mythic spell and you must first know the standard version of the spell you select, though you need not know lower-level *faerie form* spells to learn their higher-level versions.

Mythic faerie form increases any ability score bonuses and reduces any ability score penalties granted by the standard version by 2 and increases the DR/cold iron the spell provides by 1 (granting DR 1/cold iron if the spell normally grants no damage reduction). In addition, you may change the range of this spell to touch and target one creature you touch rather than yourself.

The subject gains the ability to speak and understand Sylvan and also gains a +2 circumstance bonus on Bluff and Disguise checks to pass themselves off as a genuine fey creature. The subject of this spell can resume its normal form and then shift back into the same assumed form without ending the spell; however, the spell's duration continues to elapse while the target is in its own form. If the subject is a mythic creature, it can expend one use of its own mythic power as a full-round action to shift into a different form allowed by the spell.

Augmented (4th): If you expend two uses of mythic power, you increase the ability score bonuses granted by the spell by 4 rather than by 2 and increase the DR/cold iron granted by the spell by 2 rather than by 1. In addition, you can cast this spell on a number of creatures you touch equal to your mythic tier.

Fairy Ring Retreat[ACG]

You may increase the duration to 24 hours/level (D). If you cast the spell with its normal duration, then all creatures within the *mythic fairy ring retreat* gain the benefit of a *nap stack*[APG] spell whenever they sleep at least 2 hours. Creatures unable to benefit from a nap stack can gather the equivalent of 2d4 *goodberries* every 8 hours. These *goodberries* lose their potency if removed from the *mythic fairy ring retreat*.

False Belief[UI]

You can affect unwilling targets, although they are entitled to a Will save to resist the effect. They automatically lose any memory of you casting the spell on them if they fail their saving throw, although this memory is restored when the spell's effect ends. Additionally, you can alter, implant, or remove an amount of memories up to one day per caster level, but you must be able to summarize the changes in 25 words or less (for example "she loses all memory of the last 17 days" or "he loses all memories of interacting with the baron"). If the memories to be altered exceed the amount of time available to alter with the spell, the most recent memories are affect first.

Augmented (6th): If you expend four uses of mythic power, there is no limit to the number of days, months, or years worth of memories that you can alter, although the changes must still be able to be summarized in 25 words or less (for example "he has complete and total amnesia," or "she believes that she is my daughter and has lived with me for her entire life"). The correct memories are still restored at the end of the spell's duration.

False Future[UI]

The spell's range increases to medium (100 feet + 10 feet per caster level). Additionally, you can cast it on a creature at any range, provided that you have a connection to the target (such as a likeness or picture of them, one of their possessions or garments, or a body part, lock of hair, or something similar). In the latter case, the target suffers a penalty to their Will save to negate the spell equal to the penalty imposed by having such a connection when casting the *scrying* spell (this does not affect Will saves to disbelieve the spell). Finally, the spell's duration increases to 1 day per caster level.

False Resurrection[UI]

Non-mythic targets roll twice and take the lower result on their saving throw to come back to life normally. If the target fails, you conjure a mythic shadow demon[MMM] with your choice of the advanced or giant templates to inhabit the body.

Non-mythic divinations that automatically identify spells incorrectly indicate this spell is *mythic resurrection* unless the caster succeeds at a caster level check against DC 15 + your caster level.

Augmented (7th): You can cast this spell with a less costly material component by expending one use of your mythic power for every 2,000 gp by which you reduce the value of the diamond material component. If you expend six uses of mythic power, the spell requires no material component and if the target returns to life (whether by succeeding on its Will save or by the banishment of the called fiend) it has no negative level.

False Resurrection, Greater[UI]

Non-mythic targets roll twice and take the lower result on their saving throw to come back to life normally. If the target fails, you conjure a belier devilB2 with no template to inhabit the body. It counts as a mythic creature and gains the surge ability which it can use once per day to add 1d6 to a roll. It gains no other mythic abilities except as described below.

Non-mythic divinations that automatically identify spells incorrectly indicate this spell is *mythic true resurrection* unless the caster succeeds at a caster level check against DC 15 + your caster level.

Augmented (6th): If you expend two uses of your mythic power, you can cast this spell with a casting time of 1 round and the belier devil gains one of the following mythic templatesMA instead of the mythic benefit listed above: agile, invincible, or savage.

Augmented (7th): If you expend three uses of your mythic power, you can cast this spell on yourself as an

immediate action when you are killed and the belier devil gains one of the following mythic templates[MA] instead of the mythic benefit listed above: agile, invincible, or savage.

False Vision, Greater[UI]

If the target would gain a bonus on their Will save to resist the spell, based on your knowledge of and connection to them, that bonus is reduced by your mythic tier (to a minimum of +0). Additionally, you do not need to concentrate on the spell in order to have creatures or objects act differently than they actually are, or appear when they are not truly present, without having them remain static. Instead, by concentrating for one round, you can issue instructions (up to 25 words in length) to the spell for how such a creature or object should act, and it carries them out as though it were an independent, intelligent creature with an Intelligence score of 10.

Familiar Double[ACG]

This spell functions as *mythic project image* (*Mythic Spell Compendium 180*), but it appears in your familiar's square and moves when your familiar moves. In addition, you may choose for your *familiar double* to resemble you or your familiar.

Feast on Fear[ACG]

You add one-half your mythic tier (minimum 1) to the maximum Hit Dice of creatures you can affect. In addition, you gain fast healing 1 for each panicked creature within range, whether or not you were the one that caused the panicked condition.

Augmented: At any point during the spell's duration, you can expend one use of mythic power as a standard action to feed on the fear of every creature within range. You gain 1 temporary hit point for each shaken creature, 3 temporary hit points for each frightened creature, and 5 hit points for each panicked creature (including creatures that are cowering or paralyzed with fear). You do not gain temporary hit points from creatures you have already successfully panicked with this spell.

Fey Crossroads[FKCC]

You are protected from the detrimental effects of his spell while you walk through the faerie realm. Any creatures accompanying you are protected too as long as they stay within 30 feet from you. Creatures protected have a 50% probability to have a beneficial vision or to receive a faerie boon, at the GM's choice. A beneficial vision is equivalent to a *divination*, while a faerie boon grants a creature a +2 bonus on Charisma for 24 hours after returning to the Material Plane. During this time, the creature is considered to have the fey type for all purposes and prerequisites.

Fey Gate[UW]

You can increase the size of the gate by 5 feet per mythic tier, and the duration you can keep it open is increased by a number of rounds equal to your mythic tier.

If you cease concentrating on the mythic gate, it stays open for a number of rounds equal to your mythic tier, though you can dismiss it as a standard action.

Augmented (3rd): If you expend two uses of mythic power, you automatically succeed at the Spellcraft check at the end of the spell's duration to keep open the gate.

Augmented (6th): If you expend three uses of mythic power, you can keep open a mythic fey gate for a number of days equal to your caster level plus your mythic tier.

Fey Form[UW] (All)

Each *mythic fey* form spell is a separate spell, meaning you must select each separately as a mythic spell and you must first know the standard version of the spell you select, though you need not know lower-level *mythic fey form* spells to learn their higher-level versions.

Mythic fey form increases any ability score bonuses and reduces any ability score penalties from the standard version by 2. The subject gains spell resistance 6 + caster level unless the spell would already grant spell resistance, in which case the spell resistance increases by 2. Alternatively, you may change the range of this spell to touch and target one creature you touch rather than yourself (the spell's bonuses and penalties are not improved when cast on another target).

Whenever the subject casts a spell, it needs no verbal or somatic components and the spell can't be countered (the spell need not be one of the chosen form's spell-like abilities). The subject can resume its normal form or shift back into the same assumed form as a standard action without ending the spell; however, the spell's duration continues to elapse while the target is in its own form. If the subject is a mythic creature, it can expend one use of its own mythic power as a full-round action to shift into a different form allowed by the spell.

Augmented (3rd): If you expend one or more uses of mythic power, the subject gains one or more of that form's spell-like abilities and gains the ability to use each chosen spell-like ability once while *mythic fey form* lasts. For every use of mythic power you spend on this augmentation, you can choose one spell. The spell must be of a spell level lower than your mythic tier and lower than the spell level of the *mythic fey form* spell. If the spell has a costly material component,

the subject must provide it unless the subject is a mythic creature and expends three uses of mythic power as part of casting the spell.

Augmented (4th): If you expend two uses of mythic power, you increase the ability score bonuses and reduce the penalties from the spell by 4 rather than by 2. Alternatively, you can cast this spell on a number of creatures you touch equal to your mythic tier.

Flaming Sphere, Greater[ACG]

This spell functions as *mythic flaming sphere* (*Mythic Spell Compendium* 100), but the damage dealt increases to 6d10 points of fire damage.

Flashfire[UW]

You can concentrate as a free action to ignite one 5-foot square, as a move action to ignite 1d4 squares, or as a standard action to ignite 2d4 squares adjacent to a currently burning square. Heavy precipitation and windstorm-force or stronger winds no longer end or extinguish the spell. Instead, each round that the spell is affected by heavy precipitation or windstorm-force and stronger winds, reduce the remaining duration of the spell by 1 round.

Augmented (4th): If you expend two uses of mythic power, this spell cannot be dispelled, extinguished, have its duration reduced, or be otherwise ended–even by the spell's controller.

Flesh Puppet[HA]

You ignore the spell's material component cost, and add your tier to your caster level when determining how many Hit Dice of undead you can animate with a single casting of this spell. This doesn't increase the total number of Hit Dice worth of undead you can control. You also add your mythic tier to your caster level for the purposes of determining the bonus on your Disguise check made to disguise the zombie, and the maximum length of the string created by the spell. As a standard action, you can direct the zombie to make a single melee attack.

Flesh Puppet Horde[HA]

You ignore the spell's material component cost, and add your tier to your caster level when determining how many Hit Dice of undead you can animate with a single casting of this spell. This doesn't increase the total number of Hit Dice worth of undead you can control. You also add your mythic tier to your caster level for the purposes of determining the bonus on your Disguise check made to disguise the zombie, and the maximum length of the string created by the spell. You can issue directions to multiple zombies with a single swift action, provided that you issue the same instructions to each zombie. You can issue different directions to any number of zombies as a move action. Finally, you can direct zombies created by this spell to attack without them gaining the staggered quality or ruining their disguises.

Flesh Wall[HA]

Each 5-foot square of the *flesh wall* has a number of hit points equal to 10 + 5 per mythic tier you possess, rather than the normal amount. Additionally, each section of the wall (and each zombie created from the wall) gains a bonus on attack and damage rolls equal to 1/2 your mythic tier. If a section of the all successfully damages a creature with its slam attack, it can attempt a combat maneuver check as a free action to attempt to pull the creature inside the wall, where it becomes trapped in the same fashion as a creature that failed a Strength check to move through the wall.

Fleshy Façade[MC]

Non-mythic creatures automatically fail their saving throw if using *detect undead* to detect the target's presence. Add your mythic tier to the bonus on Disguise checks to appear alive or recently diseased and to your caster level to determine the duration.

Augmented: You can expend two uses of mythic power to change the spell's duration from 10 minutes per level to hours per level.

Flexible Fury[ACG]

You can cast this spell on a willing ally with a range of touch. If you cast it on yourself, you may temporarily exchange any two of your current rage powers for two other rage powers for which you qualify. One of these new temporary rage powers may serve as a prerequisite for the other. Alternatively, you may exchange a single rage power as normal, changing the duration of the spell to instantaneous.

Augmented (4th): If you expend two uses of your mythic power, you can allow a willing ally to permanently exchange one rage power for another for which she qualifies. The spell's normal restrictions apply, but the duration changes to instantaneous.

Flickering Lights[HA]

Each time a percentile die is rolled to determine the light level created by the spell, roll twice, and you choose which result to use. Additionally, once per round, as an immediate action, you can cause the light level to change an additional time, rolling a percentile die to determine the new light level as normal.

Augmented (3rd): If you expend two uses of mythic power, the spell's casting time is reduced to 1 standard action, its duration increases to 1 minute per caster level, and its range increases to long (400 feet plus 40 feet per caster level).

Focused Scrutiny[ACG]

You may designate an additional number of creatures equal to one-half your mythic tier (minimum 1) to study with this spell. Alternatively, you may study only a single creature, increasing the spell's duration to 1 hour/level and gaining a +2 circumstance bonus on caster level checks and save DCs of divination spells you cast against the target.

Font of Spirit Magic[ACG]

You can target a stationary area (centered on a point in space) or an object, centering the spell effect on that object and moving with that object, rather than centering the spell on yourself. If you cast the spell on an object and that object is destroyed, the spell is ended but the creature that destroyed it must succeed on a Will save against the spell's DC or suffer a random curse (as *bestow curse*) that lasts for 24 hours or until removed. You may amplify the effect of magic associated with any two spirits you choose, even if they do not match your spirit or wandering spirit. If you do select the spell lists associated with your spirit and wandering spirit, you increase the bonus granted by this spell to +3.

Fool's Gold[VC]

Add your mythic tier to the Appraise DC and to your caster level to determine duration.

Augmented: You can expend two uses of mythic power to change the spell's duration from hours to days.

Forest's Sense[UW]

You can use any plant, fungus, or wild animal within range as a scrying sensor (not domesticated animals). All your senses are extended through the sensor, including your sight and other special senses you may have.

Foster Hatred[OA]

Mythic foster hatred stokes even more enmity in the targets, allowing you to pick one additional creature type toward which targets that fail their saving throw become hostile. If you choose to direct their hatred to only a single creature type, you may instead extend the duration to 1 day/level. You also may target a single creature rather than multiple creatures, in which case the duration is permanent.

Augmented (4th): If you expend two uses of mythic power, the duration is permanent for all targets.

Frost Mammoth[AG]

The mammoth you summon is considered a mythic creature and gains one use of mythic power and the surge ability, which it can use to add 1d6 to a single die roll. The mammoth gains no other mythic abilities.

Augmented (6th): If you expend two uses of mythic power, you can add the **agile**, **invincible**, or **savage** mythic simple template to the mammoth. These templates are described in the Mythic Monster Advancement section of Chapter 6 in *Pathfinder Roleplaying Game Mythic Adventures*.

- G -

Gentle Breeze: Affect more creatures or one creature with higher bonuses.

Geomessage: Add your mythic tier to your caster level to determine duration and nondetection DC.

Ghost Brand: The creature can use the object against incorporeal creatures and objects and can manipulate it more easily.

Ghost Whip: Gain a bonus on attack rolls, and on damage rolls vs. incorporeal and undead creatures.

Gift of the Deep: Affect more creatures with two different benefits.

Glimpse of Truth: Increase the spell's duration and see through weather effects and divinations.

Glue Seal: It's harder to escape the glue, plus you can counter or dispel grease and reduce the duration to increase the area.

Grasping Corpse: Increase the spell's range, enhance your control and the corpse's power, and it can use combat maneuvers.

Grave Words: You gain more easily useful information.

Green Caress: Deal more ability score damage and inflict additional penalties.

Greensight: Increase the range and see through a great thickness of wood.

Guardian of Faith: The target gains the benefits of *mythic shield of faith* and *mythic protection from chaos, evil, good,* or *law*.

Gentle Breeze[ACG]

You can affect a number of willing targets equal to your mythic tier. If you choose to affect only one creature or object, the circumstance bonus provided by the spell is increased to +3 and the duration is increased by 1 hour per mythic tier

you possess. In addition, the target gains a +2 circumstance bonus to AC against ranged attacks with weapons. This does not apply to ranged attacks with rays or effects composed of energy.

Geomessage[VC]

Add your mythic tier to your caster level to determine duration and nondetection DC.

Ghost Brand[UI]

It takes only a move action for the creature to retrieve or reabsorb the item. Additionally, as a swift action, the target creature can cause the target object to be able to interact with incorporeal creatures and objects as though it had the *ghost touch* special quality. Each minute or fraction of a minute that this ability is used reduces the spell's remaining duration by one day. Finally, if the *ghost brand* spell is dispelled while the object is inside the target's body, the object is ejected harmlessly, dealing no damage to the creature.

Ghost Whip[OA]

Add one-half your tier (minimum 1) on all attack rolls you make with the *ghost touch whip*, and against incorporeal and undead creatures you add the same bonus on damage rolls.

Augmented (2nd): If you expend two uses of mythic power, waves of ghostly power emanating from your *ghost touch whip* wash over creatures that you hit with it. Each time you hit a creature with the whip, that creature is sickened for 1 round. This affects undead as well as living creatures.

Gift of the Deep[MC]

You can affect one additional creature per mythic tier. Choose two benefits (instead of one) for all targets of the spell. However, malenti cannot be paired with another mutation.

Augmented: If you expend two uses of mythic power, choose three benefits (instead of one or two).

Glimpse of Truth[UI]

The spell's duration increases by 1 round per mythic tier you possess. Additionally, you can see through natural or magical fog and weather effects and gain a bonus equal to your mythic tier on all Perception checks. In addition, you can penetrate non-mythic protections from divination with a caster level check (DC 11 + the caster level of the protective effect). If the protective spell already allows such a caster level check, you gain a bonus on the check equal to your mythic tier.

Augmented (3rd): If you expend two uses of mythic power, you can cast the spell without its costly material component.

Glue Seal[ACG]

You add one-half your mythic tier (minimum 1) to the DC of combat maneuver checks, Strength checks, and Escape Artist checks made to escape the glue or free a stuck item. You can use this spell to counter or dispel grease (including mythic grease), and you may choose to reduce the duration to 1 round/level plus 1 round per mythic tier in order to increase the area to a 5-foot-radius spread.

Grasping Corpse[HA]

The spell's range increases to medium (100 feet plus 10 feet per caster level). You must have line of sight and line of effect to either the corpse or the creature, but not both, although you must be at least aware of both. In addition to tripping or grappling, the corpse can also perform the bull rush, dirty trick, disarm, drag, overrun, reposition, or steal combat maneuvers. Alternatively, the corpse can attempt to feint the creature, using your caster level + your Charisma modifier for its Bluff check. Finally, the corpse gains 2 additional hit points for each mythic tier you possess beyond 1st.

Grave Words[OA]

The percentage chance that the corpse's information is of use to you increases by 1% per tier (maximum 20% at 10th tier). If the corpse is that of a mythic creature, this is increased to 2% times your tier (maximum 30% at 10th tier).

Green Caress[HA]

The initial ability score damage inflicted by the spell increases to 1d8 (all subsequent ability score damage remains the same). Additionally, as a creature takes ability score damage from this spell, it takes additional penalties. Once a creature has taken at least 6 points of ability score damage to each of its physical ability scores as a result of this spell, each of its movement speeds is halved, and its insides transform to the point where it can no longer consume or digest food or liquid, preventing it from eating or drinking (including potions). Creatures affected in this way do not take any penalties from starvation or dehydration as long as they spend at least 4 hours per day in direct sunlight. Once a creature has taken at least 12 points of ability score damage to each of its physical ability scores as a result of this spell, each of its movement speeds is reduced to 0 feet, and its lips fuse together, so that the creature can no longer speak, although it gains the ability to breathe through its skin.

Break enchantment, *dispel magic*, and *remove curse* can end the spell before the duration expires only if they come from a mythic source. Additionally, a creature attempting to remove mythic green caress in this way must succeed on a Fortitude saving throw to resist the spell regardless of whether or not she succeeds on a caster level check, possibly causing the caster to become afflicted by the spell even if the target is cured.

Finally, you may choose to have the target remain fully conscious and aware after the transformation is complete, rather than being treated as a normal tree or shrub. If you do, the creature gains blindsense to a range of 10 feet and can hear normally, but is unable to speak or act in any fashion. You can also choose to have the target's shape after the final transformation still be clearly recognizable as the person they once were, including recognizable facial features, although they are still a normal (if unusually shaped) plant. Both of these decisions must be made when the spell is cast, and can't changed later.

Greensight[UW]

The range of the target's greensight is increased to 120 feet, and this range stacks with any existing greensight the target possesses. In addition, the target can see through up to 10 feet plus 5 feet per mythic tier of solid wood.

Augmented (3rd): If you expend two uses of mythic power, the range of the target's mythic greensight becomes equal to the target's line of sight.

Guardian of Faith[ACG]

The target gains the benefits of *mythic shield of faith* and *mythic protection from chaos, evil, good*, or *law* as described in *Pathfinder Roleplaying Game Mythic Adventures*.

- H -

Handy Grapnel: The rope is more robust and grants a bonus on attack rolls.

Hasten Judgement: Furtherly reduce the resurrection window for a dead creature.

Haunting Reminder: Increase the spell's duration and non-mythic targets automatically fail their save.

Heart of the Metal: Cast the spell for 1 round without material components, or target more weapons, or one weapon for a longer time.

Hedging Weapons: Generate more weapons that deal force damage, and up to two of them can make melee attacks.

Heightened Awareness: Cast this spell on an ally or increase the bonuses on yourself.

Heightened Reflexes: Increase the bonuses granted, and the targets can choose how to consume them.

Hellfire Ray: Increase the damage, bypass fire resistance and immunity, and a non-mythic target killed automatically fails its save.

Hex Glyph: The glyph is harder to detect, disable, or identify, and the hex stored in it is more potent.

Hex Glyph, Greater: As *mythic hex glyph*, plus you can store two hexes in place of a major hex.

Hex Vulnerability: Cast the spell more quickly on one creature, or cast it on multiple creatures, or cast it on one creature inflicting more penalties.

Hidden Knowledge: The knowledge remains hidden for a long time and it's harder to detect and dispel.

Hidden Presence: Affect more targets or affect a creature that is not aware of your presence.

Hidden Spring: The spring's water heals creatures, and it spring contains a guardian nereid.

Hide Bruises: Add your mythic tier to your caster level to determine duration and Heal check penalty.

Hobble: Extend duration and number of creatures affected; non-mythic targets must succeed on two saves.

Hollow Heroism: Bonuses and penalties increase and apply to more effects, affecting also the target's allies.

Hollow Heroism, Greater: Bonuses and penalties increase and apply to more effects, affecting also the target's allies.

Holy Ice Weapon: Create a more versatile and lasting weapon, and gain bonuses on attack and damage.

Holy Javelin: The javelin lasts longer, deals more damage, and is harder to pull out.

successive saves.

Homeward Bound: Non-mythic creatures have no chance not to be sent home.

Hoodwink: Add your mythic tier to the Appraise DC and to your caster level to determine duration.

Horrific Doubles: Generate more images and destroying them inflicts more penalties.

Hunger for Flesh: It's harder for the target to overcome its hunger, and it gains more bonuses and penalties.

Hunger for Flesh, Mass: Affect more targets and more distant from one another.

Hungry Earth: Increase the earth's CMB and damage.

Hypercognition: Apply your results to multiple checks or gain a greater bonus on one check.

Handy Grapnel[UI]

You gain a bonus on attack rolls made with the target equal to your mythic tier. Additionally, the maximum weight the rope can bear is not limited to 1,000 pounds at caster level 5 but is instead equal to 200 pounds per caster level, with no maximum. Further, for the spell's duration, the ropelike object gains a hardness of 10, and its hit points increase by an amount equal to twice your mythic tier. Finally, it is only a swift action to command the rope to extend from the arrow.

Augmented (4th): If you expend two uses of mythic power, the *handy grapnel* can be used in a somewhat different way. If you successfully hit a creature with the target, rather than an object (using the creature's normal AC), you can command the rope to extend from the projectile as a move action, as normal, but if you do, it attempts to grapple and bind the creature, as though it were a rope affected by *animate rope*.

Hasten Judgement[PA]

The period during which attempts to restore the target to life can succeed is furtherly reduced to 1 minute/level (for *raise dead*), 1 hour/level (for *resurrection*), or 1 day/level (for *true resurrection*). Non-mythic *reincarnate* spells and similar effects cannot be used on a victim of *mythic hasten judgement*.

An undead creature affected by this spell loses a number of hit points equal to your mythic tier every round, at the beginning of its turn.

Haunting Reminder[AG]

Add your mythic tier to your caster level to determine the spell's duration. A non-mythic target automatically fails their saving throw against this spell.

Heart of the Metal[ACG]

You can cast this spell without the need for a material component, though this reduces the duration to 1 round/level). If you provide the material component you can target an additional number of weapons equal to your mythic tier, or you may target a single weapon, granting it the properties of the chosen metal for a 1 hour/level.

Augmented (5th): If you expend two uses of mythic power, you eliminate the need for a material component without reducing the spell's duration. You may imbue the target weapons with the properties of adamantine, cold iron, and silver simultaneously if you provide each material component.

Hedging Weapons[HA]

Add your mythic tier to your caster level when determining how many weapons the spell generates. This allows you to gain an additional weapon at effective caster level 22nd, 26th, and 30th. Additionally, whenever one of the weapons created by this spell hits a creature, it deals 3d6 points of force damage, instead of the normal amount. As a full-round action, you can cause up to two of the weapons to make melee attacks against an adjacent creature. They use your base attack bonus for this attack, and use your primary spellcasting ability modifier instead of your Strength score for the attack roll. A weapon that misses on a melee attack does not disappear, and does not decrease the deflection bonus to AC.

Augmented (3rd): If you expend two uses of mythic power, the spell replaces lost weapons at a rate of one weapon every

2d4 rounds. The spell does not end immediately once you have used all the weapons, but grants no benefits until a new weapon is created. You cannot have more weapons at any given time than the number that were created when the spell was initially cast.

Heightened Awareness[ACG]

You may cast this spell on an ally with a range of touch. If you cast the spell on yourself, the competence bonus granted by the spell is increased to +3, and on any mythic surge you expend as part of a Perception check, Knowledge check, or initiative check you may roll your surge die twice and select the better result.

You gain a total +8 bonus on initiative checks, which you can expend when rolling initiative, but this bonus functions as a bonus pool which you can apply in any amount (up to a maximum of +4) on initiative rolls you make throughout the spell's duration. Once you have used any portion of this bonus pool, the competence bonus granted by this spell is reduced to +2. Once this bonus pool is exhausted, the spell ends.

Heightened Reflexes[ACG]

You add one-half your mythic tier (minimum 1) to the competence bonus granted on a single Reflex save or as a dodge bonus to AC against a single attack (this bonus applies even if the target is flat-footed or denied its Dexterity bonus, but not if it is helpless). Each target of the spell has the option to expend their full bonus on a single save or against a single attack, or to instead gain a +5 competence bonus on two separate Reflex saves or attacks.

Augmented (6th): If you expend two uses of mythic power, allies that use the bonus on a Reflex save gain the benefit of evasion against the effect that triggered the Reflex save. If they use the bonus against an attack, your allies gain the benefit of uncanny dodge against that attack.

Hellfire Ray[BotD]

Each ray deals 1d10 points of damage per caster level (maximum 15d10). The first ray's fire damage bypasses fire resistance and immunity. A non-mythic target killed by the spell automatically fails its Will saving throw against this spell.

Hex Glyph[ACG]

You add your mythic tier to the DC to detect, disable, or identify the glyph, and you also add your mythic tier to your caster level to determine any level-dependent effects of the hex stored within the glyph.

Augmented (3rd): If you expend two uses of mythic power, you can cast this spell without needing a material component. If you supply the material component, the glyph can be triggered a number of times equal to one-half your mythic tier (minimum 1) before being exhausted.

Hex Glyph[ACG]

You add your mythic tier to the DC to detect, disable, or identify the glyph, and you also add your mythic tier to your caster level to determine any level-dependent effects of the hex stored within the glyph. Rather than storing a major hex within the glyph, you may choose to store two hexes, which take effect simultaneously on creatures triggering the glyph.

Augmented (6th): If you expend two uses of mythic power, the glyph can be triggered a number of times equal to one-half your mythic tier (minimum 1) before being exhausted.

Hex Vulnerability[ACG]

You can cast this spell as a swift action, targeting a single creature. If you cast it as a standard action, you can target all creatures within a 10-foot-radius spread, or you can target a single non-mythic creature; that target gains no bonus on its saving throw and you take no penalty on your caster level check to overcome spell resistance if you have previously cast this spell, as either a mythic or non-mythic spell, on that creature within a 24-hour period. If the target is a mythic creature, it gains a +2 bonus on its saving throw and you take a -2 penalty on your caster level check to overcome spell resistance for each previous instance of casting this spell against that creature in a 24-hour period.

Hidden Presence[UI]

You can choose one additional target per mythic tier you possess. Additionally, if you do not choose the maximum number of targets at the time that you cast the spell, at any time during the spell's duration, as a move action, you can target a creature that is not currently aware of your presence, causing them to be affected by the spell. The total number of creatures targeted by the spell (including those targeted when it is first cast and those targeted later) cannot exceed the maximum number of targets allowed by your caster level and mythic tier.

Hidden Knowledge[AG]

Change the spell duration to "up to 1 year/level". The piece of knowledge hidden may be of any length. Non-mythic spells or skill checks by non-mythic creatures cannot detect or dispel the hidden knowledge.

Augmented: If you expend two uses of mythic power, you can transfer your lost knowledge to another creature (an unwilling creature can attempt a Fortitude save to avoid receiving the tattoo).

Augmented (4th): If you expend two uses of mythic power, the hidden knowledge has a chance equal to 10% per mythic tier you possess to return to your mind if dispelled.

Hidden Spring[UW]

Bathing in the spring heals creatures by 1d6 hit points per round (maximum 6d6 hit points). In addition, the spring contains a nereid who cannot leave it but will keep watch over it and help you or your allies if you are attacked near it. Her spell-like abilities do not harm or impede you and a number of allies you designate equal to your mythic tier.

Augmented (4th): If you expend two uses of your mythic power, the guardian nereid gains the divine or invincible mythic simple template, and the maximum healing provided by the spring increases to 12d6.

Hide Bruises[VC]

Add your mythic tier to your caster level to determine duration and Heal check penalty.

Hobble[VC]

Add your mythic tier to your caster level to determine duration and maximum number of creatures affected. Non-mythic targets must succeed on two successive saves to end the effect.

Hollow Heroism[UI]

The morale bonus increases to +4 and applies on all checks, attack rolls, saves, and weapon damage rolls. Allies adjacent to the target gain a +4 morale bonus on saves against fear effects. When the effect is reversed, the penalty is also doubled, to –4. Allies adjacent to the target after the spell is reversed suffer a –4 penalty on saves against fear effects (this penalty does not stack with the penalty to all saves the target suffers).

Non-mythic divinations that automatically identify spells incorrectly indicate this spell is *mythic heroism* unless the caster succeeds at a caster level check against DC 15 + your caster level.

Augmented (4th): If you expend two uses of mythic power, the target can attempt one additional attack per round when taking a full attack action (as if using a *haste* spell) until the spell is reversed. The target can use this additional attack ability a number of times equal to your tier. The target and all its adjacent allies when the augmented version of the spell is reversed must succeed at a Will save or become frightened for 1 round. The penalty *mythic hollow heroism* applies to saves against fear applies to this saving throw.

Hollow Heroism, Greater[UI]

The target gains a +6 morale bonus on attack rolls, saves, and skill checks, immunity to all fear, emotion, and compulsion effects, and temporary hit points equal to your caster level plus twice your mythic tier. Allies adjacent to the target gain immunity to fear and a +2 morale bonus on attack rolls, saves, and skill checks. When the effect is reversed, the penalty is likewise increased to –6. Allies adjacent to the target after the spell is reversed suffer a –2 penalty on attack rolls, saving throws, and skill checks as well as a –8 penalty on saves against fear effects (the penalties from this spell do not stack with each other; only the most severe applicable penalty applies).

Non-mythic divinations that automatically identify spells incorrectly indicate this spell is *greater mythic heroism* unless the caster succeeds at a caster level check against DC 15 + your caster level.

Augmented (7th): If you expend two uses of mythic power, the target gains the ability to roll twice and select the better result on a number of attack rolls, saving throws, skill checks, or mythic surges equal to your mythic tier. Using these extra rolls is a free action but must be declared before the dice are rolled. Any unused rolls are wasted when the spell ends or is reversed. When the spell is reversed, the target rolls twice and takes the worse result on each attack roll, saving throw, skill check, and mythic surge for a number of rolls equal to your tier. The target and all its adjacent allies when the augmented version of the spell is reversed must succeed at a Will save or become panicked for 1 round. The penalty and reroll *greater mythic hollow heroism* applies to saves against fear applies to this saving throw.

Holy Ice Weapon[ACG]

You can create a *holy ice weapon* in the shape of any melee or thrown weapon in which you are proficient, and you add one-half your mythic tier to the cold damage dealt by the weapon. The ice weapon you create does not melt if it leaves your hands for more than 1 round, and any creature can wield it as a weapon of its type. When wielded by you, the *holy ice weapon* gains a +1 enhancement bonus on attack and damage rolls, increasing by 1 for every 6 levels beyond 3rd (maximum +3 at 15th level), and at any point during the spell's duration you can expend a standard action while touching the weapon to transform the weapon into a different melee or thrown weapon; this consumes one minute of the spell's its remaining duration.

Augmented (5th): If you expend two uses of mythic power, the weapon gains the holy weapon property.

Holy Javelin[HA]

Add your mythic tier to your caster level when determining the spell's duration. Additionally, the javelin inflicts 2d6 points of damage on a successful hit and at each time a creature starts its turn while impaled. Further, the DC of the Strength check required to pull out the javelin increases by an amount equal to 1/2 your tier, and whenever a creature fails to pull the javelin out in this way, it inflicts an additional 2d6 points of damage to the impaled creature.

Augmented (2nd): If you expend two uses of mythic power, the spell affects non-evil creatures, as long as they are also non-good. Such creatures take only half damage from the spell.

Homeward Bound[PA]

If the target is a non-mythic extraplanar creature, it receives no saving throw to avoid being sent back to its proper plane, and there is no chance it will be sent back to plane other than its own. A mythic creature gains a saving throw to resist the spell, but you may add your mythic tier to caster level checks to overcome its spell resistance.

Hoodwink[VC]

Add your mythic tier to the Appraise DC and to your caster level to determine duration.

Augmented: You can expend two uses of mythic power to change the spell's duration from hours to days.

Horrific Doubles[HA]

The maximum number of images generated by this spell increases to 12. Additionally, if a creature that failed its initial saving throw also fails the Will save to resist being frightened and taking Wisdom damage (or sanity damage, if your campaign uses the sanity system), that creature must continue to make a Will save each time it destroys one of the images, or take an additional 1d3 points of Wisdom damage (or 1d8 points of sanity damage). This cannot inflict enough Wisdom damage to reduce a creature's Wisdom to less than 1 (if using sanity rules, it cannot cause your total sanity damage to equal or exceed your sanity score). Once the creature succeeds on one of these Will saves, it becomes immune to this effect.

Hunger for Flesh[HA]

The chance that the target cannot overcome its hunger is increased to 50%, or 75% if it has line of sight to a creature of its own type and subtype (if applicable) that is taking bleed damage. If the target is a non-mythic creature it becomes sickened whenever it becomes staggered by this spell. The sickened condition ends whenever the staggered condition ends. Penalties for the sickened condition do not apply when the target uses its bite attack against a creature of its own type and subtype (if applicable), and in fact the target gains a +2 profane bonus on attack and damage rolls with its bite against such targets, and its bite also deals 1 point of bleed damage to such targets. This bleed damage stacks with itself and other sources of bleed damage.

Hunger for Flesh, Mass[HA]

This spell functions as *mythic hungry for flesh*, but you can affect an additional number of targets equal to one-half your mythic tier, and the targets need not be within 30 feet of each other.

Hungry Earth[MC]

Add your mythic tier to the earth's CMB. The earth deals 2d6 points of bludgeoning damage with a successful grapple, in addition to its normal effects.

Augmented (3rd): If you expend two uses of mythic power, the earth can grapple creatures that are immune to grappling if that immunity is from a non-mythic source, but combat maneuver checks to grapple such creatures take a -5 penalty.

Hypercognition[OA]

You may apply the results of your *mythic hypercognition* to multiple Intelligence, Linguistics, or Knowledge checks equal, though you must complete all of your checks within 1 minute of casting the spell. Alternatively, you may apply your *mythic hypercognition* to a single check, adding your tier to the insight bonus on the check and ignoring the usual restriction that this total bonus can't raise your result above what you could have achieved on a natural 20.

Augmented (4th): If you expend two uses of mythic power, this spell's casting time is 1 immediate action.

- I -

Ice Slick: Increase the damage dealt the Acrobatics checks DC.

Id Insinuation: Creatures failing their save are affected as *mythic confusion*.

Illusion of Treachery: You can make the illusion to appear to attack or cast even when you don't.

Illusion of Treachery, Greater: As *mythic illusion of treachery*, but with bonuses against creatures who don't disbelieve.

Implant False Reading: Add your tier to the DC of the Will save to know that the information is false.

Impossible Angles: The victim is nauseated, changes its direction more often, and has a chance to miss its attacks.

Incorporeal Chains: Affect more targets, and more distant from one another; incorporeal creatures are staggered.

Infernal Challenger: The summoned devil becomes a mythic creature.

Inflict Pain: The searing pain also deals 1d6 points of damage + 1 point of damage per tier.

Inflict Pain, Mass: As *mythic inflict pain*, but affects more targets and more distant from each other.

Instigate Psychic Duel: Gain a bonus to wrench yourself out of a psychic duel.

Infuse Self: Your bonuses increase, or you can target another creature.

Insect Spies: The summoned insects are stronger, intelligent and can speak.

Insect Spies, Greater: As *mythic insect spies*, but you maintain your senses and choose which input to receive.

Instant Fake: Fake larger items for a longer time, and they are harder to disbelieve.

Instant Portrait: The portrait you create is a real work of art and the subject can perceive and talk through it.

