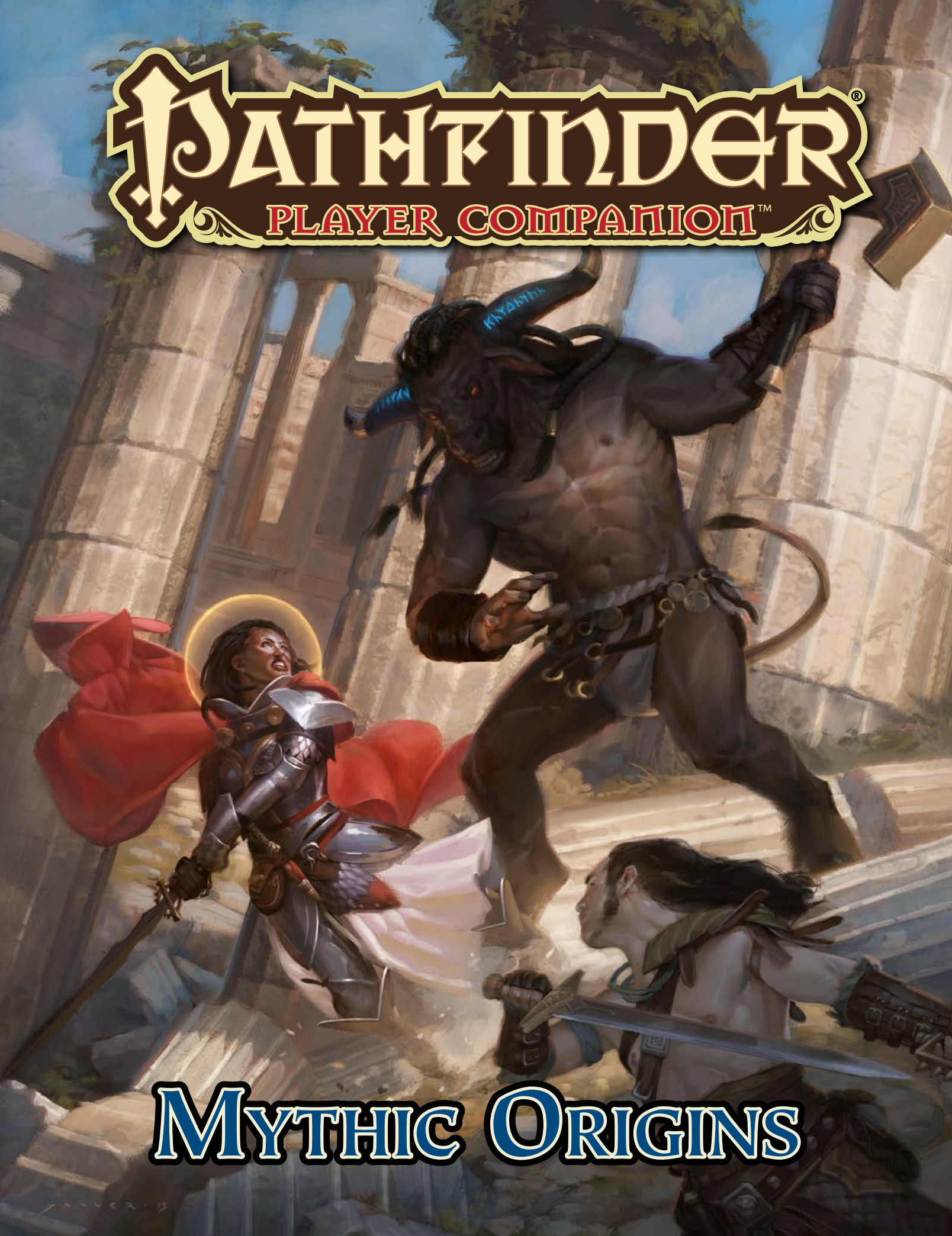


PATHFINDER[®]

PLAYER COMPANION™



MYTHIC ORIGINS

MYTHIC HOT SPOTS OF THE INNER SEA

Characters famous for their mythic deeds and power have long enlivened the tales of the Inner Sea's bards and storytellers, but from where do these fabled heroes and villains hail, and to what do they owe their larger-than-life powers? The locations detailed here are several of the known sites where mythic characters might claim their powers. More information on these storied locales can be found in *Pathfinder Campaign Setting: Mythic Realms*.

Cenotaph

This enormous black monolith—once the stronghold of a runelord of ancient Thassilon—supposedly contains the key to ancient arcane powers just waiting for an ambitious and worthy necromancer to unlock them.

