



MYTHIC MAGIC: CAMPAIGN SETTING SPELLS

PATHFINDER
ROLEPLAYING GAME COMPATIBLE

MYTHIC PLUG-INS

MYTHIC MAGIC: CAMPAIGN SETTING SPELLS

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WELCOME TO MYTHIC PLUG-INS: MYTHIC MAGIC!

THIS SUPPLEMENT IS JUST ONE PART OF A LARGER RESOURCE FOR EVERY GAMEMASTER who would like to try out the new mythic rules but might feel a bit intimidated by the huge amount of conversion work. The *Pathfinder Roleplaying Game Mythic Adventures* hardback contains a wealth of new rules, but in one book there cannot be room for everything, especially when it comes to monsters. That book contains some of the iconic monsters of myth and legend and RPG history, transformed into a mythic rules format. The published monsters provide a broad selection of new mythic spells, but as the game has grown there are so many more spells yet to discover! Mythic spells are not just about bigger numbers, but about more interesting, exciting, and cinematic special effects that go along with them that really give your characters (or your villains) a sense of power to shake the foundations of the world! Or at least the walls of the local dungeon. That is where the *Mythic Magic* series from Legendary Games comes in.

The *Mythic Magic* series contains updated mythic spells for every class, presented in cogent and coherent modular units perfect for each class to have everything they need to make their mythic spell selections count. Spells that help them to set themselves apart from the ordinary humdrum casting they've been used to, and to experiment with the new possibilities that mythic spells have to offer. Every issue brings you mythic versions of entire spell lists by class, with mythic versions of all the spells you already know and love that didn't make their way into *Pathfinder Roleplaying Game Mythic Adventures*. All brought to you by expert designers who know the mythic spell rules like no one else because they are the same authors that created most of the mythic spells in *Pathfinder Roleplaying Game Mythic Adventures*.

SPECIAL ELECTRONIC FEATURES

We've hyperlinked the electronic version of this product internally from the Table of Contents and externally with links to the [Pathfinder Reference Document](#), the official online compendium of game rules, as well as the [d2opfsrd.com](#). If it is in the core rulebook, we generally didn't link to it unless the rule is an obscure one. 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.

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WHAT YOU WILL FIND INSIDE MYTHIC MAGIC: CAMPAIGN SETTING SPELLS

THIS PRODUCT IS THE SIXTH VOLUME OF YOUR ENCYCLOPEDIA OF MYTHIC SPELLS.

The *Pathfinder Roleplaying Game Mythic Adventures* hardback introduces an entire new category of mythic magic, bringing a handful of new spells and many updates of cherished favorites from the *Pathfinder Roleplaying Game Core Rulebook* as well as some of the more recent hardback rulebooks. There are certainly plenty of spells to get your mythic campaign started, but it doesn't take long to realize that there are literally hundreds of spells left untouched, with more being released every month in the campaign setting and player companion products for the official Campaign Setting of the Pathfinder Roleplaying Game. That diversity of options that we love so much about the game was missing, and that is what Legendary Games is bringing back in the *Mythic Magic* series. While the sheer volume of such spells and the rapidity with which they are released precludes any absolutely complete compilation, the product before you contains nearly 200 spells from over a dozen official hardcover and softcover rulebooks and supplements for the official campaign setting, from *abstemiousness* to *zone of foul flames*.

Whether you're an arcane or a divine caster, *Mythic Magic: Campaign Setting Spells* contains mythic spells of every level and every kind, from 1st to 9th level. You will find combat spells like *bladed dash*, *dirge of the victorious knights*, and *touch of bloodletting* right alongside defensive magic like *spell absorption*, *vengeful comets*, and *die for your master*, spells to aid your allies like *infernal healing*, *beacon of luck*, and *freedom's toast*, and utility spells like *dungeonsight* and *transplant visage*. They are all here, every one, developed with flair and function in mind as only Legendary Games can bring it, by the same designers that wrote most of the mythic spells in *Pathfinder Roleplaying Game Mythic Adventures* in the first place.

The *Mythic Magic* series from Legendary Games sets aside the rich story and background that is our trademark, because it is focused on absolute crunch, and there it absolutely lives up our highest standards of innovative layout, beautiful aesthetics, and excellence in design that is second to none. We hope you enjoy using it as much as we enjoyed making it. Game on!



- Jason Nelson

CAMPAIGN SETTING SPELLS

For all of the spell lists that follow, those marked with a superscript ^A are spells that can be further augmented to produce greater effects by the expenditure of additional mythic power. The non-mythic version of all spells in this product originally appeared in a variety the Campaign Setting and Companion products published for the official campaign world of the *Pathfinder Roleplaying Game*. In addition, spell descriptions can be found online at dzopfsrd.com and in the [Archives of Nethys](#). Each spell description contains a superscript indicating the original publication(s) in which the spell appeared.

AA = Guide archiving rules for animal companions and familiars.

DHH = Handbook for hunting demons.

DSH = Handbook for slaying dragons.

DW = Guide to other worlds and planetary adventures.

FG = Guide to factions in the lands of the Inland Sea.

FP = Guide to religious philosophies and faiths.

ISG = Guide to gods in the lands of the Inland Sea.

ISM = Guide to magic in the lands of the Inland Sea.

ISWG = Guide to the world of the Inland Sea.

MO = Guide to the origins of mythic power.

OLP = Guide to Egyptian-themed land of pharaohs and pyramids.

PSand = Guide to the peoples living in the sandy deserts.

PStar = Guide to the peoples living among the stars.

RG = Guide to rival adventuring parties.

SPELL LIST (ALPHABETICAL)

[abstemiousness](#) ^A
[ancestral memory](#)
[anti-summoning shield](#) ^A
[arcane reinforcement](#)
[aspect of the nightingale](#) ^A
[Baphomet's blessing](#)
[beacon of luck](#)
[blade snare](#) ^A
[bladed dash](#) ^A
[bladed dash, greater](#)
[blast barrier](#) ^A
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ABSTEMIOUSNESS ^{ISG}

The food is so nourishing that eating it ends the fatigued condition and cures an amount of nonlethal damage equal to your caster level plus your mythic tier.

Augmented (2nd): If you expend two uses of your mythic power, the target food can sustain and revitalize a number of Medium or smaller creatures equal to your mythic tier for a full day.

ANCESTRAL MEMORY ^{ISWG}

You add your mythic tier to the percentage chance of success in finding an ancestral memory. Even if this check fails, the insight bonus granted by this spell is 5 plus one-half your mythic tier (minimum 1).

ANTI-SUMMONING SHIELD ^{DHH}

You add 5% times your mythic tier to the standard 50% chance of failure for summoning effects used by non-mythic creatures, and 5% per two mythic tiers for summoning effects used by mythic creatures, up to a maximum of 100%. This failure chance applies to a non-mythic antipaladin, paladin, or summoner attempting to summon a divine bond mount or companion creature, eidolon, or fiendish servant (or any other class with an equivalent ability), though the chance of failure is halved. Mythic characters of these classes can summon their companion creature without a chance of failure.

Augmented (3rd): If you expend two uses of mythic power, you can cast this spell as an immediate action.

ARCANE REINFORCEMENT ^{FG}

Your focus on arcane crafting is such that you can make two Craft checks simultaneously. You may choose the same Craft skill twice, adding their results plus your Spellcraft ranks to determine your progress that day. You may instead choose to work on two different Craft skills, allocating your Spellcraft ranks entirely to one skill or splitting them between the two, and progressing on crafting two items at once. If you are crafting a magic item, casting *mythic arcane reinforcement* allows you to increase your maximum daily progress by 100 gp per rank you possess in the Spellcraft skill.

ASPECT OF THE NIGHTINGALE ^{ISG}

You add one-half your mythic tier (minimum +1) to the competence bonus you gain on Perform (sing) and Diplomacy checks. Once per minute when you use a language-dependent effect of 3rd level or lower, you can expend one use of your mythic power to force creatures af-

fectured by it to roll twice on their saving throw and take the less favorable result.

Augmented (2nd): You can *speak with animals* with Small or smaller birds, and you can use Diplomacy checks to influence their reactions. You can discharge the *aspect of the nightingale* spell at any point during the spell's duration to cast *animal messenger*, *animal trance*, *calm animals*, or *charm animal*; these spells are treated as 1st-level spells for the purpose of save DCs, and they affect only Small or smaller birds.

BAPHOMET'S BLESSING ^{ISG}

The target adds one-half your mythic tier (minimum +1) as an enhancement bonus to attacks made with its gore attack, and its gore is considered chaotic, evil, and magic for the purpose of overcoming damage reduction. The target gains the *powerful charge* special attack, dealing double normal damage for its gore attack plus 1-1/2 times its Strength modifier. The target gains immunity to *maze* spells and cannot be caught flat-footed. In addition, a humanoid target of this spell is considered a monstrous humanoid for the purpose of all game effects.

BEACON OF LUCK ^{ISG}

You and all allies within 30 feet gain a +1 luck bonus on all saving throws and as a bonus on mythic surge dice. This luck bonus increases to +2 at 5th tier and +3 at 10th tier. Whenever you activate a mythic surge, you can roll your surge die twice and take the more favorable result. Each of your allies may do this as well, but they may do so only once per casting of the spell. An ally that uses a *mythic beacon of luck* to roll twice on a saving throw can do so once per casting of the spell, rather than only once per 24 hours.

BLADE SNARE ^{ISC}

You add your mythic tier to your caster level check to trap an opponent's weapon or to maintain a grapple against that opponent. An enemy attempting to retract its weapon or limb with a combat maneuver check or Escape Artist check takes a penalty equal to your mythic tier. If your opponent is a non-mythic creature, you can maintain your grapple as a move action rather than a standard action. If your opponent is a mythic creature, it may add its mythic rank or tier as a bonus on its combat maneuver check or Escape Artist check. If a weapon you attempt to snare is a mythic magic weapon, its wielder gains a bonus equal to the weapon's enhancement bonus on its combat maneuver check or Escape Artist check to free the weapon. You cannot snare a legendary weapon with this spell.

Augmented (4th): If you expend two uses of your mythic power, you can snare a number of weapons equal to one-half your mythic tier simultaneously. You can maintain your grapple on one weapon as a move action (or a swift action, if the wielder is a non-mythic creature). If you are maintaining your hold on two or more weapons, maintaining the grapple is a standard action. You make a single combat maneuver check and compare it to the CMD of the wielder of each weapon in whatever order you choose, taking a cumulative -2 penalty for each weapon after the first you wish to continue holding. If you have snared at least two weapons and their wielders are both maintaining their grip and trying to free their weapons, you gain the grappled condition (though penalties for the grappled condition do not apply against creatures whose weapons you have snared).

BLADED DASH ^{ISM}

You can move an additional 5 feet times your mythic tier, and you add one-half your mythic tier (minimum 1) as a bonus to damage on

a successful attack you make as part of your *bladed dash*.

Augmented (4th): If you expend two uses of mythic power, you may make two attacks over the course of the trajectory, both of which gain the spell's bonus on attack and damage rolls.

BLADED DASH, GREATER ^{ISM}

You can move an additional 5 feet times your mythic tier, and you add one-half your mythic tier as a bonus to damage on every successful attack you make as part of your *bladed dash*. In addition, you may make one turn of up to 90 degrees during the course of the dash.

BLAST BARRIER ^{ISM}

Creatures adjacent to a mythic blast barrier when it explodes takes 2d10 points of slashing damage and 1d10 points of sonic damage per 3 caster levels (maximum 6d10).

Augmented (6th): If you expend two uses of mythic power, the barrier is immune to energy damage.

BLEED FOR YOUR MASTER ^{AA}

You subtract your mythic tier from the number of rounds the target is shaken after intercepting an attack meant for you. In addition, if you direct it to intercept an attack from a creature making multiple attack rolls for separate attacks, such as iterative weapon attacks or attacks with multiple natural weapons, your companion automatically intercepts the first attack and provides a 20% miss chance for any subsequent attacks made against you by the same creature until the beginning of your next turn. If an attack misses you because of this miss chance, it automatically hits your familiar, companion, or fiendish servant instead, regardless of the result of the attack roll.

BLESSING OF THE WATCH ^{ISG}

All affected creatures gain a +1 morale bonus on initiative checks and Knowledge (local), Perception, Sense Motive, and Survival checks, and their movement is not slowed by crowds. Affected creatures also gain a bonus equal to one-half your mythic tier (minimum +1) on Diplomacy or Intimidate checks to influence the movement of a crowd.

