



PATHFINDER®
ROLEPLAYING GAME COMPATIBLE

MYTHIC PLUG-INS

CREDITS

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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 this product internally from the Table of Contents and externally with links to the official [Pathfinder Reference Document](#) as well as [d20PFSRD](#). 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.

ABOUT LEGENDARY GAMES

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

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WHAT YOU WILL FIND INSIDE MYTHIC MAGIC: HORROR SPELLS

This product is the latest all-new *Mythic Magic* supplement, bringing you **69 all-new mythic spells** from *Pathfinder Roleplaying Game Horror Adventures*! While the original mythic rules for Pathfinder included many cherished favorites from the *Pathfinder Roleplaying Game Core Rulebook* as well as the other core rules hardback rulebooks and the *Mythic Spell Compendium* compiled a vast array of mythic spells for your game, new rules for Pathfinder continue to come out and spellcasters have a continual supply of new tricks to try from more recent rulebooks like *Pathfinder Roleplaying Game Horror Adventures*. That diversity of options that we love so much about the game is what Legendary Games brings to you in the *Mythic Magic* series. The product before you completes the mythic rules for every spell in *Pathfinder Roleplaying Game Horror Adventures*. All of them, from *absurdity* to *wither limb* and all spells in between.

Whether you wield arcane, divine, or psychic magic, *Mythic Magic: Horror Spells* contains mythic spells of every level and every kind, from minor spells to the mightiest magics. You will find combat spells like *barbed chain*, *screaming flames*, and *waves of blood* right alongside defensive magic like *ban corruption*, *impossible angles*, and *profane nimbus*, spells to bring sorrow and despair like *mad sultan's melody*, *dreadscape*, and *maze of madness and suffering*, and of course a huge toolbox of magic designed to tap into the deepest and darkest secrets man was not meant to know, like *contact entity*, *compelling rant*, and *plundered power*! 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



HORROR SPELLS

Spells of horror inspire madness and dread, whether seeking to explore the macabre mysteries of the universe to pierce its veil of secrets and unmask the hidden terrors lurking in the shadows or to conceal them from prying eyes. Horror spells are often gruesome and gory in their effects, ravaging the living and tormenting the dead with pain and blood as sanity shrivels and hope dies aborning before cosmic horrors beyond imagining, the necrotic onslaught of the risen dead, or the infernal glory of insidious infiltrators from the fiendish realms.

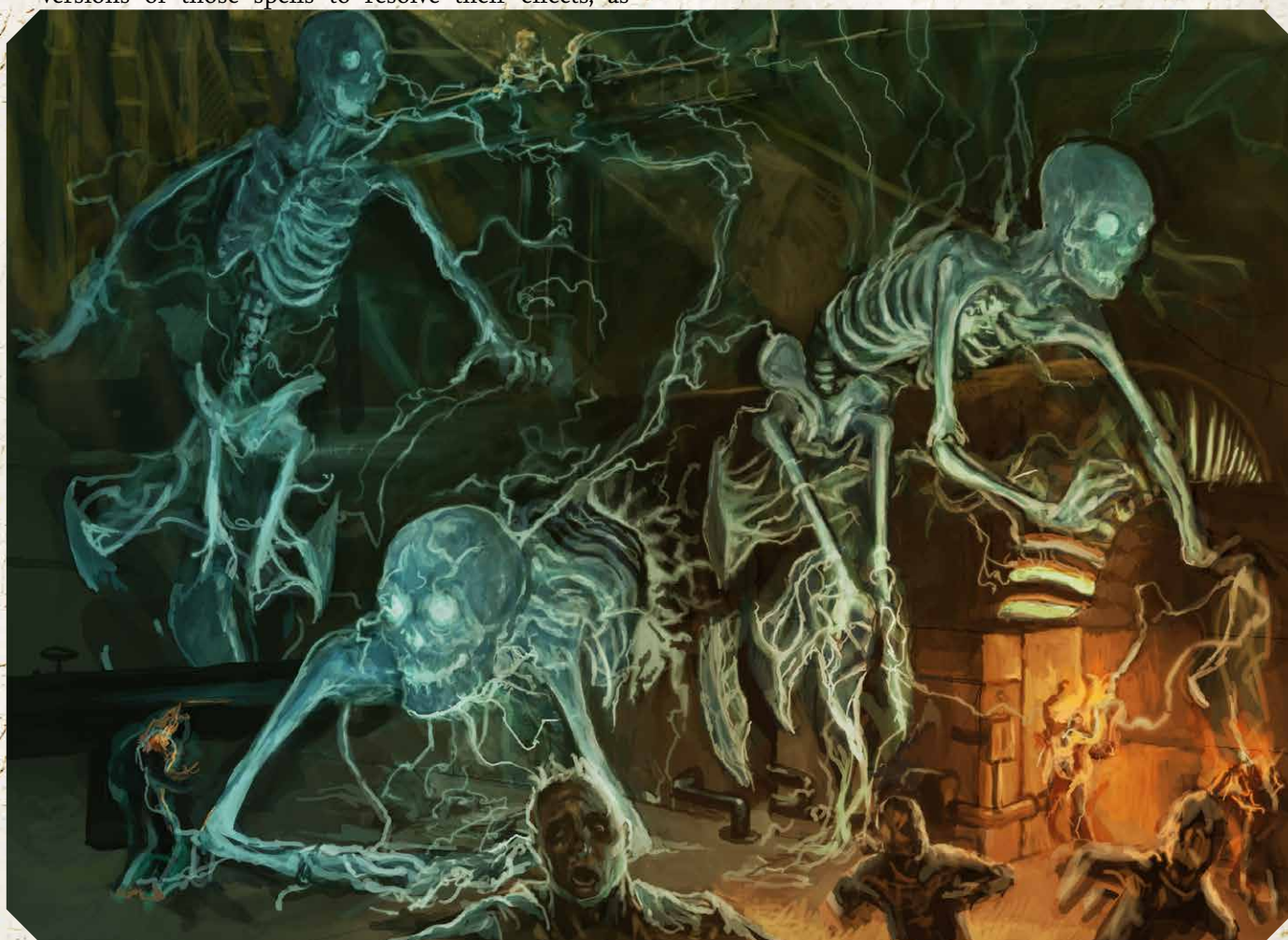
. Whatever form of magic they use, spellcasters can learn mythic spells using the mythic spellcasting universal path ability or the Mythic Spell Lore feat. The details of both are found in Chapter 3 of *Pathfinder Roleplaying Game Mythic Adventures*.

This product provides mythic versions of the spells from the *Pathfinder Roleplaying Game Horror Adventures* rulebook, but you will still need to refer to the standard versions of those spells to resolve their effects, as

adjusted by the mythic rules presented in this product. As such, it is assumed you have access to that rulebook and the spell lists contained in **Chapter 4: Spells and Rituals** of that book, and those lists are not repeated here. For ease of electronic reference, you may also link to the individual spells in online the *Pathfinder Reference Document* and at d2opfsrd.com; each spell description below is hyperlinked in electronic versions of this product to these online resources. Spells marked with a superscript ^A are spells that can be further augmented to produce greater effects by the expenditure of additional mythic power.

SPELL LIST (ALPHABETICAL)

absurdity^A
alleviate corruption^A
appearance of life
assume appearance^A
assume appearance, greater^A
ban corruption
barbed chain^A



blood ties^A
 bloodbath^A
 boneshaker^A
 borrow corruption
 charnel house
 compelling rant
 contact entity (all)^A
 cruel jaunt
 curse of fell seasons
 curse of night
 curse terrain^A
 curse terrain, greater^A
 curse terrain, lesser^A
 curse terrain, supreme^A
 damnation^A
 death clutch^A
 decapitate
 decollate
 dreadscape^A
 flesh puppet
 flesh puppet horde
 flesh wall
 flickering lights^A
 grasping corpse^A
 green caress
 hedging weapons^A
 holy javelin^A
 horrific doubles
 hunger for flesh
 hunger for flesh, mass
 impossible angles^A
 life blast^A
 locate gate
 mad sultan's melody
 massacre^A
 maze of madness and suffering
 night terrors^A
 pessimism^A
 phantasmal asphyxiation^A
 phantasmal putrefaction
 phobia^A
 plundered power^A
 profane nimbus^A
 pyrotechnic eruption
 quick change
 rigor mortis^A
 sacramental seal^A
 sacred nimbus^A
 screaming flames^A

sense fear
 sense madness
 sleepwalking suggestion^A
 slough^A
 stave off corruption
 straitjacket^A
 symbol of exsanguination
 temporary graft^A
 torpid reanimation^A
 verminous transformation
 vile dog transformation^A
 waves of blood
 wither limb

SPELL DESCRIPTIONS

ABSURDITY

The penalty on Sense Motive checks increases by an amount equal to your mythic tier, and the penalty on initiative checks increases by an amount equal to 1/2 your mythic tier. Each target gains a +4 bonus on saving throws made to resist fear effects other than the ones that *absurdity* renders them immune to. Each target also takes a -4 penalty on saving throws made to resist effects that involve humor, such as *hideous laughter*, or which cause creatures to appear less threatening than they actually are, such as *miserable pity*^{UM}.