★ Cenotaph
★ Star Tower

★ Mordant Spire

Mordant Spire

As old as the aboleths, the Mordant Spire is thought to have housed elven spies from Celwynvian tasked with keeping dangerous knowledge from Azlant. However, the actual origin story of this lone spire remains a mystery.

Star Towers

It is said that during the gods' battle against Rovagug, the then-goodly Zon-Kuthon forged these massive spires. Their power healed a dying world, and to this day the Star Towers help keep the Rough Beast imprisoned and all of creation safe.

★ Star Tower

★ Star Tower



★ Starstone

Starstone

Sunderer of worlds and giver of godly might, the *Starstone* is arguably the most famous mythic relic on all of Golarion. Those who attempt the Test of the *Starstone* and survive come back forever changed and empowered.

Doorway to the Red Star

This ruined, three-part cathedral lies deep in the Mwangi Expanse and surrounds a mysterious ring of red stone—a legendary artifact that supposedly acts as a gateway between Golarion and a distant planet.

★ Doorway to the Red Star

★ Mana Wells

Mana Wells

Beneath the Spellscar Desert lie wells of unbridled arcane power—the manifested aftermath of the war between Nex and Geb—whose turbulent eruptions plague the Mana Wastes with eldritch storms and geysers of primal magic.

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ON THE COVER



Having traveled all the way to Ibydos in search of gold and ancient secrets, Seelah and Valeros face their most fearsome opponent yet—the minotaur!



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REFERENCE

This Pathfinder Player Companion refers to several other Pathfinder Roleplaying Game products and uses the following abbreviations. Only *Mythic Adventures* is required to make use of this Player Companion. Readers interested in references to Pathfinder RPG hardcovers can find the complete rules from these books available for free at paizo.com/prd.

<i>Advanced Player's Guide</i>	APG	<i>Mythic Adventures</i>	MA
<i>The Inner Sea World Guide</i>	ISWG	<i>Inner Sea Magic</i>	ISM



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FOR YOUR CHARACTER

In every Pathfinder Player Companion, you'll find something for your character. This companion includes the following.

FOCUS CHARACTERS

This Player Companion highlights options specific to characters of the following classes, in addition to elements that can apply to other characters as well.

CLERICS

As the most obvious choices for the hierophant path, clerics and other divine spellcasters will find a slew of new options in this volume, from path abilities tied to each of the most prominent deities of Golarion (pages 6–11) to hierophant-specific path abilities that alter channeled energy or provide additional options to divine casters (pages 26–27).

FIGHTERS

The champion and guardian paths offer a host of powerful abilities to martial heroes. Fighters seeking to be unstoppable forces should look to the juggernaut champion path ability (page 22), and those who want to laugh off danger can no doubt find use for the uncanny adaptability guardian path ability (page 25).

ROGUES

Canny rogues of all different mythic paths will find utility in the varied abilities detailed in this volume. The disabling strike champion path ability (page 22), mob ruler marshal path ability (page 29), and ethereal trapsmith trickster path ability (page 31) can each empower a different rogue concept.

WIZARDS

Masters of arcane magic will find great treasures in the new archmage path abilities. Whether they seek more versatile familiars (page 20) or hope to walk among the heavens (page 21), this volume is sure to whet the appetites of all manner of arcane spellcasters.

FOR EVERY CHARACTER

Certain game elements transcend the particulars of a character's race or class. The following elements work equally well for any character in the Pathfinder Roleplaying Game, regardless of the character's focus, type, or background.

MAGIC ITEMS

New magic items that interact with mythic characters can be found on pages 18–19, including tokens of favor from the First World's Eldest as well as the Whispering Tyrant himself. Also introduced in this book is the transcendent artifact (page 19), a new type of intelligent magic item that bestows mythic power to non-mythic characters it deems worthy.

POWER OF THE GODS

Adventurers of every race and creed can become imbued by holy or unholy might. Some are godlings (pages 6–11)—descendants of deities or other divine forces—whose mythic power unlocks the divine nature of their bloodlines. Other heroes might bind themselves to the service of deities in exchange for mythic power and the right to call themselves mortal heralds of divine beings (pages 16–17).

MYTHIC DEED TRACKER

No matter what a hero's motives are, he should always be aware of the mark he has left on the world around him. The mythic deed tracker on the inside back cover of this book makes it easy to keep track of notable accomplishments, honorable accolades, and heroic achievements.

QUESTIONS TO ASK YOUR GM

Asking your GM the following questions can help you get the most out of *Pathfinder Player Companion: Mythic Origins*.

- 1 Will we be using rules from *Pathfinder RPG Mythic Adventures* in our campaign?
- 2 Can our characters' mythic ascension involve being a godling or herald of a deity?
- 3 Are particular mythic paths or character backstories better suited for this campaign?