BLOOD SONG ^{FP}

You reduce the damage you take for each spell you imbue by an amount equal to one-half your mythic tier (minimum 1). If you know the mythic version of a spell and the creature in which you are imbuing the spells is a mythic creature, you can imbue one use of mythic power at the same time you imbue the spell. When the recipient casts that spell, he casts the mythic version of that spell. You cannot regain uses of mythic power imbued in this way until the recipient uses them.

BONESHATTER ^{OLP}

In addition to the hit point damage dealt by the spell, the target takes 1d3 points of Strength and Dexterity damage on a failed saving throw. Objects made of bone, chitin, or similar material take maximum damage from this spell, rather than increasing damage by 50%. If the spell is already maximized, as with the Maximize Spell feat, the damage is increased by 50% (as the Empower Spell feat) and the spell's base damage is maximized.

BORROWED TIME ^{MO}

Instead of taking an extra swift action, you can take either an extra move or an extra swift action each round. You can use this extra swift action to take two immediate actions between

your turns; this consumes your extra swift action in your next round. Each extra action you take still deals damage to you as normal for the spell.

BRITTLE PORTAL ^{ISG}

You add twice your mythic tier to the reduction in hardness of the target area. If you reduce the target area's hardness below 0, the object or surface takes 1d4 points of damage per point of hardness reduction beyond that required to reduce hardness to 0. If you cast this spell on the ground, the ground is treated as light rubble (if you deal at least 10 points of damage), dense rubble (20 points of damage), or a 5-foot-deep pit (30 points of damage). Falling into a 5-foot-deep pit deals no damage but requires a DC 10 Reflex save to avoid falling prone. Moving through the pit requires climbing or jumping. The bottom of the pit is treated as dense rubble. The effects of [rubble](#) are described in Chapter 13 of the *Pathfinder Roleplaying Game Core Rulebook*.

BURST OF GLORY ^{ISG}

Increase the sacred bonus on attack rolls to +2 and the sacred bonus on saves against fear by an amount equal to one-half your mythic tier (minimum 1), and add your mythic tier to the number of temporary hit points gained by you and your allies. Each ally you affect glows with a white or golden radius equivalent to *light*, though they can dismiss the glow as a free action. You shine with a radiance equivalent to *daylight* for the spell's duration, though you can dismiss the glow, reduce it to the intensity of a *light* spell, or resume glowing (as either *light* or *daylight*) once per round as a free action.

Augmented (3rd): If you expend two uses of mythic power, any profane bonus affecting a creature within the spell's area when cast is suppressed for 1 round/level (Will negates).

A creature with a profane bonus is blinded if it fails its save, or dazzled if it succeeds. It can attempt a new saving throw each round at the end of its turn to remove the blinded or dazzled condition.

BURST WITH LIGHT ^{DHH}

Increase damage to 2d8 points of damage per round (2d10 for undead), and the target is dazzled by its own radiance. You increase the maximum duration of the effect by a number of rounds equal to one-half your mythic tier. In addition, a creature that successfully saves takes half damage but does not immediately end the effect. Instead, the effect deals half damage for the remainder of the spell's duration or until the target succeeds on a second save, ending the effect.

CALL WEAPON ^{ISM}

You can call a melee or ranged weapon from a willing ally, with a range of up to 60 feet. You can also call an unattended weapon to your hand in the same fashion. The circumstance bonus on attack and damage rolls with the weapon you call is +2 on the round you cast the spell and +1 until the end of your next turn.

Augmented: If you expend one additional use of mythic power at the end of your turn as a free action, you cause the called weapon to telekinetically fly back to its original wielder's hand.

Augmented (4th): If you expend two uses of mythic power, the circumstance bonus you gain on attack and damage rolls with the weapon you call is increased by 1 for every 3 mythic tiers after 1st. This bonus continues in subsequent rounds, dropping by 1 each round at the beginning of your turn until it reaches zero.

CANOPIC CONVERSION ^{FG}

Increase damage to 1d8 points of damage per caster level (maximum 20d8). If the target is killed, it awakens 1d4 rounds later as a mummy or advanced mummy which remains under your command (as if you had used the Command Undead feat) for a number of days equal to your mythic tier. Alternatively, you can cause a slain mythic creature to rise as a mythic mummy, as described in Chapter 6 of *Pathfinder Roleplaying Game Mythic Adventures*. If the target is not a mythic creature, you can still transform it into a mythic mummy by expending four uses of mythic power. If the target has more than 8 HD, it becomes an advanced mythic mummy (requiring the expenditure of one additional use of mythic power for every 2 HD above 8 if the creature is not already a mythic creature); at the GM's option, an advanced mythic mummy may gain additional mythic ranks as well as additional Hit Dice, though it's mythic rank must be at least 2 less than your mythic tier. A mythic mummy created with this spell is not under your control. As long as you are holding one of the canopic jars created by this spell, you gain the benefits of *mythic protection from evil* and *mythic sanctuary*, as described in Chapter 3 of *Pathfinder Roleplaying Game Mythic Adventures*, against the mummy whose organs are within it.

Augmented (9th): If you create a non-mythic mummy or advanced mummy with this spell and spend additional mythic power equal to one-half the mummy's Hit Dice, it remains under your control (as Command Undead) permanently. This control cannot be dispelled but can be negated as if it were a mythic curse. If the curse is removed, the mummy immediately seeks you out to destroy you. It gains the effects of vengeful outrage as though it were a living creature.

CARRION HAMMER ^{ISM}

You add your mythic tier to your base attack bonus when attacking with the *carrion hammer*, and to your caster level for the purpose of determining the damage dealt by your *carrion hammer*. If your *carrion hammer* is primarily composed of skeletal undead, you may use the Cleave feat when attacking with it. If it is primarily comprised of fleshy undead, you can instead use the Awesome Blow feat.

CAUSTIC BLOOD ^{ISG}

Your *caustic blood* spurts out in a 10-foot cone-shaped burst, affecting all creatures within that area. Increase damage to 1d8 points of acid damage per caster level for the initial damage and 1d8 points of acid damage per 2 caster levels for damage on the subsequent round.

Augmented (4th): If you expend two uses of mythic power, your acid damage ignores acid resistance or immunity. In addition, creatures damaged by your *caustic blood* take damage for a number of rounds equal to one-half your mythic tier. A creature that successfully saves on two consecutive rounds ends the effect for itself; this does not end the effect for other creatures.

CHANNEL THE GIFT ^{ISG}

The spell the target casts that is fueled by your *channel the gift* spell takes effect with a caster level increase equal to one-half your mythic tier (minimum +1). In addition, if your ally is a mythic creature, it may expend one use of its mythic power to cast the mythic version of that spell.

CHANNEL VIGOR ^{ISG}

You can cast this spell with a range of touch.

If you cast the spell on yourself, the effect of *mythic channel vigor* depends on which portions of your self on which you choose to focus:

Limbs: You gain the benefits of a *mythic haste* spell, as described in *Pathfinder Role-playing Game Mythic Adventures*.

Mind: You add one-half your mythic tier (minimum +1) to the competence bonus you gain on Perception skill checks and ranged attack rolls. You also apply this bonus on all Intelligence checks and Intelligence-based skill checks.

Spirit: You add one-half your mythic tier (minimum +1) to the competence bonus you gain on Will saves. You also apply this bonus on all Charisma checks and Charisma-based skill checks.

Torso: You add one-half your mythic tier (minimum +1) to the competence bonus you gain on Fortitude saves and concentration checks. You also apply this bonus on all Constitution checks and Strength checks.

CHASTISE ^{FG}

If you succeed in changing a creature's attitude with Diplomacy or Intimidate, or in a Bluff check opposed by the target's Sense Motive, the target is treated as shaken when interacting with you (though not with other creatures) for a number of rounds equal to your mythic tier.

COSMIC RAY ^{PSTAR}

Increase damage to 1d8 points of damage per level (maximum 20d8), and creatures sickened by the *cosmic ray* also contract blightburn sickness.

COVETOUS AURA ^{ISWG}

The duration of the covetous aura increases

to 1 minute per level or until discharged. You may gain the benefits of spells of 5th level or lower cast within the aura's area of effect. You can gain the effects of two separate spells, after which the *mythic covetous aura* ends.

Augmented (6th): If you expend two uses of mythic power, the duration increases to 10 minutes per level or until discharged. You may gain the benefits of spells of 7th level or lower cast within the aura's area of effect. When you gain the benefit of a spell, the original spell is immediately targeted with a greater dispel magic spell at your caster level. If the dispel check succeeds, the spell ends for any of the original recipients in the area of your *covetous aura*.

CRUSADER'S EDGE ^{ISM}

Whenever you confirm a critical hit against an outsider with the evil subtype, you gain 2d6 temporary hit points. While wielding this weapon, you gain a +2 sacred bonus on saving throws against spells, spell-like abilities, and special abilities originating from evil outsiders.

Augmented (5th): You can expend two uses of mythic power to give the touched weapon the *holy* weapon special ability.

DAZZLING BLADE ^{RG}

You add your mythic tier on Bluff checks made to feint, and one-half your mythic tier (minimum 1) on combat maneuver checks made to disarm and to your CMD against disarm maneuvers. If you discharge the spell in a blinding flash, the chosen opponent is blinded for a number of rounds equal to your mythic tier on a failed save, or dazzled for the same duration on a successful save. A blinded or dazzled creature is entitled to a new Will save each round at the end of its turn; if the save succeeds, a blinded creature becomes dazzled and a dazzled creature regains its normal vision.

DAZZLING BLADE, MASS ^{RG}

You add your mythic tier to the



number of weapons you can affect, and the weapons need not be within 30 feet of one another as long as all weapons are within range.

DEADEYE'S ARROW ^{ISC}

If you use the *attack* option for *deadeye's arrow*, you deal 1d10 points of electricity damage +1 point per level (maximum +5), and the target is dazzled for 1 round on a hit. If you use the *beacon* option, you can shoot the arrow at any target within range; you need not shoot it straight up. If you hit the target as a ranged touch attack, it takes no damage as the arrow erupts in flash of lightning and peal of thunder, but the target must succeed at a Fortitude save or be dazzled and deafened for 1 round (if a mythic opponent) or a number of rounds equal to your mythic tier (if a non-mythic opponent).

Augmented (5th): If you expend two uses of mythic power when using the *attack* option, your spell ignores electricity resistance or immunity, and the target is deafened for 1 round and dazzled for a number of rounds equal to your mythic tier. If you use the *beacon* option, a target you strike receives no saving throw to avoid being dazzled and deafened, and all non-mythic creatures within 30 feet are dazzled and deafened for 1 round (Fortitude negates).

DEFENDING BONE ^{ISC}

You add one-half your mythic tier to the damage reduction you gain from your *defending bone*, up to a maximum number of hit points equal to 5 hit points per level plus 5 hit points per mythic tier. If you take negative energy damage, your *defending bone* grants you resistance against that energy equal to your damage reduction. This negative energy damage counts against the total number of hit points your *defending bone* can absorb. If you are affected by an energy drain attack (including an attack by an undead creature

that inflicts ability damage or ability drain), as an immediate action you can discharge the remaining duration of the *defending bone* to negate that effect.

DETECT CHARM ^{ASL}

You can detect the strength and location of all mind-affecting effects in the area, and you add your mythic tier to Knowledge (arcana) and Spellcraft checks made to identify the properties of each charm, compulsion, and possession aura that you detect. If you succeed by 5 or more on your check, you identify the precise spell or effect. When a creature within the area uses a charm, compulsion, or possession effect, you are entitled to make a Sense Motive check as an immediate action to notice the effect being used, with a DC equal to 15 plus the caster level of the effect (or the Hit Dice of a creature using a supernatural effect). If this check succeeds, you identify the creature using the effect and can attempt a Spellcraft check to identify the effect. If you make this Sense Motive check as a standard action, you gain a bonus equal to your mythic tier on both that check and the accompanying Spellcraft check.

DETECT DEMON ^{DHH}

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. On the third round of detection, you can make a Knowledge (planes) check to identify the type of demon represented by each demonic aura you detect.

You can detect demons even if they are protected by effects that block divination with a successful caster level check against 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.