Instant Summons, Greater: You can summon items from any place and in possess of other creatures.

Intellect Fortress: Increase the area, and you don't suppress effects you created.

Investigative Mind: Cast this spell on an ally and use it for different purposes.

Invisibility Alarm: Increase the duration and outline an invisible creature entering the area as per *faerie fire*.

Invoke Deity: Gain increased bonuses depending on your chosen domain.

Invoke Primal Power: Increase the bonuses and gain more abilities.

Iron Stake: Increase the critical threat range and the damage dealt.

Ironskin: You gain more bonuses and may sunder the opponent's weapon when dismissing the spell.

Isolate: Increase the duration, and non-mythic creatures automatically fail their save.

Ice Slick[MC]

Add your tier to the damage dealt to creatures and to Acrobatics DC to move within or through the affected area.

Augmented: You can expend one additional use of mythic power to add your tier to the ice's hardness and one-half your tier to its hit points.

Augmented (6th): For each additional use of mythic power you expend, the ice lasts 1 hour more than normal.

Id Insinuation (All)[OA]

Creatures failing their save are affected as *mythic confusion*, as described in *Pathfinder Roleplaying Game Mythic Adventures*.

Augmented: If you expend two uses of mythic power, your powerful mental invasion taxes the body and mind of the target(s), causing them to become fatigued for as long as they remain confused and for a number of rounds thereafter equal to one-half your tier (minimum 1). This cannot cause a creature that is already fatigued to become exhausted instead.

Augmented (6th): If you expend three uses of mythic power, affected creatures are exhausted on a failed save and are fatigued for a number of rounds equal to one-half your tier even on a successful save.

Illusion of Treachery[UI]

As a move action, you can cause the illusion to appear to make an attack or cast a spell, even when you do not perform the corresponding action yourself. Such attacks appear to miss and such spells appear to be ineffective, but the target of the illusory attack or spell is still entitled to a Will save to disbelieve the illusion. If you have the illusion appear to cast a spell, you must succeed on a Spellcraft check (DC 15 + the spell's level) or the words and gestures the illusion uses are incorrect, and any visual effects of the spell appear incorrect to any observer that could successfully identify the spell in question, granting such observers a Will save to disbelieve even if they would not be affected by the illusory spell. Finally, the illusion also applies to melee attacks you make, in addition to attacks with thrown weapons, but only if both you and the target of the spell are adjacent to the target of the attack at the time the attack is made.

Augmented (5th): If you expend two uses of mythic power, this functions as the non-mythic version of *greater illusion of treachery*, in addition to the benefits listed above.

Illusion of Treachery, Greater[UI]

This functions like mythic *illusion of treachery*. Additionally, you gain a +2 bonus on attack rolls made against creatures that do not successfully disbelieve (or otherwise penetrate) the illusion. This bonus does not stack with the bonus from flanking, nor does it apply if the target of the attack is flat-footed.

Implant False Reading[OA]

The false psychometric information you implant into the object becomes particularly inscrutable. Add your tier to the DC of the Will saving throw creatures must make to know that the information is false.

Augmented (4th): If you expend two uses of mythic power, *mythic implant false reading's* casting time is 1 round.

Impossible Angles[HA]

A creature that fails a saving throw to resist the spell's effects or end the spell early by 5 or more is nauseated for 1 round, in addition to the normal effects of being disoriented by the spell. Additionally, the creature must roll 1d8 to determine which direction it moves for each 5 feet of movement, rather than only doing so for the first 5 feet it moves each round. Finally, a disoriented creature takes 50% miss chance on all attacks it makes as long as it remains disoriented.

Augmented (7th): If you expend two uses of mythic power, you can choose up to one creature per three caster levels each time you cast this spell, which need not be within the spell's range. The chosen creatures are immune to the spell's effects.

Incorporeal Chains[OA]

You add one-half your tier (minimum 1) to your caster level to determine how many targets you can affect, and the targets need not be within 30 feet of each other. In addition, your *mythic incorporeal chains* thrum with psychic energy, staggering a grappled incorporeal creature for a number of rounds equal to half your tier (minimum 1).

Augmented: If you expend two uses of mythic power, add your tier to the chains' CMB and to the damage dealt by the chains.

Infernal Challenger[AG]

The bearded devil you summon is considered a mythic creature and gains one use of mythic power and the surge ability, which it can use to add 1d6 to a single die roll. The devil gains no other mythic abilities.

Augmented (6th): If you expend two uses of mythic power, you can add the **agile**, **invincible**, or **savage** mythic simple template to the devil. These templates are described in the Mythic Monster Advancement section of Chapter 6 in *Pathfinder Roleplaying Game Mythic Adventures*.

Inflict Pain[OA]

The searing pain also deals 1d6 points of damage + 1 point of damage per tier.

Augmented (4th): If you expend two uses of mythic power, the penalty increases to -6.

Inflict Pain, Mass[OA]

As *mythic inflict pain*, but add your tier when determining the number of creatures you can affect and your targets need not be within 30 feet of each other.

Augmented (6th): If you expend two uses of mythic power, this functions as *mythic inflict pain's* augmented version, but also add your tier when determining the number of creatures you can affect.

Infuse Self[PA]

The spell's bonuses on ability scores, saving throws, and skills increase by 2 each, and the energy resistance increases to +10, or you can choose to gain resistance 5 to another energy type allowed by the race. Alternatively, you can cast this spell on another willing creature, changing the range to touch and the target to one creature.

Augmented (4th): If you expend two uses of mythic power, the ability score bonus increases by an additional 2. Additionally, you can cast this spell on other willing creatures, changing the range to touch and the target to one creature per tier.

Augmented (6th): If you expend four uses of mythic power, you or one target permanently gain Planar Infusion as s bonus feat, or a higher feat in the chain if they already possess the lesser ones.

Insect Spies[UI]

Each of the summoned insects has an Intelligence score of 11 and can speak a single language that you know (all of the insects speak the same language, chosen at the time that you

cast the spell). They do not have any more difficulty making subjective judgments than any other creature of their Intelligence and can answer your questions with insight appropriate to their Intelligence. Additionally, each insect gains a deflection bonus to AC equal to 1/2 your mythic tier, and each one's maximum hit points is increased by an amount equal to twice your mythic tier.

Augmented (4th): If you expend two uses of mythic power, you summon one additional insect per two mythic tiers you possess.

Insect Spies, Greater[UI]

This functions as *insect spies*. Additionally, when receiving sensory input from one of the summoned insects, you can choose to receive sensory input from up to one insect per two mythic tiers you possess, instead, and you are not treated as blind or deaf while doing so.

Instant Fake[UI]

You can target objects weighing up to 10 lbs. per caster level, and the spell's duration increases to 1 hour per caster level. Additionally, creatures that have not personally seen the item that the *instant fake* is duplicating suffer a –2 penalty on their saving throw to disbelieve the spell (this penalty does not apply to Will saves to disbelieve the spell granted by actually trying to use the item).

Augmented (4th): If you expend two uses of mythic power, the spell's range increases to close (25 feet plus 5 feet per two caster levels), and you can target up to one object per mythic tier. Each illusory double appears in a space you designate within the spell's range.

Instant Portrait[AG]

The portrait can be polychromatic and have all the bright or dull colors you wish. It can be sold for 100 gp per mythic tier you possess. The creature depicted can see, hear, and talk through the *mythic instant portrait* once per day as if using the *enter image* spell.

Instant Summons, Greater[UI]

You do not need to crush the sapphires used as material components by the spell, and they serve as focuses, instead. Additionally, if the item is in the possession of another creature, that creature must succeed on a Will save or the item is teleported to you normally, rather than the spell simply failing, and items can be summoned from other planes regardless of whether or not a creature has claimed ownership of them (although if they are in the possession of another creature, that creature is still entitled to a Will save to resist the effect).

Augmented (9th): If you expend two uses of mythic power, you can target objects that do not bear your *arcane mark*.

Instigate Psychic Duel[OA]

Your mythic willpower is strong enough to wrench yourself out of your psychic duel if your opponent doesn't want to allow you to leave. You gain a bonus to your Will saving throw to do so equal to your tier.

Intellect Fortress (All)[OA]

The area of your *mythic intellect fortress* is increased to a 30-foot radius emanation centered on you. Your *mythic intellect fortress* does not suppress emotion or fear effects that you create if their spell level is lower than your mythic tier, or if they are harmless.

Augmented (4th): If you expend two uses of mythic power, the spell lasts for a number of rounds equal to one-half your tier.

Investigative Mind[ACG]

You can cast this spell on an ally with a range of touch, and its power can also be used when making a Diplomacy check to gather information or a Perception check to search for secret doors or similar hidden objects or to oppose a Disguise or Sleight of Hand check. If you cast it on yourself, you gain an additional number of uses of the spell's power equal to your mythic tier, and you can expend two uses of the spell's power at any time to roll three times and select the best result when making a skill check to which the spell applies.

Invisibility Alarm[ACG]

The duration of the spell is increased to 2 hours/level. In addition, when the *invisibility alarm* is triggered by an invisible creature entering the area, that creature is outlined for 1 round by a visible glow equivalent to *faerie fire*.

Augmented: If you expend two uses of mythic power, you can imbue the spell with the ability to dispel invisibility when triggered. This functions as *dispel magic*, and it happens automatically when an invisible creature other than you enters the area. If you hear the alarm, you can cancel this dispelling as an immediate action. Even if a creature's invisibility is dispelled, it is still outlined as above for 1 round after triggering the *invisibility alarm*.

If you are at least 4th tier, you can imbue additional activations of this dispelling effect, up to a maximum number equal to one-half your mythic tier, by expending one additional use of mythic power for each dispelling after the first.

Invoke Deity[PA]

Changing the domain benefit you gain doesn't reduce the remaining duration of the spell. Alternatively, you can cast this spell on another willing creature, changing the range to touch and the target to one creature.

Any bonuses gained from a domain benefit increase by +2; energy resistances and DR granted increase by +5. If a domain benefit grants a spell-like ability, it now functions as the corresponding mythic spell. In addition, some domains grant other specific benefits, as noted below.

Air: Your fly speed increases by an additional 30 feet.

Animal: You gain two claws attack that deal damage as normal for a creature of your size. If you already have claw attacks, the damage increases as if you increased one size category.

Artifice: You are treated both as your race and a construct for all effects and prerequisites.

Chaos: You gain DR 5/law.

Darkness: You become invisible in darkness conditions, as per the invisibility spell.

Death: You are treated both as your race and an undead for all effects and prerequisites.

Destruction: You ignore the first 10 points of hardness any object has when you attack it with a melee weapon.

Evil: You gain DR 5/good.

Glory: You add your tier to the positive e ergo damage dealt with the first attach on an undead creature.

Good: You gain DR 5/evil.

Healing: You gain regeneration rather than fast healing and add your tier to the additional healing your spells and abilities provide.

Law: You gain DR 5/chaos.

Luck: Making a creature reroll a d20 doesn't reduce the remaining duration of the spell.

Madness: Add your tier to the duration of the confusing effect.

Magic: You gain immunity to one spell school of your choice.

Plant: You also become immune to mind-affecting effects (charms, compulsions, morale effects, patterns, and phantasms).

Rune: You can speak, read, and write every language.

Scalykind: Your bite is venomous as the emperor cobra poison (Bite—injury; save Fort DC 17; frequency 1/round for 6 rounds; effect 1d3 Con; cure 2 consecutive saves).

Sun: In addition to the other mythic effects, the penalty suffered by creatures that are harmed or hindered by sunlight on attack rolls against you increases to +4.

Void: You need no more to eat, drink, or sleep and gain darkvision 60 ft.

War: You add your mythic tier to the damage dealt with your deity's favored weapon.

Water: Your swim speed increases to 60 ft. You gain the water subtype and the ability to cast control water once while the spell is in effect.

Weather: All your attacks are treated as if they possessed the shock weapon quality.

Augmented: If you expend two uses of mythic power, you can cast this spell on other willing creatures, changing the range to touch and the target to one creature per tier.

Augmented (4th): If you expend four uses of mythic power the spell's effect becomes permanent on one target.

Invoke Primal Power[AG]

The spell's bonus to Constitution increases by 2, the natural armor bonus increase becomes +3 and you may choose one more ability among the ones granted by the spell.

Augmented (5th): If you expend two uses of mythic power, the Constitution bonus increases by an additional 2. During each casting of the spell, a number of times equal to your tier, you can act as if you had the Natural Spell feat for 1 round. For example, if you're 5th tier, you can use the Natural Spell feat for 5 rounds per casting of *mythic invoke primal power*.

Iron Stake[UW]

This spell's ranged touch attack now scores a critical threat on a natural roll of 19 or 20. The damage dealt by this spell is increased to 1d8 points of piercing damage for every 2 caster levels you have.

Augmented (3rd): If you expend two uses of mythic power, the damage from this spell bypasses all damage resistance and damage reduction, and any creature that takes damage from this spell is sickened for 1 round and must succeed on a Fortitude save or be stricken with jolts of pain when casting spells for a number of rounds equal to your mythic tier, requiring a concentration check (DC 15 + twice the spell's level + your mythic tier) to successfully cast spells. This is in addition to any other concentration checks normally required.

Ironskin[MC]

You also gain DR/adamantine equal to the double the enhancement bonus the spell provides to your natural armor bonus.

If you dismiss the spell to negate a critical hit or sneak attack from an opponent, you gain an automatic sunder maneuver to break the opponent's weapon.

Augmented (6th): If you expend two uses of mythic power, the spell grants DR/epic rather than DR/adamantine.

Isolate[MC]

Non-mythic creatures automatically fail their saving throw against this spell. Add your mythic tier to your caster level to determine the duration.

Augmented: You can expend two uses of mythic power to change the spell's duration from rounds to minutes.

- J -

Jealous Rage: The spell lasts longer and the targets gain bonuses against their victim, but they are flat-footed against other creatures.

Judgement Undone: The spell may be cast on any plane and you can appeal to the divine judge's grace.

Jealous Rage[FKCC]

Change the spell's duration to 10 minutes per level. The targets of the spell gain a bonus equal to your mythic tier on attack and damage rolls against the creature they are jealous of. However, their single-minded and obsessive focus on the object they are trying to take causes them to become flat-footed against all creatures other than the one they are jealous of while they are attacking that creature.

Judgement Undone[PA]

The spell may be cast on any plane and the petitioner's presence is not required. Additionally, the caster or another character may attempt a Diplomacy check to convince the olethros that the petitioner has still things to do in the world of living and its judgement was emitted too quickly. If the caster attempts this Diplomacy check herself, she may add her mythic tier to the result. The caster can pause the spell's casting for up to 1 hour without causing the spell to fail.

- K -

Know Peerage: The target may gain even more ranks in Knowledge (nobility) and automatically succeeds at easy checks.

Know Peerage[UI]

The target treats her number of ranks in Knowledge (nobility) as though it were equal to your number of ranks in Knowledge (nobility), or your mythic tier, whichever is higher, to a maximum of 10 ranks, and a minimum of 1 (if the target's number of ranks would be greater, she still uses that value, instead). Additionally, regardless of the target's new total skill bonus on Knowledge (nobility) checks, she automatically succeeds on all Knowledge (nobility) checks with a DC of 15 or lower.

Augmented (3rd): If you expend two uses of mythic power, the target automatically succeeds on all Knowledge (nobility) checks with a DC of 20 or lower.

- L -

Languid Venom: Increase the poison's onset time and the spell is harder to detect.

Lash of the Astradaemon: Use your claw attack more times, deal more damage, and inflict more negative levels.

Life Blast: Deal more damage and slow your targets.

Life of Crime: The target must commit crimes whenever it can.

Life Pact: Drain more hit points and heal more damage; a creature can end the effect to reroll a save.

Light of the Goddess: Undead are discovered more easily and light levels increase more.

Light Prison: Affect more targets; the prisoners can't act as they want and suffer more damage when coming out.

Lightning Field: You inflict double damage with the spell and with charged weapon.

Line in the Sand: Increase the circle's size and recreate it if you move.

Locate Gate: Increase the spell's range and detect direction, distance and destination of gates located.

Long Arm: Cast this spell on an ally or cast it on yourself with more benefits.

Longstrider, Greater: Further enhance your speed.

Languid Venom[UI]

You give the poison an onset time of up to 2 hours per caster level. Detect magic and other divinations that detect spells risk failing to detect *mythic languid venom*. Such divinations require a successful caster level check to detect the spell exactly as detect poison does. Any non-mythic divination whose spell level is lower than your tier automatically fails to detect *mythic languid venom* (as a spell or as a poison) if its caster level is lower than your caster level. If the divination's spell level is lower than your tier and its caster level is equal to or higher than your caster level, add your tier to the DC to detect *mythic languid venom*.

Augmented (2nd): If you expend two uses of mythic power, you can target a number of doses of poison or venomous creatures equal to your tier. You can target a venomous creature multiple times to affect that many subsequent poison attacks delivered by that creature.

Lash of the Astradaemon[BotD]

Add your mythic tier to your caster level to determine the number of times you can use your claw attack. The claw damage dice increases by one step, as if you were one size category larger (this aspect of the spell does not stack with another size increase effect). Finally, a creature struck gains two negative levels on a failed saving throw, or 1 negative level on a success (instead of 1 level or none). Non-mythic targets that succeed on the saving throw do not become immune to gaining further negative levels from this casting of the spell.

Life Blast[HA]

The spell's damage increases to 1d8 points of positive energy per caster level (maximum 12d8). Additionally, each creature damaged by the spell that fails its Will save is also slowed, as the spell slow, for 1d4 rounds. However, the spell also draws additional energy from nearby plants, causing all vegetation in squares adjacent to the spell's area to wither and die, as well.

Augmented (4th): If you expend two uses of mythic power, when you cast this spell, you may choose to have it manifest as a 75-foot cone, or a 50-foot-radius burst centered on you, rather than having it take the form of a 150-foot line. All other aspects of the spell remain the same.

Life of Crime[UI]

In addition to the spell's other effects, whenever the creature is presented with a reasonable opportunity to benefit from committing an illegal or immoral act (such as lying, cheating, stealing, assault, murder, and so on), he must succeed on a Will save or be compelled to perform that action. Further, in addition to the normal restrictions for what can remove the *life of crime* spell, the spell used to remove the effect must come from a mythic source.

Life Pact[ACG]

When the life pact is triggered, it drains a number of hit points equal to one-half your mythic tier (minimum 1) from all creatures in the life pact as long as they are within the spell's range from the triggering creature; this cannot drain any creature below 1 hit point. All of the drained hit points are applied to the creature whose hit points were reduced below 0 as magical healing; that creature is not prohibited from being brought above 1 hit point by this healing. If any creature within the life pact fails a saving throw against a death effect, it may choose to end the life pact spell in order to reroll the saving throw. The result of the second saving throw must be accepted, even if it is worse. This ends the life pact for all members.

Light of the Goddess[FKCC]

Undead in the spell's area automatically fail at their Stealth checks. Invisible undead have only a 25% miss chance thanks to invisibility, as the light makes them partially visible. The light levels increase by two steps in a 5-foot radius around an affected undead creature. Undead that fail their save double their penalty on saving throws made against positive energy effects.

Light Prison[FKCC]

You add your mythic tier to the number of targets you may affect with this spell. A creature enclosed in a *mythic light prison* must succeed on a new saving throw every time they try to attack, cast spells, and otherwise interact physically with anything out of the cage; if they fail, they cannot pass through the light barrier. If a creature succeeds at one of these saving throws, it passes through the walls of the *mythic light prison* enclosing it (negating its effects), but it takes 2d6 points of damage and is blinded for 1d6 round.

Lightning Field[FKCC]

The damage you inflict to creatures through this spell and weapons charged with this spell doubles.

Augmented: If you spend more uses of mythic power, you may protect with this spell one additional creature for every 2 mythic power points spent.

Line in the Sand[ACG]

You increase the size of the circle to a 10-foot-radius burst centered on you. If you move, the crimson *line in the sand* disappears, but you can recreate at your new location. If you use a swift action to recreate the *line in the sand*, it is a 5-foot-radius burst; if you use a standard action, it is a 10-foot-radius burst.

Locate Gate[HA]

The spell's range increases to 1,000 feet per mythic tier. Additionally, you detect the direction and distance to each object, spell, or effect within range that can possibly be detected with this spell, and you can concentrate on any of these objects, spells, or effects that you have detected with this spell as a full-round action in order to gain a brief vision of where it leads. This vision counts as having viewed the location once for the purposes of *teleportation* and similar effects, and it is impossible to further study the location by seeing it in this way, even if you concentrate on the same gate multiple times. Mythic locate gate can be blocked by *nondetection*, *dimensional lock*, or similar effects only if the *nondetection* effect comes from a mythic source.

Long Arm[ACG]

You can cast this spell on an ally with a range of touch. If you cast this spell on yourself, the casting time is reduced to a swift action. In addition, you can extend your reach by an additional 5 feet, but each round that you do so consumes 1 minute of the spell's remaining duration.

Longstrider, Greater[ACG]

The enhancement bonus to your speed provided by this spell increases to 30 feet for land movement and 15 feet for other forms of movement.

Augmented (5th): If you expend two uses of mythic power, you can affect a number of creatures equal to one-half your mythic tier with the above effects. Alternatively, you can cast this spell on yourself to increase your land speed by 40 feet and your other speeds by 20 feet.

- M -

Mad Sultan's Melody: Affect more creature types, and the spell costs less rounds of bardic performance.

Mage's Decree: The criteria you use for the spell can be more complex.

Magic Boulder: The boulder's damage increases by 2 steps instead of one.

Magical Beast Shape: Increase your bonuses, gain other ones, and reduce your penalties; you also may cast this spell on a touched creature.

Magnifying Chime: Deal more damage and deafen non-mythic creatures.

Majestic Image: Cast some spells through the image.

Malediction: Increase the spell's duration and the DC to restore a creature to life.

Mantle of Calm: You can inflict nonlethal damage more efficaciously and gain Touch of Serenity as a bonus feat.

Mantle of Doubt: Deal more damage, increase the penalties, and the creature is scared.

Marching Chant: Affect any number of allies and reduce nonlethal damage for hustling.

Mark of Obvious Ethics: Cast this spell on a creature of any alignment, and the alignment is easier to discern.

Mark of the Reptile God: The save changes to Fort (partial), and the target is affected by *mythic baleful polymorph*.

Mask from Divination: Increase the spell's effects and double the increase to skill check DCs.

Massacre: Kill more creatures or create a bigger explosion.

Matchmaker: You can affect one target only, and make it love a creature it usually wouldn't.

Maze of Madness and Suffering: Gain a greater control on the target's wanderings and apply additional penalties depending on the sections of the maze.

Memorize Page: The target can memorize more pages, or you can transfer memorized pages among creatures.

Mental Barrier: These spells' mythic versions are particularly hardy, and their effects last for 2 rounds.

Mental Block: The target is confused during the first round of effect.

Merge with Familiar: Gain bonuses and special abilities when merged with your familiar.

Meticulous Match: You also learn the nature of the match and can have a vision of the right match.

Microcosm: Increase the range and affect more HD of creatures.

Mind Probe: Increase your chance to receive true information.

Mind Swap: Swap minds even with protected creatures and go back and forth from your body without ending the spell. You can mind probe your target every time you swap minds.

Mind Swap, Major: Swap minds even with protected creatures, and you can mind probe your target every time you swap minds.

Mind Thrust: Deal more damage and deal Wis damage to non-mythic creatures.

Mindlink: Share more information with more creatures.

Mindlocked Messenger: The message can be longer and the messenger can't be deceived and may be unwilling.

Mindscape Door: Increase duration and gain more control on the door.

Mindwipe: Inflict more negative levels and erase more memories.

Mirage: Increase the spell's duration and save DC.

Mirror Hideaway: Hide more creatures and they can be heard outside the mirror; unwilling creatures can be dragged inside.

Mirror Mantis: The target is shaken for 1 round if it succeeds at its save; if it fails, it is frightened for 1 minute.

Mirror Polish: Cast this spell on a non-metallic object. If you cast it on metal, you can affect a greater area.

Mirror Transport: Creatures can transport themselves to longer distances, or the mirror remains active for a longer time.

Molten Orb: Deal more damage and for a longer time.

Monkey Fish: Your climb and swim speed increases or you can climb and swim in armor.

Mud Buddy: The mud buddy receives various bonuses in combat.

Muffle Sound: Affect more creatures and grant them resistance to sonic effects or increase the duration on one creature.

Mad Sultan's Melody[HA]

The spell can affect any creature of the aberration type or the elemental subtype, in addition to those outlined in the spell's description. At the GM's discretion, the spell may also affect magical beasts and outsiders that are either associated with mythos entities, or which live in the vacuum of space. Additionally, if you have the bardic performance class feature and choose to alter the spell's DC to reflect that, it costs only 1 round of bardic performance per 2 rounds of the melody, and it does not count as an active performance for determining how many performances you have active.

Special: You may choose to take an additional 1d4 points of Wisdom drain (or 2d6 points of sanity damage, if using the sanity system) when casting mythic *mad sultan's melody*. If you do, you do not need to expend a use of mythic power in order to cast the mythic version of the spell.

Mage's Decree[UI]

The criteria you use for which creatures do and do not receive the message can be somewhat more complex, allowing you to choose any criteria that could be observed with a divination spell of 2nd-level or lower (such as evil creatures, with *detect evil*, or creatures with a certain emotional state, with *analyze aura*[OA]). The spell can even make subjective judgments (such as "strong creatures," or "brigands"), but such determinations are based purely on the creatures' appearance, and are made as though by a creature with Intelligence and Wisdom scores of 10, with biases similar to your own (however, this is no guarantee that it will make the same determination that you would). Additionally, you can choose up to 1 creature per tier to include or exclude from the spell's effect, and you can shape the spell's area as you like, although it must form one contiguous area, and the entire area must fit within a radius of 1 mile per caster level, centered on where you cast the spell. Finally, the spell's message can be up to 100 words in length.

Magic Boulder[MC]

The boulder's damage increases by 2 steps instead of one. If used in conjunction with an indirect-fire siege weapon, the Reflex save DC to take half damage is increased by 2 and the siege weapon threatens a critical hit on a natural roll of 19 or 20 on the targeting check.

Magical Beast Shape[UW]

Mythic magical beast shape increases any ability score bonuses and reduces any ability score penalties granted by the standard version by 2 and increases the natural armor bonus the spell provides by 1 (granting a +1 bonus if the spell normally grants no bonus). Alternatively, you may change the range of this spell to touch and target one creature you touch rather than yourself (the spell's bonuses and penalties are not improved when cast on another target).

If the subject would gain one or zero abilities from the list, you can choose one or two additional abilities, respectively, for the subject to gain from blindsense 60 feet, blood frenzy, fast healing 5, trample, pounce, and pull 10 feet. The subject of this spell can resume its normal form or shift back into the same assumed form as a standard action without ending the spell; however, the spell's duration continues to elapse while the target is in its own form. If the subject is a mythic creature, it can expend one use of its own mythic power as a full-round action to shift into a different form allowed by the spell.

Augmented (3rd): If you expend two uses of mythic power, you increase the ability score bonuses and reduce the penalties from the spell by 4 rather than by 2. Alternatively, you can cast this spell on a number of creatures you touch equal to your mythic tier.

Magnifying Chime[ACG]

The sonic damage dealt by the *magnifying chime* is increased to 1d10 points of damage and increases by 1d10 for each round thereafter. Non-mythic creatures that fail their Fortitude save are deafened for 1 minute; this duration stacks with each failed save.

Augmented (6th): If you expend two uses of mythic power, mythic creatures that fail their saves are deafened as above and non-mythic creatures are staggered for 1 round each time they fail their Fortitude save. In addition, the sonic damage from this spell bypasses resistance or immunity.

Majestic Image[UI]

At any point during the spell's duration, as a standard action, you can cast one of the following spells as a spell-like ability, using the image you entered as its point of origin: *enthrall*, *heroism*, *share memory*[UM] (showing your memories only), *suggestion*, or *tongues*. You can use this ability only once each time the spell is cast.

Augmented (4th): If you expend two uses of mythic power, you can enter an object that bears the image of any creature, even if that creature is not you. You may choose to either have the creature depicted on the object change to you for the spell's duration, or to have it remain as-is (but still be animated, as normal for the spell). If you choose to have the image remain the same, you gain a +10 bonus on Disguise checks made to disguise your voice as the individual depicted on the object.

Malediction[BotD]

Add your mythic tier to your caster level to determine the DC to restore a creature to life while it is under the effects of *malediction*. The target is damned if it is killed within an hour of the casting (instead of one minute).

Mantle of Calm[ACG]

You take no penalty on attack rolls when making attacks that deal nonlethal damage, and opponents gain no bonus on saving throws against effects you create that deal nonlethal damage. While the *mantle of calm* spell persists, you gain Touch of Serenity[APG] as a bonus feat, which once during the spell's duration, plus one additional use for every 4 mythic tiers you possess. You may gain additional uses of the feat by expending one use of mythic power for each use of it after the first. If you already possess that feat, you add one-half your mythic tier (minimum 1) to the save DC and as an insight bonus on attack rolls when touching a creature with the feat.

Mantle of Doubt[FKCC]

The saving throws penalties suffered by an affected creature increase by +2, the creature is scared rather than shaken (see *Horror Adventures*), and the ability scores damage it suffers creases to 2d4 points.

Augmented: If you spend 2 uses of mythic power, any successful fear effect used against the affected creature also increases its fear level in addition to staggering it.

Marching Chant[ACG]

You can affect any number of allies within range. Each hour that your allies hustle while you maintain the *marching chant*, you reduce nonlethal damage they take by an amount equal to your mythic tier.

Mark of Obvious Ethics[ACG]

You can cast this spell on a creature of any alignment, and creatures that see the *mark of obvious ethics* can discern the target's alignment with a successful DC 10 Knowledge (religion) check. You also can discern the direction and distance to the target within 100 miles times your mythic tier.

Mark of the Reptile God[MC]

The saving throw changes to Fortitude (partial). The effects on a transformed creature are as per *mythic baleful polymorph*.

Augmented: If you expend two uses of mythic power, you can negate the Charisma damage suffered by the target as long as they agree to serve you. This functions as *mythic lesser geas*, except that it has no time limit, only the touched victim is affected, and if they are prevented to obey your orders for 24 hours, their Charisma drops immediately to zero.

Mask from Divination[AG]

Add your mythic tier to your caster level to determine the spell's effects. Double the increase to skill check DCs from +4 to +8.

Massacre[HA]

The number of Hit Dice worth of creatures killed by the spell increases to 1d6 per caster level. Add your tier to the maximum HD of creatures that can be affected by the spell. Additionally, if the spell does not kill any creatures, the unreleased necromantic energy violently explodes in a 10-foot-radius burst centered on the final square of the 60-foot line, rather than exploding in a single square, and the damage inflicted by this explosion is increased to 10d8 points of damage + 1 point per caster level.

Augmented (7th): If you expend two uses of mythic power, the spell's area changes to a 60-foot cone, and if the spell does not kill any creatures, the unreleased necromantic energy violently explodes in the in a 30-foot-radius burst centered in any square of your choice at the far end of the cone, rather than exploding in a single square, and the damage inflicted by this explosion is increased to 10d10 points of damage + 1 point per caster level.

Matchmaker[UI]

If one of the spell's targets succeeds on their saving throw but the other fails, the spell still affects the target that failed. Additionally, if a non-mythic target fails her save by 5 or more, the spell can cause him to become romantically attracted to someone he would not normally be sexually attracted to, based on his usual preferences.

Augmented (5th): If you expend two uses of mythic power, you can cast this spell at any range, although you must have an image, possession, or body part (lock of hair, fingernail, etc.) of each target that is outside the spell's normal range, and the targets must be familiar with one another.

Maze of Madness and Suffering[HA]

You do not need to provide the spell's material component. Each round, when rolling to determine which part of the maze the creature wanders through, roll twice and choose whichever result you prefer. Additionally, each section of the maze has additional enhancements, as outlined below.

Circus: The save to resist the madness uses the spell's DC or the madness's normal DC, whichever is higher.

Haunted Forest: Creatures frightened by the forest take a –4 penalty on Intelligence checks made to escape the maze, and the damage taken each round increases to 5d6 points of slashing and piercing damage.

Hellscape: In addition to the normal effects of the hellscape, a creature in this section of the maze takes 2d6 points of fire damage per round.

Oasis of Respite: If the creature fails three consecutive saving throws and enters a state of lethargy, it must succeed on a final Will save at the end of the spell's duration, or it remains in the maze after the spell ends, and can only be freed by a *freedom* spell, or by using *plane shift* or a similar spell to travel to the extraplanar maze and rescue the creature directly.

Strange City: Even if the creature succeeds on its Will save, it still takes 1d3 points of Wisdom damage (or 1d6 points of sanity damage, if using the sanity system).

Memorize Page[ACG]

The target can memorize a number of pages equal to one-half your mythic tier (minimum 1), and each group of pages the target memorizes using *mythic memorize page* counts as only a single page for the purpose of determining how many pages a creature can memorize. Any attempt to erase the target's memory of that page, such as with *memory lapse*, *modify memory*, or similar effects, fails unless the caster of that effect succeeds on a caster level check with a DC of 15 plus your caster level plus your mythic tier. A mythic caster of such an effect can add its mythic rank or tier as a bonus on this check, and if the spell or effect they use is a mythic effect they gain an additional +4 bonus.

In addition to using this spell to assist a creature in memorization, you can use this spell to erase a stored *memorize page* effect from the target. If you are touching two creatures, you can transfer memory of a page from one creature to another, in which case you may choose whether the memory is erased or retained by the original target of the *memorize page*. An unwilling creature can attempt a Will save to resist having a stored memorize page erased in this fashion. You must precisely identify the specific *memorize page* spell you wish to erase or transfer; you do not read the target's memories or learn what pages it has memorized, and you cannot simply erase pages that you do not know exist or cannot clearly specify.

Mental Barrier (All)[OA]

These spells' mythic versions are particularly hardy, and their effects last for 2 rounds.

Augmented: If you expend two uses of mythic power, a caster who attempts to target you with a *mind thrust* spell from which your *mythic mental barrier* either partially or completely protects you, the caster immediately must make a caster level check (DC = 10 + your tier) or be staggered for 1 round.

Mental Block[OA]

The target of a *mythic mental block* is so bewildered by this spell that, during the first round the spell effects it, it is confused.

Augmented (3rd): If you expend two uses of mythic power, the target is confused for the first 1d4 rounds the spell affects it.

Merge with Familiar[UW]

As long as your familiar is merged with you, both you and your familiar have a +4 bonus on saves against mind-affecting effects. In addition, choose one special ability from the *beast shape II* list that your familiar possesses. You gain that ability while your familiar is merged with you.

Augmented (5th): If you expend two uses of mythic power, while you are merged with your familiar you gain a number of special abilities it normally possesses equal to one-half your mythic tier. These abilities can be drawn from the list of any spell that normally allows to take the form of a creature belonging to the same type of your familiar (for example, *vermin shape* for a house centipede or *angelic aspect* for a cassisian).

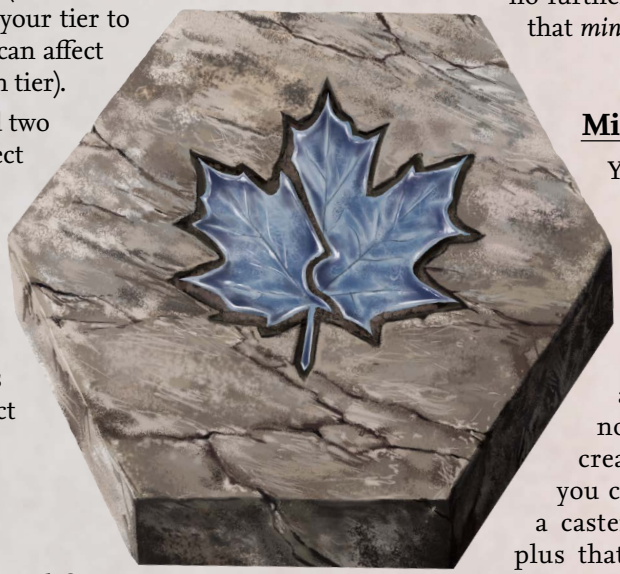
Meticulous Match[UI]

In addition to learning whether the match is identical, categorical, or no match at all, you also learn the nature of the match. For example, you could tell the difference between a result of "no match" on two samples of blood from different creature types, and a result of "no match" on two samples of blood, one of which was actually fake blood. Additionally, when comparing dissimilar objects, if they are not a match at all, you may choose one of the targets, and you gain a brief vision showing you what a match would look like (for example, if comparing a tooth to a bite mark, you could gain a vision of what type of tooth might have caused that bite mark).

Microcosm[OA]

The range is increased to medium (100 feet + 10 feet per caster level), and you add your tier to the total number of Hit Dice you can affect with the spell (maximum 40 at 10th tier).

Augmented (10th): If you expend two uses of mythic power, you can affect any number of creatures whose combined HD do not exceed 50. In addition, creatures of 15 HD or fewer get no saving throw, and creatures of 16-20 HD escape after 10 minutes per level on a successful saving throw. Creatures of 21 HD or more negate the effect on a successful saving throw.



Mind Probe[OA]

Add your tier to your Sense Motive modifier for purposes of determining whether the subject gives you no information or false information that you believe.

Augmented (3rd): If you expend two uses of mythic power, you can cast the spell as a standard action. If you cast it with the normal casting time of 1 minute, you can attempt to learn the answer to one question as a move action, allowing you to ask more than one question per round.