PATH ABILITY INDEX

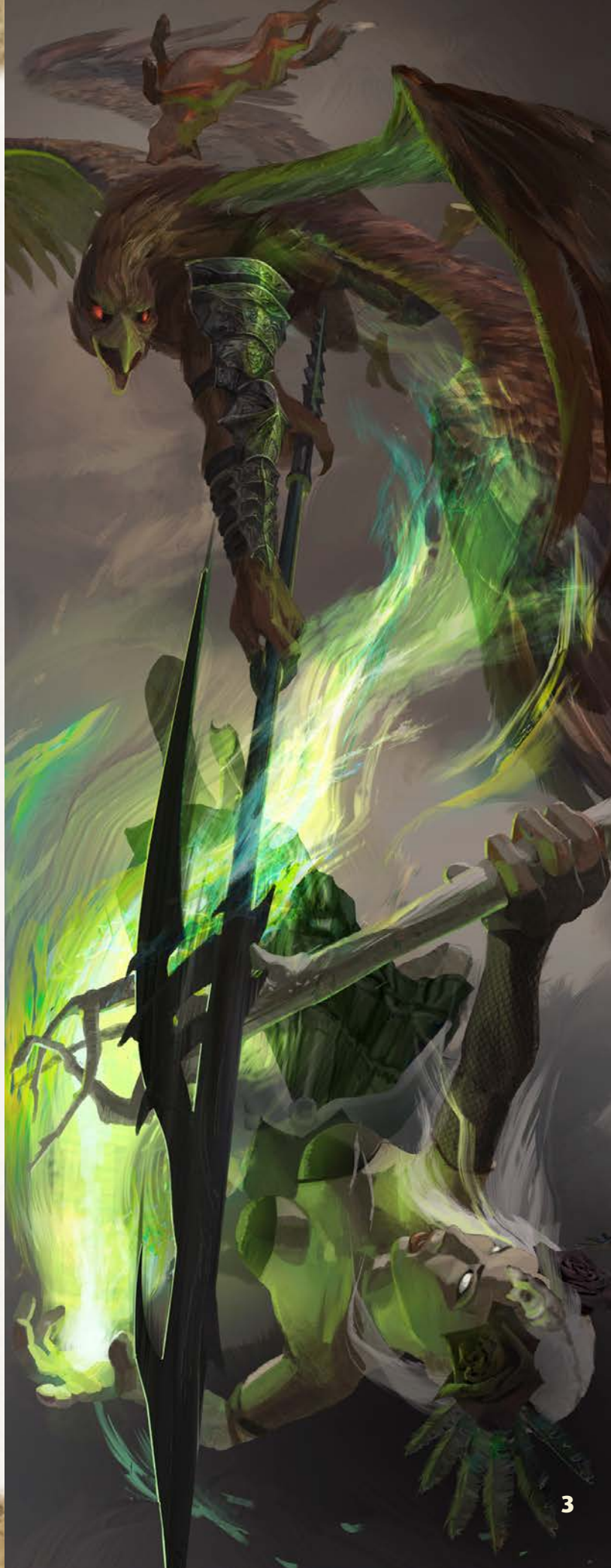
The following path abilities appear throughout this book. Universal path abilities marked with an asterisk (*) are godling path abilities.

PATH ABILITY	PATH	PAGE
Affliction resistance	Guardian	24
Aim for the eye	Trickster	30
Barbs of ecstasy	Universal*	11
Birth nightmare	Universal*	10
Blackfinger's blessing	Universal*	10
Blade of the undying	Universal*	11
Bloody streak	Trickster	31
Champion of weal	Universal*	7
Claim the price	Universal*	11
Commanding entrance	Marshal	28
Compelling feint	Trickster	30
Concentrated barrage	Marshal	29
Disabling strike	Champion	22
Dominion over outsiders	Archmage	21
Don't cross me	Marshal	29
Down like dominoes	Trickster	30
Drunken luck	Universal*	6

DID YOU KNOW?

We've been putting mythic characters into the world of Golarion for years, well before we designed the rules in *Mythic Adventures*! If you look at the spellcasters listed in *Pathfinder Campaign Setting: Inner Sea Magic* (pages 5–7), you'll see many mythic NPCs listed as level "20+."