Augmented: If you expend two uses of mythic power, any overwhelming demonic auras within the area become clearly visible to everyone at the beginning of your turn on the first round you scan an area. Strong areas become clearly visible at the end of your turn on the first round you concentrate on an area, moderate auras at the end of the second round, and faint auras at the end of the third round. Demonic auras on creatures, objects, or areas that are invisible are also invisible, and you cannot see auras to which you have no line of sight even if you are able to detect their strength and location.

DEVOURER'S FURY ^{ISG}

Add your mythic tier to your combat maneuver check to trip creatures within the area. In addition, you can alter the area of effect to fill a 60-foot line or a 15-foot-radius spread centered on you. You are never tripped by your own *devourer's fury*.

Augmented (3rd): If you expend two uses of mythic power, the ground in the area is transformed into dense rubble, and creatures knocked prone take 1 point of bludgeoning damage times your mythic tier from the grinding stones thrown up by the spell. The effects of rubble are described in Chapter 13 of the *Pathfinder Roleplaying Game Core Rulebook*.

DIE FOR YOUR MASTER ^{AA}

You subtract your mythic tier from the number of rounds the target is shaken after intercepting an attack meant for you. In addition,

if you direct it to intercept an attack from a creature making multiple attack rolls for separate attacks, such as iterative weapon attacks or attacks with multiple natural weapons, your companion automatically intercepts the first attack and provides a 50% miss chance for any subsequent attacks made against you by the same creature until the beginning of your next turn. If an attack misses you because of this miss chance, it automatically hits your familiar, companion, or fiendish servant instead, regardless of the result of the attack roll. If your familiar, companion, or fiendish servant would be reduced to negative hit points or killed by damage it takes from intercepting attacks meant for you, it continues intercepting attacks directed at you until the end of your attacker's turn and then falls dead.

DIRGE OF THE VICTORIOUS KNIGHTS ^{ISWG, MO}

The damage increases to 1d10 points of damage per caster level (maximum 20d10). Any creature that fails its Reflex saving throw is knocked prone, and must succeed at a Fortitude save or be stunned for 1 round.

Augmented (7th): If you expend two uses of mythic power, the area increases to a 240-foot line 20 feet wide. All cold damage dealt by the spell ignores cold resistance and cold immunity.

DRACONIC SUPPRESSION ^{DSH}

A dragon that fails its saving throw is treated as two age categories younger for determining which special abilities it can use.

Augmented (3rd): If you expend two uses of mythic power, you can suppress one mythic ability or mythic feat of a mythic dragon. Any mythic abilities a mythic dragon uses that require the expenditure of mythic power require one more use of mythic power than normal. If the dragon is not a mythic creature, expending two uses of mythic power allows you to reduce

its effective age by one additional category for every 3 mythic tiers you possess.

DRAGON TURTLE SHELL ^{DSH}

An attacker's size category is treated as one smaller than normal for determining the damage dealt by its natural weapons. This reduction in an attacker's effective size for resolving natural attacks also affects its size modifier to CMB for combat maneuvers (excluding those made using improvised or manufactured weapons) and special attacks based on the comparative size of attacker and defender, such as crush, engulf, grab, swallow whole, and trample. This spell applies only to attacks affecting you; it can affect other creatures of your size normally.

DRAGONVOICE ^{DSH}

You gain the ability to speak and understand Draconic and add one-half your mythic tier to the circumstance bonus this spell grants on Charisma checks and Charisma-based skill checks when dealing with dragons. While using this spell, dragons take a -2 penalty on saving throws against language-dependent effects you create and bardic performances that use your voice.

DREAM FEAST ^{Isg}

The *dream feast* is so nourishing that the target heals naturally (including healing ability damage) as if it had 24 hours of complete bed rest.



Augmented (4th): If you expend two uses of mythic power, you can share your *dream feast* with a number of creatures equal to one-half your mythic tier.

DUNGEONSIGHT ^{DSH}

You gain a bonus equal to your mythic tier on Perception checks to locate and Disable Device checks made to find and remove traps and locate and open secret doors within the area viewed. You also gain a dodge bonus to AC and an insight bonus on Reflex saves equal to one-half your mythic tier (minimum +1) against any traps triggered within the area viewed.

EAGLESOUL ^{ISM}

You add your mythic tier to the bonuses this spell grants to initiative and on Perception and Intimidate checks. In addition, the constant *detect evil* effect provided extends 60 feet in all directions, rather than in a 60-foot cone. If you call upon a surge of holy power, you may choose to double any one of the listed numeric effects (resistance to acid and fire are both doubled to 10 if you select that option).

EARLY JUDGMENT ^{ISG}

You add a number of rounds equal to one-half your mythic tier (minimum 1) to the duration of the spell. If the target is a non-mythic creature whose Hit Dice do not exceed your mythic tier, the save changes to Will partial, and the target is affected for 1 round even on a successful save.

ELDRITCH CONDUIT ^{ISM}

Whenever you use the *eldritch conduit*, you may expend one use of mythic power to maintain the spell rather than having it end immediately. If you expend an additional use

of mythic power, you add a number of rounds equal to your mythic tier to the spell's duration.

ELDRITCH CONDUIT, GREATER ^{ISM}

This spell functions as *mythic eldritch conduit*, but you can also trigger the effect of a spell-completion or spell-trigger item. In addition, you can split a spell's effect and cause it to originate at two targets of your *greater eldritch conduit* simultaneously. When you split a spell's effect in this way, each effect has only half the duration and deals only half the damage it normally would. If the spell does not deal damage, the save DC of a spell split in this way is reduced by 4.

ELEMENTAL BOMBARDMENT ^{MO}

You can summon a combination of differently sized elementals of up to two different types, as long as their total number does not exceed the original limit. For example, you could summon one Huge air elemental and two Large fire elementals, or one Large water elemental and six Medium earth elementals.

Augmented (9th): If you expend three uses of mythic power, you summon twice as many elementals as normal, each with the advanced simple template.

ENHANCE WATER ^{ISG}

You can affect non-mythic magical fluids, including holy or unholy water, potions, oils, and elixirs, though such items are allowed a saving throw to resist the spell. If you target ordinary non-magical liquids, add your mythic tier to your level to determine the volume of liquid you can affect.

ERODE DEFENSES ^{DSH}

If you choose to erode the target's damage reduction and natural armor bonus to AC, the target loses 2 points each from its damage reduction and natural armor bonus to AC for each failed save. Alternatively, rather than eroding the target's damage reduction and natural armor bonus to AC you may choose to erode its spell resistance (reducing it by 2 for each failed save) or its energy resistance (reducing it by 5 for each failed save). If the target has more than one kind of energy resistance, each failed save reduces a random type of energy resistance by 5. This does not affect energy immunity. Once you stipulate the type of defense you wish to erode, the spell continues eroding that defense unless you expend a move action while the target is within range to choose a different defense to erode.

EXCELLENT ENCLOSURE ^{RG}

The bubble of force has hardness 40 and 30 hit points per caster level, and the entire force bubble affects creatures within 5 feet as *repulsion* (treat this as a 9th-level spell for determining the save DC). A non-mythic *disintegrate* spell or *rod of cancellation* causes the force bubble of the *excellent enclosure* to collapse for 1 round, but the *antimagic field* within remains in place, and the *wall of force* reforms thereafter at full strength. A *mythic disintegrate* causes the force bubble to rupture and collapse, as described above, and it reforms 1 round later as a 5-foot-radius emanation. If it has already contracted to this size, another *mythic disintegrate* destroys the force bubble permanently.

FACE OF THE DEVOURER ^{ISG}

You add one-half your mythic tier (minimum 1) to the bonus this spell grants on the target's Intimidate checks. If the target creates a fear

effect, it increases the save DC by 1. If the target hits another creature with the bite attack granted by this spell, it can attempt an Intimidate check as a move action to demoralize the creature it hits.

FAIRNESS ^{ISG}

You can affect non-humanoid creatures with this spell, though they gain a +2 circumstance bonus on their saving throw. If you target only humanoids, add your mythic tier to the number of creatures you may target. Affected creatures take a penalty equal to one-half your mythic tier (minimum 1) on Bluff checks and any skill checks related to creating a forgery or counterfeit.

FALLBACK STRATEGY ^{ISG}

You may cast this spell with a range of touch. If you cast this spell upon yourself, you may reroll an attack roll, combat maneuver check, skill check, ability check, caster level check, or initiative check. If the check you make is part of an action that affects a non-mythic creature, add one-half your mythic tier (minimum +1) as an insight bonus on the check.

FALSE ALIBI ^{ISG}

You add your mythic tier to the number of minutes of the target's memory that can be eliminated and replaced. The memories to be erased can be either in the target's past, forgetting actions it has already taken, or in its future, forgetting actions it takes after the triggering condition occurs; you can stipulate how far backwards and forwards the target's memory is replaced. In addition, you can implant a *suggestion* in the target creature. The *suggestion* must be to perform an action that can be completed during the duration of its memory loss. Once the duration ends, the *suggestion* ends as well even if it has not been completed.

Augmented (4th): If you expend two uses of mythic power, the target's *false alibi* can be triggered a number of times equal to one-half your mythic tier.

FAMILIAR FIGMENT ^{AA}

As long as your familiar and the *familiar figment* are both adjacent to an enemy, your familiar treats that enemy as flanked. If the *familiar figment* hits the target with a melee touch attack, you treat that target as flanked if you are adjacent to it and your familiar may choose to gain either a +2 bonus on its next attack roll against the target or to deal 1d6 points of extra damage if it successfully attacks that target in melee.

FIREBELLY ^{ISG}

You add your mythic tier to the fire resistance granted by this spell and one-half your mythic tier to the fire damage dealt when you breathe fire. In addition, a creature failing its save against your fiery breath catches on fire.

FLESHCURDLE ^{ISM, MO}

You can choose two effects instead of one effect, or may choose to enhance one effect. If you enhance the attack effect, all of the creature's natural attacks are affected. If you enhance the defense effect, in addition to *fleshcurdle*'s normal effect on natural armor bonus, any critical threats against the creature gain a +4 bonus on the confirmation roll. If you enhance the movement effect, all of the creature's movement speeds are halved.

Augmented (6th): If you expend two uses of mythic power, you can choose two enhanced effects to inflict upon the target.

FORCEFUL STRIKE ^{ISM}

Increase the force damage dealt by your *forceful strike* to 1d6 per caster level (maximum 10d6). You may add your mythic tier as a bonus to your combat maneuver check to bull rush the creature you strike.

Augmented (3rd): If you expend two uses of mythic power, you may roll twice on your combat maneuver check to bull rush the target, taking the higher result.

Augmented (5th): If you expend three uses of mythic power, you may double the distance the target is pushed back on a successful bull rush attempt. If the target's movement is blocked by a solid obstacle, both the target and the object or creature it strikes take 1d6 points of damage per 10 feet farther that the bull rush would have moved the target if unimpeded.

FRACTIONS OF HEAL AND HARM ^{ISG}

You can adjust the *fractions of heal and harm* up or down by 5% times your mythic tier, to a maximum of 75% healing and a minimum of 0% healing. You may cast this spell to convert any instantaneous damage spell of 3rd level or lower into healing, even if it does not affect an area. If it does affect an area, you may choose any ally within the spell's area to receive the spell's healing effect rather than you. That creature takes no damage from the spell and is not affected by harmful non-damaging effects of the spell, gaining the spell's healing effect instead.

Augmented (3rd): If you expend two uses of mythic power, you increase the level of the companion damaging spell that you convert into healing by one per three mythic tiers you possess.

FREEDOM'S TOAST^{ISC}

Increase the distance you can transport the target by 5 feet times your mythic tier, and you may transport it to a space to which you lack line of sight, as long as you have line of effect to that space and the space is within range. You automatically succeed on caster level checks to transport the target out of magical restraints unless those restraints are mythic or created by a mythic effect.

Augmented (3rd): If you expend two uses of mythic power, you may drink a potion, elixir, or beneficial magical or alchemical beverage as part of casting the spell (if you successfully cast the spell defensively, this drinking activity does not provoke attacks of opportunity). The target of your *freedom's toast* gains the benefit of this potion, elixir, or beverage.

GENIEKIND^{ISM, MO}

The energy resistance granted by your genie form increases to 20. You gain a +2 enhancement bonus to Strength and Dexterity. In addition, once while you are transformed you can use one spell-like ability based on your genie form (using your caster level), as detailed below.