Mind Swap[OA]

You can swap minds with a non-mythic creature even if it is protected by a non-mythic effect that would normally block possession, including a non-mythic *antimagic field*. If the target of your *mind swap* is a mythic creature protected by a non-mythic effect, or a non-mythic creature protected by a mythic effect, you can overcome that protection with a caster level check against a DC of 15 plus that effect's caster level. You cannot *mind swap* with a mythic creature protected by a mythic effect that blocks possession.

When you use a standard action to return your mind and spirit to your own body, you expend one hour of the spell's remaining duration but do not end the spell. At any point during the spell's remaining duration you can swap minds again with the same target from any distance, as long as you are on the same plane, up to a number of times equal to your mythic tier. The target is allowed a new saving throw each time you attempt this repeated *mind swap*, and if the save succeeds the spell ends. Each time you swap minds with a non-mythic target, you can attempt to learn the answer to a single question, as if you had cast *mind probe*[OA] (Will negates). If the target is a mythic creature whose rank or tier equals or exceeds your own, it can do the same to you. Once a creature (including you) succeeds on its save against this mind probe, no further information can be learned from that *mind swap* spell.

Mind Swap, Greater[OA]

You can swap minds with a non-mythic creature even if it is protected by a non-mythic effect that would normally block possession, including a non-mythic *antimagic field*. If the target of your *mind swap* is a mythic creature protected by a non-mythic effect, or a non-mythic creature protected by a mythic effect, you can overcome that protection with a caster level check against a DC of 15 plus that effect's caster level. You cannot *mind swap* with a mythic creature protected by a mythic effect that blocks possession.

When you swap minds with the target, you can attempt to learn the answer to a number of questions equal to your mythic tier from the target, as if you had cast *mind probe*[OA]. A non-mythic creature gains no saving throw against this probing during the *major mind swap*. You can use this spell to swap minds with a creature of your type but a different subtype or a different race; however, this reduces the effect to that of a standard *mind swap*[OA].

Mind Thrust (All)[OA]

Increase the damage dice dealt by this spell by one step: d6s become d8s, d8s become d10s. In addition, a non-mythic creature failing its save takes a number of points of Wisdom damage equal to the spell's level. Each version of *mind thrust* must be learned as a separate mythic spell.

Mindlink[OA]

You can share information with a number of creatures equal to your mythic tier, and each target may learn an amount of information that could be communicated in 1 hour. Alternatively, a single creature may learn an amount of information that could be communicated in 2 hours plus 1 hour per mythic tier.

Augmented (2nd): If you expend two uses of mythic power, you can use your *mindlink* to transfer information to a number of targets equal to one-half your mythic tier. These targets must be within 100 feet and you must have line of sight unless you have previously made telepathic contact, including reading the creature's surface thoughts. If you have done so within the past year, you can target it with this type of *mindlink* from any distance, as long as it is on the same plane.

Mindlocked Messenger[ACG]

Your stored message can be up to 20 words per caster level, and the target gains a bonus equal to your mythic tier on Perception checks to see through disguises and on saving throws against illusions that would deceive it as to the identity of its intended recipient. In addition, you can cast *mindlocked messenger* on an unwilling target. This functions like *suggestion*, with the target being compelled to seek out the recipient of your message and deliver it. Once the *suggestion* ends, whether because it has been discharged or the duration has expired, the message is erased from the target's memory.

Augmented (4th): If you expend two uses of mythic power, you can implant a message of up to 100 words per level in the target, and you can also cast a companion *ghost sound, major image, minor image*, or *silent image* to be triggered when the target delivers the message. The figment persists for up to 1 round/level, filling up to a 10-foot cube, and can be programmed by you at the time you cast it.

If you expend two uses of mythic power when casting the spell on an unwilling target, that target is affected as lesser geas rather than *suggestion*. You can affect a mythic creature of up to 7 Hit Dice or a non-mythic creature whose Hit Dice do not exceed 7 plus one-half your mythic tier with your *lesser geas*.

Mindscape Door[OA]

The duration of your *mindscape door* increases to 1 hour/level (D). You can use this spell to enter a binary mindscape, and if you cast it within a veiled mindscape you may choose whether or not other creatures observing the door realize they are in a veiled mindscape. If you cast this spell within a mindscape, you can designate which creatures inside the mindscape can use the door to exit to the real world. If the creator of the mindscape is a non-mythic creature, the creator takes a penalty equal to your mythic tier on its Will save to prevent you from creating the door.

Mindwipe[OA]

Creatures failing their save gain 3 temporary negative levels rather than 2. In addition, the save changes to Will partial for non-mythic creatures, which gain 1 temporary negative level even on a successful save. In addition, if the target is not a spellcaster you may instead erase a number of items of knowledge from the target's mind equal to the number of negative levels you inflict. Each item you erase can be a piece of factual information (similar to the *repress memory*[OA] spell, but with a maximum number of words equal to your mythic tier), a feat, or a number of skill ranks in one skill equal to your mythic tier. As long as the negative levels inflicted by this spell remain, the target cannot recall or use that information.

When targeting a spellcaster, you can choose to erase items of knowledge in place of causing the target to lose knowledge of how to prepare or cast a spell; the spellcaster still loses a spell slot or prepared spell for each negative level but can prepare that spell again or spontaneously cast it with other spell slots, as appropriate. This erasure of knowledge can be ended by *break enchantment* or *modify memory*.

Mirage[UW]

The duration increases to one day per level and add one-half your mythic tier to the save DC for non-mythic creatures to disbelieve the effect.

Augmented (6th): Increase the area to a radius of one mile per mythic tier.

Mirror Hideaway[ACG]

A *mythic mirror hideaway* can hold a number of creatures equal to 8 plus twice your mythic tier. When a creature makes itself visible in the mirror, it can choose to make its voice audible outside the mirror as well, though this does not allow spells or area effects to cross the extradimensional interface. If a creature is adjacent to the *mythic mirror hideaway*, a creature within it can attempt a combat maneuver check to drag an unwilling creature inside. That creature must be small enough to fit through an opening the same size as the mirror. This is an exception to the rule that only one creature can enter the mirror at a time.

Mirror Mantis[AG]

The target is shaken for 1 round if it succeeds at its save; if it fails, it is frightened for 1 minute.

Augmented (2nd): If you spend two uses of mythic power, the illusory assassin can attempt to hit the target with a knife once every time the target sees its reflection, using the target's base attack bonus.

Mirror Polish[ACG]

You can cast this spell on a non-metallic object. If you cast it on metal, you can affect an area of 1 square foot per caster level.

Mirror Transport[ACG]

You add your mythic tier to your caster level to determine your total effective caster level for this spell. Creatures using the *mythic mirror transport* to exit through another mirror can transport themselves to a mirror as far away as 500 feet times your mythic tier. If the destination mirror is within 500 feet, that destination mirror remains active as a *mirror transport* for a number of rounds equal to your mythic tier after the creature's arrival. It can re-enter that mirror at any point during that time and expend one hour of the spell's duration to return to the original mirror from which it departed.

Molten Orb[ACG]

The damage dealt increases to 3d6 points of damage for a direct hit, 2d6 points of fire damage (Reflex half) for creatures within 5 feet of where the *molten orb* hits, and 1d6 points of fire damage (Reflex half) for creatures within 10 feet of where it hits. Creatures damaged by the *mythic molten orb* take an additional 1d6 points of fire damage per round for 1d4 rounds, plus one round per three mythic tiers. Cooling off the target requires immersion in water or snow for 1 full round, or an effect that deals 10 or more points of cold damage.

Augmented (4th): If you expend two uses of mythic power, the fire damage from this spell bypasses fire resistance or immunity, and a target taking a direct hit is entangled as if struck with a tanglefoot bag.

Monkey Fish[ACG]

You gain a 20-foot climb speed and swim speed as long as you are wearing light or no armor and carrying a light load. If you are wearing medium armor or carrying a medium load, you gain a climb speed and swim speed of 10 feet.

Mud Buddy[MC]

Add your mythic tier to the Armor Class and Strength score of the mud buddy, and to its CMB if you command it to make a trip attempt. A mud buddy hit points equal to 10 plus your caster level plus your mythic tier. A mud buddy does not provoke an attack of opportunity if it makes a trip attempt.

Augmented: You can expend two uses of mythic power to change the spell's duration from hours per level to

days per level. The mud buddy can make a number of additional trip attempts equal to half your mythic tier before the spell ends.

Muffle Sound[ACG]

You can affect an additional number of creatures equal to your mythic tier, and creatures gain a +2 circumstance bonus on saving throws against language-dependent and sonic effects and gain energy resistance sonic equal to your mythic tier. If you target a single creature, you can increase the duration to 1 hour/level.

- N -

Nature's Paths: Increase the number of targets and increase duration.

Nauseating Dart: Gain bonuses on attack and damage and nauseate and sicken lesser creatures.

Nauseating Trail: Creatures are sickened for a longer time.

Night Terrors: The spell does not end with a successful saving throw.

Nightwing Dusk: The swarms have the advanced template and attack; the darkness lasts longer.

Node of Blasting: The node is harder to find and disable, the damage increases, and victims are stunned.

Nature's Paths[VC]

Add your mythic tier to your caster level to determine the maximum number of creatures affected. Spell duration changes to a maximum of 16 hours, which is useful in case affected creatures try a forced march for up to that duration.

Nauseating Dart[ACG]

You add one-half your mythic tier as a competence bonus on attack and damage rolls with your nauseating dart, and if the target is a non-mythic creature or its mythic rank or tier is lower than yours, it is sickened for 1 round on a successful save and is nauseated and sickened for 1 round and then sickened for a number of rounds equal to one-half your mythic tier (minimum 1) thereafter on a failed saving throw.

Augmented (4th): If you expend two uses of mythic power, you may spit a number of *nauseating darts* equal to one-half your mythic tier.

Nauseating Trail[ACG]

Creatures that remain within the vapors you leave behind are sickened for as long as they remain within the *nauseating trail* and for 1d4+1 rounds thereafter even on a successful save. Creatures that fail their save are sickened for 1 hour after leaving the *nauseating trail*. Any creature with the scent special quality attempting to follow your trail through the area where you cast this spell is affected as if the spell were still active, though it gains a +2 circumstance bonus on its saving throw for each hour that has passed since the spell was cast. After a number of hours equal to your mythic tier, the *nauseating trail* loses this effect.

Night Terrors[HA]

If the target succeeds on one of its daily saving throws, it rests normally for that night, but the spell does not end, and the creature must continue making saving throws on subsequent nights or be plagued by nightmares once again. On any night that the target is able to rest normally, she is able to recover ability score damage inflicted by this spell at the normal rate (typically 1 ability score point for a full 8 hours of rest, or 2 ability score points for a full day of complete rest), however, such ability damage still cannot be removed by other means.

Augmented (8th): If you expend three uses of mythic power, then each night that the target fails his Will save to resist the spell's effects by 5 or more, she takes particularly terrifying dreams, and must succeed on a Fortitude save or die from fear. Even if the Fortitude save is successful the target still takes 3d6 points of damage.

Nightwing Dusk[FKCC]

The swarms have the advanced simple template and attack creatures in the affected area, even if they don't pursue creatures outside of it. The darkness created by the spell lingers for 1d4 rounds after a swarm is killed.

Node of Blasting[OA]

Add your mythic tier to the Perception and Disable Device DC to find and disable the node. The damage increases to 6d10 points of damage, and a non-mythic creature failing its save is stunned for 1 round and then staggered for 1 minute on a failed save and takes half damage and is staggered for 1 round even on a successful save.

- O -

Object Possession: The object is considered a mythic creature, the range increases, and you can possess more than an object during the spell's duration.

Object Possession, Greater: The object is considered a mythic creature, the range increases, and you can possess more than an object during the spell's duration.

Object Possession, Lesser: The object is considered a mythic creature, the range increases, and you can possess more than an object during the spell's duration.

Obscure Poison: The poison is even harder to detect.

Obscured Script: Increase the spell's effect and the bonus to unaffected creatures or DC increases has no maximum.

Oneiric Horror: The target actually takes damage from the spell.

Oneiric Horror, Greater: The target takes hit points damage and Strength damage for each round of the spell and may be exhausted.

Ooze Form: Increase your bonuses, gain other ones, and reduce your penalties; you also may cast this spell on a touched creature.

Open and Shut: Increase the spell's range and impose greater penalties.

Open Book: Gain a bonus on Sense Motive and read the target's life in real time.

Out of Sight: The spell lasts longer, and you may become invisible.

Outbreak: On a successful save, creatures are fatigued for an additional number of rounds equal to one-half your mythic tier.

Overwhelming Poison: Enhance more doses of poison and it's harder to resist and neutralize.

Object Possession[OA]

While you possess an animated object, it is considered a mythic creature and it gains 2 additional CP worth of abilities, as described in the *Pathfinder Roleplaying Game Bestiary*. You can maintain possession at up to medium range (100 ft. + 10 ft./level), and you can return your consciousness to your body as an immediate action. On your next turn, you can attempt to possess a different object as a standard action instead of ending the spell.

Object Possession, Greater[OA]

While you possess an animated object, it is considered a mythic creature and it gains 3 additional CP worth of abilities, as described in the *Pathfinder Roleplaying Game Bestiary*. You can maintain possession at up to long range (400 ft. + 40 ft./level), and you can return your consciousness to your body as an immediate action. Whether your consciousness is currently in your own body or possessing an object, you can attempt to possess a different object as a standard action. If you switch from possessing one object to another without returning to your own body first, this depletes 10 minutes of the spell's remaining duration.

Augmented (7th): If you expend two uses of mythic power, you may cast this spell as an immediate action when you are killed by a blow from an object, such as a weapon. Your body is killed but your consciousness survives and possesses the weapon that killed you for a number of days equal to your mythic tier. You retain your senses, your Intelligence, Wisdom, and Charisma, and can take purely mental actions but are otherwise helpless. You cannot animate the item as long as it is attended, but you can communicate with the wearer or wielder as if you were an intelligent magic item with telepathy and an Ego score equal to your caster level plus your mythic tier (see Intelligent Items in *Pathfinder Roleplaying Game Ultimate Equipment*). You cannot possess an artifact or legendary item.

Object Possession, Lesser[OA]

While you possess an animated object, it is considered a mythic creature and it gains 1 additional CP worth of abilities, as described in the *Pathfinder Roleplaying Game Bestiary*. You can maintain possession at up to medium range (100 ft. + 10 ft./level), and you can return your consciousness to your body as a standard action. On your next turn, you can attempt to possess a different object as a standard action instead of ending the spell.

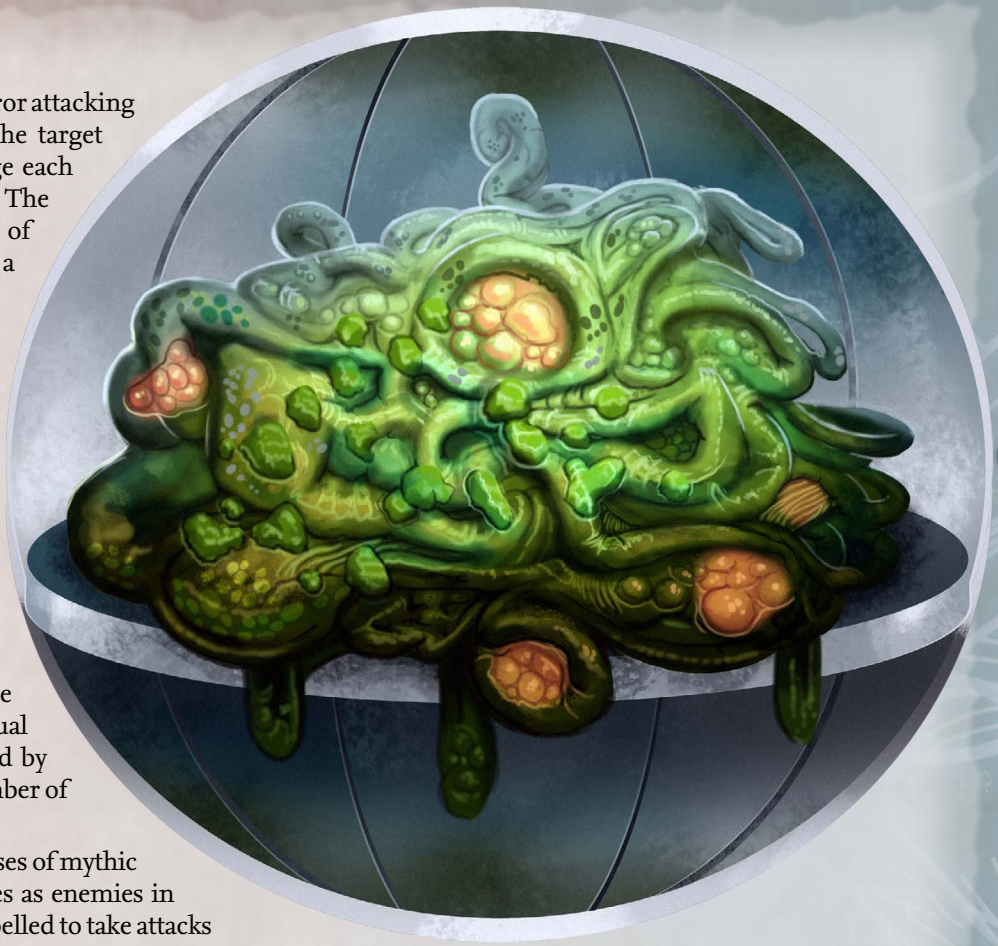
Obscure Poison[UI]

Add your mythic tier to the DC to identify the poison or detect it with *detect poison*. Additionally, a creature that is poisoned by the obscured poison must succeed on a Perception check (same DC as the DC of caster level checks to detect the poison with *detect poison*), or fail to notice the poison's effect on them. The creature may make a new Perception check each time they suffer the poison's effect, and once they succeed on such a Perception check, they automatically notice any additional effect the poison has on them. Otherwise, until the creature succeeds on a Perception check, they have no indication that they are suffering from the poison, regardless of its effects.

Augmented (3rd): If you expend two uses of mythic power, the poison is rendered invisible, and any taste or smell is removed. A successful Perception check (DC 40) allows a creature to notice an invisible dose of poison on an object.

Obscured Script[AG]

Add your mythic tier to your caster level to determine the spell's effects. There is no longer any maximum to the bonus to unaffected creatures or DC increases.



Oneiric Horror[OA]

The target believes the phantasmal horror attacking it is dealing actual wounds, causing the target to take 1d6 points of nonlethal damage each round it remains affected by the spell. The target remains fatigued as long as any of this nonlethal damage remains, or for a minimum of 1 minute in any event.

Oneiric Horror, Greater[OA]

The target believes the *oneiric horror* is dealing it crippling wounds, causing the target to take 2d6 points of nonlethal damage and 1 point of Strength damage each round it remains affected by the spell. The target remains fatigued as long as any of this nonlethal damage remains and must succeed on a Fortitude save or be exhausted for a number of rounds equal to the number of rounds it was affected by this spell, and fatigued for an equal number of minutes thereafter.

Augmented (3rd): If you expend two uses of mythic power, the target perceives its own allies as enemies in league with the *oneiric horror* and is compelled to take attacks of opportunity whenever an ally it threatens performs an action that would provoke. Its desperate fury grants it a morale bonus on attack and damage rolls equal to one-half your mythic tier.

Ooze Form[UW] (All)

Each *mythic ooze* form spell is a separate spell, meaning you must select each separately as a mythic spell and you must first know the standard version of the spell you select, though you need not know lower-level *mythic ooze form* spells to learn their higher-level versions.

Mythic ooze form increases any ability score bonuses and reduces any ability score penalties granted by the standard version by 2. Alternatively, you may change the range of this spell to touch and target one creature you touch rather than yourself (the spell's bonuses and penalties are not improved when cast on another target).

The subject of this spell can communicate as if using the spell *speak with plants* but communicating with slimes and oozes instead of plants. The subject of this spell can resume its normal form or shift back into the same assumed form as a standard action without ending the spell; however, the spell's duration continues to elapse while the target is in its own form. If the subject is a mythic creature, it can expend one use of its own mythic power as a full-round action to shift into a different form allowed by the spell.

Augmented (3rd): If you expend two uses of mythic power, you increase the ability score bonuses and reduce the penalties from the spell by 4 rather than by 2. Alternatively, you can cast this spell on a number of creatures you touch equal to your mythic tier.

Augmented (4th): If you expend three uses of mythic power, you gain the ability to split oozes off of yourself. Whenever you are dealt slashing damage, you can choose as an immediate action to cleave off a portion of your substance to create a gray ooze that attacks the source of the slashing damage or any whatever creature most recently attacked it. The ooze has hit points equal to the slashing damage that created it. The ooze is not under your control and disappears at the end of *mythic ooze form's* duration.

Open and Shut[UI]

The spell's range increases to close (25 feet plus 5 feet per two caster levels), and the spell loses its verbal and somatic components. Non-mythic creatures suffer a –4 penalty on Will saves made to disbelieve the spell. Finally, add your mythic tier to the penalty imposed on Perception checks regarding the door or creatures on the other side of the door.

Open Book[UI]

You gain a bonus on Sense Motive checks made against the creature equal to your mythic tier. Additionally, at any time during the spell's duration, you can expend one use of mythic power and touch a blank page or sheet of paper. If you do, the paper begins to fill with writing that narrates the target's actions in real-time as he takes them. This continues for 1 minute, or until the page is filled with text, whichever happens sooner. If the curse is removed, all pages affected in this way crumble instantly to dust.

Out of Sight[FKCC]

Change the spell's duration to 10 minutes/level. If a creature sees you, you can expend one use of mythic power to keep it unaware of your presence, as with *mythic invisibility*.

Outbreak[VC]

On a successful save, creatures are fatigued for an additional number of rounds equal to half your mythic tier.

Overwhelming Poison[UI]

The poison is unaffected by *neutralize poison*, unless the *neutralize poison* spell is cast by a character whose mythic tier is higher than your own. Additionally, if the poison's normal saving throw DC is higher than the spell's saving throw DC, its saving throw DC is still increased by +1. Further, if cast on a creature that is currently suffering from one or more doses of poison, it applies to all doses of poison the target is suffering from, and if cast on a creature that is venomous, the spell affects a number of doses of poison that the creature delivers equal to your mythic tier.

Augmented (5th): If you expend two uses of mythic power, the number of consecutive saving throws required to be cured of the poison increases by 1, and the maximum number of times the poison can have its effect is doubled (for example, a poison with a frequency of 1/round for 6 rounds would instead have a frequency of 1/round for 12 rounds). Finally, the poison effects even creatures normally immune to poison, although such creatures gain a +4 bonus on their saving throws to resist the poison's effects, and mythic creatures immune to poison are still unaffected.

- P -

Pack Empathy: Each target gains status on another, and target may coordinate more easily with one another.

Paranoia: The target must attack all nearby creatures.

Parasitic Soul: A non-mythic target automatically fails the Will saving throw against this spell.

Parchment Swarm: Deal more damage and creatures adjacent to the target may be attacked.

Path of Glory: Create more glowing squares or increase the light and healing.

Path of Glory, Greater: Create more glowing squares or increase the light and healing.

Peacebond, Greater: It's harder to wield weapons and they inflict nonlethal damage to their wielders.

Permanent Hallucination: The hallucination returns periodically even after a successful save.

Persistent Vigor: Cast this spell on an ally or increase the benefits for yourself.

Pessimism: Increase the penalty on saves vs. negative emotions.

Phantasmal Affliction: Afflictions are harder to counter and impose other, specific penalties.

Phantasmal Asphyxiation: The target continues suffocating even if it succeeds at its save and may die.

Phantasmal Putrefaction: Inflict more Wisdom damage, and the spell is harder to disbelieve.

Phantom Blood: Cast this spell on an ally or gain more temporary hit points.

Phobia: The target's phobia worsens and applies even to things it's familiar with. It can be general or specific.

Pierce Disguise: See through higher-level non-mythic disguises.

Placebo Effect: Extend the duration and the spell suppresses every instance of a single type of affliction.

Planar Enquiry: Call a more powerful outsider for a lesser price and gain more information.

Planeslayer's Call: Increase the bonuses and bypass more energy resistance or apply the bonuses to two alignments or subtypes.

Plundered Power: Steal more spell-like abilities and use them as if they were yours.

Pocketful of Vipers: The snakes gain the advanced template and immediately attack who opens the container.

Poisonous Balm: Heal less or more damage, leave the poison dormant longer, and inflict more ability damage.

Polymorph Familiar: As *mythic beast shape* but affects your familiar.

Positive Pulse: Deal more damage or grant a greater bonus to a healed creature.

Positive Pulse, Greater: Deal even more damage or grant an even greater bonus to a healed creature.

Possession: You can possess even a non-mythic protected creature.

Possession, Greater: You can possess even a non-mythic or mythic protected creature.

Pouncing Fury: Increase the damage die of your claw attacks by one step and gain a bonus on attacks in a charge.

Pox of Rumors: Cursed creatures spread the curse to others.

Preserve Grace: The affected creature can cast *atonement* on itself once.

Primal Regression: Affect more targets and render them even more feral.

Profane Nimbus: Affect creatures wielding reach weapons, inflict Strength damage to attackers, and gain additional protection from good magic.

Prognostication: Your chance of success increases and see events farther in the future.

Psychic Asylum: Spend more time in your asylum, prepare any number of spells and heal mental damage.

Psychic Crush: Victims are also sickened and nauseated.

Psychic Image: You retain your senses as well as those of your image, and you can control better your image in several ways.

Psychic Leech: The target is exhausted or fatigued if it succeeds at its save. Your bonuses are doubled.

Psychic Reading: Increase your chance of obtaining correct information.

Psychic Surgery: Use the spell to aid in retraining.

Purge Spirit: Deal more damage and stagger the target spirit.

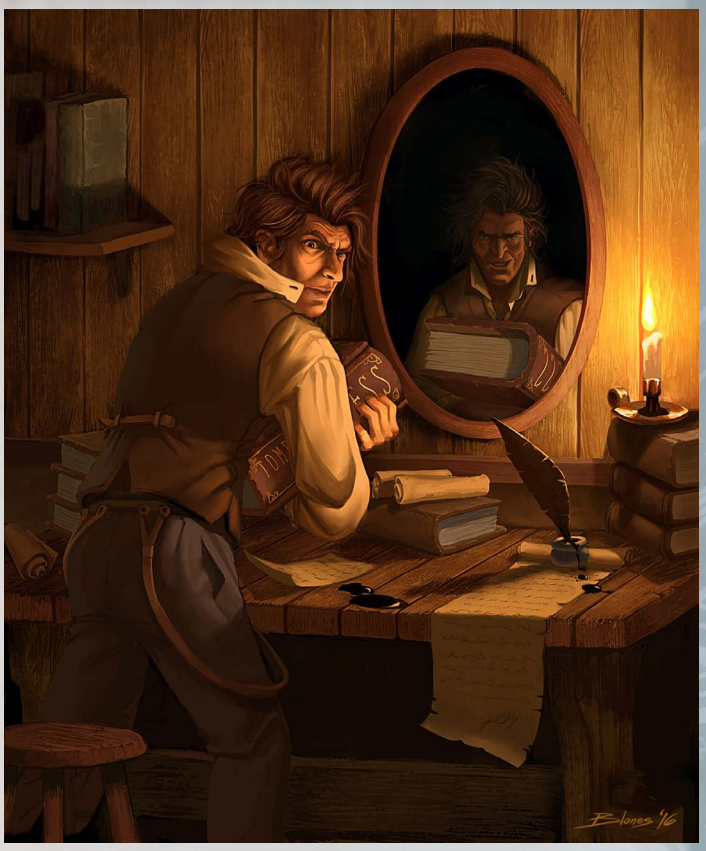
Pyrotechnic Eruption: Deal more fire damage, and creatures cannot switch places with the target.

Pack Empathy[UI]

Each target can spend a move action at any time during the spell's duration to pinpoint the direction and distance to any other target of the spell, and also to learn any condition affecting that target, as described in the spell *status*. Additionally, the empathic bond allows affected creatures to coordinate more easily with one another: if two of the spell's targets are flanking a creature, they gain a +3 bonus on attack rolls against that creature, rather than a +2 bonus. Additionally, if one of the spell's targets uses the aid another action on another of the spell's targets, the bonus granted by that action increases to +3.

Paranoia[OA]

Each round the target begins its turn threatening or adjacent to another creature, it must succeed on an additional Will save. If failed, the target must attack that creature on its turn. This may be a physical attack or use of any harmful effect, including effects that affect multiple targets or an area, as long as that creature is included in the effect. If the target is threatening or adjacent to multiple creatures and fails its save, determine which creature it must attack randomly.



Parasitic Soul[BotD]

This spell bypasses a non-mythic *death ward* spell, and a non-mythic target must roll twice and take the worse result on its saving throw. If a non-mythic target has spell resistance, you may roll your caster level check twice and take the better result to overcome it.

Parchment Swarm[OA]

The spell deals 1d8 points of slashing damage per level (max 15d8), and creatures adjacent to the target take half damage (Reflex negates). If you use a magical scroll to cast the spell, the triggered spell affects only the target.

Augmented (3rd): If you expend two uses of mythic power, the spell affects a 10-foot-radius spread, and a 1st-level spell on a scroll affects all creatures within the area. You may increase this radius by an additional 10 feet for each additional use of mythic power you expend.

If you use a scroll of a 2nd or higher-level spell to cast the spell, you instead affect a 30-foot-radius spread and can increase the radius of this spread as noted above.

Path of Glory[ACG]

Each time you create glowing squares, you may create an additional number of squares equal to one-half your mythic

tier. In addition, you may expend two squares of the spell's effect to create a single 5-foot square that glows with normal light rather than dim illumination. Allies ending their turn on a bright square healed a number of points of damage equal to one-half your mythic tier (minimum 1) and gains a +1 bonus on saves vs. death effects, energy drain, necromantic effects, and negative energy as long as it remains on that square. Each bright square you create, other than the first, must be adjacent to at least one other bright square.

Path of Glory, Greater[ACG]

Each time you create glowing squares, you may create an additional number of squares equal to one-half your mythic tier. In addition, you may expend two squares of the spell's effect to create a single 5-foot square that glows with bright light rather than dim illumination. Allies ending their turn on a bright square healed a number of points of damage equal to 5 + one-half your mythic tier and gains a +1 bonus on saves vs. death effects, energy drain, necromantic effects, and negative energy as long as it remains on that square. Each bright square you create, other than the first, must be adjacent to at least one other bright square.

Peacebond, Greater[UI]

The DCs of all Strength checks to unsheathe affected weapons, prevent them from sheathing themselves, or pick up unattended weapons, increase by an amount equal to your mythic tier. Additionally, whenever a creature fails to pick up or unsheathe an affected weapon, the weapon inflicts 1d4 points of nonlethal damage to that creature for every two mythic tiers you possess.

Augmented (4th): If you expend two uses of mythic power, the spell wreathes all affected weapons in energy fields that soften the blows they inflict, causing all affected weapons to inflict nonlethal damage instead of lethal damage for the spell's duration.

Permanent Hallucination[UI]

Even if the target succeeds on a saving throw to disbelieve the hallucination, and chooses to end the effect, the hallucination returns automatically 1d4 days later, and the target must succeed on a new Will save to disbelieve it in order to temporarily end the effect again. The target gains a bonus on Will saves to disbelieve the hallucination equal to the number of times that she has successfully disbelieved the hallucination in the past. When this bonus equals the DC to disbelieve the hallucination, the spell ends automatically.

Persistent Vigor[ACG]

You can cast this spell on an ally with a range of touch. If you cast the spell on yourself, you gain fast healing 3 and are immune to blood drain and bleed attacks, as well as the sickened and nauseated conditions. You do not automatically fail a saving throw against diseases and poisons on a natural 1, and when you must save against a disease or poison from a non-mythic source, you can roll twice and select the better result.

Augmented (5th): If you expend two uses of mythic power, the target is immune to fatigue. Effects that would normally cause the target to become exhausted cause her to become fatigued instead. If you cast the spell on yourself, you become immune to fatigue and exhaustion.

Pessimism[HA]

The penalty imposed by this spell is doubled on saving throws made to resist fear effects. At the GM's discretion, the penalty is also doubled against certain emotion effects that rely on negative emotions such as fear or anger, but not emotion effects that make use of positive emotions, such as happiness or calm. Additionally, whenever the target rolls a natural 1 on an attack roll or saving throw, fails an ability or skill check by more than 5, or takes additional damage as a result of a foe's confirmed critical hit, the penalty imposed by the spell increases by 1 for one minute, instead of the normal effect described in the base spell. Multiple instances of this increase stack, to a maximum penalty equal to your mythic tier, or –4, whichever is higher.

Augmented (6th): If you expend two uses of mythic power, you can target one additional creature per two mythic tiers you possess.

Phantasmal Affliction[UI]

A mythic *phantasmal affliction* cannot be countered by *placebo effect*[UI] unless the caster of *placebo effect* is also a mythic character. Each affliction that can be imposed by the spell has a different benefit when the mythic version of the spell is cast.

Curse: The spell's duration changes to permanent. The target is allowed a new Will save to disbelieve the spell every 24 hours.

Poison: The target automatically fails the first Fortitude save to resist the phantasmal poison's effect, automatically suffering 1d3 points of ability score damage to the chosen ability score if he fails his Will save to disbelieve. He may still make Fortitude saves to resist the phantasmal poison on subsequent rounds. Additionally, you can choose to have the poison damage a mental ability score, rather than a physical ability score, if desired.

Wasting: The target must immediately make a Fortitude save after failing to disbelieve the phantasmal disease or suffer Constitution damage and become fatigued, rather than waiting until the following day. Additionally, Constitution damage inflicted by the spell can kill the target, as normal, and does not cause the target to merely become unconscious.

Phantasmal Asphyxiation[HA]

Even if the target succeeds on its Fortitude save, it remains sickened, and is unable to will itself to breathe. The target is effectively holding its breath, and is subject to the normal rules for suffocation (see the *Pathfinder Roleplaying Game Core Rulebook* for more information on holding your breath and suffocation). Additionally, the target must succeed on three Fortitude saves in a row to end the spell's effects early. Further, even if the target is rendered unconscious by the spell, it must continue making Fortitude saves each round. Failure on one of these Fortitude saves indicates that the creature immediately dies from suffocation.

Augmented (6th): If you expend two uses of mythic power, you can target one additional creature per two mythic tiers you possess.

Phantasmal Putrefaction[HA]

The initial Wisdom damage inflicted by the spell increases to 1d6+1 (or 2d6 points of sanity damage, if using the sanity system). Additionally, once a target has failed its Will save to disbelieve the spell three times, it is no longer able to attempt further saves to disbelieve the spell. Instead, it must make a Will save each round to avoid fainting, and if it succeeds on this Will save, it gains the confused condition for 1 round.

Phantom Blood[ACG]

You can cast this spell on an ally with a range of touch. If you cast the spell on yourself, you add twice your mythic tier to your caster level to determine the number of temporary hit points you gain when the spell is triggered.

Phobia[HA]

If you name an energy type, the creature must make a Will save to avoid being affected by the spell any time it can perceive a source that can inflict at least 5 points of damage of that energy type. Additionally, you can apply a fear of darkness to creatures with darkvision or other special senses, a phobia of heights to creatures with a fly speed, and a phobia of water to creatures with a swim speed, although such creatures receive a +4 bonus on their initial saving throw, and any subsequent saving throws to avoid the spell's effects. Further, if you apply a phobia of a creature, you can choose a single creature of the aberration, dragon, magical beast, outsider, plant, or undead types for the phobia to apply to, or have it apply to all creatures of the ooze type, instead of the normal limitations, and regardless of the type of creature you choose, it applies whenever the target sees a swarm or a single Tiny or larger creature matching the phobia. Finally, *break enchantment*, *heal*, and *limited wish* can remove a mythic phobia spell only if they come from a mythic source. *Miracle* and *wish* can still remove a mythic *phobia*, regardless of whether or not the source is mythic.

Augmented (6th): If you expend two uses of mythic power, you may select one additional phobia to apply to the target for every three mythic tiers you possess.

Pierce Disguise[ACG]

You can see through non-mythic magical disguises whose spell level does not exceed 4 plus one-half your mythic tier. If a target using a magical disguise is protected with an effect that blocks divination, such as *nondetection*, you may add your mythic tier as a bonus on caster level checks to overcome that protection for the purpose of seeing through a magical disguise (though not for allowing other divinations to penetrate that protection).

Placebo Effect[OA]

The duration of the spell increases by 1 minute per mythic tier. The spell suspends every instance of a single type of affliction (e.g., all poisons affecting the target, or all effects causing blindness), and any new instance of the chosen type of condition or affliction that would affect the target are delayed until the spell expires.

Augmented (4th): If you expend two uses of mythic power, you suppress a number of types of affliction equal to one-half your mythic tier.

Planar Enquiry[AG]

You can call a non-mythic outsider or extraplanar creature whose Hit Dice are up to 6 plus half your mythic tier, and the payment required for such a creature is reduced by half. Alternatively, you can call a mythic outsider or extraplanar creature of 6 Hit Dice or less. You add your mythic tier to the creature's skill check or to your caster level check to determine the knowledge reported. If the creature has to gather information, it requires only 1d4x10 minutes to do so.

Planeslayer's Call[ACG]

The bonus your allies gain on caster level checks is increased to +3 and all effects they create that deal energy damage bypass 15 points of energy resistance (or energy immunity,

for non-mythic creatures). You may instead choose two alignment components or subtypes, and the normal effects of this spell apply against outsiders of both alignment components or subtypes. Against outsiders that have both of the chosen alignment components or subtypes subtypes, the effects of the spell stack.