Augmented (4th): If you expend two uses of mythic power, each time the target successfully resists a fear effect (whether because *absurdity* renders him immune, or because he successfully saves, or another reason), he must succeed on a Will save or be nauseated for one round as he is wracked with a laughing fit.

ALLEVIATE CORRUPTION

The spell's casting time is reduced to 1 standard action, and you add your mythic tier to the caster level check. Additionally, depending on which purpose of the spell you choose, there are additional benefits.

Combat Corruption: The target's corruption stage is lowered by two stages, rather than one, to a minimum of stage 0.

Remove Corruption: You can remove up to 2 manifestation levels from the target creature, as well as the two most recently acquired manifestations and their corresponding gifts and stains.

Augmented (6th): If you expend three uses of mythic power, there is no risk of you contracting the corruption and gaining a manifestation, regardless of the result of your caster level check.

APPEARANCE OF LIFE

You do not need to provide the spell's material component. Additionally, you can always target at least one undead creature with this spell, even if that creature's total Hit Dice exceeds twice your caster level. Finally, spells such as *detect undead* fail to pierce the illusion unless the spell comes from a mythic source.

ASSUME APPEARANCE

You can use the spell to assume the form of a living creature. The creature must be helpless while the spell is cast, and the spell ends immediately if the target ceases to be helpless. Using the spell in this way changes the spell's focus to a helpless living creature. If the creature used as a focus dies, the spell's effect does not end, although any creature that is observing the target at the time that the creature used as the focus dies gains a new saving throw to disbelieve the spell, with a +2 bonus. Once the creature used as the focus dies, it must be preserved or the spell ends, normally.

Augmented (5th): If you expend two uses of mythic power, you can assume the form of creatures of a wider variety of creature types, and the spell functions as *polymorph* rather than *alter self*.

ASSUME APPEARANCE, GREATER

You can use the spell to assume the form of a living creature. If you are not using a likeness of the creature as the spell's focus, then the creature must be helpless, as outlined in mythic *assume appearance*. You are also able to copy the creature's voice regardless of whether you have heard it or not. Finally, if you use a likeness as the focus and keep it on your person or within 30 feet, the aura of the mythic *greater assume appearance* is hidden, as though with *magic aura*, in addition to being redirected to the likeness.

Augmented (6th): If you expend two uses of mythic power, you can assume the form of creatures of a wider variety of creature types, and the spell functions as *polymorph* rather than *alter self*.

BAN CORRUPTION

A creature that succeeds on its saving throw still has any gifts associated with corruptions suppressed for as long as it remains within the spell's area, although it regains them once it leaves the emanation. Additionally, the spell's duration increases to concentration plus 1 minute/level.



BARBED CHAIN

Add your mythic tier to the attack bonus or CMB used by the conjured chains. Additionally, the chains are razor-sharp, and inflict 1 point of bleed damage with each successful hit or combat maneuver check. This bleed damage stacks with itself, if multiple chains are directed at the same target, but does not stack with other sources of bleed damage.

Augmented (3rd): If you expend two uses of mythic power, the chains can also be used to grapple targets. If the grapple is successful, the chains persist for 1 round per caster level, attempting to pin the target on each subsequent round, but do not damage the target or take any other actions as part of maintaining the grapple. The chains' CMD for this effect is equal to 10 + their CMB.

BLOOD TIES

If both targets fail their saving throws, there is no maximum amount of damage that can be conferred from the hostage to the second target (both targets must still be alive for damage to be conferred in this way). If one target succeeds on the saving throw, but the other fails, half of the damage inflicted to the hostage is conferred to the second target, to a maximum of 5 points of damage per caster level per day. You are only prevented from attempting to exploit the connection



between these particular two creatures gain if both targets succeed on their saving throw.

Augmented (6th): If you expend two uses of mythic power, you can cast this spell even if you previously cast this spell on both targets and they both succeeded on their saving throw, but only if it has been at least 1 week since the last time that you did so.

BLOODBATH

The bleed damage increases to 2d6 (both to yourself and to the other targets). Additionally, the spell's targets do not need to be within 30 feet of each other, although they must all be within the spell's range.

Augmented (3rd): If you expend two uses of mythic power, all bleed damage inflicted as a result of this spell is rolled twice. For each creature (including yourself), you choose which result to use.

BONESHAKER

If the target is a living creature, you can move the target an additional 5 feet for every 2 mythic tiers you possess, and this movement does provoke attacks of opportunity. If the target is an undead creature, you may have it perform a second action (allowing you to have it move twice, make two attacks, or move and make an attack).

Augmented (5th): If you expend three uses of mythic power, you can choose one additional target per mythic tier you possess, but you cannot target a mix of living and undead creatures: either all targets must be living, or all targets must be undead. Additionally, when dictating the targets' actions, all targets must move and act in the same way (for example, if they are all undead, you could have them all move 30 feet to the East and make an attack). If a physical obstacle prevents one or more of the targets from moving as you direct it, it simply moves as far as it can, then stops.

BORROW CORRUPTION

You can attempt to steal the corruption's power from the target. If you choose to do so, the target must succeed on a Fortitude save or lose access to any stains or gifts granted by their corruption. You also gain any daily uses the creature had remaining of any of their gifts with limited uses. Additionally, as a standard action, you can expend one use of mythic power in order to immediately gain a full day's uses of any gifts you gain with this spell that have limited uses.

Special: You may choose to take an additional 1d3 points of Wisdom drain (or have your sanity score decrease by an additional 2, if using the sanity system) when casting mythic *borrow corruption*. If you do, you do not need to expend a use of mythic power in order to cast the mythic version of the spell.

CHARNEL HOUSE

You do not need to provide the spell's material component, and the spell's casting time is reduced to 1 round. Non-mythic creatures that fail their Will save are nauseated for 2d4 rounds, then sickened for as long as they remain in the spell's area, plus 1d4 rounds thereafter. Mythic creatures that fail their Will save are nauseated for 1 round, then sickened for as long as they remain in the spell's area. Finally, the DC of the Acrobatics check to move through the area increases by an amount equal to your mythic tier.

COMPELLING RANT

Add your mythic tier to the number of Hit Dice listeners must possess in order to attempt a saving throw to negate the spell's effects. Additionally, the penalty on checks to create doubt about you is increased to -10.

Special: You may choose to take an additional 1d4 points of Wisdom drain (or have your sanity score decrease by an additional 2, if using the sanity system) when casting mythic *compelling rant*. If you do, you do

not need to expend a use of mythic power in order to cast the mythic version of the spell.

CONTACT ENTITY (ALL)

You can choose to contact 2 additional entities per mythic tier of a single type, and you gain a bonus on Charisma checks and Charisma-based skill checks equal to one-half your mythic tier (minimum +1) when interacting with creatures you contact with this spell for a number of days equal to your mythic tier. If you are at least 4th mythic tier, you can choose to send out your call to a number of different types of eldritch creatures equal to one-half your mythic tier. You cannot call creatures of a type whose power is beyond the *contact entity* spell you are casting, as described in **Table 4-1: Contact Entity**. You must have the material component for each creature type you wish to contact; however, you can contact creatures without a material component by expending additional mythic power, requiring one use of your mythic power for creatures on the *contact entity I* list, two uses for *contact entity II*, three uses for *contact entity III*, and four uses for *contact entity IV*.

Augmented (2nd): If you expend one additional use of mythic power, you can multiply the range of the spell times your mythic tier.