Djinni: *create food and water, gaseous form*, or *major creation* (created vegetable matter is permanent)

Efreeti: *pyrotechnics, scorching ray*, or *wall of fire*

Marid: *control water, quench*, or *water breathing*

Shaitan: *meld into stone, rusting grasp*, or *transmute rock to mud*

Such spell-like abilities end either when their duration has expired or when the duration of *mythic geniekind* has expired, whichever comes first.

Augmented (7th): If you expend three uses

of mythic power, the energy resistance granted by your genie form becomes energy immunity. While you are transformed, you can change into a different type of genie as a full-round action. You can become each type of genie only once per casting, and you can use one listed spell-like ability in each of your different genie forms. The duration of the spell-like abilities ends when the spell's duration ends or when you change to a different genie form, whichever comes first.



GHOUL HUNGER ^{ISG}

You can target a non-humanoid creature with this spell. On a failed save, it is compelled to fall upon a nearby helpless or dead creature of its type (and subtype, if applicable).

GHOUL PACK ^{ISM}

The ghouls and ghast you summon are considered mythic creatures and gain one use of mythic power and the surge ability, which they can use to add 1d6 to a single die roll. They gain no other mythic abilities. When the spell's duration expires, any remaining ghouls and ghasts explode in a burst of negative energy as they would if destroyed.

Augmented (6th): If you expend three uses of mythic power, the undead created by this spell are affected as *haste*.

GRAVITY SPHERE ^{PSTAR}

When you create a low-gravity sphere, falling damage is reduced to 1/4 normal and Strength checks to lift objects, Climb checks, Fly checks, and Acrobatics checks made to jump gain a bonus equal to your mythic tier. When you create a high-gravity sphere, falling damage is quadrupled and Strength checks made to lift objects, Climb checks, Fly checks, and Acrobatics checks made to jump take a penalty equal to twice your mythic tier. If you create an area of no gravity, falling damage is negated and Strength checks made to lift objects, Climb checks, Fly checks, and Acrobatics checks made to jump gain a bonus equal to twice your mythic tier. Creatures or objects and lifted into the air and then released remain floating where they were released and do not fall or rise unless pushed or pulled by wind or other creatures or effects. A creature floating in mid-air with nothing to push against can move 5 feet as a full-round action with a successful DC

15 Acrobatics check; this movement is considered identical to crawling, and attackers gain a +2 circumstance bonus on attack rolls against a creature moving in this way.

GRAVITY WELL ^{DSH}

The target takes a temporary penalty to Dexterity equal to your mythic tier on a failed save. This cannot reduce its Dexterity below 1, and it does not stack with Dexterity damage or Dexterity drain. In addition, the target takes a penalty equal to your mythic tier on Acrobatics and Fly checks.

GREENSIGHT ^{RG}

You increase the duration to 1 hour/level, and the target gains a +1 competence bonus on attack rolls and a bonus equal to your mythic tier on Perception checks against creatures with the plant type.

HAIRLINE FRACTURES ^{ISG}

The duration of this spell is permanent if cast on a non-magical object or mass made of stone. If cast on a magical stone object or a creature with the earth subtype, its duration is 24 hours. Alternatively, you may choose to cast the spell with its normal duration, reducing the target's hardness, hit points per inch of thickness, or AC by 1 for every 2 mythic tiers. Multiple castings of this spell do not stack.

HALLUCINOGENIC SMOKE ^{FP}

You can exhale the *hallucinogenic smoke* in a later round as a swift action rather than a standard action, and you may exhale it in a 60-foot line, 30-foot cone, or a 15-foot-radius spread centered on you; you are immune to its effects. You may choose for creatures failing their saves to gain one of the following conditions, rather than becoming nauseated:

confused, diseased (as *contagion*, afflicting the target with *cackle fever* or *mindfire*), fascinated, poisoned (as *insanity mist*, but using the spell's save DC as the poison's DC). You add one-half your mythic tier (minimum 1) to your caster level if you cast *augury*, *commune*, *contact other plane*, *divination*, or *vision* during the duration of *hallucinogenic smoke*; this stacks with the caster level increase *hallucinogenic smoke* normally provides to *augury*.

HAMMER OF MENDING ^{ISG}

Increase the healing the spell provides to constructs and objects to 1d10 points of damage per caster level. In addition, add your mythic tier to your caster level to determine whether your caster level is sufficient to repair destroyed magic items.

HARROWING ^{ISWG}

The bonuses and penalties associated with your reading are doubled, resulting in a +4 luck bonus if the card's and target's alignment are identical, a -2 penalty if the alignments are opposite, and a +2 luck bonus for any other alignment. You can use each bonus twice—once at this doubled value, the second time at the normal value (+2 or +1). You must use a given card's doubled bonus before you can use its lower bonus. Once you have used both bonuses, or when the spell's duration ends, the spell ends and any penalties are removed.

A *mythic harrowing* cast on the target of a non-mythic *harrowing* supersedes and negates the harrowing effect. If a creature is subjected to a second *mythic harrowing* while a previous *mythic harrowing* is still in effect, the new *mythic harrowing* automatically fails.

Augmented (6th): If you expend two uses of mythic power during the reading, you may discard one card of your choice and draw one new card in its place, replacing the effects of the chosen card with the effects of the newly drawn card. You must keep this new card. You

can use each bonus twice, both at the doubled values. Once you have used both bonuses, or when the spell's duration ends, the spell ends and any penalties are removed.

HAZE OF DREAMS ^{ISG}

While affected by your *haze of dreams*, the target's perceptions are blurred as objects seem distorted and surreal. The target is treated as dazzled, and any attacks the target makes have a 20% miss chance. The target also takes a -1 penalty on saving throws against effects with the emotion descriptor and a -2 penalty on saving throws against sleep effects.

HEART OF THE MAMMOTH ^{DSH}

The target gains a +10 enhancement bonus to Strength and Constitution, immunity to fear and fatigue, a +5 morale bonus on Will saves, and the critical threat range of weapons it uses against dragons is doubled while the critical multiplier of its weapons is increased by one. This does not stack with Improved Critical, Mythic Improved Critical, *keen edge*, or similar effects. The target is also considered one size category larger than its actual size for the purpose of size-based special attacks like crush, grab, swallow whole, and trample.

HIBERNATE ^{FG}

You increase the duration to 1 hour/level. The target does not need to eat, sleep, or breathe while hibernating.

Augmented (3rd): If you expend two uses of mythic power, you extend the duration to 1 day/level. You can increase the duration to 1 week/level if you expend three uses of mythic power, or to 1 week/level and to 1 month/level if you expend four uses of mythic power.

Augmented (6th): If you expend five uses of mythic power, you extend the duration to 1 year/level.

HUNGRY DARKNESS^{ISM}

You can move the spell effect 10 feet per round as a move action, or 30 feet per round as a full-round action. You may center the effect on yourself, allowing it to move with you (without requiring an action) up to a maximum of 30 feet per round. You do not take Constitution damage from the *hungry darkness*.

Augmented (6th): If you expend three uses of mythic power, you can see normally within the *hungry darkness* and are not harmed by it.

HUNTER'S BLESSING^{ISG}

You may select an additional favored enemy or favored terrain to be gained by recipients of the spell. If the favored enemy or favored terrain you grant with this spell is one you possess as a class feature, you increase the bonus by 1, and if a target already possesses a favored enemy or favored terrain you select, you increase their normal bonus by 1; these increases stack if both apply.

HUNTER'S FRIEND^{AA}

You can share one additional ability with your animal companion, plus one ability for every 3 tiers after 1st. You may also choose from the following class abilities to share with your companion: evasion, improved evasion, improved quarry, quarry. You also may share a combat style feat in place of an ability.

HUNTER'S LORE^{ISM}

You may take 20 on a Knowledge check to identify an opponent as a standard action, and you add your mythic tier to all such checks. If you successfully identify a creature that is one of your favored enemies, your favored enemy bonus against that creature is increased by 1, plus 1 for every 3 mythic tiers after 1st.

ICE ARMOR^{ISG}

You may create a suit of *ice armor* equivalent to banded mail, breastplate, full plate, half plate, scale mail, or splint mail. Your *mythic ice armor* does not hasten the effects of exposure in cold environments, and its protection is not degraded by non-magical fire or heat, nor by magical fire effects unless their spell level is equal to or greater than your mythic tier.

ICE SPEARS^{ISM}

You can create 1 more *ice spear* than normal, plus 1 more for every 4 mythic tiers you possess, and you add your mythic tier on combat maneuver checks you make to knock prone creatures that fail their Reflex save against your *ice spears*. The piercing and cold damage dealt by your *ice spears* increases to 2d8 each.

Augmented (4th): If you expend two uses of mythic power, the piercing and cold damage dealt by your *ice spears* increases to 2d10 each. In addition, as a standard action you may cause the *ice spears* to shatter, dealing 1d6 hit points of damage +1 per level to all creatures in their square or in adjacent squares. You may take that action within a number of rounds equal to your mythic tier.

ILLUSORY HOARD^{DSH}

The duration is increased to a number of days equal to your mythic tier, and a non-mythic target must save twice and take the worse result when attempting to disbelieve the *illusory hoard*.

Augmented: If you expend two uses of your mythic power, you can set this spell as a magical trap that lasts 1 hour/level. The material component is consumed at the end of the spell's duration, rather than when the spell is cast. The next sentient creature viewing the object must save or be affected by the *illusory*

hoard spell. This use of the spell can be detected and disarmed as a magical trap.

Augmented (4th): If you expend three uses of your mythic power when setting an *illusory hoard* as a magical trap, it can activate a number of times equal to one-half your mythic tier before its power is exhausted. If the material component is destroyed or the spell is dispelled, any remaining activations of the spell are lost.

IMBUE WITH FLIGHT ^{Mo}

You double the maximum weight of the object you can imbue with flight. You can expend additional uses of mythic power to increase the maximum size of the object you can imbue with flight. Imbuing a Huge object requires two uses of mythic power, imbuing a Gargantuan object requires four uses, and imbuing a Colossal object requires eight uses. These costs include the expenditure to cast a mythic spell, and count toward doubling the weight limit of the spell. Two or more casters can cast this spell in concert to share the mythic power cost. Each caster must expend an additional use of mythic power to cooperate; this does not count toward the other costs or effects of the spell. The group chooses which caster has control of the flight. As a full-round action, the controlling caster can cede control to another caster involved in the original casting of the spell.

IMPART MIND ^{ISM}

You can add or subtract your mythic tier and your caster level from the roll you make on Table 15-24: Intelligent Item Powers in the Magic Items chapter of the *Pathfinder Roleplaying Game Core Rulebook*, and you may spend uses of your mythic power to influence this roll as well, adding or subtracting 1 for each additional use of your mythic power you spend.

Augmented (5th): If you expend two uses of

mythic power, you can add an inherent bonus equal to one-half your mythic tier to the target object's Intelligence, Wisdom, or Charisma score. This bonus may be applied to a single ability score or split between them.

INFERNAL HEALING ^{ISWG}

The spell's duration is increased by a number of rounds equal to your mythic tier, and the target is treated as evil for the purpose of alignment-based spells and effects. If the target is already of evil alignment, it gains fast healing 2. If the target is of good alignment, it must succeed at a Fortitude save against the spell's DC or be sickened for a number of rounds equal to one-half your mythic tier.

Augmented (3rd): If you expend two uses of mythic power, the target gains the effects of *protection from good* for as long as the *infernal healing* spell lasts.

INFERNAL HEALING, GREATER ^{ISWG}

The spell's duration is increased by a number of rounds equal to your mythic tier, and the target is treated as an evil outsider (as well as its own type, where applicable) for the purpose of alignment-based spells and effects. If the target is already of evil alignment, it gains fast healing 5. Each round, the target may choose to heal 1 point of ability damage rather than the hit point damage normally healed. If the target is of good alignment, it must succeed at a Fortitude save against the spell's DC or be sickened for a number of rounds equal to your mythic tier.

Augmented (5th): If you expend three uses of mythic power, the target gains the effects of *protection from good* and DR/good equal to your mythic tier.

INHERITOR'S SMITE^{ISG}

You add one-half your mythic tier (minimum +1) to the sacred bonus this spell grants on your attack roll and combat maneuver check. In addition, you may choose to perform a disarm, reposition, sunder, or trip combat maneuver in place of a bull rush maneuver on a successful hit. If you are grappled, you can instead choose to perform a grapple combat maneuver to escape from the grapple.