Plundered Power[HA]

The bloodstone can store one racial spell-like ability the sacrificed creature possessed per three mythic tiers you possess. You choose which of the creature's racial spell-like abilities are stored in the bloodstone, and the bloodstone allows you to use them as frequently as the sacrificed creature would normally be able to. Each spell-like ability uses your caster level or the sacrificed creature's normal caster level for using this ability, whichever is higher. Similarly, the DC is based on the sacrificed creature's relevant ability score, or the highest of your mental ability scores, whichever is higher.

Augmented (9th): If you expend two uses of mythic power, you can imbue the bloodstone with a fraction of your mythic power. The spell's duration changes to permanent. Until the bloodstone created by this spell is destroyed, your daily uses of mythic power is permanently reduced by 1.

Pocketful of Vipers[UI]

Each of the summoned snakes gains the advanced simple template. Additionally, each snake constantly readies an action to attack any creature that opens the targeted container, allowing them to attack the creature opening it immediately. Finally, the saving throw DC for the snakes' poison is equal to the spell's saving throw DC or the normal DC, whichever is higher.

Poisonous Balm[UI]

Instead of rolling the number of points of damage cured, you can opt to cure the minimum number you could with the non-mythic version of the spell. If you do roll, the damage cured increases to 6d8 points of damage + 2 points per caster level (maximum +30). If you roll and the target is a living creature, the spell cures up to 3 points of ability damage. The target chooses what types of ability damage are cured. In addition, the poison can lay dormant for up to 1 day before you trigger it. The poison requires two consecutive saves to cure and can deal your choice of 1d4 points of Strength, Dexterity, or Constitution damage. Non-mythic healing spells of 6th level or lower require a successful caster level check against *poisonous balm's* save DC + your tier to remove the poison or the ability damage.

Non-mythic divinations that automatically identify spells incorrectly indicate this spell is *mythic cure serious wounds* unless the caster succeeds at a caster level check against DC 15 + your caster level.

Polymorph Familiar[ACG]

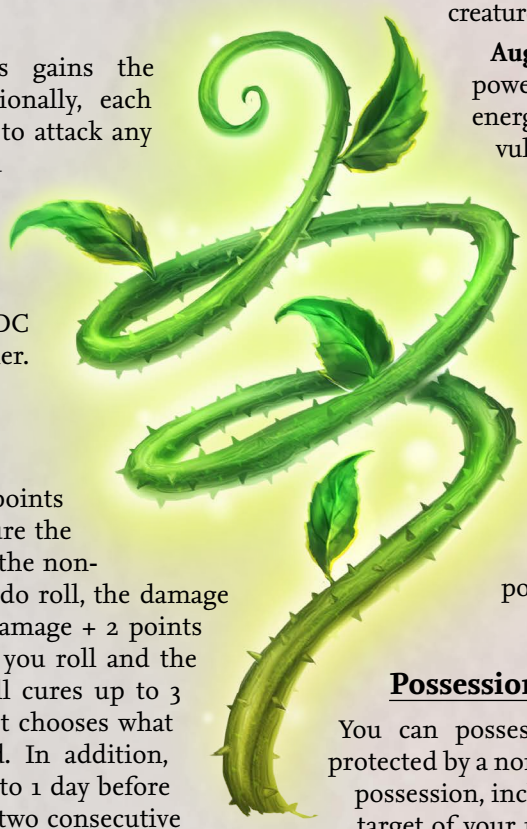
This spell affects your familiar as *mythic beast shape*, as described in *Pathfinder Roleplaying Game Mythic Adventures*. The effect scales automatically to duplicate the mythic version of each *beast shape* spell from *I* to *IV*.

Augmented (3rd): If you expend two uses of mythic power, you can duplicate any other polymorph spell you know and can cast whose level is equal to or less than the beast shape spell you could normally cast, though you can only polymorph your familiar into a Small or Tiny creature of that type.

Positive Pulse[PA]

The damage dealt increases to 2d6 points of damage + 2 points per caster level (maximum +10). The bonus granted to creatures healed by positive energy increases to +4.

Augmented: If you expend two uses of mythic power, you can heal creatures healed by positive energy by the same amount you damage foes vulnerable to positive energy.



Positive Pulse, Greater[PA]

The damage dealt increases to 6d6 points of damage + 2 points per caster level. The bonus granted to creature healed by positive energy increases to +12.

Augmented: If you expend two uses of mythic power, you can heal creatures healed by positive energy by the same amount you damage foes vulnerable to positive energy.

Possession[OA]

You can possess a non-mythic creature even if it is protected by a non-mythic effect that would normally block possession, including a non-mythic *antimagic field*. If the target of your possession is a mythic creature protected by a non-mythic effect, or a non-mythic creature protected

by a mythic effect, you can overcome that protection with a caster level check against a DC of 15 plus that effect's caster level. You cannot possess a mythic creature protected by a mythic effect that blocks possession.

Possession, Greater[OA]

You can possess a non-mythic creature even if it is protected by a non-mythic effect that would normally block possession, including a non-mythic *antimagic field*. If the target of your possession is a mythic creature protected by a non-mythic effect, or a non-mythic creature protected by a mythic effect, you can overcome that protection with a caster level check against a DC of 15 plus that effect's caster level. You cannot possess a mythic creature protected by a mythic effect that blocks possession.

Augmented: While you are possessing a creature, you may expend one use of mythic power to attempt to possess a different creature. Your new target is allowed a save with a +2 circumstance bonus to resist your possession. If its save succeeds, you remain in the body you are currently possessing and cannot attempt to possess that creature again as part of this casting of *greater possession*. Each attempt to possess a new creature reduces the spell's remaining duration by 1 hour, regardless of whether it succeeds or fails. Once you leave a creature you are possessing, you cannot return to possess it again with this casting of the spell.

Augmented (6th): If you expend two uses of mythic power, you can make the duration of your possession permanent, if the target is a non-mythic creature. If the target is a mythic creature, the duration is extended to 1 day/level (D).

Pouncing Fury[UW]

Increase the damage die of your claw attacks by one step as if affected by *enlarge person*. In addition, add a bonus on your attack rolls made at the end of a charge equal to your mythic tier.

Augmented (3rd): If you expend two uses of mythic power, you may make one extra claw attack during a full attack after a charge in the same round.

Pox of Rumors[UI]

Whenever the target fails a saving throw against the effects of the curse, its curse spreads to a random creature it interacted with that day. A successful Will save negates this duplicate curse as normal. If the newly cursed creature was an ally of the original target, the newly cursed creature attracts rumors about itself. If the newly cursed creature was not an ally of the creature, it accidentally contributes to rumors about the original target. Anyone attempting to remove the curse with a spell is also exposed to the *mythic pox of rumors* in this manner. Any such duplicate curse cannot be further spread.

Preserve Grace[AG]

The affected creature can cast atonement on itself as a standard action once in the spell's duration.

Primal Regression[OA]

You add a number of targets equal to one-half your mythic tier (minimum 1), and your targets need not be within 30 feet of each other as long as all are within range. Affected creatures take a -6 penalty on Will saves and gain a +4 natural armor bonus to AC and 4d8 temporary hit points and gain a slam attack as a natural weapon, dealing 1-1/2 times its Strength bonus to damage (or 2 slam attacks using its normal Strength modifier to damage, if size Large or larger). If the target already has natural weapons, they deal damage as if the creature were 1 size category larger. When the spell expires, affected creatures take 1d6 points of Intelligence drain and 1d6 points of Charisma damage (Will half).

Profane Nimbus[HA]

The unholy power of your nimbus extends further, allowing it to damage creatures wielding melee weapons with reach, and in addition to the damage the nimbus inflicts against your attackers, it also inflicts 1d3 points of Strength damage to the attacker. Additionally, if you succeed on a Fortitude save to halve the damage or partially negate the effects of a spell or magical ability with the good descriptor, you take no damage and no ill effects from that spell or ability, instead.

Augmented (6th): If you expend three uses of mythic power, the nimbus actively lashes out to punish those who would dare strike you, regardless of distance. Creatures that strike you with ranged attacks are subject to the *profane nimbus's* effects, as are creatures that target you with harmful spells (including, but not limited to, all spells that offer a saving throw not denoted as harmless).

Prognostication[UI]

You add twice your mythic tier to the percentage chance of a successful divination, and the maximum chance of success is equal to 90% plus your mythic tier. You do not require a costly offering to cast the spell, and you can gain useful advice regarding a goal, event, or activity that is to occur within a number of years times your mythic tier.

Psychic Asylum[OA]

You can spend a number of hours inside your *psychic asylum* equal to your mythic tier, and you can prepare any number of spells you wish within the time allotted to you. If you have

taken nonlethal damage from a mind-affecting effect, you heal a number of hit points of that nonlethal damage equal to your level each hour you spend within your *psychic asylum*.

Psychic Crush[OA]

If the target fails its Will save but succeeds on its Fortitude save, the massive trauma from the psychic crush continues to tear apart its mind on the following round, leaving it sickened and nauseated until your next turn. On your next turn, it must another Fortitude save, with effects for success or failure identical to those on the initial round of the spell's effect, save that any hit point damage is halved. Each version of *psychic crush* must be learned as a separate mythic spell.

Augmented (6th): If you expend two uses of mythic power, you can affect a living target that is immune to mind-affecting effects.

Psychic Image[OA]

Your own body is stunned but is not helpless and retains all of its normal senses when your mind is in your *psychic image*, and the same is true of the *psychic image* while your mind is occupying your body. If you would be affected by a mind-affecting effect while your mind occupies your *psychic image*, you may dismiss the *psychic image* as an immediate action, ending the spell and preventing the mind-affecting effect from affecting you.

Your *psychic image* persists if you cross into another plane, as long as you return to the same plane as your image before the end of your turn. Your image cannot move independently to a different plane than you. While your mind occupies your *psychic image*, you can cast a non-psychic spell by expending one use of mythic power as part of casting the spell. This does not make the spell a mythic effect, though you can use this ability when casting a mythic non-psychic spell; the mythic power spent to cast the non-psychic spell is in addition to any other mythic power cost of casting a mythic spell. You cannot cast a non-psychic spell with a material or focus component through your *psychic image*.

Augmented (6th): If you expend two uses of mythic power, you can cause your psychic image to become semisolid for a number of rounds equal to your mythic tier. You can use these rounds of semi-solidity at any point during the spell's duration; they need not be consecutive. In this form, your image can manipulate objects as if it had a Strength score equal to your mythic tier. During a round in which your image is semisolid, as a move action you can try to hand a magical object or item to another creature; this has a 50% chance of delivering the real item, causing it to disappear from your person. If this roll fails, the item remains on your person and you hand over an illusory duplicate that dissolves at the end of your turn. You can make physical attacks in this form, though your attacks are only quasi-real, dealing 20% normal damage.

Psychic Leech[FKCC]

The target is exhausted for the spell's duration or fatigued if it succeeds at its save. Your bonuses are doubled.

Augmented: If you expend two uses of mythic power, the target is also depressed (treat this as the paranoia madness) for the spell's duration.

Psychic Reading[OA]

You add your mythic tier as a bonus on your Sense Motive check made while casting this spell, as well as to the percentage chance of obtaining correct information. If you are using this spell to examine a non-mythic creature, the GM must roll twice on this percentage chance of gaining correct information, using the better result.

Psychic Surgery[OA]

You can cast this spell without a costly material component. Alternatively, you can use his spell to aid in retraining, as described in Chapter 3 of *Pathfinder Roleplaying Game Ultimate Campaign*, with each casting of the spell equivalent to a number of days equal to your mythic tier spent retraining, and you may use retraining with this spell to reassign inherent bonuses to the target's Intelligence, Wisdom, or Charisma score to a different mental ability score in the same way that you can retrain level-based ability score increases.

Augmented: If you spend two uses of mythic power, you can cast this spell with a casting time of 1 round.

Purge Spirit[OA]

The damage is increased to 1d8 points of damage per caster level (maximum 10d8), and on a failed save a spirit creature is staggered for a number of rounds equal to your mythic tier. If a creature is killed or destroyed by this spell but has the ability to reform itself, such as a ghost or lich, add your mythic tier to the number of days it must wait before it can reform itself.

Augmented (4th): If you expend two uses of mythic power, you can affect all spirits and haunts within a 15-foot-radius burst anywhere within range, or within a 30-foot cone or 60-foot line. If you target a single spirit or haunt, you instead deal 1d10 points of damage (maximum 10d10).

Augmented (8th): If you expend four uses of mythic power, all spirits and haunts within a 40-foot-radius spread centered on you. If you target a single spirit or haunt, you instead deal 1d10 points of damage per level (maximum 15d10) and add one-half your mythic tier to the save DC. A spirit creature failing its save is stunned for 1 round on a failed save and staggered for 1 round even on a successful save.

Pyrotechnic Eruption[HA]

Each round, instead of dealing half as many d6 of fire damage to the target, the spell deals 2/3 as many d6 of fire damage to the target (so a 15th-level caster would deal 15d6 points of fire damage on the first round, 10d6 points of fire damage on the second round, 6d6 points of fire damage on the third round, and so on). Additionally, creatures can no longer switch places with the target by bull rushing or grappling it. However, whenever a creature touches the target and takes fire damage from the spell as a result, as a swift action, you can cause the fire to leap from the original target onto that creature.

- Q -

Quick Change: The spell last longer, and you can shake onlookers.

Quieting Weapons: Affect a group of weapons and dampen the sounds around each one of them.

Quintessence: Affect all items worn, wielded, or carried by a single creature, or a single item for a longer time.

Quintessence Mastery: You can reproduce mythic spells.

Quick Change[HA]

The spell's duration increases to 24 hours. Additionally, the transformation is frightening, as well as swift: each creature that observes you revert to your true form must succeed on a Will save or be shaken for 1 minute. Creatures that succeed on their saving throw are spooked for 1 minute, instead.

Quieting Weapons[UI]

For each weapon you could target with the spell, you may choose to target a group of up to 50 thrown weapons or pieces of ammunition, provided that all 50 are within 30 feet of one another. Additionally, each target radiates an aura that specifically dampens the sounds of combat and cries of alarm. The DC of Perception checks to identify any such noises are increased by 20 if either the listener or the source of the noise is within 30 feet of one of the targets (this increases the DC to perceive the sounds of battle to 10).

Augmented (8th): If you expend two uses of mythic power, any creature that fails its Will save to resist being rendered unable to make noise is also compelled to be unable to speak of the events of their attack, including describing who attacked them, or even acknowledging that they were attacked. This is a mind-affecting compulsion curse effect, and applies to all forms of communication, including writing, sign language, and so on. The effect lasts indefinitely, and can be removed with *remove curse*.

Quintessence[OA]

You can affect all items worn, wielded, or carried by a single creature. Alternatively, you can affect a single item, increasing the duration to 1 day/level (D). That single item appears so pristine and perfect that you add your mythic tier to the DC of Appraise checks to assess the value of the affected item and gain a +2 circumstance bonus on Bluff checks made regarding the item.

Quintessence Mastery[PA]

The abilities granted by this spell work as the mythic versions of the spells they reproduce, expect as noted in the *quintessence mastery* spell description. When you use the planewarp form of the spell, add your tier to the maximum total spell levels of effects to be created.

- R -

Red Hand of the Killer: Accomplices are affected as well as the murderer.

Refine Improvised Weapon: Refine multiple weapons or grand an enhancement bonus reducing the duration.

Reincarnate Spy: The creature has a greater chance of impersonating the chosen target.

Reinvigorating Wind: Increase the range and the rolls to reduce the effects' duration.

Remote Viewing: Reduce the casting time, penetrate non-mythic protections from divination, and divine information on the area you viewed.

Repair Undead: Cure more damage and grant a new save against Turn Undead.

Repair Undead, Mass: Cure more damage and grant a new save against Turn Undead.

Replay Tracks: The caster can see the subject more clearly and show it to others too.

Repress Memory: You may cast the spell on another creature or suppress more knowledge in yourself. You can use the spell to suppress a compulsion affecting you.

Resist Starvation: Increase duration and reduce the save DC.

Resplendent Mansion: Increase the mansion's dimensions, and it's more secure and better served.

Retrocognition: Go farther in the past and maintain concentration with traumatic events. You also may choose to cease concentrating without ending the spell.

Riding Possession: Extend the duration, and it's harder for the target to free itself.

Rift of Ruin: It's harder for creatures to climb out, and they take more damage; if you end the spell to summon creatures, they gain the advanced template.

Rigor Mortis: Deal more damage and inflict greater penalties for a longer time.

River Whip: Make more attacks and with more benefits.

Ropeweave: The object is harder and more difficult to break or to notice.

Rotgut: Add your mythic tier to your caster level to determine the amount of water affected.

Rumormonger: You see everyone that heard the rumor and all the paths it travelled at the same time.

Rune of Rule: You can replace the rune with another once for every mythic tier you possess.

Rune Trace: Reduce the casting time, don't risk triggering the rune, and try to learn it.

Red Hand of the Killer[UI]

The spell affects all creatures that meaningfully contributed to the death of the creature whose body was used as a focus, whether directly or indirectly (for example, if the victim was killed by an assassin, both the assassin and the person who hired her would be affected by the spell). You instinctively learn when you cast the spell how many creatures are affected by the spell (creatures that successfully resist the spell with a saving throw or spell resistance are not included in this number). Additionally, by concentrating on the spell as a move action, you can determine whether a creature affected by this spell is within 120 feet of you.

Augmented (5th): If you expend two uses of mythic power, the mark created by the spell is much more difficult to hide, as it causes blood to slowly seep from the stained area. This blood cannot be disguised by magic, and seeps through any clothing within an hour or less, necessitating regular adjustments to any mundane disguise in order to keep it effective.

Refine Improvised Weapon[ACG]

You can affect a number of improvised weapons equal to 1 plus your mythic tier. If you target only a single improvised weapon, you may reduce the duration to 1 minute/level (D) and grant the weapon a +1 enhancement bonus.

Reincarnate Spy[UI]

When determining the creature's new race, roll two additional times. If either of these rolls is the same race as the creature that the target is meant to impersonate, use that result instead of the normal result when determining the creature's new race. Additionally, the bonus granted on Disguise checks to impersonate the chosen creature increases by an amount equal to your mythic tier.

Reinvigorating Wind[VC]

The spell's range doubles to 60 feet. Increase the 1d4 roll to reduce the duration of particular effects by half your mythic tier.

Remote Viewing[OA]

The casting time is reduced to 1 round, and you can penetrate non-mythic protections from divination with a caster level check with a DC of 11 plus the caster level of the protective effect. If the protective spell already allows such a caster level check, you gain a bonus on the check equal to your mythic tier. If you cast this spell with the normal casting time of 1 hour, you gain a cryptic clue about the area you viewed equivalent to that gained from a *divination* spell.

Repair Undead[ACG]

The damage cured is increased to 2d8 points of damage + 2 points per caster level (maximum +10). If the target undead has been panicked by Turn Undead or a similar effect, you can reduce the damage cured by 50% in order to grant the undead creature a new saving throw against that effect; a successful save reduces the effect to shaken for the effect's remaining duration.

Augmented (3rd): If you expend two uses of mythic power, you suppress any of the following conditions in the target undead for 1 minute: cowering, frightened, panicked, shaken.

Repair Undead, Mass[ACG]

The damage cured is increased to 2d8 points of damage + 2 points per caster level (maximum +40). If any of the target undead has been panicked by Turn Undead or a similar effect, you can reduce the damage cured by 50% in order to grant the undead creature a new saving throw against that effect; a successful save reduces the effect to shaken for the effect's remaining duration.

Augmented (6th): If you expend two uses of mythic power, you suppress any of the following conditions in the target undead for 1 minute: cowering, frightened, panicked, shaken.

Replay Tracks[UW]

While following tracks, the image created by this spell is clear enough that the caster can make out as many details as they would otherwise be able to if the subject were standing in front of them. In addition, the caster may allow any number of creatures within 5 feet of the tracks to view the event as an

image as well. When you attempt a Survival check to follow tracks as part of this spell, you may add your mythic tier to the check as a bonus.

Repress Memory[OA]

You can cast this spell on another creature with a range of touch, though an unwilling creature gains a Will save to negate the effect. If you cast it on yourself, you can suppress an amount of knowledge up to 50 words times your mythic tier.

If you are affected by a non-mythic compulsion, you can cast this spell as an immediate action, suppressing the effect of the compulsion. The duration of the compulsion continues to elapse, and if you restore the memory after it has ended the effect is negated, although an instantaneous or permanent effect will take effect when your memory is restored.

Resist Starvation[VC]

Add your mythic tier to your caster level to determine duration. Reduce the DC to avoid taking nonlethal damage from starvation by half your mythic tier.

Resplendent Mansion[UI]

For every two tiers you possess, the maximum length that the mansion can have to any one side increases by 50 feet, and the maximum number of stories the mansion can possess increases by 1. Each of the mansion's exterior doorways and windows benefit from an *arcane lock* spell, which you can suppress or resume as a standard action by touching the portal in question. As with *mage's magnificent mansion*, the mansion comes with a staff of near-transparent servants (up to two per caster level), each of which otherwise functions as an *unseen servant*, except with a Strength score of 10. Finally, you can designate a single room within the mansion, up to 30 feet to a side, which benefits from a *mage's private sanctum* effect.

Augmented (10th): If you expend three uses of mythic power, the *resplendent mansion* does not need to be cast on solid ground and can instead be made to fly or float on water. In either case, you must imagine a room within the mansion when it is created from which you can control it, and a method of doing so (such as a steering wheel, a magic orb, a complex array of levers and buttons, etc.). A creature in this room can operate the *resplendent mansion*, causing it to fly at up to 60 feet per round (with clumsy maneuverability), or float on water at the same rate.

Retrocognition[OA]

You add your mythic tier to your caster level to determine how far in the past you can collect impressions, and as a bonus on concentration checks to maintain your concentration when you encounter traumatic or turbulent events. You also may choose to cease concentrating without ending the spell. The spell's duration continues to elapse, but you may begin concentrating again later in a new location. Resuming concentration after such a gap reduces the remaining duration of the spell by 1 minute.

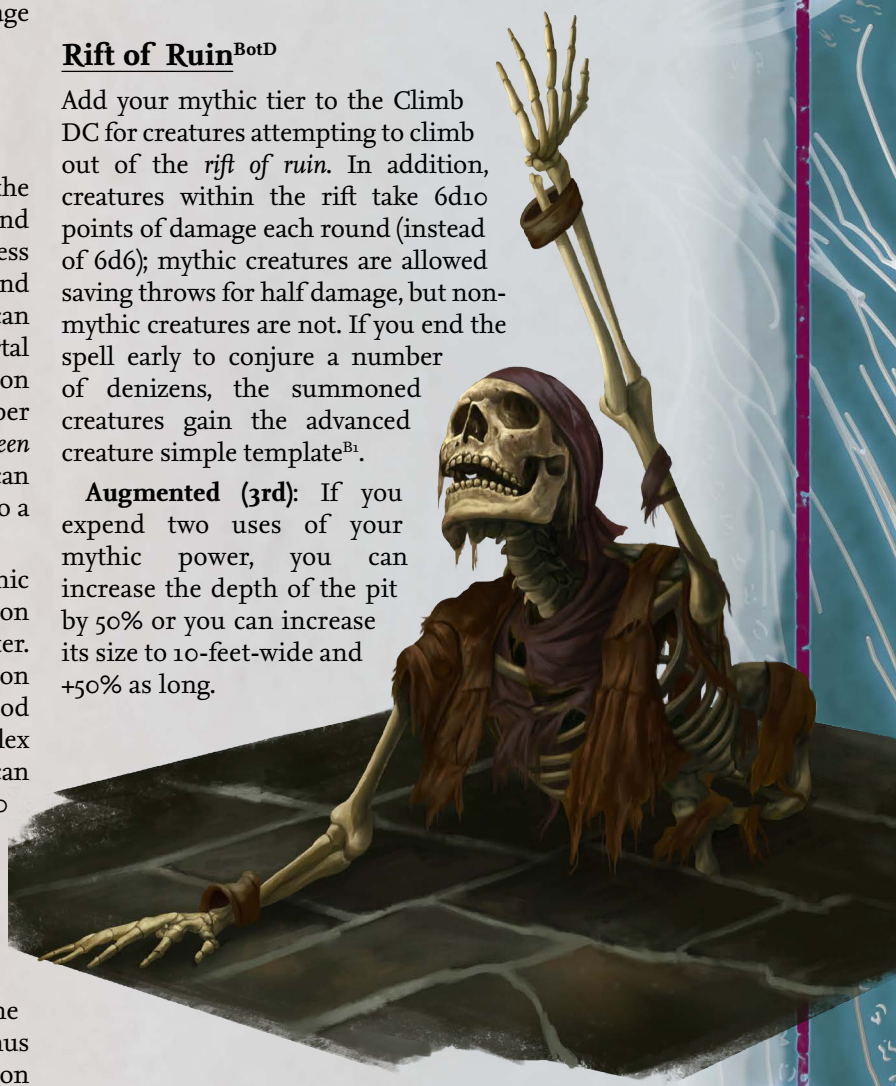
Riding Possession[OA]

The duration increases to 1 day/level (D). When the target successfully saves against a mind-affecting effect you use against it, it becomes aware of being possessed and gains a new save to end your possession only if the result of its saving throw exceeds the save DC by an amount equal to your mythic tier (if the target is a non-mythic creature) or one-half your mythic tier (if the target is a mythic creature). You can affect your host with a mind-affecting effect even while it is using a non-mythic effect that normally blocks possession and direct mental control, such as *protection from evil*, if you succeed on a caster level check against a DC of 15 + the caster level of that effect.

Rift of Ruin[BotD]

Add your mythic tier to the Climb DC for creatures attempting to climb out of the *rift of ruin*. In addition, creatures within the rift take 6d10 points of damage each round (instead of 6d6); mythic creatures are allowed saving throws for half damage, but non-mythic creatures are not. If you end the spell early to conjure a number of denizens, the summoned creatures gain the advanced creature simple template[B1].

Augmented (3rd): If you expend two uses of your mythic power, you can increase the depth of the pit by 50% or you can increase its size to 10-feet-wide and +50% as long.



Augmented (6th): If you expend three uses of your mythic power, you can increase the depth of the pit by 100% or you can increase its size to 20-feet-wide and up to +100% as long.

Rigor Mortis[HA]

The damage inflicted by the spell increases to 1d8 points of nonlethal damage per caster level. Additionally, the penalty to Dexterity increases to –8, and the target's movement speed is halved or reduced by 10 feet, whichever results in the greater loss. Finally, the penalties to Dexterity and movement speed last for 1 hour per caster level, instead of their normal duration, and the DC of the Heal check to attempt to end these penalties early increases by an amount equal to your mythic tier.

Augmented (6th): If you expend two uses of mythic power, you can select one additional target per three mythic tiers you possess.

River Whip[ACG]

You add your mythic tier to the number of successful attacks you can make with your *river whip*, and your *river whip* deals damage to targets regardless of their armor or natural armor bonus to AC. Against creatures with the fire subtype, add one-half your mythic tier as a bonus to the damage dealt by each attack. As a standard action, you can automatically quench a single 5-foot-cube of fire anywhere within reach of the whip with a successful melee touch attack with the *river whip*. You can use this ability to strike a Medium or smaller creature that is on fire, you automatically douse a nonmagical flame and douse a non-mythic magical effect causing the target to be on fire with a successful caster level check (1d20 + 1 per caster level, maximum of +5) against a DC of 11 + the caster level of the spell (or the Hit Dice of the creature that created the effect, if it is a supernatural effect).

Ropeweave[UW]

Add your mythic tier to the Armor Class, hardness, and break DC of each 5-foot section of the object created, as well as the DC to notice a rope hammock or of a trip line. Each 5-foot section of the object created has hit points equal to your caster level plus your mythic tier (with no maximum, unlike the non-mythic version).

Rotgut[VC]

Add your mythic tier to your caster level to determine the amount of water affected.

Rumormonger[UI]

Rather than tracing a rumor specifically to or from you, you simply state a fact or rumor, and the spell allows you to view all of the paths that that rumor has travelled at once. Anyone who has heard the rumor, regardless of who from, glows with silvery light to your eyes, but you can also see silvery cords extending from each such individual, which lead to anyone that person repeated the rumor to, as well as the person that told the rumor to them in the first place. You can instinctively tell by looking at any particular silver cord which end was the person hearing the rumor and which was the person telling. The cords lead physically to the individual in question, provided that that person is within 1 mile. Otherwise, the cord goes for 10 feet in a random direction and then stops. The spell is still blocked by disguises.

Rune of Rule[AG]

You can replace the bestowed rune with another once for every mythic tier you possess during the spell's duration.

Rune Trace[AG]

Reduce the casting time of the spell to 1 full-round action. You don't risk triggering the examined rune by viewing or reading it. If the rune was placed with a spell and that spell is on your spell list, you can try to learn it as if you had read it in a spellbook (if you are a spontaneous spellcaster, a successful Spellcraft check means that you add the spell to your list of spells known).

- S -

Sacramental Seal: The trap is magically reinforced and the target gains abilities much later.

Sacred Nimbus: Affect creatures wielding reach weapons, inflict Strength damage to attackers, and gain additional protection from evil magic.

Sacrifice: Gain additional bonuses for your sacrifice.

Sand Table: Increase the duration and look farther.

Sawtooth Terrain: Increase duration and damage dealt, and it's harder for non-mythic targets to resist.

Scale Spikes: Add your mythic tier to your caster level to determine the duration.

Scale Spikes, Greater: Bypass non-magic DR, and increase the duration.

Scamper: Increase the spell's duration and your companion treats all Acrobatic checks as natural 20s.

Screaming Flames: The sheet of flames is longer and moves more quickly.

Scripted Hallucination: You can change the hallucination's script and affect target more distant from one another.

Sea of Dust: Increase the spell's area of effect and the DC of caster level checks to remove the curse.

Sea Stallion: As *mythic sea steed*, plus your steed gains special abilities and you retain the benefit even when dismounted.

Sea Steed: Extend the spell's duration or increase the steed's swim speed.

Sealed Life: Increase the protection on the target's life force.

Sealed Life, Greater: The target is protected even from death itself.

Selective Alarm: Make the alarm work as multiple divination spells at once.

Sense Fear: Sense more creatures in a larger range and learn which types of fear they suffer.

Sense Madness: You gain information more quickly and receive various other bonuses.

Sense Spirit Magic: Sense multiple spirits different from yours or increase your bonuses.

Sessile Spirit: Slow one or more spirit creatures or increase the duration.

Shackle: Increase the spell's duration and the Disable Device DC.

Shadow Barbs: The chain radiates *mythic darkness* and gain the *greater vampiric* and *sharding* qualities.

Shadow Body: Increase the duration and change back and forth to your normal form without ending the spell.

Shadow Claws: Increase the duration, deal more damage, and deal more Strength damage.

Shadow Dragon Aspect: Deal damage as one size larger, and it's harder for non-mythic creature to disbelieve.

Shadow Enchantment: As *mythic shadow conjuration.*

Shadow Enchantment, Greater: As *mythic greater shadow conjuration.*

Shadow Endurance: You awaken and can act immediately. You can replace your shadow duplicate whenever you want. Your duplicate deals full damage and cast spells at full caster level.

Shadow Invasion: A deeper darkness falls, shadow spells are even more enhanced, and you can summon greater fiends.

Shadow Jaunt: Travel farther, and it's harder for creatures to notice you're gone.

Shadow Memory: Increase the spell's benefits, and non-mythic creatures automatically fail the save.

Shadow of Doubt: Increase the bonus or penalty on the save and the target is staggered or stunned.

Shamefully Overdressed: You control somewhat the items the target removes each round.

Shapechanger's Gift: Increase the bonuses, reduce the penalties, and the target can assume more forms.

Shapechanger's Gift, Greater: As *shapechanger's gift*, but the target can assume even more forms.

Shield Companion: As *mythic shield* other but affects your companion.

Shield of Dawn: Any creature striking you with a melee attack takes fire damage, and the shield illuminates as *mythic continual flame.*

Shield of Dawn, Greater: Increase the damage, and the shield illuminates as *mythic daylight.*

Shield of Fortification: Transform more critical hits into normal hits and dismiss the spell to make an enemy reroll an attack.

Shield of Fortification, Greater: Transform more critical hits into normal hits, and dismiss the spell to make an enemy reroll an attack.

Shifted Steps: The illusion is more complete, affects more targets, and lasts longer.

Shifting Shadows: The area of effect increases, and non-mythic creatures have a 50% chance of hitting allies.

Sickening Entanglement: Creatures failing their Fortitude save take 1d2 points of Dexterity damage each round.

Signs of the Land: Learn more information and at a greater range.

Silent Table: Increase the area of effect, and sounds are even harder to hear.

Silver Darts: Deal more damage with your darts.

Silverlight: As *mythic daylight*, but vulnerable creatures are blinded and nauseated.

Slave to Sin: Increase the spell's duration and it's harder for non-mythic targets to resist.

Sleepwalking Suggestion: The target can be made to harm others.

Slough: The target suffers additional penalties.

Slowing Mud: The targets can be more distant from one another, removing the mud takes longer, and creatures are slowed further.

Snowball: Deal more damage and stun a target who fails its save.

Songbird: Gain greater bonuses for a longer time.

Sonic Form: Deal more damage, gain sonic resistance, and make thundering attacks.

Sonic Scream: Deal more damage and control the scream's form; you can use your voice normally.

Soothing Mud: Increase the spell's duration and the healing; creatures gains a bonus vs. disease or poison, and on attempts to cure them.

Soul Transfer: The gem is more resistant, costs less and doesn't shatter if the target resists the spell; the spell is harder to dispel.

Soulseeker: You can observe the chosen soul as with *scrying* if it fails its initial saving throw.

Speak with Haunt: Increase the range, ask more questions, and speak with more haunts.

Speak with Soul: You can contact a soul wherever you are.

Spellcrash: The target loses more spells.

Spellcrash, Greater: The target loses more spells.

Spellcrash, Lesser: The target loses more spells.

Spellsteal: The target loses two spells with a failed save, or one spell with a successful save.

Spirit-Bound Blade: Your blade deflects emotion spells, and you cast emotional conduit spells at +1 level.

Stave Off Corruption: The target gains more resistance to its corruption's advancement.

Steady Saddle: Increase the duration and decrease even more penalties and DC checks.

Stench of Prey: Creatures can follow the target's track from a distance, and more intelligent creatures attack the target in a rage.

Stone Discus: Use more discuses and gain additional bonuses.

Storm Sight: Receive information without concentrating and examine better one location or creature.

Straitjacket: It's easier to restrain your target and harder for it to break free, but its save bonuses increase.

Stricken Heart: The target is fatigued and can take Con damage.

Stunning Barrier: Increase one bonus and creatures are staggered after being stunned.

Stunning Barrier, Greater: Increase the bonuses and creatures are staggered after being stunned.

Sturdy Tree Fort: Extend the duration to one day per level, and the tree has hardness 10 and 25 hp per caster level you have.

Subjective Reality: The target can be real or unreal for you in each round.

Summon Flight of Eagles: Change the spell's duration to 1 hour per level.

Sun's Disdain: The curse is harder to remove and the creature is blinded for 2 rounds.

Sun's Disdain, Mass: The curse is harder to remove and the creatures are blinded for 2 rounds.

Sunder Breaker: Increase the damage and the opponent may drop the weapon or suffer a penalty with a natural weapon.

Sundered Serpent Coil: Add your tier to the base attack bonus of the snake, and it deals acid damage with a grapple.

Sundering Shards: Create sundering shards more times and deal more damage.

Sunstalker: Increase the spell's duration and the creature can become invisible again more quickly.

Swallow Poison: You can automatically absorb any dose of poison and store more, and you can spray poison more times and to a longer distance.

Swarm of Fangs: The summoned fangs can be either poisonous or spread disease.

Symbol of Exsanguination: A victim can be impaired from the pouring blood, and it's harder to stop the bleeding.

Symbol of Laughter: The symbol is harder to find and remove; the victims are affected as *mythic hideous laughter*.

Sympathethic Aura: All items in a 100 ft. radius are affected by *mythic magic aura*.

Synapse Overload: Deal more damage and damage also creatures adjacent to the target.

Synaptic Pulse: Change the effect in a cone or a line, and creatures are sickened more easily and for a longer time.

Synaptic Pulse, Greater: Change the effect in a cone or a line, and creatures are stunned, staggered and sickened.

Synaptic Scramble: The target has a greater chance to take an unintended action, and its magic doesn't respond well either.

Synesthesia: Increase the penalties, and the target misses its attacks more often.

Synesthesia, Mass: As *mythic synesthesia*, but on more targets and more distant from one another.

Sacramental Seal[HA]

The object that serves as a trap for the target is magically reinforced by the spell's power, increasing its hardness by an amount equal to your mythic tier, granting it 2 additional hit points per mythic tier you possess, and providing it with spell resistance equal to your caster level + 11. Additionally, as long as the object is placed in the stewardship of creatures or a location belonging to your faith, the trapped creature does not gain the ability to communicate telepathically with creatures in possession of the object until 1 month has passed, and does not gain the abilities it would normally gain after 1 week until a full year has passed. Once it has gained these abilities, the prison does not continue to weaken as long as it remains in the stewardship of creatures or a location belonging to your faith (such creatures and places are treated as being in your possession).