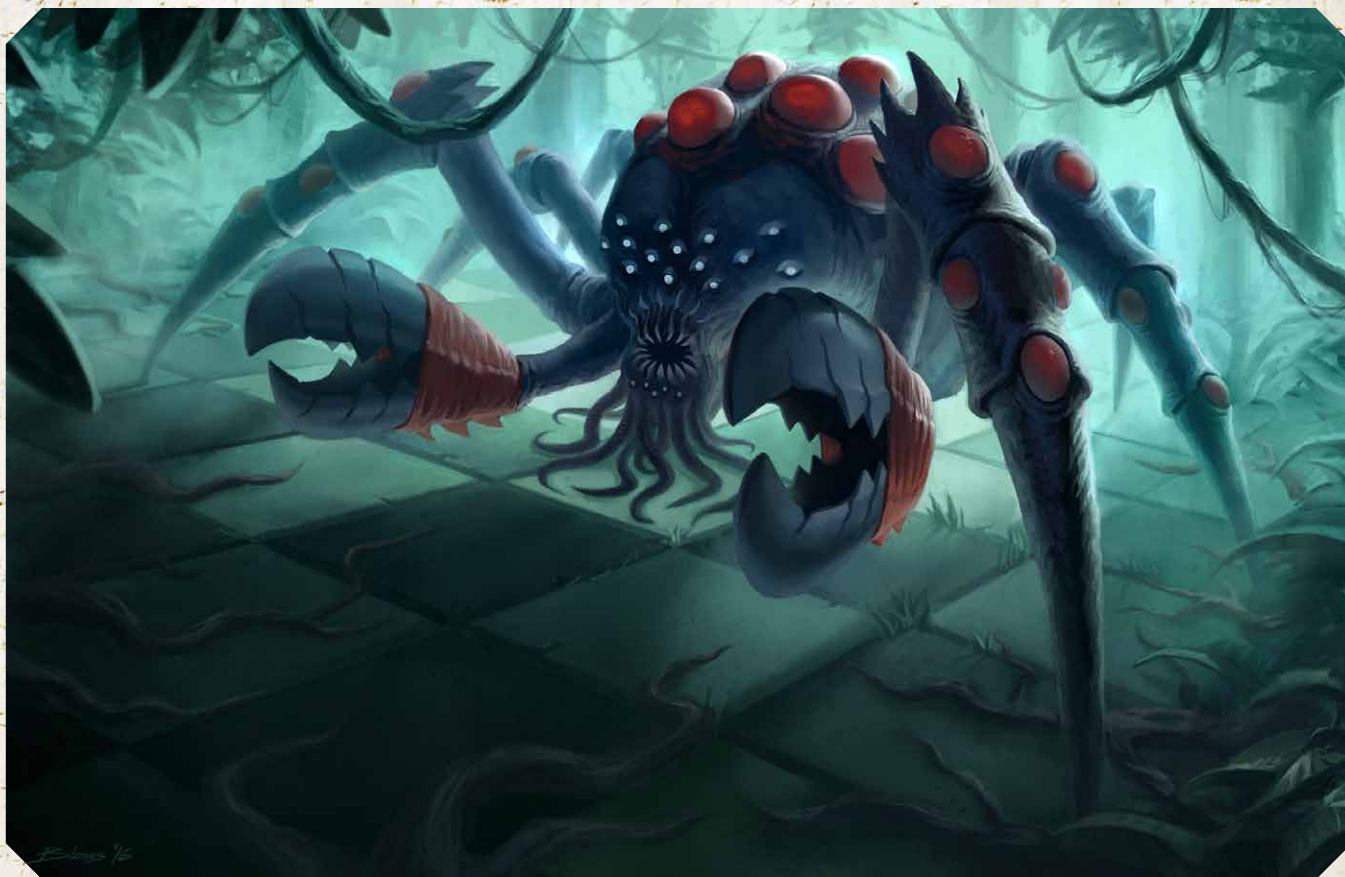
Augmented (5th): If you expend two uses of your mythic power, you can send a verbal message of up to 2 words per mythic tier to creatures you contact with this spell. They can understand your message even if you do not share a common language, though they are not compelled to respond to it or obey it.

CRUEL JAUNT

Teleporting with this spell takes only a move action, rather than a standard action, and you can take actions normally after teleporting, instead of being unable to take further actions for the round. Finally, the spell's range increases to long (400 feet plus 40 feet per caster level).

CURSE OF FELL SEASONS

The spell's area increases by 1 mile in radius for each mythic tier you possess. Additionally, when randomly determining weather conditions in the area, the GM should roll twice. If you spent 1 minute quietly focusing on the spell in the last 24 hours, then you choose which of the two results to use. Otherwise, the GM uses whichever result is more severe. Additionally, once per day, while within the cursed area, you can expend one use of mythic power as a full-round action



to cause a duststorm, thunderstorm, or snowstorm in the area, which lasts for 1d4 hours. See the *Pathfinder Roleplaying Game Core Rulebook* for more information about weather conditions.

CURSE OF NIGHT

The spell's area increases by 1 mile in radius for each mythic tier you possess. Additionally, creatures that are harmed or weakened by daylight take no penalties in the dimmed sunlight, and you can decide when you cast the spell whether or not you want the dim light to stunt the growth of plants. Finally, non-mythic creatures take a -4 penalty on saving throws made to be able to cast spells that create daylight or bright light, and light spells from non-mythic sources cannot increase the light level above dim.

CURSE TERRAIN

The spell's area increases by 1 mile in radius for each mythic tier you possess, and its duration increases to 1 day per three mythic tiers you possess. Additionally, you can choose the exact placement of each hazard, and the spell creates 1 additional hazard per three mythic tiers you possess. The normal restrictions for the CRs of each hazard remain.

Augmented (4th): If you expend three uses of mythic power, the area is more densely packed with terrain. Rather than placing individual hazards on the terrain, hazards come and go as needed, and for each hour a creature or group travels through the affected area, it has a 50% chance of encountering one of the types of hazards you selected.

CURSE TERRAIN, GREATER

The spell's area increases by 2 miles in radius for each mythic tier you possess, and its duration increases to 1 day per two mythic tiers you possess. Additionally, you can choose the exact placement of each hazard, and the spell creates 1 additional hazard per two mythic tiers you possess. The normal restrictions for the CRs of each hazard remain. Finally, the hazards do not need to be appropriate to the type of terrain.

Augmented (6th): If you expend six uses of mythic power, the area is more densely packed with terrain. Rather than placing individual hazards on the terrain, hazards come and go as needed, and for each half-hour a creature or group travels through the affected area, it has a 50% chance of encountering one of the types of hazards you selected.



CURSE TERRAIN, LESSER

The spell's area increases by 100 feet in radius for each mythic tier you possess. Additionally, you can choose the exact placement of each hazard, and the spell creates 1 additional hazard per three mythic tiers you possess. The normal restrictions for the CRs of each hazard remain.

CURSE TERRAIN, SUPREME

The spell's area increases by 2 miles in radius for each mythic tier you possess, and its duration increases to 1 day per mythic tier you possess. Additionally, you can choose the exact placement of each hazard, and the spell creates 1 additional hazard per mythic tier you possess. The normal restrictions for the CRs of each hazard remain. Finally, the hazards do not need to be appropriate to the type of terrain.

Augmented (8th): If you expend eight uses of mythic power, the area is more densely packed with terrain. Rather than placing individual hazards on the terrain, hazards come and go as needed, and for each quarter-hour a creature or group travels through the affected area, it has a 50% chance of encountering one of the types of hazards you selected.

DAMNATION

The damage taken by each creature increases to 2d8 per spell level. For each additional evil spell the creature is benefitting from or able to cast beyond the first, they take an additional 1d8 points of damage (spontaneous casters treat each spell known as a different spell, rather than each spell slot that could be used to cast such spells). The spell can never deal more damage to a single creature than 1d8 per caster level you possess, unless that creature is benefitting from or able to cast an evil spell whose spell level is higher than your caster level, in which case the maximum damage the spell can deal is 1d8 per spell level of that spell. Additionally, each creature that fails its Will save is blinded for a number of rounds equal to number of d8s of damage the spell deals to them.

Augmented (3rd): If you expend two uses of mythic power, this spell also damages creatures with corruptions. Such creatures are treated as though they are able to cast an evil spell whose spell level is equal to the total number of gifts granted by their corruption for the purposes of determining how the spell affects them.