Augment (5th): If you expend two uses of your mythic power, you add your mythic tier to the sacred bonus this spell grants on your attack roll and combat maneuver check, and you may choose to perform an awesome blow combat maneuver in place of a bull rush maneuver on a successful hit. Alternatively, you may choose to make two different combat maneuver checks on a successful hit, rolling separately for each, to perform a bull rush, disarm, reposition, sunder, or trip (or grapple, but only to escape from a grapple) maneuver.

INNER FOCUS^{PSAND}

You can cast this spell with a range of touch. If you cast it on yourself, increase the duration to 1 hour/level. In addition, you do not need a divine focus to perform use supernatural class abilities, such as lay on hands or channel energy. Divinations such as *detect evil* reveal your alignment as if you were not a cleric.

INTERPLANETARY TELEPORT^{ISWG}

You may teleport willing creatures within 5 feet times your mythic tier, without needing to touch them.

Augmented: You can provide the benefit of *darkvision*, *life bubble*, *resist energy*, or *tongues* for a number of hours equal to your mythic tier by expending one use of your mythic power for each creature you include in

your *interplanetary teleport*. You may choose to include some targets and exclude others from the companion spell. If the target is mythic, it can maintain the effects of the companion spell upon itself for a number of hours equal to its mythic rank or tier by expending one use of its mythic power, and it can do so repeatedly to continue extending the effect. If the effect lapses or is dispelled, it ends and cannot be extended in this fashion.

Augmented (3rd): If you expend two uses of mythic power, you may teleport one additional willing creature of any size per 3 mythic tiers.

JUNGLE MIND^{Fp}

You gain the ability to *speak with animals* for the duration of the *jungle mind*, and you gain a bonus equal to your mythic tier on Intimidate checks made against animals. You can influence the reactions of animals of your chosen type as if you had wild empathy, adding your mythic tier as a bonus on your Charisma check when using this ability. Concentrating to read the thoughts of an animal or to share its senses reduces the spell's remaining duration to 1 minute per level rather than 1 round/level. You can switch your mental link to a different animal of the same type anywhere within range by concentrating for 1 minute; the new animal becomes your scrying sensor. This time is reduced to a full-round action if the animal with whom you currently have a mental link has line of sight and line of effect to the new animal with whom you wish to establish a link.

KISS OF THE FEY REALMS^{ISM}

A living creature gains a +4 insight bonus on Charisma checks and Charisma-based skill checks, and it gains fast healing 3 that is suppressed only if the target takes acid, fire, or negative energy damage from a mythic creature or effect. An undead creature takes

a penalty on saving throws against positive energy effects equal to one-half your mythic tier, and the save DCs for any of its exceptional or supernatural abilities are decreased by an amount equal to 2 plus one-half your mythic tier.

LAY OF THE LAND ^{FP}

You can cast this spell with a range of touch. If you cast it on yourself, you add your mythic tier to your caster level to determine the area you learn about, and as a bonus on Knowledge (geography) checks and Survival checks to avoid getting lost in that area. If you are a ranger, you treat that area as your favored terrain with a +2 bonus; if the area is already a type of your favored terrain, your favored terrain bonus is increased by 2 within the area.

LIGHT OF THE CRUSADER ^{ISM}

Undead within the *light of the crusader* are limned in a pale glow equivalent to *faerie fire* and are dazzled as long as the *light of the crusader* is upon them. Undead that fail their save take a -2 penalty on saving throws against effects with the light descriptor, in addition to positive energy effects. You may choose to cast this spell so as to illuminate evil outsiders in the *light of the crusader* rather than undead. The effects are the same as noted above, but evil outsiders that fail their saving throw take a -2 penalty on all saving throws made against effects with the good or light descriptor.

LIGHT PRISON ^{ISG}

The save changes to Reflex partial, and creatures failing their initial save who later attempt to leave the *mythic light prison* must succeed on a Reflex save, taking 1d10 points of damage

and are blinded for 1 round regardless of the result of the save. A failed Reflex save means the character remains stuck within the *mythic light prison*. A trapped creature can substitute a Strength check for this Reflex save, adding its size modifier to its CMB as a modifier on this check. A mythic creature adds its mythic tier to a Strength check to escape a *mythic light prison*.



LIGHTEN OBJECT ^{ISG}

You can affect a single object up to 10 cubic feet/level. If the target object is less than 1 cubic foot/level, you may choose to increase the duration to 1 hour/level, or you may reduce its weight to 10% normal for 1 minute/level. If the target item is a suit of armor, its armor check penalty decreases by an amount equal to one-half your mythic tier (minimum 1).

LIGHTEN OBJECT, MASS ^{ISG}

You add your mythic tier to the number of objects you can affect, and the objects need not be within 30 feet of one another as long as all objects are within range.

LOSE THE TRAIL ^{ISG}

You add your mythic tier to the number of creatures you can affect with this spell, and you also add your mythic tier to the DC of Survival checks made to track the targets. A creature using a non-mythic magical effect that reveals the direction and/or distance to a creature targeted with this spell, such as *locate creature* or *status*, must succeed at a caster level check with a DC of 11 plus your caster level plus your mythic tier or the spell fails to reveal the target's direction and distance. The caster adds the spell level of the magical effect being used to locate the target as a bonus on this check, and if the creator of that effect is a mythic creature, it also adds its mythic rank or tier as a bonus on the caster level check.

LOVER'S VENGEANCE ^{ISWG}

The target gains a +4 morale bonus to Strength and Constitution and a +2 morale bonus on Will saves while raging. If you cast this spell upon yourself, as a swift action you can suppress the effects of your rage until the

beginning of your next turn. You can do this a number of times equal to your mythic tier. If you cast this spell on a mythic ally, that ally can expend one use of its mythic power as a swift action to suppress the effects of its rage until the beginning of its next turn.

Augmented (4th): If you expend two uses of mythic power, you may designate a number of enemies that have wronged you equal to one-half your mythic tier. Your *lover's vengeance* triggers when the target is in combat with any of these enemies. In addition, your *lover's vengeance* can be triggered a number of times equal to one-half your mythic tier before being discharged.

MADDENING OUBLIETTE ^{ISG}

A non-mythic creature trapped in the *mythic maddening oubliette* takes a penalty on Will saves to escape the prison equal to the number of rounds it has been trapped (maximum penalty equal to 5 + one-half your mythic tier). When it escapes, it behaves as if affected by *mythic confusion*, as described in Chapter 3 of *Pathfinder Roleplaying Game Mythic Adventures*. This effect is permanent (as *insanity*) if the target was trapped in the *mythic maddening oubliette* for 10 or more rounds.

MARK OF BLOOD ^{FG}

When you establish a *mark of blood*, you also gain the benefit of *status* with the target. You are considered to have a part of the target's body if you cast *scrying* on a creature with your *mark of blood*, and the target takes a -2 penalty on saving throws against any other divination spell you cast upon it.

MARTIAL MARIONETTE ^{ISM}

The target takes a -4 penalty on attack rolls against you, and if you spend an immediate action to use the target's limbs to provide cover,

they grant you cover (+4 bonus to AC, +2 bonus on Reflex saves) rather than partial cover. You may choose to force the target to provide you improved cover (+8 bonus to AC, +4 bonus on Reflex saves) against a single attack, discharging the spell after the attack is resolved. If the attack misses you, it strikes your *martial marionette* instead. If the attack roll would not normally be sufficient to hit the *martial marionette's* AC, the attack deals only half damage.

Augmented (4th): If you expend two uses of mythic power, you may target a number of creatures equal to one-half your mythic tier. All targets must be within 30 feet of each other at the time of casting, but their subsequent movement does not affect the spell. The spell's effect is suppressed if they are out of range, but it resumes if they later come back within range.

MARTYR'S BARGAIN ^{ISM}

The delayed damage from your *martyr's bargain* is increased by 50%, as if empowered by the Empower Spell metamagic feat, rather than being maximized. Spells and spell-like abilities that were already empowered gain no additional benefit from this spell.

Augmented (5th): If you expend two uses of your mythic power, the delayed damage from your *martyr's bargain* is not increased, rather than being empowered or maximized.

MONSTROUS EXTREMITIES ^{ISG}

The target can familiarize itself with the use of its new limb in a number of rounds equal to 10+ your mythic tier. *Mythic monstrous extremities* are considered magic for the purpose of overcoming damage reduction, and they gain an enhancement bonus equal to one-half your mythic tier.

Augmented (5th): If you expend two uses of mythic power, you can make *monstrous extremities* permanent.

MUSIC OF THE SPHERES ^{ISM}

You add one-half your mythic tier (minimum 1) to the fast healing and sacred bonus on saving throws against disease and poison granted by this spell. The energy resistance it provides is increased to 15 against all energy types. In addition, you can subtly alter the *music of the spheres* each round to increase energy resistance against one type of energy to 20 by decreasing the other energy resistances to 10, or to increase one type of energy resistance to 30 by decreasing the other energy resistances to 5. This change persists as long as you continue concentrating or until you change the balance of energy resistance on a subsequent turn.

Augmented (6th): If you expend two uses of mythic power, the spell has a duration of concentration plus a number of rounds equal to your mythic tier.

NIGHT OF BLADES ^{ISG}

Increase damage to 1d6 per caster level (maximum 10d6). When cast in an area of dim light or darkness, a *night of blades* is virtually invisible. Creatures lacking darkvision take a -4 penalty on their Reflex save, and take additional damage equal to your mythic tier regardless of the result of their save.

ORCHID'S DROP ^{ISM}

The alchemical bonus on saving throws granted by this spell is increased to +3, and taking a dose of cognatogen or mutagen heals the imbibing alchemist 4d10 points of damage. An alchemist can also use the *orchid drop* to heal ability damage by sacrificing 1d10 points of healing for each point of ability damage he wishes to heal. He can heal ability drain by sacrificing 2d10 points of healing per point of ability drain he wishes to heal.

PICK YOUR POISON^{ISG}

You can affect a poison that is already in effect in a target's body with a successful caster level check, adding a bonus equal to your mythic rank or tier, against a DC equal to the poison's save DC. If the target is poisoned while this spell is in effect, she takes only a -1 penalty on attack rolls, saves, and checks unless the poison is from a mythic creature or effect.



PLAGUE BEARER^{ISG}

Creatures that end their turn adjacent to the target become contagious as if affected by *mythic contagion*, as described in Chapter 3 of *Pathfinder Roleplaying Game Mythic Adventures*. The *plague bearer* spell is difficult to detect or discern for what it is. Add your mythic tier to the DC of Spellcraft checks to identify the spell. In addition, divination effects that would normally reveal the nature of the spell, such as *detect magic* or *greater arcane sight*, do not reveal the spell or any information about it unless the caster succeeds on a caster level check against a DC of 11 + your caster level + your mythic tier. If the effect is not a mythic effect, the DC is increased by 4. If the caster is a mythic creature, she adds her mythic rank or tier to the result of her caster level check.

PLANETARIUM^{PSTAR}

You may choose for the area within the *planetarium* to become dim and shadowy, as if in dim light. The light provided by the figmentary stars is sufficient to enable creatures with low-light vision to see normally within it, but otherwise creatures within the *planetarium* have concealment against attackers or observers lacking darkvision. If you cast an illusion (pattern) spell of 3rd level or lower within the *planetarium*, the caster level and save DC of that spell are increased by 1; for spells that affect an area, this applies only to the portion of the spell's area that overlaps with the *planetarium*.

PLANETARY ADAPTATION^{DW, PSTAR}

You can cast this spell with a range of touch. If you cast it on yourself, increase the duration to 1 day/level.

PLANETARY ADAPTATION, MASS ^{DW, PSTAR}

You add your mythic tier to the number of creatures you can affect, and the creatures need not be within 30 feet of one another as long as all creatures are within range.

POISONED EGG ^{ISG}

The poison you create is more virulent than normal, increasing its maximum duration by a number of rounds equal to one-half your mythic tier, and requiring two consecutive successful saving throws to end the poison's effect. Non-mythic creatures take a penalty equal to one-half your mythic tier on their saving throw against a *mythic poisoned egg*. In addition, you can try to force a *mythic poisoned egg* into the mouth of a Small or larger creature with a successful dirty trick combat maneuver. You take a -2 penalty for each size category that the target is different than your size.

Augmented (3rd): If you expend two uses of your mythic power, a creature that fails a Fortitude save against the *mythic poisoned egg* is sickened for as long as it remains poisoned and for a number of rounds thereafter equal to your mythic tier.