Augmented (10th): If you expend four uses of mythic power, you create a special bond between yourself and the trapped creature, which allows you to maintain the upkeep of its prison from a distance, and even undo the erosion of the prison. Each day, when you regain your daily uses of mythic power, you can expend one use of mythic power in order to prevent the prison from eroding further that day, treating the object as though it were in your possession for the purposes of this spell, regardless of the distance between yourself and the object. Additionally, if you actually have the object in your possession, you can expend one use of mythic

power and perform a 1-hour ritual to effectively undo one day of time that the object spent out of your possession. If this would reduce the total amount of accrued time the object spent out of your possession below the necessary threshold for certain abilities the trapped creature has gained as a result of time the object spent out of your possession, it loses those abilities until the object once again spends the necessary amount of time outside your possession (including any time it already spent outside your possession that has not yet been removed). Finally, by performing a 24-hour ritual and expending twelve uses of mythic power, you can transfer stewardship of the object to another creature, who must also be a member of your faith and must have at least one mythic tier. That creature is now considered the spell's caster, and the prison weakens when the object is outside of that creature's possession, rather than yours.

Sacred Nimbus[HA]

The holy power of your nimbus extends further, allowing it to damage creatures wielding melee weapons with reach, and in addition to the damage the nimbus inflicts against your attackers, it also inflicts 1d3 points of Strength damage to the attacker. Additionally, if you succeed on a Fortitude save to halve the damage or partially negate the effects of a spell or magical ability with the evil descriptor, you take no damage and no ill effects from that spell or ability, instead.

Augmented (6th): If you expend three uses of mythic power, the nimbus also offers you some amount of protection, granting you an amount of damage reduction equal to 1/2 your mythic tier, which cannot be overcome by any means.

Sacrifice[BotD]

You gain bonuses for your sacrifice as if you offered the sacrifice listed in the next line below in the spell's table.

Augmented: If you expend two uses of mythic power, you gain two bonuses for each sacrifice you offer.

Sand Table[VC]

Add your mythic tier to your caster level to determine duration. The table shows the land surrounding itself up to a 2-mile radius from the surface (instead of 1-mile). Reduce the penalty to spot Small and larger creatures that are using stealth to hide by your mythic tier.

Augmented: You can expend two uses of mythic power to change the spell's casting time to one standard action (instead of ten minutes).

Augmented (6th): If you expend an additional use of mythic power, the spell radius increases by half your mythic tier (so 5-mile radius with mythic tier 6). There is no penalty to spot creatures using Stealth. Invisible and incorporeal creatures are revealed to viewers of the table, appearing on the table as if surrounded by faerie fire.

Sawtooth Terrain[AG]

Add your mythic tier to your caster level to determine the spell's duration and to the piercing damage, including after the initial round. A non-mythic target must roll their saving throw twice against this spell and take the worst result.

Augmented: You can expend two uses of mythic power to change the spell's duration from rounds to minutes.

Scale Spikes[MC]

Add your mythic tier to your caster level to determine the duration.

Augmented: You can expend two uses of mythic power to change the spell's duration from minutes per level to 10 minutes per level.

Scale Spikes, Greater[MC]

The enhancement bonus provided allows the spikes to bypass damage reduction aside from magic (unlike the non-mythic version). Add your mythic tier to your caster level to determine the duration.

Augmented: You can expend two uses of mythic power to change the spell's duration to 24 hours.

Scamper[UW]

This spell has a duration of 1d4+1 rounds, and instead of making Acrobatics checks your animal companion treats all Acrobatics checks as if it had rolled a natural 20.

Screaming Flames[HA]

The sheet of flames created by the spell becomes 5 feet longer per two mythic tiers you possess, and it moves an additional 5 feet in a straight line for every two mythic tiers you possess, as well. Additionally, creatures which take Wisdom damage (or sanity damage, if using the sanity system) as a result of this spell is also shaken for 1 minute.

Augmented (5th): If you expend two uses of mythic power, creatures that fail their Reflex save also catch on fire, taking 1d4 points of fire damage per two caster levels you possess (maximum 5d4), and 1d2 points of Wisdom damage (or 1d4 points of sanity damage, if using the sanity system) on their turn each round until the fire is extinguished. The DC of Reflex saves to extinguish the fire is equal to the spell's DC.

Scripted Hallucination[UI]

By concentrating on the hallucination as a standard action, you can change the script by which it operates, or directly control the way that it acts for the next round. Additionally, the targets can be up to 120 feet away from one another, rather than 30 feet.

Augmented (6th): If you expend two uses of mythic power, the targets can be any distance from each other, provided that they are all within range. Additionally, you may choose to have up to one creature per mythic tier experience a different hallucination than the others (for example, you could have one soldier hear his commander calling him away from his post, while the other soldiers in the squad hear an order to kill the first soldier as a deserter).

Sea of Dust[UW]

You increase the area affected by this spell to a radius of 1 mile times your mythic tier, and you also add your mythic tier to the DC of caster level checks made to dispel or remove the curse.

Sea Stallion[UW]

This functions as *mythic sea steed*, but your steed also gains the keen scent, deepsight, and tremorsense abilities while underwater. You retain all the spell's benefits for the entire duration even if you dismount your steed.

Sea Steed[UW]

You may extend the duration of the spell to one hour times your mythic tier. Alternatively, you may grant your steed a swim speed equal to twice its land speed, without reducing its land speed.

Sealed Life[OA]

The target is protected from possession as if using *protection from evil* and gains a +2 circumstance bonus on saves against death effects, energy drain, and necromantic effects. In addition, the target is completely immune to effects that would transfer its hit points to another creature, such as *vampiric touch*. If the target dies while this spell is in effect, the spell's duration continues and the target's spirit does not leave its body until the spell expires. During this time, the target's body is preserved as *gentle repose* and the target cannot rise as an undead spawn or be animated as an undead creature.

Sealed Life, Greater[OA]

The target gains immunity to all non-mythic death effects, and when targeted by a mythic death effect that allows a saving throw the target can roll twice and take the better roll. If the target dies while this spell is in effect, the spell's duration continues and the target's spirit does not leave its body until the spell expires. During this time, the target cannot rise as an undead spawn or be animated as an undead

creature. In addition, time spent dead while affected by this spell does not count against the time limit for using spells or effects like *breath of life* to restore the target to life.

Augmented (3rd): If you expend two uses of mythic power, any undead creature and any creature delivering a death effect, energy drain effect, or negative energy effect by touch to the target (including both normal melee attacks as well as melee touch attacks) takes feedback damage equal to your mythic tier (no save) with each touch.

Selective Alarm[UI]

When you cast the spell, you may choose one or more divination spells, each of which must be a 2nd-level or lower spell, whose total spell levels do not exceed your mythic tier. When determining what criteria are considered observable for the purposes of what sets off the *selective alarm*, you can use any factors that can be observed by the chosen spells (for example, you could select *detect evil* in order to allow the spell to trigger the alarm when an evil creature enters the area).

Augmented (3rd): If you expend two uses of mythic power, you can change the spell's area to be up to one 10-foot cube per caster level, which you can shape in any contiguous shape that you desire.

Sense Fear[HA]

In addition to the creatures you can normally detect with *sense fear*, you also sense any creatures within range that are taking from a fear effect which does not otherwise render them spooked, shaken, scared, frightened, panicked, terrified, or horrified. Additionally, the spell's range extends to 60 feet. Finally, you can differentiate between different types of fear, allowing you to distinguish creatures who are spooked from those who are shaken, and so on.

Sense Madness[HA]

You gain all of the information the spell can provide about a creature on the first round of concentrating on that creature, rather than needing to do so for multiple rounds. Additionally, you gain a bonus equal to your mythic tier on all Sense Motive and Spellcraft checks made to gain additional information about a creature with this spell. Finally, the circumstance bonus the spell provides on caster level checks made to counter, dispel, or remove magical effects is increased by an amount equal to 1/2 your mythic tier.

Sense Spirit Magic[ACG]

You can select a number of spirits equal to your mythic tier, which need not be the same as your primary spirit or wandering spirit. You can sense spirit magic from the spell lists of all of the spirits you select with this spell. If you use this spell to sense the spirit magic of your primary spirit and wandering spirit, you add 5 feet per mythic tier to the radius of this spell's emanation and you add your mythic tier as an insight bonus on Spellcraft checks to identify those spells and your circumstance bonus on saving throws against those spells is increased to +4.

Sessile Spirit[OA]

You may cast this spell on one or more spirit creatures, affecting them as a *slow* spell (though using the save DC for the *sessile spirit* spell). If you cast it in the usual fashion, the duration is increased to 1 minute/level (D).

Augmented (4th): If you expend two uses of mythic power, you may cast this spell on one or more spirit creatures, affecting them as *mythic slow*[MAdv]. If cast in the usual fashion, you can affect a number of spirits equal to one-half your mythic tier. You must be aware of those spirits to target them. If you target only a single spirit, you add one-half your mythic tier as a bonus to the save DC and on any caster level checks or concentration checks related to casting the spell.

Shackle[AG]

Add your mythic tier to your caster level to determine the spell's duration (both the actual spell, and the *dimensional anchor* effect if you are high enough level) and the Disable Device DC.

Augmented: You can expend two uses of mythic power to change the spell's duration from hours to days, and minutes per level to 10 minutes per level for the *dimensional anchor* effect.

Shadow Barbs[FKCC]

The chain radiates *mythic darkness* (as the spell) in a 10-foot-radius spread around you. In addition, the shadow barbs gain the *greater vampiric* quality at 3rd mythic tier and the *sharding* quality at 6th mythic tier.

Shadow Body[OA]

The duration is increased to 10 minutes/level, and you can resume your normal form or change back to your *shadow body* as a full-round action. Each such change expends 10 minutes of the spell's remaining duration. While in your *shadow body*, you gain evasion against any effect that affects an area.

Augmented: At any time during the duration of the spell, you may expend one use of mythic power as a free action to manipulate solid objects for 1 minute, as if you had a Strength score equal to your mythic tier. You cannot manipulate any object that sheds magical light.

Shadow Claws[VC]

Add your mythic tier to your caster level to determine the duration. The claw damage dice increases by one step, as if you were one size category larger (this aspect of the spell does not stack with another size increase effect). Finally, each successful attack deals 2 points of Strength damage on a failed saving throw, or 1 point on a success (instead of 1 point or none).

Shadow Dragon Aspect[FKCC]

Your illusory claws, bite and other natural attacks deal damage as if you were one size larger, and non-mythic creatures take a penalty equal to one-half your mythic tier to their Will save to disbelieve the illusion.

Shadow Enchantment[FKCC]

As *mythic shadow conjuration.*

Shadow Enchantment, Greater[FKCC]

As *mythic shadow conjuration.*

Shadow Endurance[FKCC]

You awaken and can act immediately after being transported on the Shadow Plane and receive a *cure critical wounds* effect (caster level equals your caster level or your mythic tier, whichever is greater). You can replace your shadow duplicate whenever you want during the spell's second duration. Your duplicate deals full damage and cast spells at full caster level against adversaries who fail at their Will save to disbelieve.

Shadow Invasion[PA]

The light level in the affected area drops to darkness (as *mythic darkness*). Spells of the shadow subschool that have reduced effects when disbelieved (such as *shadow evocation*) have their reduced effects increased by 40% (to a maximum of 100%) when determining their effects on targets within the area of shadow invasion.

In addition, the rift created by shadow invasion has a 10% chance per round to summon a kyton. Add your mythic tier to your level to determine which kyton arrives. At an equivalent level of 24th you summon a termagant kyton, and at an equivalent level of 30th you summon an eremite kyton.

Shadow Jaunt[VC]

Add your mythic tier to your caster level to determine the maximum distance you can travel, and to any opposed Perception checks of creatures in your former location to notice that you are no longer there.

Augmented: You can expend two uses of mythic power to increase the miss chance to 50%, plus 5% per mythic tier.

Shadow Memory[AG]

Add your mythic tier to the +10 bonus on skill checks this spell provides, and half your mythic tier to your caster level to determine the spell's other benefits. A non-mythic target automatically fails their saving throw against this spell.

Augmented: You can expend two uses of mythic power to change the spell's casting time from one hour to 10 minutes. Alternatively, you can expend three uses of mythic power to change the spell's casting time from one hour to 1 minute.

Shadow of Doubt[FKCC]

The targets' bonus or penalty on their saving throws against the spell's effect increases by one-half your mythic tier. A target who succeeds at a save is staggered for 1 round; a target who fails is stunned for 1d6 rounds.

Shamefully Overdressed[UI]

When randomly determining which item the target removes each round, the target rolls twice, and you choose which result to use.

Augmented (5th): If you expend two uses of mythic power, the spell's duration increases to 1 hour per caster level, and once the target has removed all articles of clothing that can be removed as a move action, he begins removing articles of clothing that take longer to remove, until he is completely naked. At that point, he can seek out new clothing to wear, although he is extremely picky about any potential new clothes and must succeed on a secondary Will save when presented with any potential new clothes, or be similarly revolted by them, as well.

Shapechanger's Gift[UW]

In addition to the usual forms, you can polymorph the target into an undead (as *undead anatomy I*) and at the GM's option into other forms allowed by similar spells of the polymorph subschool of 3rd level or lower that allow polymorphing into a single specific creature type.

Mythic shapechanger's gift increases any ability score bonuses and reduces any ability score penalties granted by the standard version by 2 and increases the natural armor bonus the spell provides by 1 (granting a +1 bonus if the spell normally grants no bonus). If the subject is a mythic creature, it can expend one use of its own mythic power as a full-round action to shift into a different form of the same creature type.

Augmented (4th): If you expend two uses of mythic power, you increase the ability score bonuses granted by the spell by 4 rather than by 2. In addition, you can cast this spell on a number of creatures you touch equal to your mythic tier.

Shapechanger's Gift, Greater[UW]

As *mythic shapechanger's gift*, but when polymorphing into an animal or monstrous humanoid the subject can be affected as by *beast shape II* or *monstrous physique II*. At the GM's option, the subject can be polymorphed also into other forms allowed by similar spells of the polymorph subschool of 4th level or lower that allow polymorphing into a single specific creature type.

Shield Companion[ACG]

This spell protects your companion as *mythic shield other*, as described in *Pathfinder Roleplaying Game Mythic Adventures*.

Shield of Dawn[FKCC]

Any creature striking you with a melee attack takes 2d6 points of fire damage plus 2 per caster level (maximum +30). The shield provides illumination as if it were a *mythic continual flame* spell.

Augmented: If you expend more than one use of mythic power, you may create a mythic *shield of dawn* on the arm of one ally for every 2 uses of mythic power spent. You may create a maximum of 1 shield for every 2 mythic tiers you possess, and any one creature can have only one shield.

Shield of Dawn, Greater[FKCC]

Any creature that hits you with a melee attack takes 2d6 points of damage + 2 points per caster level. An undead creature or a creature particularly vulnerable to light that hits you instead takes 4d6 points of damage +2 points per caster level. The shield provides illumination equivalent to a *mythic daylight* spell.

Augmented: If you expend more than one use of mythic power, you may create a *mythic greater shield of dawn* on the arm of one ally for every 2 uses of mythic power spent. You may create a maximum of 1 shield for every mythic tier you possess, and any one creature can have only one shield.

Shield of Fortification[ACG]

The percentage chance for the target to treat a critical hit as a normal hit or to ignore a sneak attack or other precision-based damage is increased by 5% per 2 mythic tiers (minimum 5%). In addition, when a non-mythic creature successfully bypasses this spell's protection with a confirmed critical hit, sneak attack, or precision-based damage, the target may expend the remaining duration of the spell to force the attacker to reroll the percentage chance to negate the additional damage. After that attack is resolved, the spell ends.

Shield of Fortification, Greater[ACG]

The percentage chance for the target to treat a critical hit as a normal hit or to ignore a sneak attack or other precision-based damage is increased by 5% per 2 mythic tiers (minimum 5%). In addition, when a creature successfully bypasses this spell's protection with a confirmed critical hit, sneak attack, or precision-based damage, the target may expend the remaining duration of the spell to automatically negate that additional damage (if the attacker is a non-mythic creature) or force the attacker to reroll the percentage chance to negate the additional damage. After that attack is resolved, the spell ends.

Shifted Steps[UI]

The illusion fools tremorsense in addition to sound-based blindsense and blindsight. You can target a number of creatures or objects equal to your tier. Their sounds are all displaced the same relative direction and distance. The effect lasts for 1 minute per caster level after you cease concentrating, divided evenly among all targets.

Shifting Shadows[FKCC]

Change the spell's area of effect to a 40 ft. radius. Non-mythic affected creatures have a 50% chance of hitting an ally every time they attempt an attack.

Sickening Entanglement[ACG]

Creatures failing their Fortitude save against the irritating sap of the *sickening entanglement* take 1d2 points of Dexterity damage each round they enter or end their turn within the area.

Signs of the Land[UW]

The spell reveals a number of details about the surrounding territory equal to 3 plus your mythic tier, and its detection operates at a range of one mile (or 100 feet underground) times your caster level plus your mythic tier. For each feature you learn about, add your mythic tier to the number of Discovery Points to find it gained through this spell.

Silent Table[ACG]

You can increase the area of effect to a 5-foot-radius emanation, adding your mythic tier to the Perception DC to hear sounds and sonic effects originating within the area and decreasing the save DC of sonic or language-dependent effects originating within the area by 4 (rather than by 2).

Augmented (5th): If you expend two uses of mythic power, you can increase the duration to 1 hour/level, or you may increase the radius of the area up to 5 feet times your mythic tier.

Silver Darts[ACG]

Damage is increased to 1d8 points of piercing damage per level (maximum 1d8), and your *silver darts* deal full damage to non-mythic creatures as long as their armor bonus or natural armor bonus does not exceed 5 plus your mythic tier. In addition, creatures with DR/silver take 50% more damage than normal.

Augmented (3rd): If you expend two uses of mythic power, creatures with DR/silver struck by your *silver darts* take 1d4 points of bleed damage and become sickened for a number of rounds equal to your mythic tier on a failed save; if they are non-mythic creatures, they take 1 point of bleed damage and are sickened for 1 round even on a successful Reflex save.

Silverlight[FKCC]

As *mythic daylight*, except the object touched sheds bright silvery light in a 20-foot radius. A creature with DR/silver that begins its turn within the light of this spell is automatically blinded and becomes nauseated unless it succeeds on a Fortitude save. A successful save means that the creature is dazzled and sickened. These effects disappear 1d4 round after the target leaves the area of *mythic silverlight*. A creature that leaves the area and then returns must make a new saving throw. This spell provides normal light up to 40 feet away, but only creatures within 20 feet are subject to the above effects.

Slave to Sin[AG]

Add your mythic tier to your caster level to determine the spell's duration. A non-mythic target must roll their saving throw twice against this spell and take the worst result every time they need to make a saving throw.

Sleepwalking Suggestion[HA]

The suggested activity can cause the target to directly harm others, although this grants a sleeping target a saving throw to resist the spell's effects, and it grants a target that is currently awake a +4 bonus on its saving throw to resist the spell. The target is able to engage in combat, but only to fulfill your suggestion (it ignores any threats or hostile creatures it encounters that are not part of the suggestion). Additionally, creatures that are unconscious for reasons other than sleep can be affected by this spell as though they were asleep.

Augmented (5th): If you expend two uses of mythic power, you can target one additional creature per two mythic tiers you possess.

Slough[HA]

In addition to the other penalties of having its skin fall off, the target takes a –2 penalty on attack rolls, damage rolls, and Strength- or Dexterity-based ability checks and skill checks. If the target has a natural armor bonus to AC, then as long as its skin is removed, that natural armor bonus is reduced by an amount equal to your mythic tier (to a minimum bonus of +0). Finally, as long as its skin is removed, the target is vulnerable to bludgeoning and slashing damage, taking half again as much damage (150%) from sources that deal damage of one of these types.

Augmented (6th): If you expend 2 uses of mythic power, the spell inflicts an amount of Constitution damage equal to your mythic tier instantaneously, and the target's skin falls off immediately. Further, even if the target successfully saves, he still takes 1d4 points of Constitution damage.

Slowing Mud[ACG]

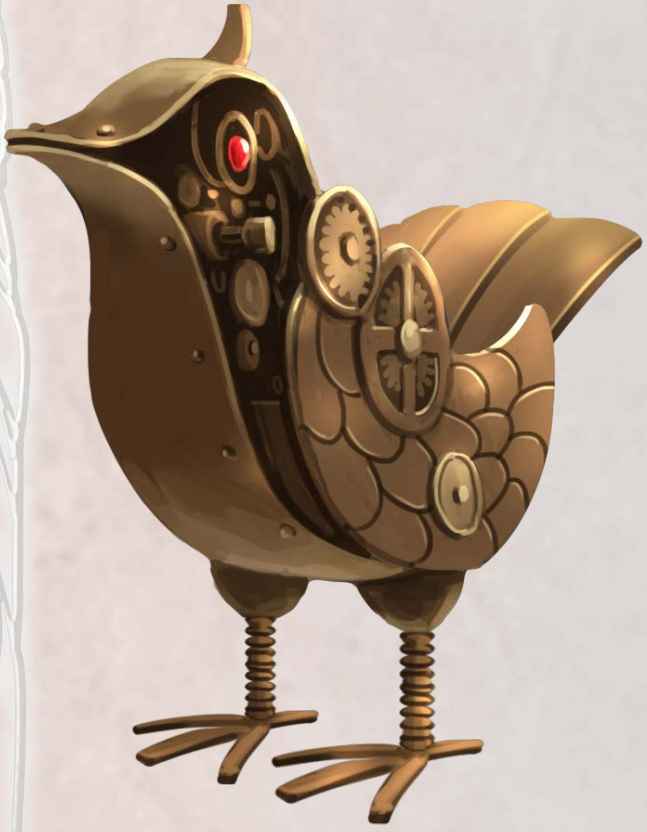
The targets of this spell all must be within range but can be more than 30 feet apart. Removing the mud from an affected creature's eyes is a full-round action rather than a standard

action, and even creatures that successfully save are dazzled until a move action is spent removing the mud from their eyes. In addition to being blinded and slowed, creatures failing their Reflex save against the *slowing mud* are treated as if carrying a medium load, reducing their speed by one-third and imposing a -3 armor check penalty on skills as well as limiting their maximum Dexterity bonus to AC to +3. Removing enough mud to eliminate this medium load is a full-round action, which is separate from the action required to end the blindness or slow effect.

Augmented (4th): If you expend two uses of mythic power, the *slowing mud* is also extremely slippery. Any creature covered in slowing mud takes a -10 penalty on Climb checks and on Acrobatics checks to maintain its balance and takes a -4 penalty to its CMD against bull rush, grapple, reposition, and trip combat maneuvers and on saving throws to avoid falling prone. A creature moving (including climbing) more than half speed, it must succeed on a Reflex save against the spell's DC or fall prone.

Snowball[UW]

The damage dealt increases to 1d10 points of cold damage per caster level (maximum 5d10). If the target fails its Fortitude saving throw it is stunned for a number of rounds equal to your mythic tier.



Augmented (4th): If you expend two uses of mythic power, the maximum damage increases to 10d10 and any cold damage dealt by the spell bypasses cold resistance and cold immunity.

Songbird[PA]

Change the spell duration to "1 round + 1 round every two tiers you have". The bonus granted on Perform checks increases to +5, and the save DC of spells cast while *songbird* is in effect increases by +3. The spell can provide one different benefit in each round of its duration.

Augmented (4th): If you expend two uses of mythic power, you can summon an additional beneficial effect based on your alignment and the exact plane you summoned the music from.

Elysium: All evil creatures within 25 feet of you suffer 1d8 points of sonic damage.

Heaven: All evil creatures within 30 feet of you must succeed on a Fortitude save or be paralyzed for 1 round. The save DC is Charisma-based.

Nirvana: All creatures within 20 feet of you benefit of an *unbreakable heart* spell.

Sonic Form[ACG]

You add your mythic tier to the sonic damage you deal with your melee touch attack, and your melee touch gains the *thundering* weapon property if you confirm a critical hit with it. While in *sonic form* you gain sonic resistance 5, and this increases by 5 for every 2 mythic tiers. You take only one-half normal damage from being within an area of *silence*, and you can attempt to enter an area of non-mythic magical silence by attempting a caster level check with a bonus equal to your mythic tier against a DC of 15 plus the caster level of the magical silence effect.

Sonic Scream[ACG]

The damage dealt increases to 4d8 on your first shout, 2d8 on your second, and 1d8 on your third, and you may choose to unleash your shout as a 30-foot line or as a burst that affects all creatures within 5 feet of your space. You can use your voice normally in between using your *sonic scream*, including magical effects such as bardic performance, and do not need to shout.

Soothing Mud[UW]

The spell's duration is increased by a number of rounds equal to your mythic tier. The mud restores 2 hit points per round (instead of 1); this healing is still unaffected by effects that increase a creature's healing. Additionally, creatures add half your mythic tier as a bonus on any

saving throws against disease or poison while in the mud. Add half your mythic tier on caster level checks on attempts by casters to use *neutralize poison* or *remove disease* on creatures within the mud.

Soul Transfer[BotD]

The gem used as material component does not shatter if the target's save or spell resistance is successful in avoiding the effect. In addition, when you cast this spell on a non-mythic creature, you reduce the cost of the gem by 1,000 gp times your mythic tier (minimum 1,000 gp). Add your mythic tier to the hardness and hit points of the gem used in this spell, as well as to the caster level check DC to dispel this spell.

Soulseeker[PA]

You can observe the chosen soul as with *scrying* if it fails its initial saving throw. This lasts as long as you continue concentrating after casting *mythic soulseeker*, up to a maximum number of rounds equal to your mythic tier.

Speak with Haunt[ACG]

The range is increased by 5 feet times your mythic tier, and you add your mythic tier to your caster level to determine the number of questions you may ask the haunt. If there is more than one haunt in the area, you may divide your questions between those haunts; however, you must be aware of a haunt in order to question it. You add your mythic tier on Sense Motive checks to oppose the Bluff check of a haunt that is trying to deceive you.

Speak with Soul[PA]

You can contact a soul wherever you are, provided you know its name and/or how the person looked like when alive. The soul has a penalty on its saving throw equal to your mythic tier.

Spellcrash[ACG]

You cause the target to lose two prepared spells (or spell slots), one of 5th level one of 4th level, or three spells or spell slots of 3rd level or lower, if it fails its saving throw. A non-mythic target loses a spell (or spell slot) of 1st-4th level (roll randomly) even on a successful save.

Spellcrash, Greater[ACG]

You cause the target to lose two prepared spells (or spell slots), one of 7th level one of 6th level, or three spells or spell slots of 5th level or lower, if it fails its saving throw. A non-mythic target loses a spell (or spell slot) of 1st-6th level (roll randomly) even on a successful save.

Spellcrash, Lesser[ACG]

You cause the target to lose two prepared spells or spell slots, one of 3rd level and 2nd level, or three 1st-level spells or spell slots, if it fails its saving throw. A non-mythic target loses a 1st level spell or spell slot even on a successful save.

Spellsteal[MC]

On a failed save, the target loses two prepared spells or spell slots of the particular spell level, or one on a successful save. On your next turn, you choose which of those two spells to cast if they are on your spell list; you only cast one spell.

Augmented: If you expend two uses of mythic power, the target loses a spell of 4th-level or lower.

Augmented (3rd): If you expend two uses of mythic power, the target loses a spell of 5th-level or lower.

Spirit-Bound Blade[OA]

Your blade helps you focus and deflect emotional energies, granting you a +2 bonus on saving throws against spells with the emotion descriptor. In addition, whenever your *spirit-bound blade* is in hand and you cast a spell listed under the Emotional Conduit[OA] feat whose emotion matches the emotion you choose for your *spirit-bound blade*, that spell takes effect at +1 caster level and its save DC is increased by 1. This does not grant you the ability to cast spells you do not already know.

If you are a spiritualist and the type of emotional energy you choose matches the emotional focus of your phantom, you are considered to have the Mythic Skill Focus[MAdv] feat in both skills from your phantom's emotional focus.

Augmented (6th): If you expend two uses of mythic power, the weapon becomes a *brilliant energy* weapon instead of a *ghost touch* weapon, in addition to any other properties it gains.

Stave off Corruption[HA]

The bonus granted on saving throws against the advancement of the target's corruption increases to be equal to 2 + 1/2 your mythic tier. Additionally, after rolling a saving throw to resist the advancement of its corruption, the target can expend the remaining duration of the spell in order to reroll the saving throw and use the new result, instead. This causes the spell to end immediately, and the bonus granted by *stave off corruption* does not apply to the second roll.

Steady Saddle[VC]

Add your mythic tier to your caster level to determine duration. The decrease to the penalties and DC check doubles to 4 (instead of 2). The minimum penalty is still -0.

Augmented: You can expend two uses of mythic power to change the spell's duration from minutes per level to 10 minutes per level.

Stench of Prey[ACG]

The target's stench makes it easier to find, allowing affected predatory creatures to locate the target as if they had the scent special quality. Creatures that already have scent can pinpoint the target within 30 feet as if they had blindsense. In addition, *mythic stench of prey* excites the aggression of creatures with Intelligence 5 or lower attacking the target, affecting them as a rage spell as long as they are attacking the target; the effects of *rage* do not apply if attacking other creatures.

Stone Discus[ACG]

You add your mythic tier to your caster level to determine the number of *stone discuses* you can use and for the purpose of overcoming different types of damage reduction. The targets of your *stone discuses* must be within range but need not be within 30 feet of each other.

A *mythic stone discus* that strikes its target can be made to ricochet toward another target within 5 feet plus 5 feet per 2 mythic tiers. This ricochet attack is made with a -5 penalty on the attack roll, though this penalty is reduced by 1 for every 2 mythic tiers. Concealment for attacks made against the second target are based on the caster's line of sight from her own location but cover bonuses to AC for the second target are determined as if the *stone discus* originated in the square of the first target. A *stone discus* can be used to attack an object (including a wall or large structure) as the primary target in order to cause them to ricochet and strike a second creature.

Storm Sight[AG]

You can receive information from the spell at will without need of concentration. You may select one location within range or a creature whose presence is revealed by this spell to observe more closely. This functions as *clairaudience/clairvoyance* (for a location) or *scrying* (for a creature), and the spell stays tuned on that creature or location for the remainder of its duration. You can stop or resume your observation as a standard action.

Augmented: If you expend two uses of mythic power, you can observe multiple creatures or locations at the same time, switching between creatures or locations each round as a swift action. You can switch your observation back to a creature or location you have previously observed, though this does not allow you to observe a creature that has already succeeded at its saving throw against your scrying.

Straitjacket[HA]

The bonus on the combat maneuver check made to restrain the victim increases by an amount equal to 1/2 your mythic tier, as you provide extra strength to the straitjacket. This increase also applies to the DC of combat maneuver checks or escape artist checks made to escape the straightjacket. Further, the target gains a +4 bonus on any additional saving throw granted by this spell. Finally, the straitjacket magically sedates the target, making him more docile. His movement speed is halved.

Augmented (5th): If you expend two uses of mythic power, the spell's duration changes to instantaneous, and the straitjacket remains in place permanently. Any character (besides the target) can remove the straitjacket with one minute of work. Alternatively, dealing at least 10 points of acid, fire, or slashing damage to the straitjacket renders it useless, allowing the target to automatically succeed on any subsequent combat maneuver checks or Escape Artist checks made to escape the straitjacket.

Stricken Heart[ACG]

The target becomes fatigued for 1 round (for a mythic target) or 1 minute (for a non-mythic target). If the attack is a critical hit, the target is fatigued and also takes 1 point of Constitution damage. Fatigue from this spell does not stack with itself but does stack with other sources of fatigue.

Stunning Barrier[ACG]

You may choose to increase either the deflection bonus to AC or the resistance bonus on saves to +2. A creature stunned by this spell is also staggered after being stunned; this lasts for 1 round (for a mythic creature) or a number of rounds equal to one-half your mythic tier (for a non-mythic creature).

Stunning Barrier, Greater[ACG]

The bonus this spell provides to AC and on saving throws is increased to +3, and creatures stunned by this spell are also staggered after being stunned; this lasts for 1 round (for a mythic creature) or a number of rounds equal to one-half your mythic tier (for a non-mythic creature).

Augmented: If you expend two uses of your mythic power, creatures stunned by this spell are also knocked prone.

Sturdy Tree Fort[UW]

Extend the duration to one day per level, and the tree has hardness 10 and 25 hp per caster level you have.

Augmented: If you expend two uses of mythic power, the *mythic sturdy tree fort* can be made permanent.

Subjective Reality[FKCC]

For every round of the spell's duration, you get to decide if the target is real or unreal for you. When the target is real, you are subject to its attacks and abilities and it is subject to yours; when is unreal, you treat it as an illusion as per the normal effect of the spell.

Summon Flight of Eagles[AG]

Change the spell's duration to 1 hour per level, and the eagles' fly speed is increased by 30 feet. This is an enhancement bonus.

Augmented: If you expend two uses of mythic power, you can double the number of giant eagles summoned, or summon 1d4+1 hippogriffs, griffons, or pegasi instead. You can increase the number of summoned creatures by another 1d4+1 for every additional use of mythic power expended.

Sun's Disdain[AG]

Add your mythic tier to your caster level to determine the DC for removing the curse. The creature is blinded for 2 rounds upon initial exposure to bright light.

Sun's Disdain, Mass[AG]

Add your mythic tier to your caster level to determine the DC for removing the curse. The creature is blinded for 2 rounds upon initial exposure to bright light.

Sunder Breaker[ACG]

Damage to the attacking weapon is increased to 1d10 points of damage per level (maximum 10d10), and if the sunder combat maneuver was made using a manufactured weapon, the attacker must succeed on a Reflex save against the spell's DC or drop the weapon. If the attacker used a natural weapon and fails its Fortitude save, that natural weapon takes a -2 penalty on attack and damage rolls for 1 hour (or 1 round, if the attacker has regeneration).

Sundered Serpent Coil[MC]

Add your tier to the base attack bonus of the snake. The snake also deals an additional 2d6 points of acid damage with a successful grapple.

Augmented (6th): If you expend two uses of mythic power, the spell creates two decapitated snakes in the same area, meaning the chosen target is attacked twice per round. The snake can grapple creatures that are immune to grappling if that immunity is from a non-mythic source, but combat maneuver checks to grapple such creatures take a –5 penalty.

Sundering Shards[ACG]

You can use the affected weapon to create sundering shards a number of times equal to one-half your mythic tier (minimum 1) before the spell's magic is exhausted. The *sundering shards* deal 1d10 points of piercing and slashing damage, and creatures damaged by the shards also take 1 point of bleed damage.

Sunstalker[AG]

Add your mythic tier to your caster level to determine the spell's duration. The creature can become invisible again as a swift action (instead of a standard action).

Swallow Poison[UI]

You automatically succeed on all caster level checks made to absorb poisons harmlessly as a result of this spell, and can absorb any number of doses of poison, although you can only store up to one per three caster levels. Any excess poison beyond this is digested harmlessly. Additionally, you can choose to spray the poison up to one time per three caster levels before ending the spell, and if you choose to spray the poison, it takes the form of a 30-foot cone, instead of a 15-foot cone.

Swarm of Fangs[MC]

You may choose if the summoned fangs are poisonous (treat as black adder venom) or spread disease (treat as bubonic plague). Creatures damaged by the swarm must succeed on a saving throw against the chosen affliction with a -2 penalty on their roll. If a creature fails at the save, the poison or disease has its normal course.

Symbol of Exsanguination[HA]

Whenever a creature takes bleed damage as a result of a mythic *symbol of exsanguination*, that creature must succeed on a secondary Fortitude save or be blinded and deafened for 1 round by the blood pouring from their eyes and ears, as well as taking a 20% chance of having anything they attempt to speak come out as unintelligible coughing and gurgling due to the blood in their nose and mouth. Additionally, the DC to end the bleed damage with a heal check increases by an amount equal to your mythic tier,

and magical healing only ends the bleed effect if the caster succeeds on a caster level check (DC 11 + your caster level), although the magical healing still restores hit points lost from the bleeding, as normal.

Symbol of Laughter[ACG]

Add your mythic tier to the DC to find or disarm a *mythic symbol of laughter* and to the DC of the caster level check to remove the symbol with a non-mythic dispel magic. Creatures failing their saving throw are affected as *mythic hideous laughter*, as described in *Pathfinder Roleplaying Game Mythic Adventures*.

Augmented (4th): If you expend two uses of mythic power, the laughter inspired by the *mythic symbol of laughter* is contagious, as the augmented version of *mythic hideous laughter*.

Sympathethic Aura[AG]

The spell functions as *mythic magic aura* on all items in a 100 ft. radius, even if they are not similar to the original object. Items other than the targeted item retain their altered aura for 10 minutes per caster level after being removed from the spell's area.

Synapse Overload[OA]

The damage increases to 1d8 points of electricity damage per level (maximum 15d8), and any creature adjacent to the target takes 1 point of electricity damage per level (Reflex negates).

Augmented (5th): If you expend two uses of mythic power, the damage increases to 1d10 points of electricity damage per level (maximum 15d10), while creatures adjacent to the target take 2 points of electricity damage per level (maximum 30) and are staggered for 1 round (Reflex negates). The electricity damage from the augmented *synapse overload* bypasses electricity resistance and electricity immunity.

Synaptic Pulse[OA]

You may reshape your *synaptic pulse* to affect a 60-foot cone-shaped spread or a 120-foot line. In addition, the save becomes Will partial for non-mythic creatures, which are sickened for 1 round even on a successful save. Non-mythic creatures failing their save are stunned for 1 round and sickened for a number of rounds equal to one-half your mythic tier (minimum 1), though they may attempt a new save at the end of each round they remain sickened to end the effect.