DEATH CLUTCH

If the target fails his saving throw, his heart leaps from his chest if his current hit points are equal to or less than $200 + 10$ per mythic tier you possess, rather than

the normal hit point threshold. Additionally, if the target's heart is successfully pulled from his chest, it takes a portion of his soul with it. The heart continues beating for 1 day per caster level, and does not decay during this time, although it does continue to visibly and audibly beat. As long as the heart remains, all attempts to resurrect the creature it belonged to fail automatically, as though his soul was unwilling to return. Finally, if the target succeeds on his Fortitude save, he is nauseated, rather than staggered, if his current hit points are low enough that his heart would have been removed from his chest, had he failed his save, instead.

Augmented (6th): If you expend three uses of mythic power, you can choose one additional target per two mythic tiers you possess (to a maximum of six targets at 10th tier). All of the hearts that are pulled from their targets' chests in this way merge into a single, giant heart, which floats in the air in a space adjacent to you. As a move action, when you are within 120 feet of the heart, you can cause it to float up to 30 feet through the air. Otherwise, it remains where it is. The beating sound of the heart is unsettling, causing all creatures that can hear it (DC 5 Perception check, modified by distance and barriers) to be forced to succeed on a Will save or become shaken for as long as they can hear the noise, and for 1d4 rounds thereafter. Creatures that succeed on their Will save are spooked, instead.

DECAPITATE

You can cast this spell as a response to a critical threat, rather than a confirmed critical hit. If you do, you add your mythic tier to the attack roll made to confirm the critical hit, but if you fail to confirm the critical hit, the spell has no further effect. Regardless of when you cast the spell, non-mythic creatures take a -4 penalty on their saving throw to resist the spell, and the extra damage inflicted by the spell increases by 1d6 per 2 mythic tiers you possess.

DECOLLATE

The target's head is detachable even if her head is removed unwillingly. This does not make it any easier for her head to be removed against her will, however, and instead simply prevents decapitation effects from killing her when her head is not detached. Additionally, the DR granted by this spell increases by 1 per 3 mythic tiers you possess, and the blindsight granted by the spell extends an additional 5 feet per mythic tier you possess beyond 1st. Further, the severed head's hit points are equal to 10 per mythic tier you possess, or 1/5

the target's maximum hit points, whichever is higher. Finally, when the head is detached, it is still animated as alive. The creature can see and hear from its head, as well as having the blindsight granted to its body. The head and body share the same pool of actions each round, and act on the same point in initiative order. The head can only take actions that can be completed without a body, and similarly, the body can only take actions that can be completed without a head. As long as the body is in possession of the head, the head can provide verbal components for spells the body casts. While detached, the head is still subject to effects that require the target to have a head or a particular facial feature, but the body retains its immunity.

DREADSCAPE

The targets do not need to be within any particular distance of one another, although they must all be within the spell's range. Additionally, the DC of Diplomacy checks to gain a target's trust increases by an amount equal to your mythic tier. Finally, each target can take Wisdom damage (or sanity damage, if using the sanity system) as a result of *dreadscape* up to three times per casting.

Augmented (5th): If you expend three uses of mythic power, the spell's duration changes to permanent. Each target receives a second saving throw to end the effect after 24 hours, and a third saving throw to end the effect after 48 hours. A success on either saving throw ends the spell for that creature. Otherwise, the spell ends for a target only if it is dispelled, or removed with *remove curse* or a similar spell, or if a creature that this spell caused the target to be hostile towards successfully uses Diplomacy to increase the target's attitude to at least Friendly. If cast in this way, the spell gains the curse descriptor.

FLESH PUPPET

You ignore the spell's material component cost, and add your tier to your caster level when determining how many Hit Dice of undead you can animate with a single casting of this spell. This doesn't increase the total number of Hit Dice worth of undead you can control. You also add your mythic tier to your caster level for the purposes of determining the bonus on your Disguise check made to disguise the zombie, and the maximum length of the string created by the spell. As a standard action, you can direct the zombie to make a single melee attack.

FLESH PUPPET HORDE

You ignore the spell's material component cost, and add your tier to your caster level when determining how many Hit Dice of undead you can animate with a single casting of this spell. This doesn't increase the total number of Hit Dice worth of undead you can control. You also add your mythic tier to your caster level for the purposes of determining the bonus on your Disguise check made to disguise the zombie, and the maximum length of the string created by the spell. You can issue directions to multiple zombies with a single swift action, provided that you issue the same instructions to each zombie. You can issue different



directions to any number of zombies as a move action. Finally, you can direct zombies created by this spell to attack without them gaining the staggered quality or ruining their disguises.

FLESH WALL

Each 5-foot square of the *flesh wall* has a number of hit points equal to $10 + 5$ per mythic tier you possess, rather than the normal amount. Additionally, each section of the wall (and each zombie created from the wall) gains a bonus on attack and damage rolls equal to $1/2$ your mythic tier. If a section of the wall successfully damages a creature with its slam attack, it can attempt a combat maneuver check as a free action to attempt to pull the creature inside the wall, where it becomes trapped in the same fashion as a creature that failed a Strength check to move through the wall.

FLICKERING LIGHTS

Each time a percentile die is rolled to determine the light level created by the spell, roll twice, and you choose which result to use. Additionally, once per round, as an immediate action, you can cause the light level to change an additional time, rolling a percentile die to determine the new light level as normal.

Augmented (3rd): If you expend two uses of mythic power, the spell's casting time is reduced to 1 standard action, its duration increases to 1 minute per caster level, and its range increases to long (400 feet plus 40 feet per caster level).

GRASPING CORPSE

The spell's range increases to medium (100 feet plus 10 feet per caster level). You must have line of sight and line of effect to either the corpse or the creature, but not both, although you must be at least aware of both. In addition to tripping or grappling, the corpse can also perform the bull rush, dirty trick, disarm, drag, overrun, reposition, or steal combat maneuvers. Alternatively, the corpse can attempt to feint the creature, using your caster level + your Charisma modifier for its Bluff check. Finally, the corpse gains 2 additional hit points for each mythic tier you possess beyond 1st.

GREEN CARESS

The initial ability score damage inflicted by the spell increases to 1d8 (all subsequent ability score damage remains the same). Additionally, as a creature takes ability score damage from this spell, it takes additional penalties. Once a creature has taken at least 6 points



of ability score damage to each of its physical ability scores as a result of this spell, each of its movement speeds is halved, and its insides transform to the point where it can no longer consume or digest food or liquid, preventing it from eating or drinking (including potions). Creatures affected in this way do not take any penalties from starvation or dehydration as long as they spend at least 4 hours per day in direct sunlight. Once a creature has taken at least 12 points of ability score damage to each of its physical ability scores as a result of this spell, each of its movement speeds is reduced to 0 feet, and its lips fuse together, so that the creature can no longer speak, although it gains the ability to breathe through its skin.

Break enchantment, *dispel magic*, and *remove curse* can end the spell before the duration expires only if they come from a mythic source. Additionally, a creature attempting to remove mythic *green caress* in this way must attempt a Fortitude saving throw to resist the spell regardless of whether or not she succeeds on a caster level check, possibly causing the caster to become afflicted by the spell even if the target is cured.

Finally, you may choose to have the target remain fully conscious and aware after the transformation is complete, rather than being treated as a normal tree or shrub. If you do, the creature gains blindsense to a range of 10 feet and can hear normally, but is unable to speak or act in any fashion. You can also choose to have the target's shape after the final transformation still be clearly recognizable as the person they once were, including recognizable facial features, although they are still a normal (if unusually shaped) plant. Both

of these decisions must be made when the spell is cast, and can't be changed later.

HEDGING WEAPONS

Add your mythic tier to your caster level when determining how many weapons the spell generates. This allows you to gain an additional weapon at effective caster level 22nd, 26th, and 30th. Additionally, whenever one of the weapons created by this spell hits a creature, it deals 3d6 points of force damage, instead of the normal amount. As a full-round action, you can cause up to two of the weapons to make melee attacks against an adjacent creature. They use your base attack bonus for this attack, and use your primary spellcasting ability modifier instead of your Strength score for the attack roll. A weapon that misses on a melee attack does not disappear, and does not decrease the deflection bonus to AC.

Augmented (3rd): If you expend two uses of mythic power, the spell replaces lost weapons at a rate of one weapon every 2d4 rounds. The spell does not end immediately once you have used all the weapons, but grants no benefits until a new weapon is created. You cannot have more weapons at any given time than the number that were created when the spell was initially cast.