Augmented (6th): If you expend three uses of your mythic power, a creature that fails a Fortitude save against the *mythic poisoned egg* is nauseated for as long as it remains poisoned and for a number of rounds thereafter equal to your mythic tier.

PROTECTION FROM OUTSIDERS ^{DHH}

The bonuses to AC and on saves increase by 1, plus 1 per 3 mythic tiers after 1st. A creature of that outsider racial subtype attempting to possess or exercise mental control over the target must attempt a Will save against this spell. If it fails, it takes 1d8 points of damage per 2 caster levels (maximum 5d8) plus 1d8 points

of damage per 2 mythic tiers (maximum 5d8) from mental feedback. A creature of the chosen outsider subtype that uses spell resistance to bypass the spell's protection against contact must successfully save or take this damage once each round that it attacks the protected target.

PUGWAMPI'S GRACE ^{ISM}

In addition to being forced to roll twice and select the lower result on d20 rolls, the target must also roll twice and select the lower result on any damage roll, including weapons, spells, and exceptional, supernatural, and spell-like abilities.

READ WEATHER ^{ISG}

You can cast this spell as a standard action without the need for a focus component. If you use the normal casting time and focus component, you can forecast the weather an additional 24 hours into the future per mythic tier.

REBOOT ^{PSTAR}

You add your mythic tier to your caster level to determine the total Hit Dice you can revive, and the construct gains hit points equal to twice your mythic tier (up to a maximum equal to one-half its normal hit points at full health). If the constructs Hit Dice are lower than the sum of your caster level plus your mythic tier, the duration of the *mythic reboot* is increased to 1 hour/level (D).

Augmented (5th): If you expend two uses of your mythic power, you can affect any number of constructs, as long as you do not exceed the maximum allowable Hit Dice. The extended duration applies only if the total Hit Dice of constructs you *reboot* does not exceed your caster level plus your mythic tier.

REPLENISH ^{KI} ISG

You can cast this spell upon yourself as a swift action or on an ally as a standard action. If you spend the normal casting time and you are the target, add one-half your mythic tier to the number of ki points you regain (minimum 1); if another creature is the target, that creature regains 1 additional ki point, plus one for every 5 mythic tiers you possess.

RIGHTEOUS BLOOD ^{DHH}

The target's blood deals 2d4 points of damage to attackers with the evil subtype (2d8 if the target has the good subtype or an aura of good). If the target takes bleed damage during the same round it takes piercing or slashing damage from a creature with the evil subtype or an aura of evil (including antipaladins



and some clerics), it adds this damage to the damage taken by the attacker. If an attacker confirms a critical hit with a piercing or slashing weapon against the target, the damage is increased by 1d4 (or 1d8, if the target has the good subtype or an aura of good) per critical multiplier greater than x1.

SADOMASOCHISM ^{ISG}

When you are dealt damage, your attacker rolls twice for damage. You take the amount of the lower die roll as lethal damage and you take the difference between the higher and lower roll as nonlethal damage. As long as you have nonlethal damage, you are filled with ecstatic exultation, gaining a +1 morale bonus on attack rolls and saving throws against mind-affecting effects and effects with the pain descriptor. An attacker demoralized by this spell takes a -4 penalty on saving throws against compulsion, fear, and pain effects as long as it remains shaken. If a creature damages you with multiple attacks, it must save after each attack. Multiple failed saves do not increase the intensity of fear, but the duration of the shaken condition stacks with each failed save. A non-mythic attacker must roll twice on its Will save to avoid becoming demoralized, taking the worse result. If neither result would successfully save, the attacker becomes demoralized for a number of rounds equal to one-half your mythic tier (minimum 1).

SCAMPER ^{AA}

You add your mythic tier to all Acrobatics checks made by your animal companion, or twice your mythic tier on Acrobatics checks made to avoid attacks of opportunity or move through the space of another creature.

Augmented (2nd): If you expend two uses of mythic power, you increase the duration to a number of rounds equal to your mythic tier.

SEA STALLION ^{AA}

Your mount's swim speed is equal to twice its land speed, and you retain the amphibious quality as long as you remain within 30 feet of your *sea stallion*, even if you are not mounted on it. Your *sea stallion* gains cold resistance 10 as well as one of the following exceptional senses while it is in the water: darkvision 60 feet, keen scent, low-light vision, tremorsense 30 feet.

Augmented (3rd): If you expend two uses of mythic power, you extend the spell's duration to 1 hour/level.

SEA STEED ^{AA}

Your mount's swim speed is equal to its land speed plus 20 feet, and its natural weapons function as if it had *freedom of movement*. Your *sea steed* gains immunity to pressure damage from deep water and gains the benefit of *endure elements* against cold environmental conditions.

Augmented (3rd): If you expend two uses of mythic power, you extend the spell's duration to 1 hour/level.

SECRET SPEECH ^{ISG}

You may affect a number of additional creatures equal to one-half your mythic tier (minimum 1). In addition, all targets gain a +2 circumstance bonus on saving throws against mind-reading effects and Bluff checks involving speaking. This does not apply to Bluff checks made to feint or create a diversion in order to use Stealth.

SEDUCER'S EYES ^{ISG}

You add a bonus equal to one-half your mythic tier (minimum 1) on Charisma checks and

Charisma-based skill checks when interacting with those who might find you sexually attractive. If such a creature has a friendly or helpful attitude toward you, you can make a *suggestion* to the target. This ends the *seducer's eyes* spell; any remaining duration applies to how long the target continues following the *suggestion* (unless it is completed before this time). This *suggestion* is not language-dependent, and its save DC is based on a 2nd-level spell.

Augmented (3rd): If you expend two uses of mythic power, you can alter your appearance as if using *disguise self*. This effect ends when *seducer's eyes* does.

SHADOW BARBS ^{ISM}

The chain radiates *darkness* (as the spell) in a 10-foot radius, but you can see in the area normally. You can use the *shadow barbs* as if they were a spell-storing weapon, but you can store only illusion (shadow) spells or spells with the darkness or pain descriptor. You add your mythic tier on your Will save at the spell's conclusion to cause the *shadow barbs'* vicious weapon damage to vanish.

Augmented (3rd): If you expend two uses of mythic power, your *shadow barbs* gain the wounding property. In addition, if you are killed or knocked unconscious during the duration of the spell, the *shadow barbs* shatter, dealing the same vicious damage that they dealt to you to all creatures within a 10-foot-radius burst.

SHARED SACRIFICE ^{ISG}

The casting time is reduced to one standard action, and the spell's effects are suppressed but do not end if the target moves out of range. The spell's duration continues to elapse, but if the target comes back in range before the spell expires, its effects resume. If you are affected by a fear or pain effect that does not cause hit point damage, the target of your *mythic shared*

sacrifice is also affected, though it gains a +4 bonus on any saving throw allowed against the effect and its duration is halved.

SHARE SHAPE^{AA}

You can share the shape of a non-animal companion or familiar, duplicating the effect of *elemental body I*, *plant shape I*, *vermin shape I*. You can take on the outward appearance of a familiar of another type, though this you gain the benefits of *monstrous physique II* if the familiar is generally humanoid in shape or *beast shape II* if it has a non-humanoid shape. Alternatively, if you use your familiar or companion's share spells ability to target it with this spell, you can invert the spell's effect, polymorphing your animal companion into humanoid form of the same type and subtype as you, as *alter self*.

SHEET LIGHTNING^{RG}

You add your mythic tier to the electricity damage dealt by this spell. Creatures failing their save are blinded for a number of rounds equal to your mythic tier on a failed save, or dazzled for the same duration on a successful save. A blinded or dazzled creature is entitled to a new Will save each round at the end of its turn; if the save succeeds, a blinded creature becomes dazzled and a dazzled creature regains its normal vision. Creatures wearing metal armor take a -4 penalty on their saves against this spell.

Augmented (2nd): If you expend two uses of mythic power, this spell deals 1 point of electricity damage per caster level (maximum 15), plus 1 point per mythic tier, in addition to the blinding and dazzling effect described above.

SHIELD COMPANION^{AA}

Increase the range to long (400 feet + 40 feet

per caster level). Subtract your tier from any damage transmitted to you through the mystical connection before applying the damage (minimum 1 hp of damage). When you use your surge ability to modify a saving throw against an effect that also affects your linked ally, the ally also applies your surge bonus die result to its saving throw. If the ally also uses its own surge ability, it takes either your result or its own result, whichever is higher.

SHIELD OF DAWN^{ISWG, MO}

The disk of sunlight protects you as a buckler with a +1 enhancement bonus per 4 caster levels (maximum +5).

You can make a melee touch attack with your *shield of dawn* in place of a normal attack to deal its fire damage to a creature. Creatures taking damage from your shield catch on fire (Reflex negates); the save DC to extinguish the fire is equal to the DC of the spell.

SHIELD OF DAWN, GREATER^{ISG}

You gain the effect of *mythic shield of dawn*, and you also add your mythic tier to the damage dealt to a creature that strikes you in melee. An attacker adjacent to you when it strikes you is also blinded for 1 round (Will negates). The duration of this blindness stacks with multiple failed saves.

Augmented (6th): If you expend two uses of mythic power, a creature striking you in melee catches on fire (Reflex negates), and as long as it is on fire it is outlined in light as *faerie fire*. The fire damage dealt by your *greater shield of dawn* ignores fire resistance or immunity. In addition, your *greater shield of dawn* functions as a *gaze attack* that blinds creatures within 30 feet for 1 round and dazzles them for 1d4 rounds thereafter (Will negates).

SHINING CORD ^{ISM}

You add your mythic tier to the insight bonuses granted by this spell. The target must make a Will save to move more than 30 feet away from you.

SIPHON MAGIC ^{ISM}

You may roll twice on the dispel check and take the higher result. The process continues until you've siphoned two spells or run out of spell effects affecting the target.

Augmented (8th): If you expend two uses of mythic power, there is no cap on the number of spell effects you can siphon, but for each you siphon beyond two, you must expend another use of mythic power.

SKY STEED ^{AA}

You may extend the duration of the spell to one hour times your mythic tier. Alternatively, you may grant your steed a fly speed equal to twice its land speed with good maneuverability.

SKY SWIM ^{ISG}

You can affect a target of any size, and a Large or smaller creature gains a bonus equal to your mythic tier on its Swim checks to swim through the air.

Augmented: If you expend two uses of mythic power, the duration is increased to 1 hour/level and the spell grants the target the ability to breathe air.

SMITE ABOMINATION ^{ISG}

If the target undead is destroyed before the spell's duration expires, you may designate a new target to smite as a swift action.

SONG OF ELVENHOME ^{ISM}

You can target a number of creatures equal to 3 + one-half your mythic tier, no two of whom may be more than 30 feet apart. This spell grants fast healing 3 to most living creatures, though elves, half-elves, and plants gain fast healing 5.

SOTTO VOCE ^{FG}

You add one-half your mythic tier (minimum 1) to the maximum Hit Dice of the creature you can affect with this spell. In addition, you can affect animals, fey, humanoids, or monstrous humanoids with this spell.

SOULREAPER MO

You can expend one use of mythic power to raise creatures killed by this effect as undead thralls. You can animate a number of Hit Dice worth of undead up to double your tier as if you had animated them with *animate dead*. The undead created by this spell count toward the total number of Hit Dice worth of undead you can control.

Augmented (8th): If you expend two uses of mythic power, you can raise slain foes as undead creatures chosen from the list of undead for *create undead*. By expending three uses of mythic power, you can select from the list for *create greater undead*. The total number of Hit Dice worth of undead created in this way can't exceed double your tier. Created undead are not automatically under your control. If you are capable of commanding undead, you may attempt to command the undead creatures as they form.

SOURCE SEVERANCE ^{FP}

You may choose to suppress arcane, divine, or psychic magic. When making a concentration check to cast a spell within the *source sev-*

erance, you may roll twice and take the better result, and if you are casting a mythic spell you add your mythic tier as a bonus on the concentration check.

SPAWN CALLING ISG

When casting this spell, you can specify a particular godspawn of the great devourer, including the [tarrasque](#) as well as other spawn from the official Pathfinder campaign world bestiaries, to call in place of the nameless behemoth spawned by the non-mythic version of

this spell. In order to do so, you must expend one use of mythic power plus three additional uses of mythic power per point of Challenge Rating the specified godspawn represents above CR 20. These must be expended on the final day of the week-long ritual to cast the spell.