Synaptic Pulse, Greater[OA]

You may reshape your *synaptic pulse* to affect a 60-foot cone-shaped spread or a 120-foot line. In addition, non-mythic creatures failing their save are stunned for 1d4 rounds and then are both staggered and sickened for a number of rounds equal to one-half your mythic tier (minimum 1), though they may attempt a new save at the end of each round they remain staggered and sickened to end both effects.

Synaptic Scramble[OA]

If the target uses a swift or immediate actions, it has a 50% chance of being able to successfully take the desired action; otherwise, it takes a different swift or immediate action (or no action, if it has no swift or immediate actions available). The target's inability to speak clearly results in a 20% chance of spell failure when casting spells with a verbal component, and this failure chance also applies when activating magic items with a command word. Any language-dependent effect the target uses automatically fail.

Augmented: If you expend two uses of mythic power when casting the spell, you can force the target to roll twice on the table and take the lower result every time it attempts to take a move or standard action.

Synesthesia[OA]

The target's penalty on AC and skill checks increases to -6, and the DC of any concentration checks the target makes is increased by an amount equal to your mythic tier. In addition, the target's confused senses increase its miss chance on attacks by 10% for every 3 mythic tiers you possess.

Synesthesia, Mass [OA]

This spell functions as *mythic synesthesia*, but you can affect an additional number of targets equal to one-half your mythic tier, and the targets need not be within 30 feet of each other.

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Tailwind: The subjects' land or fly speed increases by 10 feet for each mythic tier you possess.

Talismanic Implement: Implant one or more spells of up to 4th level of any school in your implement.

Tall Grass: The grass grows higher, conceals larger creatures, and the save DC of plant spells increases.

Tamer's Lash: Increase the spell's duration and save DC.

Telekinetic Maneuver: The spell lasts longer, and you can perform maneuvers more quickly.

Telekinetic Projectile: Gain a bonus on attacks and damage and you may control the projectile's flight.

Telekinetic Storm: Change the storm's shape and inflict more damage and penalties.

Telempathic Projection: Improve the attitude of many creatures, or of one creature but at a greater extent.

Telepathy: Read surface thoughts of your subject or connect telepathically several creatures.

Temporary Graft: The graft provides additional benefits based on the type of graft.

Thaumaturgic Circle: Increase the bonuses and damage summoned creatures of the chosen subtype.

They Know: You choose the creature that the target believes knows its secret, and the spell lasts longer.

Thorn Javelin: Hurl more thorn javelins, and they are magically enchanted, entangling your victims and piercing attackers.

Thorny Entanglement: Deal more damage and gain an attack bonus; the thorns slow opponents.

Thought Echo: Lesser telepathic effects automatically detect your echo.

Thought Shield: Cast the spell on an ally, on or yourself with a longer duration.

Thought Sense: You can locate protected creatures and learn their approximate intelligence.

Threefold Thunder: Increase the damage and creatures suffer more negative effects.

Thunderstomp: Bull rush and trip the target or make one maneuver only with a bonus; inflict sonic damage.

Thunderstomp, Greater: Bull rush and trip all targets in the area or make one maneuver only with a bonus; inflict sonic damage.

Tidal Surge: Increase the height or length of the water, extinguish more easily magical fires, and creatures are knocked prone.

Time Shudder: Affect creatures as *mythic haste* or *mythic slow*.

Torpid Reanimation: Animate more undead for a longer time and hide the spell's aura.

Tower of Iron Will: Cast the spell on an ally, or on yourself with a longer duration or increased resistance.

Trace Teleport: Extend the duration and you can locate older teleports and more clearly.

Trade Items: You use more items and target more creatures and can redistribute the items as you wish.

Transfer Regeneration: You retain your regeneration even when you transfer it to another creature.

Treacherous Teleport: Extend the teleport range and gain more control on the destination.

Trial of Fire and Acid: Increase the damage, and the spell doesn't admit a saving throw.

Triggered Hallucination: Extend the duration, target more creatures, and choose a less obvious trigger.

Triggered Suggestion: The spell targets multiple creatures without using words.

True Prognostication: You have a greater chance of a successful divination about the far future.

Twilight Haze: Increase the radius and further decrease the illumination level.

Twine Double: Your double is sturdier and more difficult to recognize; scrying attempts find it more easily.

Tailwind[UW]

The subjects' land or fly speed increases by 10 feet for each mythic tier you possess.

Talismanic Implement[OA]

You can imbue a contingent spell of up to 4th level in one of your implements, and you can implant a spell of any school into the implement. If the spell's school matches that of the implement, it need have only 1 point of mental focus and the implanted spell reduces the implement's mental focus by only 1. You can implant a number of spells of your implement's school equal to 1 + half your tier into a single implement with one casting of the spell, as long as the number of spells does not exceed the points of mythic focus in the item. Casting multiple contingent spells into the implement reduces its mental focus by an amount equal to the number of spells stored within. You can cast multiple *talismanic implement* spells on the same item, and you can use this spell in conjunction with other *contingency* effects.

Tall Grass[FKCC]

The grass grows to a height of 20 feet in the spell's area. Huge or smaller creatures within the tall grass gain concealment when within 5 feet of another creature, while creatures farther away gain total concealment. Gargantuan or Colossal creatures gain concealment or total concealment within the tall grass if they are prone. The save DC of plant-based spells cast in an area of tall grass is increased by 4. This does not stack with the increase granted by *plant growth*.

Augmented: If you expend two uses of mythic power, the tall grass offers total cover within 5 feet and normal cover farther away.

Tamer's Lash[UW]

Add half your mythic tier to determine the DC, and your mythic tier to your caster level to determine the spell's duration.

Telekinetic Maneuver[OA]

The duration of this spell changes to 1 round per level, and you may perform a combat maneuver as a move action, even if that normally requires a standard action. This allows you to perform more than one combat maneuver per round.

Augmented (4th): If you expend two uses of mythic power, each time you perform a combat maneuver you can target a number of adjacent creatures equal to one-half your mythic tier as part of the same maneuver, making a single maneuver check and applying the same result against each target.

Telekinetic Projectile[OA]

You add one-half your mythic tier (minimum +1) on your attack and damage rolls with your *telekinetic projectile*, and you may direct its flight to avoid cover, reducing the target's cover bonus to AC (if any) by an amount equal to your mythic tier.

Telekinetic Storm[OA]

You can reshape your *telekinetic storm* into an 80-foot cone-shaped burst or a 200-foot line. Creatures caught in your telekinetic storm take 1d8 points of damage per caster level, and non-mythic creatures damaged by this spell are staggered for 1 round even if they successfully save. On a failed save, they are dazed and stunned for 1 round and then staggered for 1 round, after which they may attempt a new save each round at the beginning of their turn to end the staggered effect. Your *telekinetic storm* is devastating to objects, ignoring an amount of each item's hardness equal to your mythic tier.

Telempathic Projection[OA]

You may improve the attitude of another creature by two steps, or you may improve the attitude of a number of creatures equal to your tier by one step. All creatures to be affected must be within 30 feet. Alternatively, you may add your mythic tier to the insight bonus you can provide on skill checks, which you may choose to expend in part (minimum +1) or in full on your one or more skill checks or those of allies within 1 minute/level. Any unused bonus when this duration expires is lost.

Telepathy[OA]

While communicating telepathically with a creature, as a swift action you can attempt to read its surface thoughts (as the third round of concentration using *detect thoughts*) or grant yourself a +2 circumstance bonus on a Bluff, Diplomacy, Intimidate, or Sense Motive check made to interact with that creature. In addition, you can connect the thoughts of a

number of allies equal to one-half your mythic tier, allowing them to communicate with each other directly as long as they are within 100 feet of each other and of you. You are aware of all communications your allies make using your *telepathy*, even if they are communicating with each other rather than you.

Augmented (5th): If you expend two uses of mythic power, you can enable all creatures within 100 feet to communicate telepathically, or you can communicate with a single willing, known creature any distance away, as long as it is on the same plane.

Temporary Graft[HA]

The graft provides additional benefits based on the type of graft, as outlined below.

Fins: The swim speed increases to 60 feet, and you take no penalties on attack rolls made with slashing or bludgeoning weapons while underwater, nor is damage from such weapons halved.

Head: You gain a bonus equal to 1/2 your mythic tier on Perception checks. Additionally, if you gain darkvision, low-light vision, or scent from the graft, you gain them at their normal range, instead of half that range.

Leg: Your movement speed is increased by a total of 10 feet, and the bonus to CMD granted by the leg increases to +4, instead of the normal amount.

Wings: The wings grant you a 60-foot fly speed with good maneuverability, instead of the fly speed normally granted by the spell.

Augmented (4th): The spell's range changes to touch and the target becomes touched creature. If targeting a creature other than yourself, the graft must come from a creature of the same size category as the target, not you. You can have multiple grafts active at one time, but not more than one per creature.

Thaumaturgic Circle[OA]

The deflection bonus to AC and resistance bonus on saves increases to +4, and you add your mythic tier to caster level checks to overcome the spell resistance of called or summoned creatures of the subtype or specific outsider race you designate. Each round a summoned creature of that type begins its turn within the *thaumaturgic circle*, it takes damage 1d6 points of damage per 2 caster levels (Will negates). This spell overlaps and does not stack with *mythic protection from evil*, *mythic magic circle against evil*, and similar effects.

Augmented (4th): If you expend two uses of mythic power, you may designate a number of outsider subtypes or specific races equal to one-half your mythic tier against

which the *thaumaturgic circle* functions, and any creature of those subtypes or outsider races that contacts the *thaumaturgic circle*, including trying to move through it or attack creatures on the other side of it, takes damage equal to your mythic tier (Will negates) each time it does so.

They Know[UI]

When you cast the spell, you can choose a single creature that is known to both you and the target, and the target believes that the chosen creature knows her deepest secret, rather than believing that the nearest creature knows it. Additionally, the spell's duration increases to 1 day per caster level, providing the target with considerably more time to grow anxious before the spell ends. At the beginning of each day, if the target has not yet taken any of the additional steps outlined in the base spell to protect her secret, she must succeed on a Will save or be compelled to perform one of those tasks (or something equally desperate, at the GM's discretion) by the end of the day.

Thorn Javelin[ACG]

You can hurl a number of *thorn javelins* equal to your mythic tier before you begin reducing the duration of the spell. Your *thorn javelins* have a +1 enhancement bonus, and if you confirm a critical hit with a *thorn javelin* the target is entwined in thorny vines and rooted to the ground. This functions as if the target had been struck by a tanglefoot bag, though the vines have hardness equal to one-half your mythic tier and cannot be dissolved with alcohol. In addition, the sharp thorns deal 1 point of piercing damage to any creature attacking them or attempting to break free or escape with a Strength check, Escape Artist check, or similar check, and the target also takes 1 point of bleed damage each round it remains entangled.

Thorny Entanglement[ACG]

The damage dealt by the spell is increased to 3d6, and you add one-half your mythic tier as a bonus on attack rolls made with the thorns. Creatures entering or ending their turn within the spell's area must succeed on a Reflex save at the end of their turn their movement is halved, as if they had stepped on caltrops.

Thought Echo[OA]

Any non-mythic effect used to read minds, including telepathic abilities of non-mythic creatures, automatically detects the *thought echo* if its caster level is lower than your caster level. If its caster level is equal to or higher than your caster level, add your mythic tier to the DC to penetrate your *thought echo*.

Augmented: If you expend two uses of your mythic power, you can target a number of creatures equal to your mythic tier, and you can set a different *thought echo* for each creature.

Thought Shield (All)[OA]

You can cast this spell on an adjacent ally as an immediate action. If you cast the spell on yourself, the mental protection granted by this spell persists for more than one round, though the bonus it grants is reduced by 50% each round after the first. If this would result in a bonus less than +1, the spell ends. In the case of *thought shield V*, the bonus decreases in this fashion each time you fail a save against a mind-affecting effect or each round after the spell's normal duration expires. Each version of *thought shield* must be learned as a separate mythic spell.

Thoughtsense[OA]

You can locate creatures protected by non-mythic *nondetection*. In addition, you can distinguish between not only sentient and non-sentient beings, but also between creatures of average intelligence (Intelligence 8 to 13) and those of high intelligence (Intelligence 14 to 19), and those of exceptional intelligence (Intelligence 20 or greater).

Threefold Thunder[FKCC]

The sonic damage dealt by each peal of thunder increases to 1d10. Creatures that succeed at their saving throw against deafening and stunning effects suffer them anyway for 1 round. Creatures that fail are also frightened for 1d4 rounds.

Thunderstomp[ACG]

On a successful combat maneuver check, you bull rush and trip the target, though a creature with a different CMD against bull rush and trip maneuvers may be affected by one maneuver and unaffected by the other. Alternatively, you may choose to bull rush or trip the target, adding your mythic tier as a bonus on your combat maneuver check. If your combat maneuver check succeeds, the target takes sonic damage equal to your mythic tier.

Thunderstomp, Greater[ACG]

On a successful combat maneuver check, you bull rush and trip all targets in the area, though creatures with a different CMD against bull rush and trip maneuvers may be affected by one maneuver and unaffected by the other. Alternatively, you may choose to bull rush or trip creatures in the area, adding your mythic tier as a bonus on your combat maneuver check. Creatures against whom your combat maneuver check succeeds take sonic damage equal to your mythic tier. You may choose to affect a 60-foot line, a 30-foot cone, or a 15-foot-radius spread centered on the edge of your space. You are unaffected by your *mythic greater thunderstomp*.

Tidal Surge[UW]

You may either increase the height of the water surge to 30 feet or double the length of the cone or line. Add your mythic tier to your caster level when attempting a dispel check to extinguish magical fires. Additionally, Large or smaller creatures that fail their Reflex saves are knocked prone. If you cast this spell in or on a body of water at least 90 feet across, you can choose the increase both the height and length of the water surge as described above.

Augmented (3th): If you expend two uses of mythic power, you can choose up to a number of 5-foot cubes equal to twice your caster level to be unaffected by the surge of water.

Time Shudder[ACG]

Mythic time shudder affects creatures as *mythic haste* or *mythic slow*, as described in *Pathfinder Roleplaying Game Mythic Adventures*.

Augmented (2nd): If you expend two uses of mythic power, the effect lasts for a number of rounds equal to your mythic tier, rerolling the chance for each creature to be hasted or slowed each round on its turn.

Torpid Reanimation[HA]

Add your tier to your caster level when determining how many Hit Dice of undead you can animate with a single casting of this spell. This doesn't increase the total number of Hit Dice worth of undead you can control. By expending a second use of mythic power, you can ignore this spell's material component cost. Additionally, add your mythic tier to your caster level when determining the spell's duration. Finally, until the animation is triggered, the spell's aura is hidden as though with a *magic aura* spell, making it difficult to detect the spell's presence before the corpses are animated.

Augmented (6th): If you expend two uses of mythic power, any skeletons or zombies you create gain either the agile or savage mythic simple template. This template last for a number of days equal to your tier. Alternatively, if you expend six uses of mythic power, any skeletons you create permanently gain the mythic skeleton template.

Tower of Iron Will (All)[OA]

You can cast this spell with a range of touch, creating an emanation centered on and moving with a willing target. If you cast it on yourself, you may choose to extend its duration to one minute for each round of its normal duration, or if you cast this spell with its normal duration, the spell resistance granted by the *tower of iron will* is equal to 10 plus three times the spell's level against psychic magic and mind-affecting effects. Each version of *tower of iron will* must be learned as a separate mythic spell.

Trace Teleport[UI]

The spell's duration becomes 10 minutes/level and can locate lingering teleportation traces up to 1 day old. The glimpse you gain of a remote termination point from this spell is complete enough to count as "observed once" for the purposes of *teleport* and gives you a sense of approximately how far the target is from you (tens of feet, hundreds of feet, thousands of feet, miles, tens of miles, hundreds of miles, thousands of miles, on another planet, or on another plane of existence). If the teleportation was non-mythic, you know the exact distance and direction.

Augmented (7th): If you expend two uses of mythic power, the spell's duration becomes 1 day (D) and you gain the ability to reproduce a past teleportation effect. Immediately after you glimpse a termination point of an old teleportation effect with this spell, you can dismiss the spell (a standard action) to travel to that destination point as if with the spell *teleport* (if the destination is within range).

Trade Items[UI]

You can target and use as a focus items weighing up to 10 points per caster level. You can opt to choose up to a number of targets equal to half your tier. After you know which targets the spell worked on, you can redistribute the items however you want so long as each item ends up in a different place from each other.

Transfer Regeneration[MC]

Your regeneration ability keeps functioning even while you transfer it to another creature. It stacks with any regeneration the creature already has.

Augmented: You can share your regeneration ability with more than one creature by expending two additional uses of mythic power for each creature beyond the first.

Treacherous Teleport[UI]

You may teleport willing creatures within 5 feet times your mythic tier, without needing to touch them. In addition, when rolling to see if you and/or any separated targets arrive at the intended destination, you may roll twice and select either result.

Non-mythic divinations that automatically identify spells incorrectly indicate this spell is *mythic teleport* unless the caster succeeds at a caster level check against DC 15 + your caster level.

Augmented: If you expend one additional use of mythic power, any number of targets of the spell can teleport back to their point of origin after a time interval you specify, up 1 round per mythic tier. If you do not choose all of the spell's initial targets for this secondary teleportation, you may choose one different similar destination to send any number of the other creatures you teleported when the time elapses. You may choose for those creatures sent to an alternate similar destination to additionally suffer a mishap in transit. Creatures that are dead at that time are not teleported again, nor are any items they carry.

Augmented (3rd): If you expend two uses of mythic power, you may teleport one additional willing creature of any size per 3 mythic tiers.

Trial of Fire and Acid[MC]

The saving throw changes to none, and the target takes double damage in each round. Dousing the target in water doesn't end the effect.

Augmented (6th): You can affect more than one creature by expending two additional uses of mythic power for each creature beyond the first.

Triggered Hallucination[UI]

Once triggered, the hallucination persists for 10 minutes per level. Additionally, you can target up to one creature per caster level, no two of which can be more than 120 feet apart. Each target receives the same vision and the same trigger. Additionally, when determining the triggering condition, you can choose conditions that are not normally obvious to the senses, but the spell is not triggered unless the condition is obvious to the target's senses (for example, if the trigger was seeing "an evil person," the spell would trigger whenever a paladin viewed a creature he identified as evil with *detect evil*, but would not be triggered otherwise, even if the paladin knew from past experience that the creature he was looking at was evil).

Triggered Suggestion[ACG]

A *mythic triggered suggestion* loses the language-dependent descriptor and can target multiple creatures in a 10-foot-radius burst. All creatures receive the same *suggestion* and have the same triggering condition.

True Prognostication[UI]

You add twice your mythic tier to the percentage chance of a successful divination, and the maximum chance of success is equal to 90% plus your mythic tier. You do not require a costly offering to cast the spell, and you can gain useful advice regarding a goal, event, or activity that is to occur within 100 years per mythic tier.

Twilight Haze[ACG]

The radius of the *mythic twilight haze* is increased by 5 feet times your mythic tier, and the illumination level within it is reduced by two steps.

Twine Double[FKCC]

Your double has DR 10/epic, as *mythic simulacrum*. Add your mythic tier to the DC of Perception checks to recognize its strange eyes, and attempts to scry you while the double exists have a 75% chance of targeting the double instead of you.

Augmented: If you expend 2 uses of mythic power, the double has your same hit points, can attack using your same BAB, and has your same ability scores and modifiers on saves and checks. You cannot attack while giving the double order or controlling it telepathically.

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Umbral Weapon: Deal more damage and it's harder for non-mythic creatures to resist.

Unbearable Brightness: Suppress lesser magical darkness without negating the spell effect, and blind creatures in the area for a longer time.

Underbrush Decoy: Only those you select may know you cast a spell.

Undetectable Trap: The trap lasts until triggered or dispelled, and it's even more difficult to find.

Unerring Tracker: Follow older tracks and bypass effects that hide tracks.

Unholy Ice Weapon: Create a more versatile and lasting weapon, and gain bonuses on attack and damage.

Unliving Rage: Affect more creatures and double the bonuses if they take damage.

Unshakable Zeal: The bonuses continue to increase until the target succeeds, and the target can roll twice saving throws vs. fear or emotion effects.

Unwelcome Halo: The halo is larger and brighter and suppress darkness without being suppressed.

Urban Step: Increase the spell's range and duration and extend the effects to other creatures too.

Umbral Weapon[FKCC]

The weapon deals 2d8 of cold damage +1 per caster level (maximum +20). A non-mythic creature takes a penalty on its spell resistance equal to your mythic tier when attempting to resist the umbral weapon.

Augmented: You can attack with the umbral weapon even when the original attack hits.

Unbearable Brightness[ACG]

Non-mythic magical darkness effects of 4th level and lower are suppressed within the area of *mythic unbearable brightness* without negating this spell effect. Creatures within 5 feet plus 5 feet per mythic tier are blinded unless they succeed on a Reflex save even if they do not have light sensitivity; creatures with light sensitivity or light blindness are permanently blinded on a failed save.

Underbrush Decoy[UI]

Mythic underbrush decoy has no components and observers have no indication you cast a spell unless they were studying you with *detect magic* or a similar effect. You can choose to send an instinctual warning to all allies within range, allowing them to take advantage of the distraction to hide as if they had prior warning as long as they act before the end of your next turn. Add your tier to the Bluff modifier.

Augmented: If you expend two uses of mythic power, you can cast *augmented mythic underbrush decoy* as an immediate action. Apply your Bluff check result to all observers who did not anticipate your subterfuge within 30 feet + 5 feet per tier of the target plant. Each creature distracted this way loses its Dexterity bonus to AC against the next attack by any creature before the end of your next turn.

Undetectable Trap[UI]

If the trap is not triggered by the end of the spell's normal duration, the spell continues until the next time the trap is triggered, or until it is dispelled. Additionally, the DC of Perception checks to find the trap is increased even for creatures with the trapfinding ability, although the amount of the increase is only equal to 1/4 your caster level. Finally, no character receives an automatic chance to find the trap when she comes within 10 feet of it, whether due to the spell *find traps* or another source (such as the trap spotter rogue talent).

Unerring Tracker[UI]

The spell is capable of following tracks made up to 1 day per caster level previously, instead of being limited to ones made in the last 24 hours. Additionally, the spell is capable of following the tracks of a character under the effects of *pass without trace* or similar effects, as long as the *pass without trace* effect does not come from a mythic source.

Augmented (5th): If you expend two uses of mythic power, then if the target teleported or engaged in interplanar travel, you can distinguish between the two, and if you are capable of casting spells such as *teleport* or *plane shift*, you may attempt a Spellcraft check (DC 15 + the caster level of the teleportation effect). If you succeed, you are able to select the target's destination as the destination of your spell, as though you were equally familiar with it as the target was. You do not actually learn what the destination was unless you travel there (or gain the information by other means).

Unholy Ice Weapon[ACG]

You can create an *unholy ice weapon* in the shape of any melee or thrown weapon in which you are proficient, and you add one-half your mythic tier to the cold damage dealt by the weapon. The ice weapon you create does not melt if it leaves your hands for more than 1 round, and any creature can wield it as a weapon of its type. When wielded by you, the *unholy ice weapon* gains a +1 enhancement bonus on attack and damage rolls, increasing by 1 for every 6 levels beyond 3rd (maximum +3 at 15th level), and at any point during the spell's duration you can expend a standard action while touching the weapon to transform the weapon into a different melee or thrown weapon; this consumes one minute of the spell's its remaining duration.

Augmented (5th): If you expend two uses of mythic power, the weapon gains the *unholy* weapon property.

Unliving Rage[ACG]

You can affect one additional creature per mythic tier. In addition, if affected creatures take damage while *mythic unliving rage* is in effect, the bonuses provided by this spell are doubled.

Unshakable Zeal[OA]

The morale bonus granted after a failed attack roll, save, or check is increased to +6, and if the target fails again it continues to increase by 2 for each consecutive failure until he succeeds. In addition, whenever the target would be affected by a fear or emotion effect, he may roll twice on the saving throw and select the better result. If affected by a non-mythic fear or emotion effect, he may reduce the effect of *mythic unshakable zeal* to the effect of a non-mythic *unshakable zeal* in order to negate the effect.

Unwelcome Halo[FKCC]

The halo sheds bright light in a 20-foot radius from the creature and increases the light-level by 2 steps for an additional 20 feet. If the affected creature is vulnerable to bright light, it suffers all the associated penalties as long as the spell is in effect. Non-mythic magical darkness spells and effects are suppressed while the affected creature is in their area of effect but cannot suppress a mythic *unwelcome halo.*

Urban Step[UI]

The spell's range increases to long (400 feet plus 40 feet per caster level), and the duration increases to 1 round per caster level. You can designate up to one creature per mythic tier who can pass through the portals in the same way that you can.

Augmented (4th): If you expend two uses of mythic power, one of the targets can be outside of your line of sight and line of effect, although it must be a portal through which you have passed at least once, or the spell fails.

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Vampiric Shadow Shield: Deal more damage and take half damage or no damage from negative energy.

Verminous Transformation: Pieces of you attack creatures of any size, inflicting more damage and nauseateing them.

Vicarious View: Extend the spell's duration and enhanced senses work through it.

Vigilant Rest: The subject gains rest but is considered awake.

Vile Dog Transformation: Transform dogs into different types of evil canine creatures.

Vine Strike: Deal more damage and increase your reach with natural weapon. All creatures that attack you take piercing damage.

Virulent Miasma: Creatures take a penalty on save vs. disease for a longer time.

Voluminous Vocabulary: The target learns more languages and a bonus on Linguistics and Bluff.

Vampiric Shadow Shield[ACG]

The damage dealt by this spell increases to 1d8 points of damage + 1 point per caster level (maximum +15), and you take only half damage from negative energy attacks. If the attack allows a Fortitude save to reduce that damage, you take no damage a successful Fortitude save; this applies only to hit point damage, not to other effects.

Augmented (6th): If you expend two uses of mythic power, you heal a number of hit points equal to 50% of the damage dealt by this spell, and you gain immunity to negative energy damage.

Verminous Transformation[HA]

You can send pieces of your body to attack creatures of any size, and such creatures take 6d6 points of damage. Additionally, the Constitution damage and Strength damage inflicted in the event of a failed Fortitude save increases to 1d6. Further, any living creature damaged in this way must succeed on a Fortitude save or be nauseated for 1 round, similar to the distraction universal monster ability. Finally, the bonus you gain on saving throws made to resist spells with a single target increases to be equal to 1/2 your mythic tier.

Vicarious View[UI]

The spell's duration becomes 10 minutes/level and the spell allows magically and supernaturally enhanced senses of a lower spell level than your tier to work through it.

Augmented (5th): If you expend two uses of mythic power, the spell's duration becomes 1 hour/level.

Vigilant Rest[UW]

The subject is considered awake and needs not to put herself in a sleeping position. She nonetheless gains all the benefits of a night's sleep while under the effect of this spell.

Vile Dog Transformation[HA]

You can transform the dogs into a variety of different types of vile canines. Each type has different effects, as outlined below.

Hell Hound: The target has statistics identical to a mythic hell hound (*Pathfinder Roleplaying Game: Mythic Adventures*). If desired, you can choose to have all abilities that cause the mythic hell hound to deal fire damage deal acid damage instead. If you do, the creature loses immunity to fire and vulnerability to cold, and instead gains acid, cold, and fire resistance 5.

Trollhound: The target has statistics identical to a trollhound (*Pathfinder Roleplaying Game Bestiary 3*) with the giant simple template.

Worg: The target has statistics identical to a mythic worg (*Pathfinder Roleplaying Game: Mythic Adventures*).

Yeth Hound: The target has statistics identical to a yeth hound (*Pathfinder Roleplaying Game Bestiary*) with the advanced simple template.

Augmented (5th): If you expend two uses of mythic power, then at the end of the spell's duration, each dog explodes in a shower of acid and gore, inflicting 3d6 points of acid damage and 3d6 points of piercing damage to each creature in a 10-foot-radius burst centered on it.

Vine Strike[UW]

All of your natural weapons and unarmed strikes deal an additional 1d6 points of damage, and your reach increases by 5 feet with natural weapons. In addition, any creature striking you with a melee weapon, an unarmed strike, or a natural weapon takes 1d6 points of piercing damage. Each round, creatures that successfully grapple you, or are grappled by you, take 1d6 points of piercing damage.

Virulent Miasma[VC]

Creatures that succeed at their saves take the -4 penalty on saving throws against disease effects while they remain in the cloud and for 1d4+1 rounds after they leave. Creatures that fail their saves continue to take the -4 penalty for 1 hour after leaving the cloud.

Voluminous Vocabulary[UI]

You may choose one additional language for the target to learn per two mythic tiers you possess. Additionally, the target gains a competence bonus on Linguistics checks equal to 1/2 your caster level, due to a vastly increased vocabulary in all of the languages that she knows, and a competence bonus equal to 1/4 your caster level on Bluff and Diplomacy checks, as she is able to put these fancy words to use to deceive or flatter those she encounters.

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Walk the Plank: Extend duration and make harder to swim.

Wall of Blindness/Deafness: One side of the wall dazzles nearby creatures, and those who pass through the wall are permanently blinded and deafened.

Wall of Ectoplasm: The wall is more robust and radiates a more intense fear.

Wall of Light: The blindness lasts longer, and creatures from the Plane of Shadow suffer a higher penallty.

Wall of Nausea: One side of the wall radiates vertigo and dizziness.

Wall of Silver: Creatures who pass through the wall suffer increased damage and penalties.

Wandering Weather: Cast the spell more quickly and more often.

Wave Shield: Increase damage resistance and fire resistance, and deal damage to fire creatures.

Waves of Blood: Gain a bonus to bull rush, nauseate creatures that fail their save, and make harder to advance through the blood.

Whip of Ants: The swarm is more numerous, deals more damage, and distracts opponents more easily.

Whip of Centipedes: The swarm is more numerous, deals more damage, and distracts and poisons opponents more easily.

Whip of Spiders: The swarm is more numerous, deals more damage and distracts and poisons opponents more easily.

Wicker Horse: The horse is a mythic creature and gains bonus hit points and skill ranks.

Widen Auras: Your antipaladin or paladin auras triple their range.

Winter Grasp: Increase the DC of Acrobatics checks in the affected area and the damage dealt.

With the Wind: Increase the spell's duration, and the target is only moved by wind if it wishes to be.

Withdraw Affliction: Remove more effects and more efficaciously. You can hirl the removed affliction at a target within 30 ft.

Wither Limb: Inflict more damage and inflict additional penalties depending on the affected limb.

Wizened Appearance: Choose an additional effect to apply to the target.

Wyvern Watch: As mythic mage's faithful hound, but the wyvern hisses and paralyzes victims.

Walk the Plank[VC]

Add your mythic tier to the DC of any Swim checks made within the water and to your caster level to determine duration.

Augmented (3rd): If you expend two uses of your mythic power, you can increase the depth of the pit by 50%.

Augmented (6th): If you expend three uses of your mythic power, you can increase the depth of the pit by 100%.

Wall of Blindness/Deafness[ACG]

You may designate one side of the wall to radiate sensory dullness. Living creatures are dazzled within 20 feet of that side of the wall, and creatures within 10 feet of that side of the wall take double the normal penalties for being dazzled. Creatures passing through the wall are permanently blinded and deafened, with a separate Fortitude save allowed separately against each effect. Non-mythic creatures are dazzled for 1 minute after passing through the wall even if they successfully save.

Wall of Ectoplasm[OA]

The wall's hit points increase to 4 hit points per inch of thickness, and the fear radiated by the wall extends 20 feet from the wall's surface on one side of the wall, or at your option it may extend 10 feet on both sides of the wall. Non-mythic creatures that are normally immune to fear can be affected by this fear, though they gain a +2 circumstance bonus on their saves. Creatures become panicked on a failed save and shaken for a number of rounds equal to one-half your tier even on a successful save, if their Hit Dice are less than or equal to 4 + one-half your tier.

Wall of Light[FKCC]

The blindness caused by the spell lasts for 1 minute. Creatures from the Plane of Shadow have an additional penalty on their save equal to your mythic tier.

Wall of Nausea[ACG]

You may designate one side of the wall to radiate vertigo and dizziness. Creatures beginning their turn within 20 feet of that side of the wall take a -2 penalty to their CMD against bull rush, drag, reposition, or trip combat maneuvers and on saving throws or checks to avoid falling; this penalty is increased to -4 within 10 feet of the *mythic wall of nausea*. You add your mythic tier to the DC of the Acrobatics check to avoid falling for creatures nauseated by passing through the wall, and non-mythic creatures passing through the wall do not automatically recover from their nausea after 1 round but must succeed on a new save each round at the beginning of their turn to recover, with a +2 circumstance bonus on the saving throw for each round that passes after the first.

Wall of Silver[AG]

Evil creatures that pass through the wall take 3d8 points of damage + 1 point per caster level (maximum 3d8+20) and are blinded for 1 day. Creatures of any alignment that are particularly vulnerable to silver (such as those with damage

reduction bypassed by silver, like devils or lycanthropes) instead take 1d8 points of damage per caster level (maximum 15d8), are staggered for 1 minute, and are permanently blinded. A creature that succeeds at a Will save reduces the damage by half, the blinding effect to 1 minute, and the staggering effect to 1 round.

Augmented: If you expend two uses of mythic power, you can protect from the spell's effects a number of non-evil creatures vulnerable to silver up to your mythic tier.

Wandering Weather[UW]

The casting time changes to 1 standard action. The weather changes after a number of rounds equal to 11 – your mythic tier.

As a full-round action, you can expend one use of mythic power to change the weather again, with the same delay as when you cast the spell.

Augmented (7th): If you expend three uses of mythic power, you gain more direct control over the storm. While under the storm, you can call down a lightning bolt as a standard action upon a target you can see that's exposed to the sky. The lightning deals 4d20 points of electricity damage; the target can halve the damage with a successful Reflex save. You also gain the option to call down a *whirlwind* as the spell as a standard action once during *mythic wandering weather's duration.*

Wave Shield[ACG]

You add your mythic tier to the DR/—and fire resistance granted by this spell. If you use this spell to defend against an attack by a creature with the fire subtype, your attacker takes damage equal to your mythic tier and must succeed on a Fortitude save or be sickened for 1 round.

Waves of Blood[HA]

You gain a bonus equal to your mythic tier on the combat maneuver check to bull rush creatures in the area. Additionally, any creature that fails a Fortitude save to resist being sickened by the blood by 5 or more is nauseated for the first round that it would otherwise be sickened. Finally, the DC of the Acrobatics check to move within the blood is increased by an amount equal to 1/2 your mythic tier.

Whip of Ants[ACG]

You add three times your mythic tier to the hit points of the army ant swarm comprising the *whip of ants* and you add your mythic tier to the damage dealt by the *whip of ants* and to the save DC of the ant swarm's distraction attack. The bonus damage does not apply to the ant swarm's cling special attack if you transform the whip into an army ant swarm.

Whip of Centipedes[ACG]

You add twice your mythic tier to the hit points of the spider swarm comprising the *whip of centipedes* and you add one-half your mythic tier (minimum +1) to the damage dealt by the *whip of centipedes* and to the save DC of the centipede swarm's distraction and poison attacks.

Whip of Spiders[ACG]

You add your mythic tier to the hit points of the spider swarm comprising the whip of spiders and you add one-half your mythic tier (minimum +1) to the damage dealt by the whip of spiders and to the save DC of the spider swarm's distraction and poison attacks.

Wicker Horse[VC]

The wicker horse you animate is considered a mythic creature[MA] for the purpose of spells and effects. It gains bonus hit points and skill ranks equal to your mythic tier.

Augmented (3rd): If you expend two uses of mythic power, you can grant your wicker horse the agile or invincible *mythic simple template*[MA]. These templates are described in the Mythic Monster Advancement section of Chapter 6 in *Pathfinder Roleplaying Game Mythic Adventures.*

Widen Auras[ACG]

The range of your antipaladin or paladin auras triples, affecting creatures within 30 feet instead of within 10 feet.

Winter Grasp[UW]

You add your mythic tier to the DC of Acrobatics checks in the affected area. The damage dealt to a creature that begins its turn in the affected area increases to 1d10 points of cold damage.

Augmented (5th): If you expend two uses of mythic power, the cold damage increases to 1d10 per mythic tier, the area increases to a 40-foot radius spread, and a creature that begins its turn in the affected area takes a –4 penalty on saving throws against spells with the cold descriptor for 1 round.

With the Wind[UW]

Add your mythic tier to your caster level to determine the spell's duration. The target can't be moved by winds of any force unless it wishes to be.

Withdraw Affliction[OA]

You may withdraw afflictions from the body of the sufferer as if you were using *restoration*, *break enchantment*, *remove blindness/deafness*, *remove curse*, *remove disease*, or *neutralize poison*. If the target is afflicted with more than one condition or effect, you may remove up to two temporary effects (including diseases, poisons, fatigue, exhaustion, ability damage, and temporary negative levels), in place of a single permanent effect. Ability damage or penalties to an ability score count as one condition per ability score, regardless of the amount of ability damage or penalty.

You can hold the affliction in your hand for a number of rounds equal to your tier before delivering it to an opponent. This occupies one of your hands but does not count as holding the charge. You may hurl the affliction at a target within 30 feet as a ranged touch attack. If you deliver the affliction as a melee touch attack, you gain a bonus equal to one-half your tier on your attack roll and any caster level checks to overcome spell resistance, and if the target is a non-mythic creature you add this bonus to the save DC as well.

Augmented: If you expend two uses of mythic power, you can use the withdrawn affliction to create a magical trap similar in effect to a *glyph of warding* but requiring no material components, adding your mythic tier to the DC to find or disarm the trap, and to the caster level check DC to dispel the trap. A creature triggering the trap is affected by the affliction. Any saving throw the affliction originally allowed is also allowed to the creature triggering the trap, though you add one-half your tier to the save DC.