HOLY JAVELIN

Add your mythic tier to your caster level when determining the spell's duration. Additionally, the javelin inflicts 2d6 points of damage on a successful hit and at each time a creature starts its turn while impaled. Further, the DC of the Strength check required to pull out the javelin increases by an amount equal to 1/2 your tier, and whenever a creature fails to pull the javelin out in this way, it inflicts an additional 2d6 points of damage to the impaled creature.

Augmented (2nd): If you expend two uses of mythic power, the spell affects non-evil creatures, as long as they are also non-good. Such creatures take only half damage from the spell.

HORRIFIC DOUBLES

The maximum number of images generated by this spell increases to 12. Additionally, if a creature that failed its initial saving throw also fails the Will save to resist being frightened and taking Wisdom damage (or sanity damage, if your campaign uses the sanity system), that creature must continue to make a Will save each time it destroys one of the images, or take an additional 1d3 points of Wisdom damage (or 1d8 points of sanity damage). This cannot inflict enough Wisdom

damage to reduce a creature's Wisdom to less than 1 (if using sanity rules, it cannot cause your total sanity damage to equal or exceed your sanity score). Once the creature succeeds on one of these Will saves, it becomes immune to this effect.

HUNGER FOR FLESH

The chance that the target cannot overcome its hunger is increased to 50%, or 75% if it has line of sight to a creature of its own type and subtype (if applicable) that is taking bleed damage. If the target is a non-mythic creature it becomes sickened whenever it becomes staggered by this spell. The sickened condition ends whenever the staggered condition ends. Penalties for the sickened condition do not apply when the target uses its bite attack against a creature of its own type and subtype (if applicable), and in fact the target gains a +2 profane bonus on attack and damage rolls with its bite against such targets, and its bite also deals 1 point of bleed damage to such targets. This bleed damage stacks with itself and other sources of bleed damage.

HUNGER FOR FLESH, MASS

This spell functions as *mythic hungry for flesh*, but you can affect an additional number of targets equal to one-half your mythic tier, and the targets need not be within 30 feet of each other.



IMPOSSIBLE ANGLES

A creature that fails a saving throw to resist the spell's effects or end the spell early by 5 or more is nauseated for 1 round, in addition to the normal effects of being disoriented by the spell. Additionally, the creature must roll 1d8 to determine which direction it moves for each 5 feet of movement, rather than only doing so for the first 5 feet it moves each round. Finally, a disoriented creature takes 50% miss chance on all attacks it makes as long as it remains disoriented.

Augmented (7th): If you expend two uses of mythic power, you can choose up to one creature per three caster levels each time you cast this spell, which need not be within the spell's range. The chosen creatures are immune to the spell's effects.

LIFE BLAST

The spell's damage increases to 1d8 points of positive energy per caster level (maximum 12d8). Additionally, each creature damaged by the spell that fails its Will save is also slowed, as the spell *slow*, for 1d4 rounds. However, the spell also draws additional energy from nearby plants, causing all vegetation in squares adjacent to the spell's area to wither and die, as well.

Augmented (4th): If you expend two uses of mythic power, when you cast this spell, you may choose to have it manifest as a 75-foot cone, or a 50-foot-radius burst centered on you, rather than having it take the form of a 150-foot line. All other aspects of the spell remain the same.

LOCATE GATE

The spell's range increases to 1,000 feet per mythic tier. Additionally, you detect the direction and distance to each object, spell, or effect within range that can possibly be detected with this spell, and you can concentrate on any of these objects, spells, or effects that you have detected with this spell as a full-round action in order to gain a brief vision of where it leads. This vision counts as having viewed the location once for the purposes of *teleportation* and similar effects, and it is impossible to further study the location by seeing it in this way, even if you concentrate on the same gate multiple times. Mythic *locate gate* can be blocked by *nondetection*, *dimensional lock*, or similar effects only if the *nondetection* effect comes from a mythic source.

MAD SULTAN'S MELODY

The spell can affect any creature of the aberration type or the elemental subtype, in addition to those outlined in the spell's description. At the GM's discretion, the

spell may also affect magical beasts and outsiders that are either associated with mythic entities, or which live in the vacuum of space. Additionally, if you have the bardic performance class feature and choose to alter the spell's DC to reflect that, it costs only 1 round of bardic performance per 2 rounds of the melody, and it does not count as an active performance for determining how many performances you have active.

Special: You may choose to take an additional 1d4 points of Wisdom drain (or 2d6 points of sanity damage, if using the sanity system) when casting mythic *mad sultan's melody*. If you do, you do not need to expend a use of mythic power in order to cast the mythic version of the spell.

MASSACRE

The number of Hit Dice worth of creatures killed by the spell increases to 1d6 per caster level. Add your tier to the maximum HD of creatures that can be affected by the spell. Additionally, if the spell does not kill any creatures, the unreleased necromantic energy violently explodes in a 10-foot-radius burst centered on the final square of the 60-foot line, rather than exploding in a single square, and the damage inflicted by this explosion is increased to 10d8 points of damage + 1 point per caster level.

Augmented (7th): If you expend two uses of mythic power, the spell's area changes to a 60-foot cone, and if the spell does not kill any creatures, the unreleased necromantic energy violently explodes in the in a 30-foot-radius burst centered in any square of your choice at the far end of the cone, rather than exploding in a single square, and the damage inflicted by this explosion is increased to 10d10 points of damage + 1 point per caster level.

MAZE OF MADNESS AND SUFFERING

You do not need to provide the spell's material component. Each round, when rolling to determine which part of the maze the creature wanders through, roll twice and choose whichever result you prefer. Additionally, each section of the maze has additional enhancements, as outlined below.

Circus: The save to resist the madness uses the spell's DC or the madness's normal DC, whichever is higher.

Haunted Forest: Creatures frightened by the forest take a -4 penalty on Intelligence checks made to escape the maze, and the damage taken each round increases to 5d6 points of slashing and piercing damage.

Hellscape: In addition to the normal effects of the

hellscape, a creature in this section of the maze takes 2d6 points of fire damage per round.

Oasis of Respite: If the creature fails three consecutive saving throws and enters a state of lethargy, it must succeed on a final Will save at the end of the spell's duration, or it remains in the maze after the spell ends, and can only be freed by a *freedom* spell, or by using *plane shift* or a similar spell to travel to the extraplanar maze and rescue the creature directly.

Strange City: Even if the creature succeeds on its Will save, it still takes 1d3 points of Wisdom damage (or 1d6 points of sanity damage, if using the sanity system).

NIGHT TERRORS

If the target succeeds on one of its daily saving throws, it rests normally for that night, but the spell does not end, and the creature must continue making saving throws on subsequent nights or be plagued by nightmares once again. On any night that the target is able to rest normally, she is able to recover ability score damage inflicted by this spell at the normal rate (typically 1 ability score point for a full 8 hours of rest, or 2 ability score points for a full day of complete rest), however, such ability damage still cannot be removed by other means.

Augmented (8th): If you expend three uses of mythic power, then each night that the target fails his Will save to resist the spell's effects by 5 or more, she takes particularly terrifying dreams, and must succeed on a Fortitude save or die from fear. Even if the Fortitude save is successful the target still takes 3d6 points of damage.

PESSIMISM

The penalty imposed by this spell is doubled on saving throws made to resist fear effects. At the GM's discretion, the penalty is also doubled against certain emotion effects that rely on negative emotions such as fear or anger, but not emotion effects that make use of positive emotions, such as happiness or calm. Additionally, whenever the target rolls a natural 1 on an attack roll or saving throw, fails an ability or skill check by more than 5, or takes additional damage as a result of a foe's confirmed critical hit, the penalty imposed by the spell increases by 1 for one minute, instead of the normal effect described in the base spell. Multiple instances of this increase stack, to a maximum penalty equal to your mythic tier, or -4, whichever is higher.



Augmented (6th): If you expend two uses of mythic power, you can target one additional creature per two mythic tiers you possess.

PHANTASMAL ASPHYXIATION

Even if the target succeeds on its Fortitude save, it remains sickened, and is unable to will itself to breathe. The target is effectively holding its breath, and is subject to the normal rules for suffocation (see the *Pathfinder Roleplaying Game Core Rulebook* for more information on holding your breath and suffocation). Additionally, the target must succeed on three Fortitude saves in a row to end the spell's effects early. Further, even if the target is rendered unconscious by the spell, it must continue making Fortitude saves each round. Failure on one of these Fortitude saves indicates that the creature immediately dies from suffocation.