SPECTRAL SALUQI ^{OLP}

Your *spectral saluqi* can become incorporeal at will, though each round spent incorporeal consumes 10 minutes of the spell's duration.



Except as noted for the spell, the *spectral saluqi* has statistics identical to a mythic yeth hound, as described in *Mythic Monsters: Emissaries of Evil* from Legendary Games. Alternatively, you can summon a standard yeth hound with the *agile* mythic simple template, as described in the Mythic Monster Advancement section of Chapter 6 in *Pathfinder Roleplaying Game Mythic Adventures*.

SPELL ABSORPTION^{ISM}

You may regain the use of any number of prepared spells or spell slots, as long as the sum of the spell's levels does not exceed the spell you successfully countered.

Augmented (3rd): If you expend two uses of mythic power, you gain a bonus equal to your mythic tier on caster level checks made to counterspell using *dispel magic*, and you can increase the maximum level of spell you can counterspell and absorb equal to one-third your mythic tier (maximum 6th)

Augmented (6th): If you expend one additional use of mythic power when you regain a spell using energy you gained from *spell absorption*, that spell is particularly effective against the creature whose spell you absorbed if it is used within one round times your mythic tier. You add one-half your mythic tier on caster level checks and to the save DC of the spell, but only as it pertains to the caster whose spell you absorbed; any other creatures are affected normally by the spell.

SPELL ABSORPTION, GREATER^{ISM}

You may regain the use of any number of prepared spells or spell slots, as long as the sum of the spell's levels does not exceed the spell you successfully countered. At any time during the spell's duration, you can discharge the spell's remaining duration to perform a counterspell as an immediate action.

Augmented: At any time during the spell's duration, you can expend one use of mythic power to counterspell as an immediate action. An unsuccessful counterspell does not discharge the spell.

Augmented (3rd): If you expend two uses of mythic power, you gain a bonus equal to your mythic tier on caster level checks made to counterspell using *dispel magic*, and you can increase the maximum level of spell you can counterspell and absorb equal to one-third your mythic tier (maximum 9th)

Augmented (6th): If you expend one additional use of mythic power when you regain a spell using energy you gained from *greater spell absorption*, that spell is particularly effective against the creature whose spell you absorbed if it is used within one round times your mythic tier. You add one-half your mythic tier to the save DC of the spell and to your effective caster level for determining the duration and effects of the spell (though not its range, area, or number of targets), but only as it pertains to the caster whose spell you absorbed; any other creatures are affected normally by the spell.

SPELL GAUGE^{ISG}

You add your mythic tier to your caster level to determine how many of the target's spell's prepared or known you discover. You also determine whether the target is capable of casting mythic spells, and you know if it has prepared or knows mythic versions of any of the spells you discover. If the target is a non-mythic creature, you also learn the highest-level spell the target is capable of casting.

SPELL SCOURGE^{ISG}

If the initial target of your *mythic spell scourge* saves against its effect, the *mythic spell scourge* remains present for a number of rounds equal to your mythic tier. You can

attack with the *mythic spell scourge* as if it were a whip and as if you were proficient in its use, and you can make iterative attacks with it. Once a target fails its saving throw against the *mythic spell scourge*, its power is expended and the whip disappears. If the target had one or more harmless mythic spells ended by your *mythic spell scourge*, you gain a bonus mythic surge which you must use within 1 minute or the power is lost. If the target has no harmless spells in effect, it is affected as *mythic confusion* for 1d4 rounds, as described in Chapter 3 of *Pathfinder Roleplaying Game Mythic Adventures*. You may cast other spells without affecting the *spell scourge*, though it occupies one hand so you must have your other hand free to perform somatic components.

SPELLBANE ISM, MO

Add half your tier to the number of spells you can select to not function in the area. As a full-round action, you can expend one use of mythic power to change one of the spells blocked by this effect. You can do this as often as you wish during the spell's duration.

SPELLSCAR ISM

You add your mythic tier to the DC of concentration checks to avoid triggering primal magic events. This increase does not apply to you, and you also add one-half your mythic tier to the bonus you receive on concentration checks to avoid triggering primal magic events. If you trigger one, you can add or subtract your mythic tier from the d% result to determine the event that occurs.

STAGGERING FALL RG

You add your mythic tier to the damage dealt by this spell. In addition, a non-mythic creature trying to end the staggered condition must roll twice and take the worse result.

STARSIGHT PSTAR

You gain a +2 insight bonus on saving throws against effects that would blind or dazzle you and against illusion (patterns), and if you are outdoors and aboveground at night you can see as if you had low-light vision.

STORM OF BLADES PSAND

You add one-half your mythic tier (minimum 1) to the number of swords you create and launch at your target.

STORM TRIDENT ISG

The *storm trident's* damage increases to 2d6 points of electricity damage + 1 point per caster level (maximum +20), and the weapon gains the brace property. As a swift action, you can extend the *storm trident* to use it as a reach weapon or can reduce its length to normal.

Augmented (3rd): If you expend two uses of mythic power, the *storm trident* gains a critical threat range of 19-20 and a critical multiplier of x3, and damage it deals is not subject to damage reduction, electricity resistance, or electricity immunity.

SUMMON ACCUSER RG

You summon a mythic accuser devil, as described in *Mythic Monsters: Devils* from Legend-ary Games. Alternatively, you can summon a standard *accuser devil* with the *agile mythic simple template*, as described in the Mythic Monster Advancement section of Chapter 6 in *Pathfinder Roleplaying Game Mythic Adventures*.

SUMMON ELEMENTAL STEED FG

The elemental chariot you create provides improved cover (+8 bonus to AC, +4 bonus on Reflex saves) to creatures within it, and

its DR/- is increased by an amount equal to your mythic tier. The elemental is considered a mythic creature, and any mythic creature riding within it that activates a mythic surge can choose to bestow the benefit of that mythic surge on the elemental chariot instead of itself.

SUMMON GENIE (ALL) ^{PSAND}

The genies you summon are considered mythic creatures, and you can grant one genie you summon the ability to use the mythic version of one of its spell-like abilities once during the summons. This mythic spell-like ability cannot summon other creatures, grant wishes, or permanently create items of intrinsic value.

Augmented (6th): If you expend two uses of mythic power, you can add the agile or invincible mythic simple template to your summoned genie(s). These templates are described in the Mythic Monster Advancement section of Chapter 6 in *Pathfinder Roleplaying Game Mythic Adventures*. If you are summoning jann, you may choose to summon mythic jann as described in *Mythic Monsters: Inner Planes* from Legendary Games.

SUMMON INFERNAL HOST ^{RG}

The host devils (either 1 magaav or 1d4+1 gaavs) you summon are considered mythic creatures and gain one use of mythic power and the surge ability, which they can use to add 1d6 to a single die roll. The host devils possess no other mythic abilities. However, if you possess any teamwork feats, you can share one teamwork feat with these host devils. This teamwork feat functions only in cooperation with you and with one another, not with other creatures that may have the same teamwork feat.

Augmented (6th): If you expend two uses of mythic power, you can add the agile, invincible, or savage mythic simple template to your

summoned host devil(s). These templates are described in the Mythic Monster Advancement section of Chapter 6 in *Pathfinder Roleplaying Game Mythic Adventures*.

SUPPRESS CHARMS AND COMPULSIONS ^{ASL}

You increase the duration by a number of minutes equal to your mythic tier, and you add your mythic tier to your caster level to



determine how many creatures you can affect. Targets add one-half your mythic tier on saving throws against non-mythic charm and compulsion effects.

SUPPRESS PRIMAL MAGIC ^{ISM}

You grant a circumstance bonus equal to 5 plus one-half your mythic tier on saving throws against primal magic events that originate outside the spell's area. You add your mythic tier on Will saves made to prevent a primal magic event triggering when the *suppress primal magic* spell ends.

SUSTAINING LEGEND ^{MO}

You amplify the mythic power of the target creatures, bolstering them with healing energy each time they draw upon their mythic abilities. When a creature affected by this spell expends uses of mythic power for any ability, it immediately heals 2d8 points of damage + 1 point per caster level (maximum +25). In addition, the creature benefits from one of the following additional effects.

- Remove any one of the following conditions: dazzled, fatigued, shaken, sickened, or staggered.
- Reduce the dazed or stunned condition to staggered.
- Reduce the exhausted condition to fatigued.
- Reduce the frightened condition to shaken, or the panicked condition to frightened.
- Reduce the nauseated condition to sickened.

A target can benefit from the effects of *sustaining legend* only once per round, even if the target expends multiple uses of mythic power during that time.

SYMBOL OF DEBAUCHERY ^{ISG}

The saving throw for this spell becomes Will partial, and creatures that successfully save

against the symbol become euphoric and tipsy, becoming staggered for at least 1 round. They can make a saving throw each round at the end of their turn to end the staggered effect, and it also ends if their line of sight to the symbol is blocked or if they move or are moved more than 60 feet from the symbol. As long as creatures are staggered by this spell, they take a -2 penalty on saving throws against charms, compulsions, and emotion effects but become immune to fear. Creatures that fail their saving throw are compelled to rush to the nearest creature, dropping any held objects, and caressing and kissing that creature. In addition, once an affected creature is adjacent to the object of its affections, it spends one move action each round removing a random worn object; some object (such as armor) may take more than one round to remove. Add your mythic tier to the DC to find or disarm a *mythic symbol of debauchery* and to the DC of the caster level check to remove the symbol with a non-mythic *dispel magic*.

SYMBOL OF DISPELLING ^{ISG}

You add your mythic tier as a bonus to the dispel check you roll when the spell is cast. This bonus applies against any non-mythic spell effects in the area when the symbol is triggered. A successful dispel check removes a number of spells equal to one-half your mythic tier (minimum 1). Add your mythic tier to the DC to find or disarm a *mythic symbol of dispelling* and to the DC of the caster level check to remove the symbol with a non-mythic *dispel magic*. Spell effects on you are unaffected by the symbol's activation.

Augmented (4th): If you expend two uses of mythic power, the effect of a *mythic symbol of dispelling* resets 1d4 rounds after being triggered. If creatures other than its creator remain within 40 feet, the symbol activates again.

TAP INNER BEAUTY ^{ISC}

You can cast this spell with a range of touch. If you cast the spell on yourself, you add one-third your mythic tier (minimum 1) to the insight bonus you gain on Charisma checks and Charisma-based skill checks. In addition, whenever you fail a Charisma check or Charisma-based skill check, you can expend the spell's remaining duration to reroll that check. You must accept the result of the reroll even if it is worse.

TATTOO POTION ^{ISM}

You can place a *spell tattoo* created by this spell in any body slot (excluding the armor, eyes, headband, and shield slots). If you place the *tattoo potion* in the chest tattoo slot as normal and you know the mythic version of the spell contained within the target potion, you can expend one additional use of mythic power to implant the mythic version of the spell into the *spell tattoo*.

TECTONIC COMMUNION ^{FP}

You gain one additional fact about the area you study per mythic tier, and 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 tectonic communion*, 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 your *mythic tectonic communion*, 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*.

TELEPATHIC CENSURE ^{DHH}

You can cast this spell without a verbal component, as a silent act of will. The save changes to Will (partial), and on a successful save the target's ability to communicate by telepathy is suppressed for a number of rounds equal to your mythic tier. The target is entitled to a new Will save each round at the end of its turn to end this effect. If the target is currently part of a *status*, *telepathic bond*, *battlemind link*, or similar effect, you can attempt a Spellcraft check (DC 20 + the spell level of the effect, if any) to detect this effect's presence. If you detect it, you can expend the remaining duration of the *telepathic censure* spell to dispel this effect (as *dispel magic*). If the effect is a non-mythic effect, you add your mythic tier as a bonus on the caster level check to dispel it. A successful caster level check dispels the entire effect, not just the target's portion of it.

TELEPORT TRAP ^{ISWG}

When a creature succeeds on its Will save to avoid the *teleport trap*, add your mythic tier to the Knowledge (arcana) DC to recognize a *teleport trap*'s presence and roll on the following table and add your mythic tier to determine where the creature arrives (see the *teleport* spell description):

d20 roll	Result
1-8	Teleportation fails
9-14	Off-target
15-18	Similar area
19+	Mishap

TOMB LEGION ^{FG}

This spell calls into being 1d4+2 mythic mummies, as described in Chapter 6 of *Pathfinder Roleplaying Game Mythic Adventures*.