Augmented (4th): If you expend two uses of mythic power, you can deliver the affliction as a touch attack a number of times equal to one-half your tier before it is expended, though the save DC is reduced by 1 for each use of the affliction after the first.

Wither Limb[HA]

The amount of damage inflicted by the spell increases to 5d6. Additionally, *heal* and *limited wish* can restore the withered limb only if they come from a mythic source, although *miracle*, *regenerate*, and *wish* can still do so regardless of whether they come from a mythic source or not. Additionally, the mythic version of the spell has further effects depending on what type of limb is affected, as outlined below.

Arm: While worn objects remain on the target's withered arm, the target gains no benefit from them. For items that are worn on both arms (such as most items that occupy the hands or wrist slot), this prevents the item from functioning if either of the arms is withered. Additionally, the target takes a –4 penalty to CMB and CMD, as well as on all skill checks involving the use of one or more hands.

Leg: The creature loses any dodge bonus to AC it might possess, and any Dexterity bonus to AC is reduced by 4. Additionally, it takes a –8 penalty on Acrobatics checks.

Wing: Because wings are such delicate structures, the creature's wings are particularly difficult to restore. The first time that the withered wing would be restored, it is instead only partially restored, leaving the creature's fly speed halved and its maneuverability reduced by 2 steps (to a minimum of clumsy).

Wizened Appearance[UI]

Each time you cast the spell, choose one of the following additional effects to apply to the target.

Feeble Combatant: Any creature whose age category is at least two categories lower than the target's apparent age category as a result of this spell suffers a –2 penalty on attack rolls made against the target, due to lingering doubts about attacking the elderly. Evil creatures suffer only a –1 penalty, instead.

Stern Demeanor: The target gains a +4 competence bonus on Intimidate checks made against creatures whose age category is at least one lower than the target's apparent age category as a result of the spell.

True Aging: The target suffers the normal ability score penalties appropriate for his new age category. This does not grant the target any benefits of aging, such as increased mental ability scores, or other age-related effects, like dragon age categories or natural metamorphoses.

Wyvern Watch[FKCC]

This functions like a *mythic mage's faithful hound*, though the *mythic wyvern watch* hisses loudly rather than barking to signal when Small or larger creatures approach within 30 feet. It adds your mythic tier to its attack roll and deals 2d10+3 points of damage. A hit target cannot be dragged away but is paralyzed as *mythic hold monster* (Will negates).

CHAPTER 5 MYTHIC KINGDOMS

Chapter 5: Mythic Kingdoms

The base rules for settlements and PC-created kingdoms were introduced in the *Pathfinder Roleplaying Game: GameMastery Guide* and *Pathfinder Roleplaying Game: Ultimate Campaign*, with massive expansions in *Ultimate Rulership*, *Ultimate Battle*, *Ultimate War*, *Ultimate Factions*, *Ultimate Strongholds*, and more from Legendary Games. These provide all the information required for the construction of most normal communities, from discrete little thorps to complex thriving nations, and in the expanded rules even have rules for cliff dwellings, underwater cities, and more. However, there is a distinct lack of the wondrous and fantastical within on a kingdom-wide scale. The rules fall short when posed with the challenge of fashioning technomagical civilizations stuck out of time, necromancy-saturated cities built on undead labor, or extraplanar nations united by mysterious magical gates.

Naturally, it seems that the founding of such should be beyond the reach of mere mortals, but the *Pathfinder Roleplaying Game: Mythic Adventures* book allows PCs to achieve greater reaches of power. Likewise, the GM may simply wish to establish a campaign visiting or based within a location touched by mythic influences. Four Horsemen Present Mythic Kingdoms attempts to provide GMs and players with the tools necessary to build castles in the sky or reclaim a lost legendary realm steeped in destiny.

KINGDOMS

It is important to note the difference between a settlement and a kingdom. A settlement is a discrete town or city, while a kingdom is all settlements bound by a single unifying group of leaders or government. A "kingdom" might be a single settlement, and many mythic kingdoms resemble this. Others might span entire continents or worlds, with hundreds or thousands of discrete settlements. When applying mythic qualities or disadvantages to settlements (or all settlements within a kingdom), carefully consider the ramifications to life within. A kingdom where the settlements all have the ability to fly might be based upon a single enormous flying island built for giants. While it was only a single city for giants, it is so vast it can support multiple settlements for smaller humanoids. A kingdom where every settlement moves to random planes each day or is separated by erratic time is unlikely to remain a true kingdom for long.

MYTHIC LEADERS

At the heart of a mythic kingdom must be a suitably epic source of power. This is most often one or more mythic characters or more powerful beings (such as demigods or gods). Once created, the kingdom continues on without the founders, but often falls into ruin or becomes cursed until an equal successor to the founder claims it. A mist covered fey kingdom founded by a god-king might await the sleeping ruler's return. A throneless city of steel and brass within the Plane of Fire could fall to corruption without a fire lord to master the efreet. Without the all-seeing god in the city at the multiverse's center, all the many mystical doorways remain locked.

A mythic leader can forge a connection with a settlement or her entire kingdom through the Mythic Leader and Mythic Kingdom universal path abilities (see below). Each mythic character holding a leadership position may take the Mythic Leader universal path ability to expand their shared kingdom's mythic qualities. Mythic qualities (and disadvantages, if any) gained in this manner are permanent for the settlement and kingdom, even if the mythic character that selects the ability is vacant, abdicates power, or dies. However, should the kingdom ever lose all mythic leaders with the Mythic Leader path ability, it automatically gains a mythic disadvantage (see below) until at least one mythic character with the Mythic Leader path ability retakes a leadership role.

Note that it is not necessary to use the kingdom building rules featured in Pathfinder Roleplaying Game: Ultimate Campaign for a mythic character to create a mythic settlement or kingdom in this manner. While the kingdom building rules add a lot of interesting nuance to rulership, they are not for every campaign. The following character options should be available to mythic characters even when the kingdom building rules are not used, with a more abstract handling of their holdings. This way, a mythic character can still command a flying fortress or reclaim a sunken magical island (gaining benefits as mythic qualities), without necessarily involving the full scope of the kingdom building rules.

MYTHIC LEADER CHARACTER OPTIONS

The following character options are available to mythic characters

Universal Path Abilities

Any mythic character holding a leadership role within a kingdom can select from the following path abilities.

1st-Tier Universal Path Abilities

Mythic Leader (Su): You sacrifice your mythic potential to empower a settlement you rule over. Select a mythic quality to apply to any single settlement (usually the capital) within a kingdom you hold a leadership role for. If using the kingdom building rules, these roles are defined as Ruler, General, High Priest, etc. Otherwise, leadership and rule is subject to GM discretion. If you are the Ruler or when you become Ruler of the kingdom you may choose for the settlement to gain a mythic disadvantage if it does not already possess one. If you choose for the settlement to gain a mythic disadvantage, you may select an additional mythic quality for the settlement.

If using the kingdom building rules, a mythic character with this ability that holds a leadership role adds 1/2 their mythic tier (minimum +1) to any leader benefits their role grants the kingdom. So a mythic General would add her Charisma modifier or Strength modifier plus 1/2 her tier to Stability.

6th-Tier Universal Path Abilities

Mythic Kingdom (Su): Your mythic connection expands to include an entire kingdom. Any mythic qualities or disadvantages you selected for the mythic leader path ability apply to all settlements within the kingdom where you hold a leadership role. Additionally, you may choose an additional mythic quality to apply to all settlements. If you are Ruler of the kingdom or when you become Ruler of the kingdom you may choose for the all settlements within the kingdom to gain a mythic disadvantage if it does not already possess one. If you choose for all settlements to gain a mythic disadvantage, you may select an additional mythic quality for the settlements. If you selected a mythic disadvantage for the mythic leader ability, it and the mythic quality gained must be the same for every settlement. You must have the mythic leader path ability to select this ability.

MYTHIC QUALITIES

The following mythic settlement qualities can be added to any mythic settlement. If the GM is creating a mythic settlement using the settlement rules[GMG], these mythic qualities can be selected in place of a normal quality (limited by the settlement's size). A mythic settlement may have any combination of mundane and mythic qualities.

A settlement that takes a mythic disadvantage gains a bonus quality (mythic or mundane). A settlement ruled over by mythic characters may have any number of mythic qualities (but requires the mythic character have the mythic leader path ability). Each mythic quality affects an individual settlement's modifiers and the entire kingdom modifiers the settlement is in. These modifiers remain consistent even if all settlements within a kingdom possess the mythic quality (so do not stack with themselves).

Unless otherwise noted, a quality can only be taken once per settlement. If a settlement can take a quality more than once, it only affects the settlement's modifiers once and does not stack with itself.

ARMY

Kingdom: Loyalty +2, Stability +2, Unrest –2

Settlement: Crime –2, Law +4

The settlement possesses a powerful supernatural army that can spring to its defense at a moment's notice. Perhaps skeletons arise to defend the necropolis, or ancient golems endlessly patrol the streets of the Forge God's capital. The army's size and ACR is dependent on the size of the settlement per the following table. The army gains up to one special ability per ACR based on the creature type (subject to GM discretion). If the settlement increases in size, the army increases in size and power as well. The settlement's army cannot be permanently destroyed. It fully heals all hit points each day, even if all units are destroyed or killed.

Any mythic leader can command the army, but the army primarily obeys the mythic leader who adds this quality to the settlement. Thus, the army can only be truly defeated by removing all mythic characters from leadership positions. The army can only be used to defend or guard the settlement.

Settlement Type	Army Size	Army Challenge Rating (ACR)
Thorp	Fine	1
Hamlet	Diminutive	2
Village	Tiny	3
Small town	Small	4
Large town	Medium	5
Small city	Large	6
Large city	Huge	7
Metropolis	Gargantuan	8

Banishment

Kingdom: Loyalty +2, Stability +2, Unrest –2

Settlement: Crime –6

As a standard action, any mythic creature or character who holds an established leadership role within the settlement's kingdom can expend a use of mythic power to exile a single non-mythic creature from the settlement. If not using the kingdom building rules, the status as a leader of the settlement is subject to GM discretion. The creature is allowed a Will save to negate (DC 10 + 1/2 the mythic creature's HD + mythic creature's Charisma modifier). On a failure, the creature is safely teleported (as the greater teleport spell) to the settlement's extents and cannot re-enter by any means. The settlement even appears invisible, silent, and intangible to any observation by the affected creature. This is a permanent curse effect (CL equals mythic creature's HD) that can be removed as a bestow curse spell. On a successful save, the creature is immune to banishment for 24 hours.

Blessed

Kingdom: Loyalty +2, Stability +2, Unrest –2

Settlement: –4 or +4 to any one settlement modifier (increase spellcasting by 2 levels)

The settlement possesses an extremely close connection to a deity, demi-god, or equivalent (such as a mythic character with the divine source universal path ability). The being might even be in residence and hold court within the settlement. Choose one domain available to the god or godlike being. Any character or creature within the settlement who venerates the selected deity gains the benefits and domain powers for that domain as a 1st level cleric while within the settlement. Divine casters in service to the settlement's deity cast any spells listed under the domain as if they were improved by the Quicken Spell or Quicken Spell-Like Ability feats while within the settlement. A mythic leader who grants this quality to a settlement chooses which god is venerated and domain is gained when the quality is first applied, and cannot change it thereafter.

DESTINY

Kingdom: +4 to Economy, Loyalty, or Stability; Unrest –2

Settlement: –4 or +4 to any one settlement modifier

The settlement has some great prophecy surrounding it. The tides of fate tend to be circular—even if "fulfilled", it might occur again in the future. The First City might endlessly promote unity and civilization. A metropolis within the Negative Energy Plane might force residents toward a universe consumed by void.

Any non-mythic creature within the settlement is affected by a geas/quest spell to work toward the prophecy's fulfillment. This is not an enchantment, compulsion, or mind-affecting effect, and affects any creature (not just living creatures). The geas persists for as long as the creature remains within the bounds of the settlement. Any penalties accrued persist until the creature departs the settlement, but are immediately removed at that time. However, a creature then returning to the settlement regains these penalties unless they honor the geas/quest dictums. A mythic leader who grants this quality to a settlement chooses the details of the prophecy when the quality is first applied, but cannot change it thereafter.

DOORS

Kingdom: Economy +6

Settlement: Economy +2, Lore +2, Society +2

Within the settlement are hidden magical doorways. Once per day a mythic character or creature can attempt a DC 20 Knowledge (local) check while within the settlement to find an appropriately enchanted doorway. Once the door is found, they may then attempt a DC 20 Knowledge (geography) check to reach a desired destination. On a success, the character is teleported as the teleport spell (CL 20) to the destination of their choosing. If they succeed on the check by 5 or more, they are instead teleported as the greater teleport spell (CL 20). A non-mythic character or creature may also make use of these doors, but must be led and accompanied by a mythic character or creature that succeeds at the skill checks.

A settlement with this mythic trait commonly makes use of keys (see sidebar). Travel from the settlement is one-way without a key. The mythic leader who grants this quality to a settlement does not require skill checks to use its benefits, and can choose to "lock" the settlement or kingdom as a free action, causing this quality to cease functioning. The leader may allow this quality to resume as a free action.

KEY — Price 30,000 gp

Aura strong conjuration; **CL** 13th
Slot none; **Weight** —

Every key is tied to a single settlement with the doors mythic quality. The appearance of individual keys vary widely, from skeleton keys crafted from human bone to jagged cold iron depending on the mythic settlement it is tied to. A character holding a key can use the doors within a specific mythic settlement with the doors quality as if they were a mythic character.

Once per day a mythic character can expend a use of mythic power as a standard action to transform any door with a lock into a doorway to a specific mythic settlement (decided when the key is created) with the doors quality. This acts as the greater teleport spell.

CONSTRUCTION REQUIREMENTS — **COST 15,000 GP**

Craft Wondrous Item, Mythic Crafter, greater teleport

ELUSIVE

Kingdom: Loyalty +4, Stability +2

Settlement: Crime –4, Law +2, Society –2

The settlement is extremely difficult to locate, and most might walk right past it, none the wiser. Locating the settlement requires a DC 30 Perception check. A single successful check allows a creature to lead any number of other creatures to the settlement (including armies). A creature that has visited the settlement before or who knows precisely where it is gains a +10 bonus on the check. Mythic characters or creatures gain a bonus on the check equal to their mythic tier or rank. Truly desperate creatures have an easier time finding the settlement. A character suffering from the fatigued condition gains a +2 circumstance bonus to the check. A character suffering from the exhausted condition gains a +4 circumstance bonus to the check. The mythic leader who grants this quality to a settlement does not require a Perception check to locate it.

GRAVITY

Kingdom: none

Settlement: none

The gravity planar traitGMG operates differently within the settlement than the plane the settlement is within. This can be used to give a settlement the normal gravity, heavy gravity, light gravity, no gravity, objective directional gravity, or subjective directional gravity planar traits.

The plane's normal gravity resumes outside the settlement's extents. This might cause creatures entering or exiting the settlement to experience falling damage.

KNOWLEDGE

Kingdom: Economy +2, Loyalty +2, Stability +2

Settlement: Lore +4 (increase spellcasting by 2 levels)

The settlement contains a renowned repository of knowledge. The source might take many forms, from ever-growing stacks with all human dreams written upon the pages or endless crystalline memories of a lost civilization. The settlement's knowledge covers all specific Knowledge skill types, allowing any creature within to make untrained Knowledge checks with a DC higher than 10 (with 1d4 hours of research). Mythic characters or creatures add a bonus to all Knowledge checks equal to their mythic rank or tier when researching within the settlement (in addition to the settlement's Lore modifier).

Any creature within the settlement can cast legend lore as a spell-like ability once per month, except the casting time is as normal for the spell. The creature is always treated as if they possess detailed information on the person, place, or thing being researched (casting time of 1d10 days).

LEGENDARY BUILDINGS

Kingdom: Varies

Settlement: Varies

The settlement allows for the creation of truly legendary structures—towers of impossible size, arenas fit for mythic monsters, foundries where adamantine is forged in living lava, and so on.

Any building described in Pathfinder Roleplaying Game: Ultimate Campaign can be upgraded into a legendary building. Creating a legendary building works as described in the kingdom building rules except as follows. The cost for the legendary building is increased by 150% and cannot be discounted except by other legendary buildings (but still provide discounts to non-legendary buildings). A legendary building can only be upgraded from or to another legendary building. A settlement may have any number of legendary buildings, but no more than one legendary building of a given type (regardless of normal limits).

Any kingdom building or settlement modifiers for a legendary building are doubled from those provided by a normal building. Likewise, any special benefits that affect base value, magic items, or purchase value are doubled. For example, a legendary black market would cost 75 BP, but add +4 Economy, +2 Stability, +2 Unrest, +4,000 gp base value, Corruption +4, and Crime +4. It would also provide 4 minor items, 2 medium items, and 2 major items. See the Enchanted Structures section for additional legendary building options.

MAGIC

Kingdom: none

Settlement: Increase (for enhanced or normal magic) or decrease (for impeded magic) spellcasting by 2 levels (minimum 0)

The magic planar trait[GMG] operates differently for the settlement than how the plane the settlement is within normally functions.

PLANAR KEY **Price** 50,000 gp

Aura strong conjuration; **CL** 17th
Slot none; **Weight** —

Every planar key is tied to a single settlement with the nexus mythic quality. The appearance of individual planar keys varies widely, from everhot iron to solidified shadow, depending on the mythic settlement it is tied to. A character holding a planar key can plane shift to the settlement once per day. Using the planar key in this manner always causes the user to arrive within the settlement (and never outside of it), although they appear in a random location within the settlement.

Once per day, a mythic character can expend a use of mythic power as a standard action to temporarily alter the destination of any gate within the settlement with the nexus mythic quality. This acts as the planar travel version of the gate spell only and requires the users to be in the settlement and adjacent an active unlocked permanent gate.

CONSTRUCTION REQUIREMENTS **COST 25,000 GP**

Craft Wondrous Item, Mythic Crafter, *gate*, *plane shift*

This can be used to give a settlement normal magic, enhanced magic, or impeded magic planar traits. The plane's normal magic resumes outside the settlement's extents, but the settlement's magic traits affects any spells cast into the settlement from outside of it or spells cast from within that affect targets outside.

MORPHIC

Kingdom: Economy +4 (reduce BP cost of all buildings by 4 [minimum 0])

Settlement: Economy +4

Any mythic creature or character within the settlement can use move earth as an at will spell-like ability (with the normal casting time) to affect the settlement, and can reshape normal plants or stone in the same manner. The mythic leader who grants this quality to a settlement can reshape the settlement in this manner as a standard action.

MOVEMENT

Kingdom: Economy +6

Settlement: Economy +2, Lore +2, Society +2

The entire settlement is capable of some amazing method of transportation. Perhaps it can fly through the clouds, sail across or under the sea, crawl across the land, or burrow through the earth. Any creatures within the settlement are carried with it when in motion, and depending on the method of locomotion, might be in danger when leaving (for example, falling from the sky, drowning, or becoming buried alive). However, they remain protected from any effects of the settlement's environment moving while within it.

Settlements capable of movement are not quick, traveling 30 feet per round or 3 miles per hour. Most settlements of this type have some sort of "helm" or mechanism to direct its movements, allowing mythic creatures or characters other than the mythic leader who grants this quality to operate the movement. These mechanisms require expending a use of mythic power to operate for 24 hours. The mythic leader who grants this quality to a settlement does not need to expend mythic power or use a mechanism to control the settlement's movement, and their desires supersede the control of any other creature. This mythic quality can never be used to directly or intentionally cause damage or destruction. Even if a settlement is dropped from the sky on another settlement or creature (or some analogous event), the mythic magic enchanting the settlement prevents it from crashing into the earth.

This quality may be taken more than once, each time bestowing a new method of movement.

MYTHIC POPULACE

Kingdom: +2 to Economy, Loyalty, and Stability

Settlement: +1 to all settlement modifiers

The nature of the settlement causes creatures spending time within it to become imbued with a temporary piece of mythic power. Perhaps spending time in the Heart of Fey makes a creature part fairy, or living within a god's presence imparts a shard of the divine. Any non-mythic creature that spends 24 consecutive hours within the settlement gains the Mythic Companion feat as a bonus feat for as long as they remain within the settlement. At GM discretion, this may also serve to allow the character to qualify for taking the Mythic Companion feat or even become a reason for mythic ascension.

NEXUS

Kingdom: Economy +6

Settlement: Economy +2, Lore +2, Society +2

The settlement contains one or more permanent portals to different planes (as the planar travel version of the gate spell). A settlement has a number of gates based on its size per the following table. These gates cannot be dispelled or ended by any means short of divine intervention. A single settlement might have multiple gates going to different locations on the same plane. If the settlement increases in size, it gains additional gates. The mythic leader who

grants this quality to a settlement dictates where all gates are within the settlement and where all gates lead. The mythic leader who grants this quality to a settlement can choose to "lock" the settlement or kingdom as a free action, causing this quality to cease functioning. The leader may allow this quality to resume as a free action. This quality can be selected multiple times, each time adding an additional number of gates based on the settlement's size. A settlement with this mythic trait commonly makes use of planar keys (see sidebar).

Settlement Type	Number of Gates
Thorp	2
Hamlet	2
Village	4
Small town	4
Large town	6
Small city	8
Large city	10
Metropolis	12

PROTECTED

Kingdom: Loyalty +2, Stability +2, Unrest –2

Settlement: Law +4, Society +2

Any creature within the settlement is protected from any damaging or dangerous planar traits[GMG] of the plane the settlement is located within (or moved to in the case of some qualities or disadvantages). For example, a settlement located within a negative-dominant plane would protect living creatures within from damage or negative levels, and a settlement on the Plane of Fire would protect inhabitants (and flammable objects) from fire damage.

SANCTUARY

Kingdom: Stability +4, Unrest –2

Settlement: Crime –4, Law –2

The settlement is supernaturally peaceful, making it difficult for creatures to behave in an aggressive or violent manner. Every creature within the settlement is affected by a constant sanctuary spell effect. If this effect is ended for any reason, it resumes 1 round later. The Will save DC to attack the creature is equal to 10 + 1/2 the creature's HD + the creature's Charisma modifier. Mythic characters or creatures gain a bonus to their Will saves equal to 1/2 their mythic tier or rank.

TIME

Kingdom: Stability +4, Unrest –2

Settlement: none

The time planar trait[GMG] operates differently for the settlement than how the plane the settlement is within normally functions. This can be used to give a settlement normal time or the timeless planar traits. The plane's normal time resumes outside the settlement's extents.

TECHNOLOGICAL

Kingdom: Economy +6

Settlement: Lore +4, Society +2

The settlement contains a single technological crafting laboratory[TG] (see the *Pathfinder Roleplaying Game* supplement concerning technology for details) and a power source sufficient to allow the laboratory's use each day for work on a single project. Given the relative rarity of technology in most campaigns, this mythic quality being available for PC controlled settlements is subject to GM discretion. This quality can be selected multiple times, each time granting an additional technological laboratory (with sufficient power to function).

WEALTH

Kingdom: Economy +6

Settlement: Economy +6

The settlement possesses legendary prosperity, perhaps with streets literally paved with gold, and precious gemstones used by children like marbles. The average citizen lives in a manner superior to most mundane kings and queens, and the powerful have vast unbelievable resources. The base value and purchase limit of a settlement with a size equal to a thorp or hamlet is treated as a Small city. The base value and purchase limit of a settlement with a size equal to a village, Small town, Large town, or Small city is treated as a metropolis. A settlement with a size equal to a Large city or metropolis has a base value of 50,000 gp and a purchase limit of 200,000 gp.

MYTHIC DISADVANTAGES

A mythic settlement usually does not have more than one or two mythic disadvantages, as they inflict sufficiently severe negatives to devastate a community poorly prepared for them. A settlement within a kingdom controlled by mythic player characters generally only gains a mythic disadvantage if the mythic Ruler of the kingdom chooses to gain one in order to also gain a bonus mythic quality. Otherwise, the settlement might gain one if the mythic leaders who granted mythic qualities are deposed or abdicate power.

APATHY

Kingdom: Economy –6

Settlement: Economy –2, Law –2, Lore –2

It is difficult for creatures within the settlement to feel emotion. This effect suppresses (but does not dispel) any morale bonuses granted by non-mythic spells or effects such as bless, good hope, and rage, and also negates a bard's ability to inspire courage or a barbarian's rage ability. It also suppresses any fear effects and the confused condition from creatures within the settlement. While within the settlement, a suppressed spell, condition, or effect has no effect. When a creature leaves the settlement, the original spell or effect takes hold of the creature again, provided that its duration has not expired in the meantime. Mythic creatures and characters are immune to this effect. A settlement cannot have this disadvantage and the unnatural disadvantage.

CATASTROPHE

Kingdom: –6 to any one kingdom modifier

Settlement: –6 to any one settlement modifier

The settlement suffers from some terrible and ongoing calamity. Perhaps it has sunk beneath the waves, or becomes saturated in a thick poisoned fog each night. Any tenacious survivors depend on some special circumstances for continued survival, or live on borrowed time.

CURSED OBJECTS

Kingdom: Economy –2, Stability –2, Unrest +2

Settlement: Economy –4, Lore –2 (only cursed magical items can be purchased)

Any non-mythic magical item (an item with Mythic Crafter as a prerequisite) within the settlement becomes cursed for as long as it remains within the settlement. To determine the item's curse, roll randomly on the common item curses table[CRB]. Any non-mythic item crafted within the settlement is permanently cursed, even if removed from the settlement.

CURSED PEOPLE

Kingdom: Economy –2, Stability –2, Unrest +2

Settlement: Economy –4, Lore –2

Any non-mythic creature that remains within the settlement for 24 hours is affected by a curse with an effect equivalent to a *bestow curse* spell effect (CL 20) for as long as they remain within the settlement. This curse is always the same for every creature, and is defined when this disadvantage is gained. Unlike an ordinary bestow curse effect, this does not allow a save to negate. This curse can be temporarily removed for an individual creature with a break enchantment, limited wish, miracle, remove curse, or wish spell. However, the creature becomes cursed again after 24 hours if they remain within the settlement. A settlement with the mythic populace mythic quality cannot have this disadvantage.

DEAD MAGIC

Kingdom: Economy –4, Stability –2

Settlement: Economy –6 (no magic items or spellcasting)

No magic other than permanent planar portals can operate within the settlement. This functions as the antimagic field spell.

Erratic Gravity

Kingdom: Stability –6

Settlement: none

Gravity within the settlement fluctuates from day to day, making movement always a challenge for those that dwell within. Each day within the settlement, roll a d% to determine how gravity functions for the day. A settlement with the gravity mythic quality cannot have this disadvantage.

d%	Gravity Planar Trait
01-10	objective directional gravity
11-30	light gravity
31-70	normal gravity
71-90	heavy gravity
91-100	subjective directional gravity

Erratic Time

Kingdom: Stability –6

Settlement: Crime –2, Law +2

Time within the settlement flows in a chaotic manner in comparison to the outside world. Time might pass normally one day and rapidly diverge the next. Each day within the settlement roll a d% to determine how time flows in comparison to the outside world for that day. Any inhabitants of the settlement are likely to be almost completely cut off from the outside world, as decades within might be days on the outside (or vice versa), and leaving carries the possibility of returning aged or finding all your friends and family dead. A settlement with the time mythic quality cannot have this disadvantage.

d%	Time Within Settlement	Time Outside Settlement
01-10	1 day 1 round	1 round
11-30	1 day 1 hour	1 hour
31-70	1 day 1 day	1 day
71-90	1 hour 1 day	1 day
91-100	1 round 1 day	1 day

Restless Dead

Kingdom: Stability –4, Unrest +2

Settlement: Economy –2, Law +4, Society –2, Danger +20

The settlement is saturated with negative energy, resulting in any humanoid who dies (and is not properly disposed of) returning to unlife. Worse, undead who arise in this manner are extremely difficult to control and prone to violence. Any humanoid that dies animates as a ghoul at the next midnight. If a humanoid of 4 Hit Dice or more dies, it rises as a ghast. Humanoids killed by these undead arise as ghouls or ghasts after only 1d4 rounds. More powerful creatures or characters might arise as different or unique types of undead at GM discretion. Undead created due to this mythic disadvantage are immune to any non-mythic spell or effect that controls or influences their actions (such as the Command Undead feat or command undead spell).

Shifting

Kingdom: Stability –6

Settlement: Crime –2, Law +2

The entire settlement constantly moves randomly between the planes, making it impossible to know where it might be day to day, or for the populace to leave with any certainty of returning. More importantly, only an exceptionally hardy populace can survive some of the planes for a day (without the protected mythic settlement quality). Each day roll a d% to determine which random plane the settlement shifts to. On a result of the plane the settlement currently resides within, the settlement remains where it is. Even when shifting to the same plane on different days, the settlement is unlikely to be anywhere close to where it was previously (usually 5 to 500 miles distant as the plane shift spell).

d%	Plane
01-20	Material Plane
21-30	Plane of Earth
41-50	Plane of Water
51-60	Plane of Fire
61-70	Plane of Air
71-80	Shadow Plane
81-90	Astral Plane
91-100	Ethereal Plane

Unnatural

Kingdom: Does not contribute to any kingdom modifiers as unclaimed territory or settlement.

Settlement: No settlement modifiers, magic items, or spellcasting available

While the settlement's buildings and mythic qualities remain, any population has abandoned it and most people remain irrationally fearful of the area. The settlement seems inherently ominous—the shadows move without flickering light, structures seem like leering faces, and every dead tree looks like a grasping hand. Any non-mythic creature entering

the settlement must succeed on a DC 15 Will save or become shaken for as long as they remain within the settlement. Every consecutive day spent within the settlement causes an additional Will save with the DC increased by +5. Shaken creatures who fail the save become frightened, and frightened creatures become panicked (fleeing from the settlement). A settlement with the mythic populace mythic quality cannot have this disadvantage.

WILD MAGIC

Kingdom: Stability –6

Settlement: Crime +4, Economy –2 (decrease spellcasting by 2 levels [minimum 0])

Any non-mythic magic cast within the settlement might function in radically different ways as the wild magic planar trait[GMG].

ENCHANTED STRUCTURES

While the majority of legendary buildings feature merely interesting thematic elements and improved kingdom/settlement modifiers, some might feature specific magical benefits that impact mechanics on a smaller scale. This allows for the creation of taverns featuring a daily heroes' feast or a stables filled with phantom steeds.

To create an enchanted structure, a character must possess the Craft Wondrous Item feat and the Mythic Crafter mythic feat. Enchanted structures can only be located within settlements with the legendary building mythic quality, and the building must be enchanted during its construction. The cost for the building's enchantment(s) is either paid in gold pieces as magic item crafting, added to the Build Point cost of the structure (1 BP = 2,000 gp), or is some combination of gold and BP.

Enchanting buildings works in a similar manner to the creation of wondrous items with the Craft Wondrous Item feat. Most building enchantments are simply spell effects, but some might resemble any wondrous item (at GM discretion). Any spells required in the building's enchantments are added to the requirements, and the mythic character enchanting the building must succeed on a Spellcraft or applicable Craft or Profession check as normal. On a failed check, the building is still a legendary building, but does not have the desired enchantments.

The base price of enchanting a building is the same of making an equivalent wondrous item. Do not double the price as a slotless magic item. Creating an enchanted building requires 1 day for each 1,000 gp in the base price.

The major divergence between wondrous items and enchanted buildings is that the latter has far greater potential scope and effect, anchored by the building's legendary nature. Most enchantments on buildings affect the structure itself or empower creatures within it.

- Any spell effect that affects an area and has a duration can be placed on a building, with a cost equal to a continuous magical item effect. The spell effect affects the entire building's area, regardless of the spell's normal area. For example, a continuous mage's private sanctum spell could be placed over a sprawling legendary palace and its grounds. This would have a cost of 45,000 gp (for a continuous level 5 spell, caster level 9th) beyond the legendary building's cost.
- The building can grant the benefits of any continuous or use-activated wondrous item effect (or equivalent) to all creatures within the structure. This cost is typically 150% of the wondrous item's cost (beyond the legendary building's base cost). All creatures gain the benefits of the wondrous item while within the structure, but lose the benefits when outside of the structure. This does not require an item slot, even if the item normally requires one. For example, everyone on a legendary paved road might gain the benefits of boots of striding and springing for as long as they remain on the road. This would have a cost of 4,125 gp beyond the legendary building's cost.

- Any spell effect that affects an object can be placed on an enchanted building as if it was a single object and ignores any restrictions base on weight. Discrete objects (like furniture) within it are not affected, but objects considered part of the structure (like doors and windows) would be affected. This costs the same as a continuous magical item effect. For example, a legendary magical academy might be completely invisible. This would have a cost of 6,000 gp (for a continuous level 2 spell, caster level 3rd) beyond the legendary building's cost. • The building can allow creatures to duplicate spell effects or use-activated magical item effects. If the effect has a use limit per day, it applies to any individual creature within the building. If the building duplicates a spell effect with a duration (such as heroes feast or phantom steed), the effects persist outside of the building.

For example, a legendary bank might allow creatures within to cast secret chest 1/day on a chest they provide with replicas provided by the bank. Any number of creatures could cast secret chest each day, but each could only do so once per day. This would have a cost of 10,600 gp (for a command word activated level 5 spell, caster level 9th, with a 25 gp material component) beyond the legendary building's cost. While the secret chest duration would persist even after they depart the bank they can only send or recall the chest while within the bank.

Enchanted legendary buildings cannot be used to duplicate the effects of single use items or items with a limited number of charges before becoming nonmagical such as a necklace of fireballs). Mythic characters cannot cast the mythic version of a spell enchanting a building when it is activated.

SAMPLE MYTHIC SETTLEMENTS

The following are examples of the sort of settlements that can be created with mythic qualities and disadvantages.

NULL

LN Small town (mythic)

Corruption +2; Crime –2; Economy –5; Law +7; Lore +6; Society +0

Qualities destiny, technological (2)

Danger 0; **Disadvantages** dead magic

DEMOGRAPHICS

Government overlord

Population 1,000 inevitables (900 arbiters, 90 zelekhuts, 9 kolyaruts, 1 lhaksharut)

MARKETPLACE

Base Value 1,000 gp; **Purchase Limit** 5,000 gp;

Spellcasting —

Minor Items —; **Medium Items** —; **Major Items** —

KINGDOM

Buildings castle, foundry, library

Economy +9, **Loyalty** +7, **Stability** +5, **Unrest** –5; **Defense** +8, **Fame** +1

Null is a clockwork fortress of moving pieces, saturating steam, and deafening mechanical sounds. The inevitables possess many long-term strategies and plans, some which might seem silly to shortsighted mortals. While magic can be a useful tool, most undoubtedly stinks of chaos. The nature and rules of magic are difficult to quantify, which alone makes it a threat. The inevitables and their axiomite overlords (see *Pathfinder Roleplaying Game: Bestiary 2* for details) would prefer a more reliable and lawful alternative, for when the universe has been conquered and chaos reduced to nothing. The fact that the war with chaos might be the next best thing to eternal makes little difference.

With this goal in mind, the primal inevitables created the town of Null, secreted away within Utopia. Within it they eliminated every hint of magic, and set servants to discovering the secrets of technology. The inevitable's single-minded fanaticism in pursuit of this goal affects any creature entering Null (as the geas spell). However, the experimental bastion possesses both a military and production laboratory, powered by massively inefficient steam engines endlessly fed by hundreds of tireless arbiters.

DREAD NECROPOLIS

NE Small city (mythic)

Corruption +3; Crime +2; Economy +8; Law +7; Lore +9 (+11 Knowledge [religion]); Society +4

Qualities army, magic (enhanced necromancy), morphic, movement (land), mythic populace

Danger 5; **Disadvantages** restless dead

DEMOGRAPHICS

Government magical

Population 7,600 (4,400 undead, 3,000 dwarf, 200 other)

MARKETPLACE

Base Value 6,000 gp; **Purchase Limit** 25,000 gp;

Spellcasting 9th

Minor Items 4d4; **Medium Items** 3d4; **Major Items** 1d6

KINGDOM

Buildings academy, barracks, black market, brewery, cistern, city wall, dump, graveyard, foundry, sewer system, watchtower

Economy +17, **Loyalty** +9, **Stability** +12, **Unrest** –4; **Defense** +5, **Fame** +0

The Dread Necropolis is built within and upon the body of an endlessly rotting titan of such colossal proportions that it may have been a god. Dwarven settlers discovered the corpse an age ago, buried deep beneath a mountain's stone. They found its very proximity poisoned their people's bodies, causing all to arise as hungry dead. Most fled the cursed caves, but a few remained behind, determined with characteristic stubbornness to master the threat. Becoming the first of the Dread Lords, these necromancers found consuming the god's flesh gave them great power, and that they could shape the dead god's rock-hard bone with sheer will.

As their power grew, they became forgotten by their cowardly cousins. Until, with a lurching quake of the earth, the dead god burst free of the mountain tomb. The great mobile corpse fortress now crawls across the world's surface, with massive arms slowly dragging it leagues with every lurching motion. The necromantic archmages of the dwarves claim no dark motive, but their agents and influence spread ever-outward. It is likely only a matter of time before the tumorous forts of bone expel armies of the dead.