Augmented (6th): If you expend two uses of mythic power, you can target one additional creature per two mythic tiers you possess.

PHANTASMAL PUTREFACTION

The initial Wisdom damage inflicted by the spell increases to 1d6+1 (or 2d6 points of sanity damage, if using the sanity system). Additionally, once a target has failed its Will save to disbelieve the spell three times, it is no longer able to attempt further saves to disbelieve the spell. Instead, it must make a Will save each round to avoid fainting, and if it succeeds on this Will save, it gains the confused condition for 1 round.

PHOBIA

If you name an energy type, the creature must make a Will save to avoid being affected by the spell any time it can perceive a source that can inflict at least 5 points of damage of that energy type. Additionally, you can apply a fear of darkness to creatures with darkvision or other special senses, a phobia of heights to creatures with a fly speed, and a phobia of water to creatures with a swim speed, although such creatures receive a +4 bonus on their initial saving throw, and any subsequent saving throws to avoid the spell's effects. Further, if you apply a phobia of a creature, you can choose a single creature of the aberration, dragon, magical beast, outsider, plant, or undead types for the phobia to apply to, or have it apply to all creatures of the ooze type, instead of the normal limitations, and regardless of the type of creature you choose, it applies whenever the target sees a swarm or a single Tiny or larger creature matching the phobia. Finally, *break enchantment*, *heal*, and *limited wish* can remove a mythic *phobia* spell only if they come from a mythic source. *Miracle* and *wish* can still remove a mythic *phobia*, regardless of whether or not the source is mythic.

Augmented (6th): If you expend two uses of mythic power, you may select one additional phobia to apply to the target for every three mythic tiers you possess.

PLUNDERED POWER

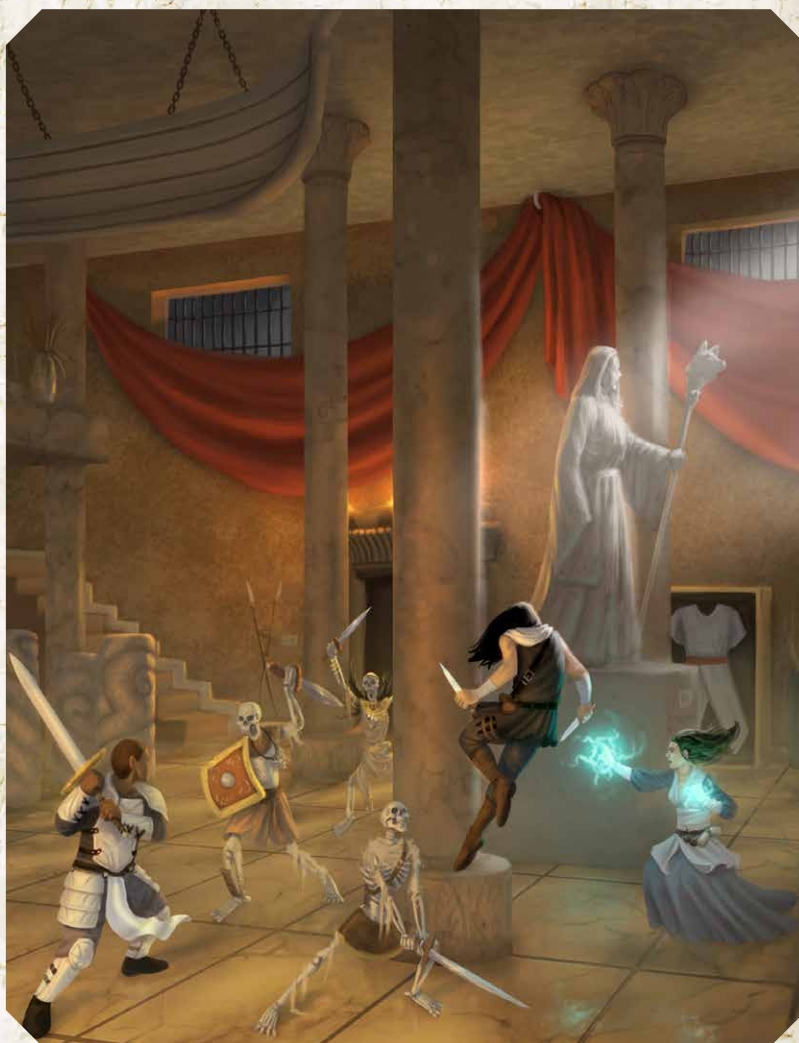
The bloodstone can store one racial spell-like ability the sacrificed creature possessed per three mythic tiers you possess. You choose which of the creature's racial spell-like abilities are stored in the bloodstone, and the bloodstone

allows you to use them as frequently as the sacrificed creature would normally be able to. Each spell-like ability uses your caster level or the sacrificed creature's normal caster level for using this ability, whichever is higher. Similarly, the DC is based on the sacrificed creature's relevant ability score, or the highest of your mental ability scores, whichever is higher.

Augmented (9th): If you expend two uses of mythic power, you can imbue the bloodstone with a fraction of your mythic power. The spell's duration changes to permanent. Until the bloodstone created by this spell is destroyed, your daily uses of mythic power is permanently reduced by 1.

PROFANE NIMBUS

The unholy power of your nimbus extends further, allowing it to damage creatures wielding melee weapons with reach, and in addition to the damage the nimbus inflicts against your attackers, it also inflicts 1d3 points



of Strength damage to the attacker. Additionally, if you succeed on a Fortitude save to halve the damage or partially negate the effects of a spell or magical ability with the good descriptor, you take no damage and no ill effects from that spell or ability, instead.

Augmented (6th): If you expend three uses of mythic power, the nimbus actively lashes out to punish those who would dare strike you, regardless of distance. Creatures that strike you with ranged attacks are subject to the *profane nimbus's* effects, as are creatures that target you with harmful spells (including, but not limited to, all spells that offer a saving throw not denoted as harmless).

PYROTECHNIC ERUPTION

Each round, instead of dealing half as many d6 of fire damage to the target, the spell deals 2/3 as many d6 of fire damage to the target (so a 15th-level caster would deal 15d6 points of fire damage on the first round, 10d6 points of fire damage on the second round, 6d6 points of fire damage on the third round, and so on). Additionally, creatures can no longer switch places with the target by bull rushing or grappling it. However, whenever a creature touches the target and takes fire damage from the spell as a result, as a swift action, you can cause the fire to leap from the original target onto that creature.

QUICK CHANGE

The spell's duration increases to 24 hours. Additionally, the transformation is frightening, as well as swift: each creature that observes you revert to your true form must succeed on a Will save or be shaken for 1 minute. Creatures that succeed on their saving throw are spooked for 1 minute, instead.

RIGOR MORTIS

The damage inflicted by the spell increases to 1d8 points of nonlethal damage per caster level. Additionally, the penalty to Dexterity increases to -8, and the target's movement speed is halved or reduced by 10 feet, whichever results in the greater loss. Finally, the penalties to Dexterity and movement speed last for 1 hour per caster level, instead of their normal duration, and the DC of the Heal check to attempt to end these penalties early increases by an amount equal to your mythic tier.

Augmented (6th): If you expend two uses of mythic power, you can select one additional target per three mythic tiers you possess.

SACRAMENTAL SEAL

The object that serves as a trap for the target is magically reinforced by the spell's power, increasing its hardness by an amount equal to your mythic tier, granting it 2 additional hit points per mythic tier you possess, and providing it with spell resistance equal to your caster level + 11. Additionally, as long as the object is placed in the stewardship of creatures or a location belonging to your faith, the trapped creature does not gain the ability to communicate telepathically with creatures in possession of the object until 1 month has passed, and does not gain the abilities it would normally gain after 1 week until a full year has passed. Once it has gained these abilities, the prison does not continue to weaken as long as it remains in the stewardship of creatures or a location belonging to your faith (such creatures and places are treated as being in your possession).