TOUCH OF BLOODLETING ^{ISG}

The target takes 2 points of bleed damage per round. In addition, add your mythic tier to the DC of Heal checks made to stop the bleeding. Non-mythic magical curing effects end this bleed only if the creator of the effect succeeds on a caster level check against the same DC. If that creature is a mythic creature, it adds its mythic rank or tier as a bonus on this check.



TRACKING MARK ^{ISG}

You subtract your mythic tier from the DC of Survival checks made to track the target, and you add your mythic tier to the bonus you gain on Perception checks made to oppose the target's Disguise or Stealth check.

Augmented (4th): If you expend two uses of mythic power, you can target a number of creatures equal to one-half your mythic tier.

TRANSFER TATTOO ^{ISM}

You can transfer a number of magic tattoos equal to one-half your mythic tier (minimum 1), and when you *transfer tattoos* you can retain them for a number of days equal to your mythic tier before placing them on another creature. During this time, they cannot be triggered by you and do not count against your available total of spell tattoo slots. If you do not transfer them to another creature (which may include you) before this time elapses, the stored tattoos are lost.

TRANSPLANT VISAGE ^{ISG}

You can steal the face from a creature that has been dead for up to 1 hour per level, and you add your mythic tier to the bonus you gain on Disguise checks to impersonate that person. If you use this spell to remove a stolen face, it remains intact for a number of rounds equal to your mythic tier and can be preserved with a *gentle repose* spell, *unguent of timelessness*, or a similar effect. As long as that effect does not expire and the stolen face is not otherwise damaged, the face can be reused multiple times.

Augmented (5th): You can cast this spell with a range of touch, bestowing a stolen face on a willing or helpless creature. You can also steal the face of a willing or helpless creature (Fortitude negates). A target failing its save

takes 4d6 points of damage, 2d6 points of Charisma damage, and 1d6 points of bleed damage. The target is also blinded and deafened for 1d6 rounds, and until the Charisma damage is healed the target is permanently dazzled and has a 50% chance of spell failure when casting spells with verbal components. A *regenerate* spell removes all negative effects from this spell, as does using *transplant visage* to give the target a new face, whether its own or another creature's.

TRIPVINE^{FG}

You add your mythic tier to the rope's CMB for trip maneuvers. In addition, you can affect a number of 5-foot squares equal to your caster level plus your mythic tier. The area of the *mythic tripvine* is shapeable, as long as each square is adjacent to at least one other square (including diagonally). The rope attempts to trip any creature entering a square it occupies, though it cannot attack the same creature more than twice per round.

TOUCH OF TRUTHTELLING^{ISG}

The target takes a penalty on Bluff checks equal to your mythic tier, and if the target attempts to create an illusion effect it must succeed on a caster level check with a DC of 11 + your caster level + your mythic tier. If the target is a mythic creature, it adds its mythic rank or tier as a bonus on its caster level check. Even if the check is successful, the save DC of the illusion is reduced by an amount equal to one-half your mythic tier (minimum 1).

UNBREAKABLE HEART^{ISWG}

You add one-half your mythic tier (minimum 1) to the morale bonus granted by this spell on saving throws against negative emotions. If a charm or compulsion effect affecting the target

allows a new saving throw to break the effect as a result of being ordered to harm or oppose a true ally, the target can roll three times and select the best result. If the target is affected by a mind-affecting effect based on positive emotions, including any effect that grants a morale bonus, if that effect would be dispelled or suppressed the target may choose for the *mythic unbreakable heart* spell to be dispelled or suppressed in its place.

Augmented (4th): If you expend two uses of mythic power, you may target a number of creatures equal to one-half your mythic tier.

Augmented (6th): If you expend five uses of mythic power, you may target every ally within 5 feet times your mythic tier. Targets are immune to non-mythic mind-affecting effects that rely on negative emotions.

UNWELCOME HALO^{ISG}

In addition to shedding light as a *light* spell, the target is dazzled as long as the *unwelcome halo* persists. You can dismiss the spell in a bright flash of light as a move action as long as the target is within range. This causes the target to become blinded for 1 round and dazzled for a number of rounds equal to your mythic tier; a successful Will save negates the blindness and halves the duration of the dazzled effect (minimum 1 round). Evil creatures adjacent to the target when you trigger this flash of light are dazzled for 1 round (Will negates). Creatures with the evil subtype or an aura of evil (such as that possessed by an antipaladin or some evil clerics) suffer twice the normal penalties for the dazzled condition.

Augmented (2nd): If you expend two uses of mythic power, the target is limned in an aura equivalent to *faerie fire* as long as the *unwelcome halo* persists, and as long as it remains dazzled if you dismiss the halo in a flash of light as described above.

VENGEFUL COMETS^{ISM}

You add your mythic tier to your caster level

to determine how many *vengeful comets* you create. You can use your *vengeful comets* as an immediate action to retaliate against any ranged attack, including weapons, spells, and extraordinary, supernatural, and spell-like abilities. If a comet hits its target, you may add your mythic tier to the bludgeoning or cold damage dealt by the comet (or you may split the damage between bludgeoning and cold).

VENGEFUL STINGER ^{ISG}

You add one-half your mythic tier as an enhancement bonus on attack and damage rolls with your *vengeful stinger*, and its critical threat range and critical multiplier are increased to 17-20/x3. The poison delivered by your *vengeful stinger* deals 1d4 points of Dexterity damage (Fortitude negates), with a frequency of 1/round for a number of rounds equal to your mythic tier, and requires two consecutive successful saves to cure. This poison damage is multiplied on a critical hit only during the first round of its effect.

VERMIN SHAPE (All) ^{ISWG, MO}

Each *mythic vermin shape* spell must be learned individually, and you must know the respective non-mythic *vermin shape* spell to learn its mythic version. You don't have to learn them in order, and aren't required to know a lower-level *mythic vermin shape* spell before you learn a higher-level one (for example, you can learn *mythic vermin shape II* if you know *vermin shape II*, even if you don't know mythic vermin shape I). Each mythic vermin shape spell adds the following benefits to its respective non-mythic version.

The spell's bonuses to ability scores increase by 2, the natural armor bonus increases by 1, the ability score penalties decrease by 2 (minimum penalty of 0), and the resistance bonus on saving throws against mind-affecting effects increases by 2. Choose one natural

attack type the vermin form has, such as bite or claws. The critical multiplier for this attack type increases by 1 (maximum -4).

Augmented (2nd): If you expend two uses of mythic power, the ability score bonuses increase by an additional 2. During each casting of the spell, you can act as if you had the Natural Spell feat for 1 round a number of times equal to your tier. For example, if you are 2nd tier, you can use the Natural Spell feat for 2 rounds per casting of mythic vermin shape.

VEX GIANT ^{ISM}

You can cast this spell with a range of touch. If you cast it on yourself, your ranged attacks and combat maneuvers do not provoke attacks of opportunity against creatures at least one size category larger than you. You add one-half your mythic tier to your CMB and CMD against creatures larger than you, and you deal an additional 1d10 points of damage on the first successful melee or ranged attack you make each round against a larger creature.

VEXING MISCALCULATION ^{ISG}

The spell does not end after automatically foiling the first critical threat rolled by the target. Instead, the target takes a penalty equal to one-half your mythic tier (minimum 1) on critical hit confirmation rolls for the remainder of the spell's duration.

Augmented (4th): If you expend two uses of mythic power, you automatically foil a number of critical threats by the target equal to one-half your mythic tier. If the target is a mythic creature, it can attempt a new Will save after each foiled critical threat after the first to end the effect.

VISION OF THE BEAST MOTHER ^{ISWG}

You may send multiple companion spells

along with the *nightmare*, up to a total number of spell levels equal to 5 + your mythic tier. All companion spells must follow the normal rules for a companion spell to a *vision of the beast mother*: affecting only the target, not dealing hit point damage, and being 6th level or lower. Cantrips or orisons count as 1/2 level. You specify the order in which these spells will take effect, and you may choose for them to take effect immediately or be delayed in their onset, with up to 24 hours in between each spell. If you choose to delay the onset of your companion spells, the *vision of the beast mother* can be dispelled before they take effect; any remaining companion spells that have not yet taken effect are lost.

WARLORD'S ARMOR ^{ISWG}

The damage to attackers increases to 1d4 points of piercing damage and affects creatures that attack the wearer with a melee weapon, an unarmed strike, or a natural weapon. Melee weapons with reach do not endanger a creature in this way. If you're wearing the armor and are taking bleed damage, the spikes lengthen and grow wicked barbs—this increases their damage against foes that strike you to 1d6 + 1/2 your caster level (maximum +5), and the spikes deal 1 point of bleed damage to any foe damaged by them. When your bleeding stops, the spikes immediately return to their normal size and any bleed effects caused by the armor end.

WATERS OF THE BEAST MOTHER ^{ISWG, MO}

When used as unholy water, *mythic waters of the beast mother* deal twice as much damage and prevent the creature from regaining hit points from fast healing or regeneration for 1d4 rounds (meaning the creature can be killed normally). The ability damage from the waters increases to 2d4, and a creature imbibing or anointed by the waters is nauseated

for 1d4 rounds if it fails its saving throw. The long-term effects of drinking *mythic waters of the beast mother* happen more quickly, requiring only regular exposure over weeks instead of massive quantities for months, and warp the consuming creature more extensively (at the GM's discretion). Monstrosities created by mythic waters of Lamashtu can breed with members of their original species and pass on such mutations to their offspring.

WEAPONS AGAINST EVIL ^{ISG}

You add your mythic tier to your level to determine the number of weapons you can affect, and those weapons need not be within 20 feet of each other as long as all weapons are within range.

Augmented (5th): If you expend two uses of mythic power, the affected weapons ignore the DR of evil creatures that have DR of 10 or lower, as long as the damage reduction is not DR/epic.

WEAPONWAND ^{ISM}

If you attack with the *weaponwand*, you can use the critical threat range of the weapon, though a critical hit with the wand's effect is always doubled, regardless of the weapon's critical multiplier. As long as the *weaponwand* is in effect, the weapon is considered magical for the purpose of overcoming damage reduction, although it gains no enhancement bonus.

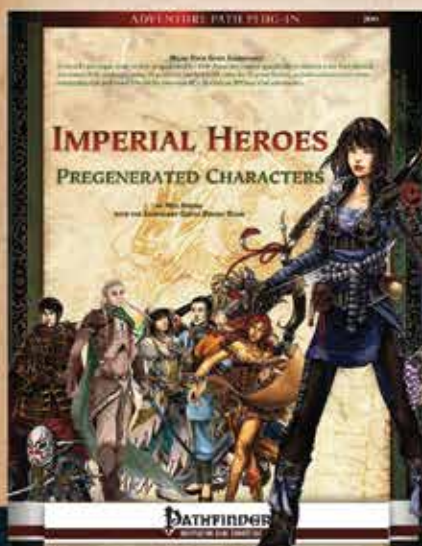
ZONE OF FOUL FLAMES ^{ISM}

You add your mythic tier to the Perception DC to notice the rippling distortion of the *zone of foul flames*, and you increase the circumstance bonus on saving throws enjoyed by creatures other than the creators of fire effects by an amount equal to one-half your tier (minimum 0). The backblast of a fire effect created within a *mythic zone of foul flames*

also surrounds the creator of the effect is thick with billowing smoke equivalent to a [smokestick](#). Each round the creator of the fire effect begins his turn within this smoke, he must succeed on a Fortitude save against the save DC of the fire effect he created or begin choking as if this smoke were a noxious sulfurous fume, causing him to become sickened for as long as he remains within the smoke and a number of

rounds thereafter equal to one-half your mythic tier (minimum 1).





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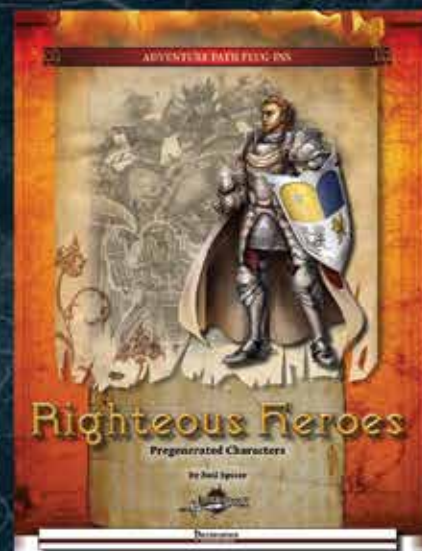


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