CROSSROADS

CN metropolis (mythic)

Corruption +11; Crime +14; Economy +2; Law –1**; Lore +8; Society +9

Qualities blessed (Travel domain), magic (normal), nexus (2), protected, time (normal)

Danger 30; **Disadvantages** anarchy*, catastrophe**

DEMOGRAPHICS

Government anarchy

Population 85,000 (40,000 outsiders, 30,000 humanoids, 15,000 other)

MARKETPLACE

Base Value 22,000 gp; **Purchase Limit** 100,000 gp;

Spellcasting 10th

Minor Items all available; **Medium Items** 4d4+1; **Major Items** 3d4+1

KINGDOM

Buildings alchemist, arena, black market, cathedral, foreign quarter, guildhall, inn (3), monument, paved streets, sewer system, tavern, tenement (6)

Economy +20, **Loyalty** +13, **Stability** +17, **Unrest** +4; **Defense** +0, **Fame** +2

*The surface of Crossroads is plagued by warp storms that plague the poorest of the populace. This mythic disadvantage is removed if the city can be reclaimed by a mythic character with the mythic leader ability.

A forgotten goddess of travel and trade once calmed a portion of Limbo's pandemonium, creating a still oasis of reality within the formless wild. With her near-omnipotence in regards to locations, she placed her city at the exact center of the infinite plane, though this seemed to defy reason. This drove the protean lords of chaos into a rage that defies description. Now Limbo had a center, and a point by which it could be forever defined. They bent all their power toward the city's destruction, but their might could not overcome the divine defenses. The warp storms still rage at the city's extents.

Gates opened, connecting the Crossroads of reality to cities across the planes. Mortals and outsiders alike migrated to the center of formless sea, which soon became the greatest collection of civilized beings within the cosmos. None can recall exactly what happened to the goddess founder. Some say she simply left, while others claim her dead. Regardless, for millennia now the city has lacked any centralized governance. A hundred villains and heroes carve out small constantly shifting territories, laying claim and trading access to the invaluable gates and planar keys. Many believe the Crossroad's gradual descent into anarchy is the influence of the thwarted protean lords, driving the hated city to ruin.

The Crossroads is a metropolis-sized planet, with an interior resembling a beehive. Every square inch is settled, with the poorest relegated to the surface, where they must face the risk of warpwaves (see Pathfinder Roleplaying Game: Bestiary 2 for details). Twenty-four gates are spread evenly within the sphere, leading to safe locales within a dozen different planes. The normally erratic time and wild magic of Limbo are eliminated within the city's bounds, and the goddess' wards prevent the warp storms from tearing the metropolis to shreds. However, the protean lords' enduring anger wears down the metropolis like an ocean's shore. The city weakens more with each passing century, and it may be only a matter of time before the forces of chaos descend upon Crossroads.

CHAPTER 6 MYTHIC MARVELS

Chapter 6: Mythic Marvels

The mythic rules go into great detail on how the advent of incredible power affects characters and how they can affect the world in the context of challenges that characters may face. The existence of mythic power is a fact of the universe, something that exists out there, creating opportunities for epic adventure and for heroes and villains alike to tap into that universal energy to rise and meet those challenges. However, one area overlooked in this area is exploring how the existence of mythic creatures and heroes in particular might itself impact the world. It's not just that the world now has mightier heroes and viler villains who might come into conflict, but that the mere existence of such transcendent beings and the destinies they bring to life might itself alter the shape of the world around them.

This is an established tradition in literature, such as the Fisher King meta-narrative of the Arthurian legends, where the physical and spiritual health of the rightful king is reflected in the health and prosperity of the land. Tolkien echoes this in healing presence Aragorn brings to Gondor, not just as a skilled warrior and leader of armies, but as the restorer of the lineage of the land. The *Wheel of Time* series makes this even more immediate and explicit with its idea of *ta'veren*, people whose mere existence alters probability and bends the shape of reality and the course of destiny wherever they travel; sometimes they can control this reality-warping, but often they cannot, and the results can be harmful as well as beneficial to the physical world and those that dwell within it.

A legendary hero is not merely a tool of destiny but in fact an author of it, one whose mythic nature alters the world around them in often strange and unexpected and marvelous ways. This chapter serves three functions: to advise the GM on adding optional marvels to a mythic game, to provide benchmarks for these marvels and the trials that cause them, and to provide new mythic path abilities that play heavily into the themes of world-shaking marvel that the rest is built upon.

Since the topics discussed here lean heavily on changing the world in ways that affect the story of your game in fairly open-ended ways, it's important to communicate your expectations and ask about those of everyone else in your game group in terms of how much you want to change the world of your game as you play. The guidelines here can be changed to suit the group's desires, either making marvels more difficult to achieve or laying them out as options at earlier tiers.

THE ROLE OF MYTH

Mythic power draws upon the cultural role of mythology to add weight and drama to your RPG sessions. One of the roles of mythology is to explain why the world is as it is. Thus, it follows that a mythic character should be distinguished by an outsize marvel on the way the world is compared to a non-mythic character of the same level.

As a GM, look at how you want your world to be mutable and talk to your players about what sorts of things they'd like their characters to change about the world. Communicate clearly about what is fair game to try to change and what is beyond the scope of game you are willing or prepared to run.

CREATING MYTHIC MARVELS

Many kinds of mythic characters make sense marveling the world without devoting special character options to that purpose. A champion can already clear her way across a battlefield. A guardian is already a rock to anchor his allies in the most harrowing of wars. These battles should leave a mark on the people who witness them and on the societies those people reside in. Tales spread from a mythic heroes' deeds, and those stories inspire listeners to act differently. They follow heroic examples and emulate the ideals that their mythic heroes stand for.

Creating Incidental Marvels: The world bends at the application of mythic power. Whenever a mythic character or mythic monster uses mythic power, gains a mythic boon, or experiences a fateful moment, they can expend an additional use of mythic power to create one of the Incidental Marvels described below. A fateful moment might be a critical hit, causing a natural 1 on a saving throw, rolling a maximum result, or other similarly impressive moments.

If a PC's incidental marvel has little or no tactical impact, the GM is encouraged to waive the mythic power cost, making it a free consequence of your heroic deeds. Similarly, if a PC uses mythic power or has a fateful moment that seems impactful but does not choose a mythic marvel, the GM is encouraged to add a no-cost mythic marvel from the Incidental Marvel list that makes sense.

Not every mythic action needs mythic marvels, but mythic actions should shape the world at least at the scale of battles and adventures.

Creating Trial Marvels: Fate bends before a mythic character far more readily at the completion of a mythic trial. As a result, mythic trials can have marvels that far outweigh what marvels a mythic character might otherwise be able to manage incidentally. Creating a mythic marvel after a trial has no cost.

MARVEL DESCRIPTIONS

As long as the effect of a spell or ability does not grant a significant tactical advantage, you should consider adding details to your descriptions of your actions that will linger after the current action ends. A spell marks the land. A magic item leaves residual effects. A blast twists the terrain. A bloody victory darkens the terrain or feeds a rush of new plants or the arising of undead in the days that follow. If you suggest a marvel that dramatically affects the course of fate, your mythic power might struggle to marvel it, in which case the GM will ask

Alter Terrain: Many mythic marvels alter terrain within limits set by the altering creature's tier or rank, as listed in the Trial Marvels and Incidental Marvels lists below. These changes typically spread out from a central cause over time at a rate of a few hundred feet per round. The creator has only loose control over the changes and can't stop it once it starts except by further mythic marvels or significant effort.

A creature in the midst of terrain that becomes difficult terrain or flooded must succeed on a Reflex saving throw (DC 15 + mythic tier or rank) or be entangled or knocked prone, as appropriate for the new terrain. The entangled condition lasts until ended with a successful Strength or Escape Artist check against the same DC as a move action.

Areas of Spellblight: If your game uses spellblights from *Pathfinder Roleplaying Game: Ultimate Magic*, a mythic magic item or a mythic spell from a source of tier or rank 3 or higher might leave behind a minor area of spellblight. A source of tier or rank 6 or higher might leave behind a major area of spellblight. Generally, these happen as a result of extraordinary applications of the spells, such as when a 1 or 20 is rolled on a d20 for or against the spell, when a spell is enhanced with extra uses of mythic power, when a spell is pivotal to completing a mythic trial, as well as during particularly impactful moments.

Artifacts: At middle or high tiers, magic items might be shaped into the status of minor (at middle tiers) or major (at high tiers) artifacts as a consequence of being instrumental in a mythic trial. See Path of the Bound for advice on when to introduce an artifact. An artifact should only be created through a mythic trial, and not incidentally.

Awaken Undead or Haunts: Awakening a slain foe as an undead creature might be an unpleasant side effect of a mythic trial, or it might be a useful way to keep a dangerous creature from returning to life in a more dangerous form and a way to keep an important location defended from interlopers. Undead created by mythic trials generally receive a mythic template and reform 1d10 days after being destroyed unless slain by a mythic creature. In a similar

Cursed Marvels

Tier/ Rank	Original Item	Cursed Item
1	any drums	drums of lethargy[UE]
	any headband slot item	crown of blindness[UE]
	any heavy armor	armor of rage
	any potion	potion of poison
2	any book	book of perilous journeys[HA] (average CR up to 4)
	any firearm	unstable musket[UE]
	any gem or stone	stone of weight
	any head slot item	hat of hatreds[UE]
	any mask	mask of ugliness[UE]
	any ring	ring of clumsiness or ring of spell devouring[UE]
	any rod	rod of foiled magic[UE]
	any pipes	riot pipes[UE]
	any scroll	scroll of blood ink[HA]
	any sword	–2 cursed sword
	any wrists slot item	scattershot bracers[UE]
3	any beaker, bottle, container, decanter, flask, or jug	flask of curses[UE]
	any book	book of perilous journeys[HA] (average CR 5 or 6) or vacuous grimoire
	broom of flying	broom of animated attack
	any figurine	needful doll[HA] or unlucky figurine[UE]
	any goggles or lenses	eyes of blindness[UE]
	any hammer	heavy hammer[UE]
	any incense	incense of obsession
	any neck slot item	amulet of inescapable location or periapt of foul rotting
	any oil or unguent	unguent of aging[UE]
	any ring	ring of lifebleed[UE]
	any shoulders slot item	cape of anchoring[UE]
	any shoulders slot item	pauldrons of the jackass[UE]

Cursed Marvels (*cont.*.)

Tier/ Rank	Original Item	Cursed Item
4	any axe	biting battleaxe or deadly returns throwing axe
	any bag	bag of devouring
	any book	book of perilous journeys[HA] (average CR 7 or 8)
	any bow	arrowbreak bow[UE]
	any shoulder slot item	cloak of immolation[UE]
	any firearm	ornery pistol[UE]
	any gauntlets or gloves	gauntlets of fumbling
	any head slot item	helm of opposite alignment
	any heavy armor	armor of arrow attraction
	any mirror	one-way window[UE]
	any mace	mace of blood
	any neck slot item	medallion of thought projection
	any polearm	unwieldy glaive[UE]
	any robe	robe of vermin
	any rod	rod of arson[UE]
	any spear	cursed backbiter spear
5	any belt	belt of weakness[UE]
	any book	book of perilous journeys[HA] (average CR 9 or 10)
	any bow	nearfiring bow[UE]
	any dust or powder	dust of sneezing and choking
	any headband	headband of stupidity[UE]
	any jewelry	scarab of death
	any net	net of snaring
	any orb or crystal ball	crystal hypnosis ball
	any ring	cannibal ring[UE] or ring of truth[UE]
	any robe	robe of powerlessness
	any shield	planar invasion shield[UE]
	any shoulders slot item	petrifying cloak[UE]
	any staff	staff of occasional wonders[UE]
	any sword	buffoon's sword[UE]

Cursed Marvels (*cont.*.)

Tier/ Rank	Original Item	Cursed Item
6	any bracers	bracers of defenselessness
	any light armor	gravesoul armor[UE]
	any staff	staff of magical decline[HA]
	any sword	berserking sword
7	any boots	boots of dancing
	any neck slot item	necklace of strangulation
	any shoulder slot item	poisonous cloak

fashion, haunts (*Pathfinder Roleplaying Game: GameMastery Guide* and *Pathfinder Roleplaying Game: Horror Adventures*) are often created by traumatic mythic trials or failed attempts at mythic trials. In general, the challenge rating of a haunt or undead left behind by a mythic trial is not much higher than the challenge rating of the climactic encounter of the mythic trial; usually, they are lower.

Curses: When a mythic creature is badly wronged, dramatically offended, killed, or fails to achieve a mythic trial, the creature can expend a use of mythic power to lay a curse (for guidelines on curses, see *Pathfinder Roleplaying Game: Horror Adventures*) or transform an object involved in the event into a cursed item. A magic item can avoid becoming cursed with a successful Will saving throw (DC 10 + creature's Hit Dice + creature's tier or rank). A successful remove curse spell can revert a transformed magic item if its curse is not currently affecting anyone.

Fame: If your game uses Fame (described in *Pathfinder Roleplaying Game: Ultimate Campaign*), you gain 5 Fame for each tier you gain. For simplicity, your GM might simply assign you 15 Fame per tier you have instead of tracking any other sources of Fame.

Fey Impulses: If your game uses fey impulses from ***Faerie Mysteries*** and the ***Forest Kingdom Campaign Compendium*** from Legendary Games, a mythic fey magic item or a mythic action against or helped by a fey might leave behind a fey impulse. If the mythic tier or rank that cause the impulse is 1 or 2, the result is generally a rumor. If the mythic tier or rank is 3 to 5, the result is generally a ripple. If the mythic tier or rank is at least 6, the result is generally a rupture.

Ley Lines: If your game uses ley lines from *Pathfinder Roleplaying Game: Occult Adventures*, a mythic spell cast while attuned to a ley line might cause an echo in the ley line, making both the mythic and non-mythic versions of the spell accessible as a spontaneous spell to those who attune to the ley line. A potential caster attuned to the line must still expend the appropriate spell slot or lose a prepared spell of the same or higher level, although the spell need not be on the attuned caster's spell list. The ley line echo typically lasts for 1 week per tier, but in extraordinary cases might last for months or simply become a permanent part of the ley line.

More potent mythic actions can also move ley lines to or away from locations linked to the actions, create new ley lines, or extinguish ley lines altogether.

Loci Spirits: If your game uses loci spirits from *Pathfinder Roleplaying Game: Occult Adventures*, a mythic trial can be the miracle that spawns a loci spirit. Generally, the resulting loci spirit should be one with a challenge rating equal to or less than twice the tier of the creature completing the mythic trial.

Ruin a Structure: When a character uses mythic power to damage a part of a structure, most mortal-made structures give way. Generally, a structure's ability to resist mythic ruination depends on its size and whether it is sturdy (like stone or brick) or flimsy (like wood or leather) relative to the mythic tier or rank of the creature that tries to ruin it (see Incidental Marvels and Trial Marvels, below). Extraordinarily sturdy structures, such as grand castles or a keep made of adamantine on the Plane of Earth, can't generally be ruined this way.

A structure ruined by mythic combat usually has one wall or two halves of adjacent walls collapse, producing an area of debris extending a distance from its collapsed wall or walls equal to the height of the structure. Floors extending inward from those walls also collapse. The collapsed area is all difficult terrain. Creatures in the collapsing area must make a Reflex saving throw with DC 15 + mythic tier or rank. If the structure is wood or a similarly flimsy material, each creature takes 1d6 bludgeoning damage per size category of the wall above Medium (1d6 Large, 2d6 Huge, 3d6 Gargantuan, 4d6 Colossal) and fall prone, or half as much damage and don't fall prone with a successful save. If the structure is stone or another sturdy material, the damage is doubled. A creature larger than the structure automatically succeeds on its saving throw.

Rumormonger: When a character uses mythic power while trying to spread a message (even if the two acts aren't directly connected), that message is liable to take on a life of its own. People will generally share the message, either with excitement or incredulity, at the earliest convenience. In a settlement, this means it gets thoroughly heard within the neighborhood in 1d4 hours without further effort, and spreads to more nearby neighborhoods or settlements every day. This effectively allows mythic characters to make a Diplomacy or Bluff check to influence all those folks at once.

Settlement Qualities: When a character uses mythic power to influence the fate of a settlement, if your game uses the settlement rules in *Pathfinder Roleplaying Game:*

GameMastery Guide, the settlement might gain, lose, or replace a quality or disadvantage in keeping with the character's actions. Quite often, a character's actions might inspire the settlement to move one step closer to the hero's alignment. As a loose guideline, a mythic character should be about 2nd tier to marvel a large town, 3rd tier to marvel a small city, 4th tier to marvel a large city, or 5th tier to marvel a metropolis. A mythic trial might also marvel a nation in a similar manner, although this rarely happens until higher tiers.

Supernatural Marvels Resembling Spells: A mythic marvel that replicates the effects of a spell is a supernatural ability that uses twice the tier or rank of the creature that caused it as the caster level. Any save DC required is 10 + spell level + tier or rank. These are not spells or spell-like abilities and can't be dispelled, although *break enchantment* or *remove curse* can generally remove them.

Other Marvels: If you can't find marvels that suit the above descriptions, consider inventing your own, using these ones as guidelines. The GM has the final say on a mythic marvel's effects.

Reversing a marvel: Undoing another mythic marvel is a suitable marvel, although generally there should be at least superficial echoes of the first marvel and its undoing that linger. For example, a moving a river and moving it back could leave behind a dry riverbed easily converted into an important road.

Trial Marvels by Tier

Below are a variety of example effects that are generally suitable to add as incidental effects of mythic trials at or to reach the indicated tier. For an epic feel that grows as tiers advance, the GM should consider adding one of the following effects or some comparable marvel whenever a mythic trial is completed. As a player, you might suggest a marvel, but the GM has final say on the marvel in the world. A mythic death or failed trial might also leave behind one of these marvels, at the GM's discretion.

1st: awaken a dead creature as an unfriendly shadow or skeletal champion that guards the area; create a breed of flower, vermin, or small animal whose coloration or anatomy is shaped by the trial; create a permanent spell echo in a ley line[OA]; inspire the settling of a thorp or hamlet; ruin a flimsy Large structure

2nd: awaken a dead creature as an unfriendly mummy, wight, or wraith that guards the area; block or adjust course of a stream, pond, or creek; change the effects of a ley line[OA] with caster level up to twice the tier; leave a minor perilous demesne[HA]; move a willing creature's alignment one step closer to yours; open an elemental influx[UW]; ruin a flimsy Huge structure or sturdy Large structure

3rd: avalanche[CRB]; awaken a dead creature as an unfriendly spectre that guards the area; *awaken* a plant or animal, as the spell; cause a minor volcanic eruption, with limited lava flows and small lava bombs[GMG], which recurs every few years, decades, or centuries; create a new species of

plant, magical beast, vermin, or animal whose coloration or anatomy is shaped by the trial; create a dweomersink[GMG]; open a new spring in a dry area, soon to be the site of an oasis or waterway; return to life and stabilize a creature that died of hit point loss within the last minute; ruin a flimsy Gargantuan structure or sturdy Huge structure

4th: awaken a tree as a treant that guards the area; leave a greater perilous demesne[HA]; cause a local earthquake[UW]; move a willing creature's alignment two steps closer to yours; ruin a flimsy Colossal or sturdy Gargantuan structure; turn a foe reduced to 0 hit points to stone

5th: alter or block course of a river or lake; move a ley line[OA] with caster level up to twice tier or rank; produce a weeping waste[UW]; ruin a sturdy Colossal structure

6th: cause a county-scale earthquake[UW]; cause a volcanic eruption with a minor lahar[UW] and large lava bombs[GMG], which recurs every few years, decades, or centuries; create a ley line[OA] with caster level up to twice the tier or rank; create a new kind of monster defined by your trial; leave a grand perilous demesne[HA]; open a new spring in a dry area, soon to be the site of an oasis or waterway; produce a *curse of night*[HA]; produce permanent *create lesser demiplane*[UM] in between the current plane and a related plane of existence

7th: alter the terrain of a local area, including raising or lowering coastline, hills, or cliffs; produce *cursed earth*[UM]; produce *curse of fell seasons*[HA]; produce permanent *create demiplane*[UM] with one trait for each of those two planes

8th: cause a violent volcanic eruption, with large lava bombs and pyroclastic flows[GMG] or a massive lahar[UW], which recurs every few years, decades, or centuries; cause a kingdom-scale earthquake[UW]; open a permanent portal to a related plane of existence; produce permanent *create greater demiplane*[UM] with one trait for each of those two planes

9th: alter the terrain of a county-sized area; produce permanent *create demiplane*[UM] (one 100-foot cube per tier) with any three traits

10th: cause a subcontinent-scale earthquake[UW]; produce permanent *create greater demiplane*[UM] (one 1,000-foot cube per tier) with any four traits; shatter a mountain

Incidental Marvels by Tier or Rank

Below are a variety of example effects that are generally suitable to add as incidental effects of other spells or abilities used at the indicated mythic tier or rank. When a mythic hero falls unconscious or dies, they can spend a use of mythic power to leave one of these effects behind even if they can't act. They should usually not radically shift the tactical utility of the spell or ability. If it does, generating the incidental effect should require expending an additional use of mythic power.

1st: attract or repel harmless vermin; create an echo of a spell in a ley line[OA]; create or clear a 5-foot square of difficult terrain; clear a 5-foot square of light undergrowth; make an Intimidate check as a swift action against all non-mythic enemies that can see the creature, with tier or rank as a bonus to the check; exploding window[HA]

2nd: create or clear a 10-foot square of difficult terrain; give the broken condition to a Medium or smaller nonmagical object or part of an object with hardness up to twice tier or rank, or destroy it if it was already broken

3rd: create or clear up to a 30-foot square of difficult terrain; instantly kill a foe reduced to 0 hit points; move a willing creature's alignment one step closer to yours; ruin a flimsy Large structure

4th: destroy an unbroken Medium or smaller nonmagical object or part of an object with hardness up to twice tier or rank; create or clear up to a 60-foot-radius circle of difficult terrain; ruin a flimsy Gargantuan structure or sturdy Huge structure

5th: block or adjust course of a stream, pond, or creek; create a dweomersink[GMG]; open an elemental influx[UW]; move a willing creature's alignment two steps closer to yours; return to life at –9 hit points and stabilize a creature that died of hit point loss within the last minute; ruin a flimsy Gargantuan structure or sturdy Huge structure

6th: alter the weather by one step within the limits of control weather; cause a minor volcanic eruption, with limited lava flows and small lava bombs[GMG], which recurs every few years, decades, or centuries; give the broken condition to multiple Medium or smaller nonmagical objects or parts of an object with hardness up to twice tier or rank, or destroy it if it was already broken (number of targets up to tier or rank); instantly reduce the body of a slain foe to fine powder or other unrecognizable state; ruin a flimsy Colossal or sturdy Gargantuan structure; turn a foe reduced to 0 hit points to stone

7th: avalanche[CRB]; block or adjust course of a river or lake; move a ley line[OA] with caster level up to twice tier or rank; open a new spring in a dry area, soon to be the site of an oasis or waterway; produce an earthquake; ruin a sturdy Colossal structure

8th: alter the weather within the limits of mythic control weather; destroy multiple Medium or smaller nonmagical objects or parts of an object with hardness up to twice tier or rank (number of targets up to tier or rank); utterly destroy the body of a slain foe, so that not a trace remains

9th: cause a volcanic eruption, with a minor lahar[UW] and large lava bombs[GMG], which recurs every few years, decades, or centuries; destroy the soul of a slain foe, so that it can never return to life unless its soul is restored by a wish or miracle spell

10th: alter the terrain type of a local area, including raising or lowering coastline, hills, or cliffs; open a gate to a related plane of existence (little control over destination; travel only)

MYTHIC TRIALS

Mythic trials often take the form of rewarding a character for leaving a mark on the world. Each of these trials are intentionally vague on the scale they represent. The appropriate scale will vary significantly from campaign to campaign and across mythic tiers, but loose guidelines for scale are offered. Some of these are small enough to be individual mythic trials, but some are complex and should represent several mythic trials (which need not be consecutive).

Any mythic trial should leave behind a mark on the world. If a mythic trial does not in itself leave an obvious mark on the world, consider adding a trial marvel from the above list as an additional consequence of the trial's completion.

Build a Stronghold: Establish a new point of strategic stability to protect people from war or marauders, and then hold it as it is first challenged (which should be separate trials unless there is only significant risk at one point). At low tiers, this might be a durable keep at any locally important border or trade route. At high tiers, this should affect the strategic positions of nations. Alternatively, reestablishing an abandoned stronghold of similar importance can be a good mythic trial.

Change Important Laws: Change an important government policy, reform an entire government, or overthrow an enemy government to make way for a better one. At low tiers, the government might be a single city council whose rules and laws are changed indefinitely or a baroness who is convinced to pass down new policies and ideals to her heirs. At high tiers, this should be a high queen or national assembly.

Change the Waters: Build or destroy a dam in a dangerous region or end a source of extreme pollution such as corrupting monsters. Opened waterways bring long-lasting trade and prosperity and revive a parched land. Blocked waters can choke the resources of an enemy or might expose forgotten traces of an earlier time.

Destroy an Ancient Stronghold: Conquer and raze a stronghold that has stood for long years. It might be an ancient monster's lair, such as a dragon or a lich. At low tiers, it might simply have been built before living memory or impose upon a single barony, but at high tiers, the target should be a stronghold from a previous age and/or shape the future of a nation.

Found a Government: Create a lasting new settlement or found a government to replace one that has collapsed or been overthrown. At low tiers, the government will probably be local. At higher tiers, it is more fitting to establish or reform a nation. This trial be quick or complex enough to span a whole campaign, so consider how many steps are required when deciding how many trials to break this into.

Found an Organization: Found an organization and equip it to last beyond the present day. At low tiers, this might only be a force in a single large town beyond the current generation. At high tiers, it should influence a whole region, probably for centuries to come.

Interact with a Deity: Any interaction with a deity or other world-shaking entity might be a mythic trial, depending on your campaign. At low tiers, simply getting a deity's attention is likely to be a mythic trial in itself. At middle tiers, a more appropriate trial might be to resolve a tense dispute, change a god's mind on something, or violently dispatch a deity's herald. At high tiers, you might face a demigod directly or raid a deity's realm for an important treasure.

Make a Discovery: Rediscover or invent a spell, magic item, or technology that changes the course of history. Learn a secret important to many, such as a god's origin or a grand organization's secret goal. At low tiers, this might tip the balance of power in a city or radically improve a tribe's economy. At high tiers, this might be the key to defeating a seemingly immortal foe or revolutionize world trade.

Make War or Make Peace: Ignite a war or other major conflict or make peace from such a conflict. During a war, survive helping decide a battle that history will remember, even if you lose. At low tiers, the sides might be small tribes or petty lords. At high tiers, they are likely mighty nations, cosmic interlopers, or vast coalitions of varied peoples.

Open New Vistas: Make the world appreciably better-connected. Make safe new ways to travel between separated regions, such as discovering an ocean crossing, blazing a trail across a region, or negotiating a long-term treaty between distant groups.

Seal a Timeless Evil: An evil that is beyond your power to destroy might still be possible to contain. Banishing or capturing a foe beyond your power is usually a mythic trial, especially if the foe is mythic.

Spread a Philosophy: Alter the dominant worldview in an area somehow. At low tiers, the area might be several frontier settlements; at high tiers, it might be a whole nation.

Mythic Marvel Path Abilities

Below are a variety of mythic path abilities that emphasize lasting marvels on the world. As universal path abilities, they are available to any mythic character.

1st-Tier Universal Path Abilities

You can select these path abilities at any tier.

Perilous Presence (Sp): Your very presence unsettles nearby spirits. You can cast *mage hand*, *ghost sound* (save DC 10 + your Charisma modifier), and *unseen servant* at will. In addition, you can spend two uses of mythic power to curse the nearby land. You can cast *minor perilous demesne*[HA] or any other perilous demesne spell with a spell level less than or equal to your mythic tier.

Profound Vitality (Su): When you cast a healing or conjuration spell of at least 1st level, or when you spend one use of mythic power as a standard action to activate this ability, you can fill an area with plant life. A 20-foot-radius circle centered on a point within 30 feet fills with lush plants, which can be any combination of light or heavy undergrowth or short enough to provide no concealment or difficult terrain at all, as you choose.

Sculptor (Su): You can expend one use of mythic power as a swift action to produce the effects of *expeditious excavation*[APG]. If you are at least 2nd tier, you can use a standard action to replicate the effects of stone shape. If you are at least 4th tier, you can use a standard action to replicate *wall of stone*. The save DC for each is 10 + your tier + the highest among your Intelligence, Wisdom, and Charisma modifier.

Sweeping Strike (Ex): When you attack into or move out of a 5-foot square of difficult terrain, you can clear it. You must spend a use of mythic power to clear it if the difficult terrain requires 4 squares of movement to enter. When you attack into or move out of a 5-foot square that is not difficult terrain, you can spend one use of mythic power to knock nearby debris loose to make that space difficult terrain. At the GM's discretion, an area (such as bare plates of a metal harder than anything you have in hand) might be too barren to leave such debris.

Tremendous Breath (Su): You can expend one use of mythic power as a standard action to produce the effects of *mythic gust of wind* or *wind wall*, each with a duration of concentration. *Wind wall* must be adjacent to your space at some point. Whenever you move, choose a new area for the effect that is adjacent to your space. For every odd tier you have above 1st, increase the wind strength of *gust of wind*: hurricane at 3rd, or tornado at 5th. Each step increases the size categories of creatures affected and increases the damage to objects in the affected area. The save DC for each is 10 + your tier + the highest among your Intelligence, Wisdom, and Charisma modifier.

3rd-Tier Universal Path Abilities

You must be at least 3rd tier to select these path abilities.

Blazing Speed (Ex): Your base land speed increases by 30 feet. When you run or charge, you can choose to leave a

trail of fire 5 feet wide in each square you leave during your movement. You can spend one use of mythic power to gain the option to leave a trail of fire any time you leave a square until the start of your next turn. A creature entering the fire for the first time in a round takes 1d6 points of fire damage per tier you have. The fire burns for 1 hour per tier and can ignite flammable substances.

Burrower (Ex): You gain a burrow speed of 15 feet. You leave a tunnel a width equal to half your space behind you (allowing you to breathe air beyond the tunnel) unless you are passing through loose sand or thick mud. You can only pass through sand, earth, mud, or loose stone at first. If you are at least 5th tier, you can also pass through solid stone. If you are at least 7th tier, you can pass through metal with a hardness of 10 or less.

Masterful Maker (Su): You can expend one use of mythic power as a standard action to produce the effects of *fabricate*. If you expend an additional use of mythic power, you can create an elixir, potion, or scroll, provided you meet the prerequisites (including expending any necessary spell slots and make a successful skill check). If you expend three additional uses, you can create a wand. If you are at least 6th tier, you can expend two uses of mythic power as a full-round action to produce *polymorph any object*. The save DC is 10 + your tier + the highest among your Intelligence, Wisdom, and Charisma modifiers.

6th-Tier Universal Path Abilities

You must be at least 6th tier to select these path abilities.

Earth Shatterer (Su): You can expend one use of mythic power as a standard action to produce the effects of *earthquake* or *mythic move earth*. If you expend two uses of mythic power instead, you can replicate *curse of night*[HA]. If you are at least 8th tier, you can expend three uses of mythic power to produce the effects of *cursed earth*[UM] that last until you lay the same curse again elsewhere. If you are at least 9th tier, you can expend three uses of mythic power to produce the effects of *curse of fell seasons*[HA] that last until you lay the same curse again elsewhere. The save DC for each is 10 + your tier + the highest among your Intelligence, Wisdom, and Charisma modifier.

Move Mountains (Ex): As a full-round action, you can expend one use of mythic power to alter the geography within 1,000 feet, moving up to a 30-foot cube of earth and stone each round for up to 10 minutes. If you expend another use of mythic power, you can heft one cube within reach and throw it as a weapon as a full-round action. This fills with rubble a 60-foot-radius circle centered on the point where you aim the rock within range. Each creature in the area takes 3d6 points of bludgeoning damage per tier and is knocked prone. A successful Reflex saving throw against DC 10 + your rank + your Strength modifier halves the damage and avoids falling prone. A prone creature is trapped under rock. Escaping the rock is a move action that requires a successful DC 15 Strength or Escape Artist check. You can make an attack roll with the rock as a thrown weapon with range increment 200 feet at a creature in the center of your target area; if you hit, the creature automatically fails its Reflex save.

Wind Rider (Su): You can expend one use of mythic power as a standard action to produce the effects of *control winds* or *whirlwind*. You must create the effect or area of the spell such that you are within 5 feet of it. If you are ever farther than 5 feet from it, the spell becomes uncontrolled for 1d3 rounds and then dissipates. As long as you are within 5 feet of *whirlwind*, you have a fly speed of 30 feet with perfect maneuverability (including a +8 bonus on Fly checks). If you are within 5 feet of an uncontrolled air spell, you can gain control of it as a standard action. Gaining control does not change the spell's remaining duration. The save DC for each is 10 + your tier + the highest among your Intelligence, Wisdom, and Charisma modifier.

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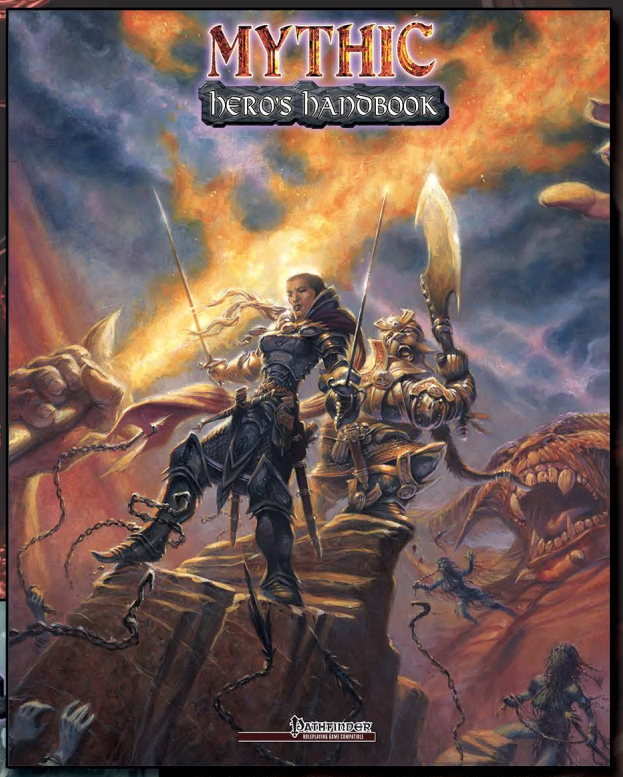

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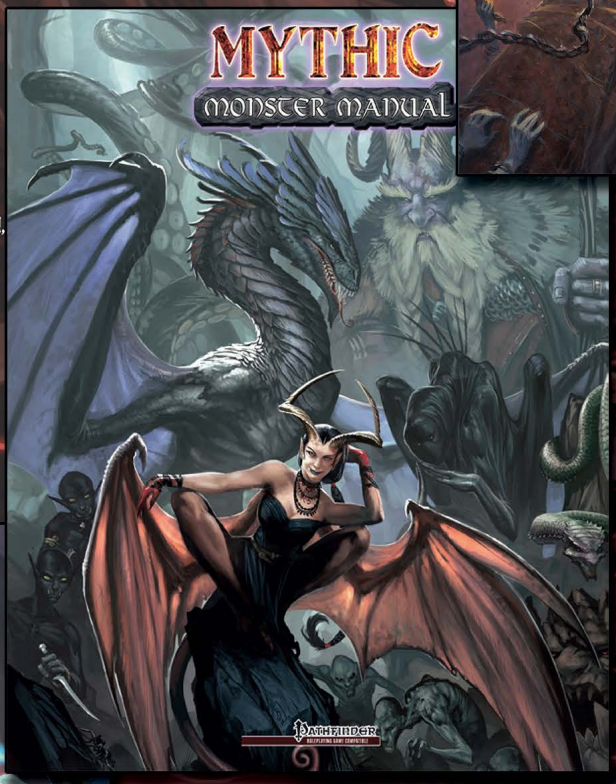

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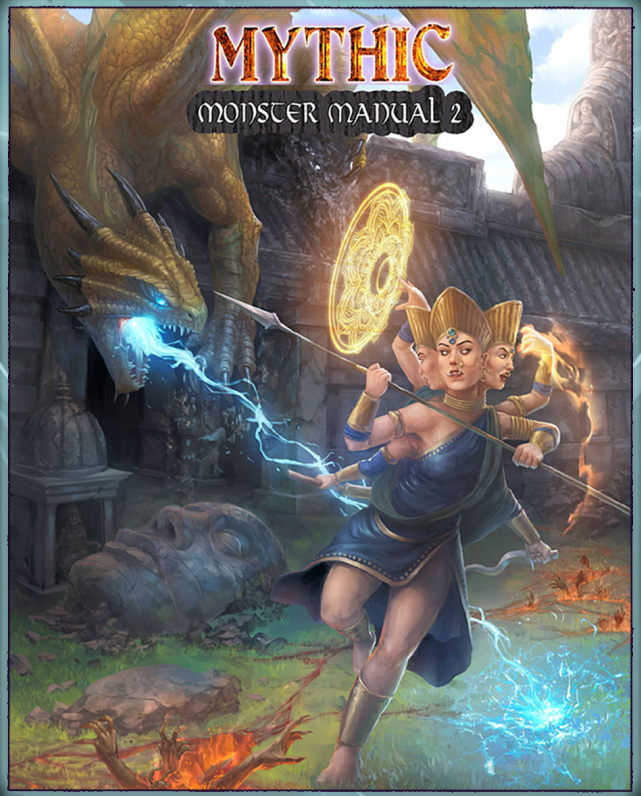

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