Augmented (10th): If you expend four uses of mythic power, you create a special bond between yourself and the trapped creature, which allows you to maintain the upkeep of its prison from a distance, and even undo the erosion of the prison. Each day, when you regain your daily uses of mythic power, you can expend one use of mythic power in order to prevent the prison from eroding further that day, treating the object as though it were in your possession for the purposes of this spell, regardless of the distance between yourself and the object. Additionally, if you actually have the object in your possession, you can expend one use of mythic power and perform a 1-hour ritual to effectively undo one day of time that the object spent out of your possession. If this would reduce the total amount of accrued time the object spent out of your possession below the necessary threshold for certain abilities the trapped creature has gained as a result of time the object spent out of your possession, it loses those abilities until the object once again spends the necessary amount of time outside your possession (including any time it already spent outside your possession that has not yet been removed). Finally, by performing a 24-hour ritual and expending twelve uses of mythic power, you can transfer stewardship of the object to another creature, who must also be a member of your faith and must have at least one mythic tier. That creature is now considered the spell's caster, and the prison weakens when the object is outside of that creature's possession, rather than yours.

SACRED NIMBUS

The holy power of your nimbus extends further, allowing it to damage creatures wielding melee weapons with reach, and in addition to the damage the nimbus inflicts against your attackers, it also



inflicts 1d3 points of Strength damage to the attacker. Additionally, if you succeed on a Fortitude save to halve the damage or partially negate the effects of a spell or magical ability with the evil descriptor, you take no damage and no ill effects from that spell or ability, instead.

Augmented (6th): If you expend three uses of mythic power, the nimbus also offers you some amount of protection, granting you an amount of damage reduction equal to 1/2 your mythic tier, which cannot be overcome by any means.

SCREAMING FLAMES

The sheet of flames created by the spell becomes 5 feet longer per two mythic tiers you possess, and it moves an additional 5 feet in a straight line for every two mythic tiers you possess, as well. Additionally, creatures which take Wisdom damage (or sanity damage, if using the sanity system) as a result of this spell is also shaken for 1 minute.

Augmented (5th): If you expend two uses of mythic power, creatures that fail their Reflex save also catch

on fire, taking 1d4 points of fire damage per two caster levels you possess (maximum 5d4), and 1d2 points of Wisdom damage (or 1d4 points of sanity damage, if using the sanity system) on their turn each round until the fire is extinguished. The DC of Reflex saves to extinguish the fire is equal to the spell's DC.

SENSE FEAR

In addition to the creatures you can normally detect with *sense fear*, you also sense any creatures within range that are taking from a fear effect which does not otherwise render them spooked, shaken, scared, frightened, panicked, terrified, or horrified. Additionally, the spell's range extends to 60 feet. Finally, you can differentiate between different types of fear, allowing you to distinguish creatures who are spooked from those who are shaken, and so on.

SENSE MADNESS

You gain all of the information the spell can provide about a creature on the first round of concentrating on that creature, rather than needing to do so for multiple

rounds. Additionally, you gain a bonus equal to your mythic tier on all Sense Motive and Spellcraft checks made to gain additional information about a creature with this spell. Finally, the circumstance bonus the spell provides on caster level checks made to counter, dispel, or remove magical effects is increased by an amount equal to $1/2$ your mythic tier.

SLEEPWALKING SUGGESTION

The suggested activity can cause the target to directly harm others, although this grants a sleeping target a saving throw to resist the spell's effects, and it grants a target that is currently awake a +4 bonus on its saving throw to resist the spell. The target is able to engage in combat, but only to fulfill your suggestion (it ignores any threats or hostile creatures it encounters that are not part of the suggestion). Additionally, creatures that are unconscious for reasons other than sleep can be affected by this spell as though they were asleep.

Augmented (5th): If you expend two uses of mythic power, you can target one additional creature per two mythic tiers you possess.

SLOUGH

In addition to the other penalties of having its skin fall off, the target takes a -2 penalty on attack rolls, damage rolls, and Strength- or Dexterity-based ability checks and skill checks. If the target has a natural armor bonus to AC, then as long as its skin is removed, that natural armor bonus is reduced by an amount equal to your mythic tier (to a minimum bonus of +0). Finally, as long as its skin is removed, the target is vulnerable to bludgeoning and slashing damage, taking half again as much damage (150%) from sources that deal damage of one of these types.

Augmented (6th): If you expend 2 uses of mythic power, the spell inflicts an amount of Constitution damage equal to your mythic tier instantaneously, and the target's skin falls off immediately. Further, even if the target successfully saves, he still takes 1d4 points of Constitution damage.

STAVE OFF CORRUPTION

The bonus granted on saving throws against the advancement of the target's corruption increases to be equal to $2 + 1/2$ your mythic tier. Additionally, after rolling a saving throw to resist the advancement of its corruption, the target can expend the remaining duration of the spell in order to reroll the saving throw and use the new result, instead. This causes the spell to end immediately, and the bonus granted by *stave off corruption* does not apply to the second roll.

STRAITJACKET

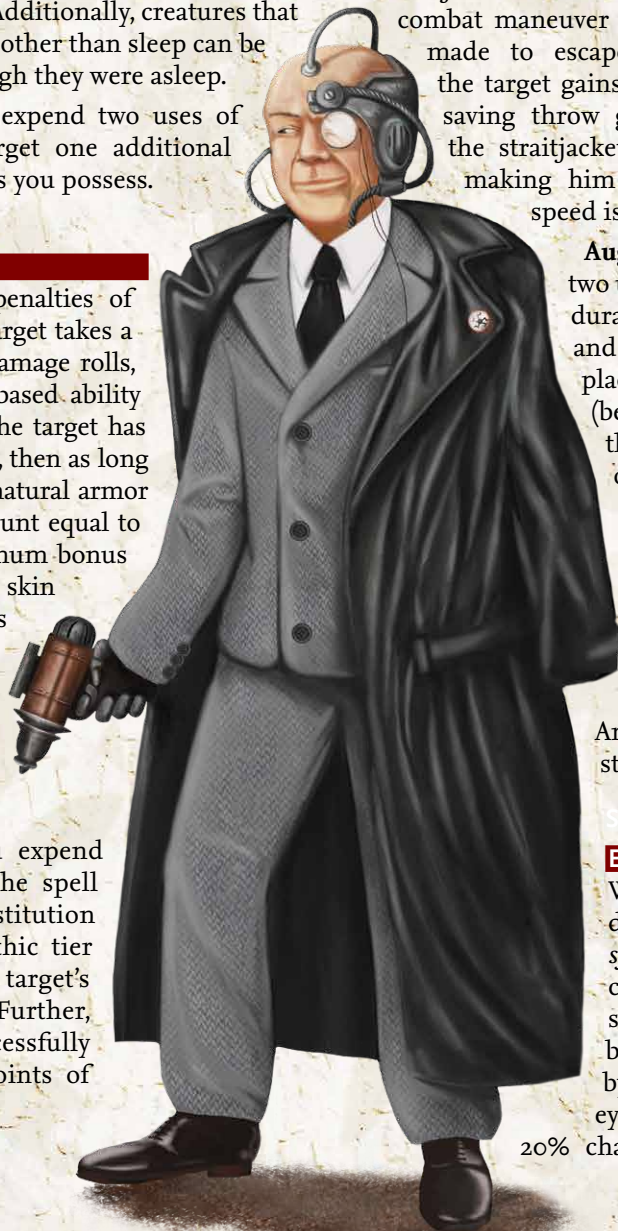
The bonus on the combat maneuver check made to restrain the victim increases by an amount equal to $1/2$ your mythic tier, as you provide extra strength to the straitjacket. This increase also applies to the DC of combat maneuver checks or escape artist checks made to escape the straitjacket. Further, the target gains a +4 bonus on any additional saving throw granted by this spell. Finally, the straitjacket magically sedates the target, making him more docile. His movement speed is halved.

Augmented (5th): If you expend two uses of mythic power, the spell's duration changes to instantaneous, and the straitjacket remains in place permanently. Any character (besides the target) can remove the straitjacket with one minute of work. Alternatively, dealing at least 10 points of acid, fire, or slashing damage to the straitjacket renders it useless, allowing the target to automatically succeed on any subsequent combat maneuver checks or Escape Artist checks made to escape the straitjacket.

SYMBOL OF

EXSANGUINATION

Whenever a creature takes bleed damage as a result of a mythic symbol of exsanguination, that creature must succeed on a secondary Fortitude save or be blinded and deafened for 1 round by the blood pouring from their eyes and ears, as well as taking a 20% chance of having anything they



attempt to speak come out as unintelligible coughing and gurgling due to the blood in their nose and mouth. Additionally, the DC to end the bleed damage with a heal check increases by an amount equal to your mythic tier, and magical healing only ends the bleed effect if the caster succeeds on a caster level check (DC 11 + your caster level), although the magical healing still restores hit points lost from the bleeding, as normal.

TEMPORARY GRAFT

The graft provides additional benefits based on the type of graft, as outlined below.

Fins: The swim speed increases to 60 feet, and you take no penalties on attack rolls made with slashing or bludgeoning weapons while underwater, nor is damage from such weapons halved.

Head: You gain a bonus equal to 1/2 your mythic tier on Perception checks. Additionally, if you gain darkvision, low-light vision, or scent from the graft, you gain them at their normal range, instead of half that range.

Leg: Your movement speed is increased by a total of 10 feet, and the bonus to CMD granted by the leg increases to +4, instead of the normal amount.

Wings: The wings grant you a 60-foot fly speed with good maneuverability, instead of the fly speed normally granted by the spell.

Augmented (4th): The spell's range changes to touch and the target becomes touched creature. If targeting a creature other than yourself, the graft must come from a creature of the same size category as the target, not you. You can have multiple grafts active at one time, but not more than one per creature.

TORPID REANIMATION

Add your tier to your caster level when determining how many Hit Dice of undead you can animate with a single casting of this spell. This doesn't increase the total number of Hit Dice worth of undead you can control. By expending a second use of mythic power, you can ignore this spell's material component cost. Additionally, add your mythic tier to your caster level when determining the spell's duration. Finally, until the animation is triggered, the spell's aura is hidden as though with a *magic aura* spell, making it difficult to detect the spell's presence before the corpses are animated.

Augmented (6th): If you expend two uses of mythic power, any skeletons or zombies you create gain either the agile or savage mythic simple template. This template last for a number of days equal to your tier.

Alternatively, if you expend six uses of mythic power, any skeletons you create permanently gain the mythic skeleton template.

VERMINOUS TRANSFORMATION

You can send pieces of your body to attack creatures of any size, and such creatures take 6d6 points of damage. Additionally, the Constitution damage and Strength damage inflicted in the event of a failed Fortitude save increases to 1d6. Further, any living creature damaged in this way must succeed on a Fortitude save or be nauseated for 1 round, similar to the distraction universal monster ability. Finally, the bonus you gain on saving throws made to resist spells with a single target increases to be equal to 1/2 your mythic tier.

VILE DOG TRANSFORMATION

You can transform the dogs into a variety of different types of vile canines. Each type has different effects, as outlined below.

Hell Hound: The target has statistics identical to a mythic hell hound (*Pathfinder Roleplaying Game: Mythic Adventures*). If desired, you can choose to have all abilities that cause the mythic hell hound to deal fire damage deal acid damage instead. If you do, the creature loses immunity to fire and vulnerability to cold, and instead gains acid, cold, and fire resistance 5.

Trollhound: The target has statistics identical to a trollhound (*Pathfinder Roleplaying Game Bestiary 3*) with the giant simple template.

Worg: The target has statistics identical to a mythic worg (*Pathfinder Roleplaying Game: Mythic Adventures*).

Yeth Hound: The target has statistics identical to a yeth hound (*Pathfinder Roleplaying Game Bestiary*) with the advanced simple template.

Augmented (5th): If you expend two uses of mythic power, then at the end of the spell's duration, each dog explodes in a shower of acid and gore, inflicting 3d6 points of acid damage and 3d6 points of piercing damage to each creature in a 10-foot-radius burst centered on it.

WAVES OF BLOOD

You gain a bonus equal to your mythic tier on the combat maneuver check to bull rush creatures in the area. Additionally, any creature that fails a Fortitude save to resist being sickened by the blood by 5 or more is nauseated for the first round that it would otherwise be sickened. Finally, the DC of the Acrobatics check to

move within the blood is increased by an amount equal to 1/2 your mythic tier.

WITHER LIMB

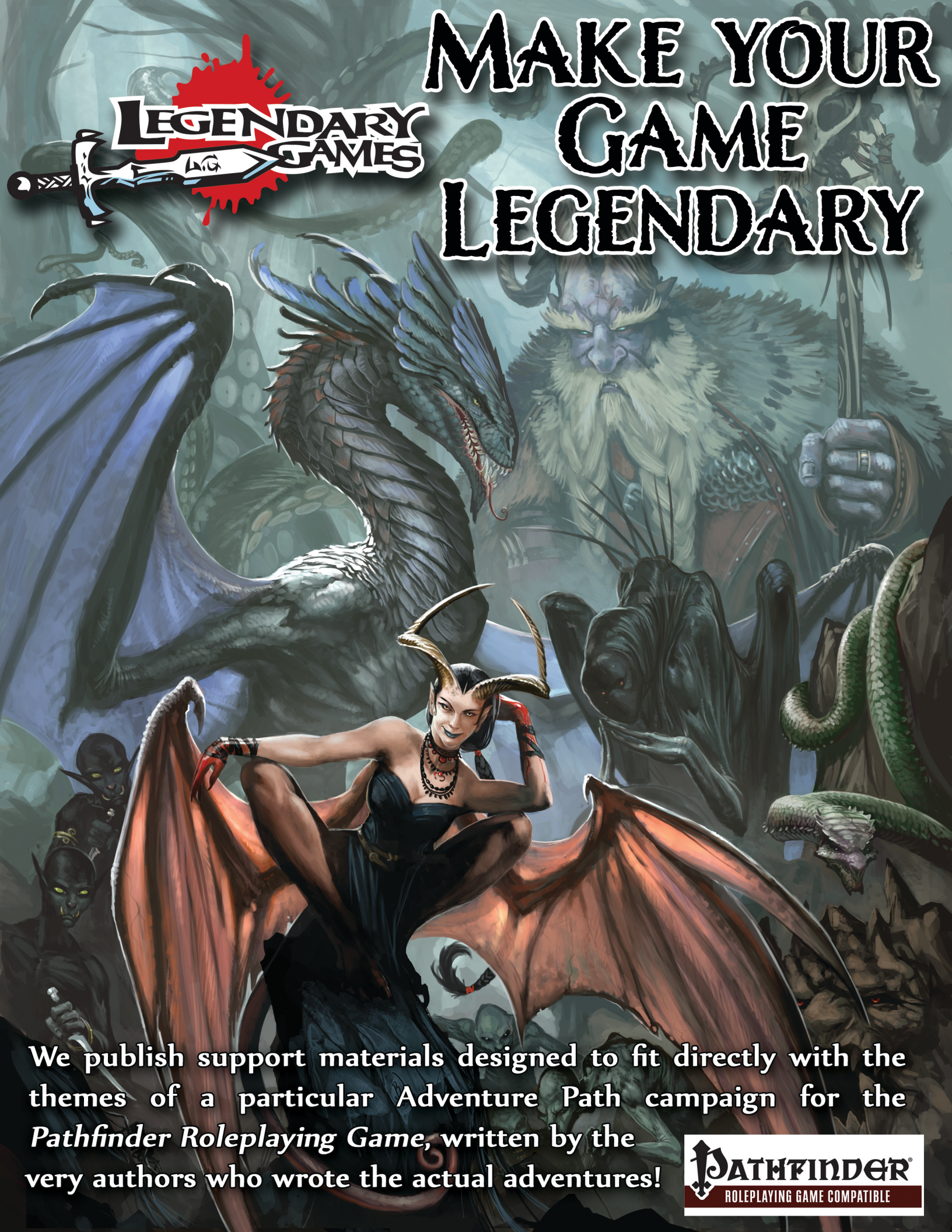
The amount of damage inflicted by the spell increases to 5d6. Additionally, *heal* and *limited wish* can restore the withered limb only if they come from a mythic source, although *miracle*, *regenerate*, and *wish* can still do so regardless of whether they come from a mythic source or not. Additionally, the mythic version of the spell has further effects depending on what type of limb is affected, as outlined below.

Arm: While worn objects remain on the target's withered arm, the target gains no benefit from them. For items that are worn on both arms (such as most items that occupy the hands or wrist slot), this prevents the item from functioning if either of the arms is withered. Additionally, the target takes a -4 penalty to CMB and CMD, as well as on all skill checks involving the use of one or more hands.

Leg: The creature loses any dodge bonus to AC it might possess, and any Dexterity bonus to AC is reduced by 4. Additionally, it takes a -8 penalty on Acrobatics checks.

Wing: Because wings are such delicate structures, the creature's wings are particularly difficult to restore. The first time that the withered wing would be restored, it is instead only partially restored, leaving the creature's fly speed halved and its maneuverability reduced by 2 steps (to a minimum of clumsy).





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