PATH ABILITY	PATH	PAGE
Eldritch insight	Universal*	9
Endless bounty	Hierophant	26
Ethereal trapsmith	Trickster	31
Fast friends	Marshal	29
Faster than the eye	Trickster	30
Feather step	Trickster	31
Final rest	Universal*	9
Fires of dawn	Universal*	7
Flowers in your footsteps	Hierophant	26
Gozreh's grace	Universal*	9
Groundshaker	Champion	22
Hear the word	Hierophant	26
Impassible	Guardian	25
Impeccable intuition	Hierophant	26
Indefatigable traveler	Guardian	24
Infectious spell	Archmage	20
Insightful interaction	Hierophant	26
Inspire martyrdom	Marshal	29
Irrepressible soul	Guardian	24
Juggernaut	Champion	22
Knot expert	Trickster	30
Mantle of the inheritor	Universal*	7
Master grappler	Champion	23
Mighty hurler	Champion, guardian	23, 24
Mob ruler	Marshal	29
Mortal herald	Universal	16
Mounted marshal	Marshal	28
Mule's strength	Champion, guardian	22, 24
Pilgrim of the sky	Hierophant	27
Pilgrim of the waves	Hierophant	27
Potent message	Marshal	28
Prior claim	Universal*	10
Puppet master	Hierophant	27
Redirect attention	Marshal, trickster	28, 31
Remixer	Archmage	20
Roar of triumph	Universal*	8
Savored sting	Universal*	8
Seven-league leap	Champion	23
Shadow of the First Vault	Universal*	8
Shape channel	Hierophant	27
Shapeshifting mastery	Archmage	20
Shield of the martyr	Guardian	25
Sniper's riposte	Champion, trickster	22, 31
Star walker	Archmage	21
Stasis	Guardian	25
Still the blade	Universal*	7
Stones will weep	Marshal	29
Teleportation master	Archmage	21
Tempered steel	Universal*	7
Tip the balance	Universal*	9
Transcendent self	Universal*	9
Transformative familiar	Archmage	20
Unbreakable resilience	Guardian	25
Uncanny adaptability	Guardian	25
Unintentional feint	Trickster	31
Wanderer's touch	Universal*	6
Way of knowing	Universal*	6
World breaker	Universal*	11



HEROES OF MYTH



SONG OF THE SCIONS

*From foaming waves all pale and blank she rose,
as paper white, all former sins erased,
from whence she came and why now no one knows,
but blessed was the strength her flesh encased.*

*In noble court, a sickness took a king,
his seed perverted by a demon's gaze,
and what was born in silks became a thing
of darkness, drawn to set the world ablaze.*

*As stars are set upon their course by fate,
and gods are bound by strictures all their own,
so destiny will always choose to wait,
and claim those few who claim it as their own.*

*So in their time, the weevil and the wheat,
shall find inside them powers called to wake.
The nameless maid and tainted child will meet
and with their battle make the heavens shake.*

—Oedes, Poet of the Shadow Quatrains,
from his collection *Sagas of a World at War*

While gods, behemoths, titans, and hosts of other powerful beings have all left their marks on Golarion, it is the mortal residents of this realm who truly chart the course of its history. Tales of mythic heroes abound in every corner of the Inner Sea region and beyond, whether they be inspiring legends of Aroden raising the *Starstone* or nightmarish tales of how Geb created an undead empire. These legendary figures grace the pages of scholars' honored tomes and the poems of the bards found in every knightly court.

Pathfinder RPG Mythic Adventures introduced the concept of mythic characters, foes, and quests to the Pathfinder Roleplaying Game. This book works in tandem with *Mythic Adventures* to bring mythic heroes and their glorious deeds to the Pathfinder campaign setting by introducing new mythic abilities and character options tied to the Inner Sea region and the rest of the Pathfinder universe.

MYTHIC HEROES AND THE INNER SEA

While the Inner Sea region is a place rife with eldritch magic and powerful forces, only the most famed names in Golarion's history can be attributed to truly mythic beings. This highlights how exceptional mythic characters are, for while many people have encountered normal adventurers, mythic heroes and adversaries are more often found in stories of ancient times and faraway places. As such, PCs

who attain mythic power are by their very nature destined to fill bards' songs and storytellers' fables, and as word of their deeds travels, these mythic heroes may find that their names become as commonplace as those of the legendary figures who first inspired them to greatness.

GODLINGS OF GOLARION

While *Mythic Adventures* touches on the subject of mythic characters gaining their power as a result of being directly descended from deities, this book expands on that idea by offering rules options for godling characters. While the mythic power gained by the son or daughter of a deity is comparable to that gained from other means of ascension, godlings are unique in that they have close ties to the deities with which they are associated. Most godlings come to appreciate their divine roots and become proud scions of their deific parents, though some scorn the source of their unasked-for power, and rise to epic heights of power in hopes of one day defeating their immortal progenitors. Depending on the individual and the deity, a godling may be in near-constant contact with the divine or may be kept completely in the dark as to his progenitor's motives. Most lie somewhere in between, receiving only occasional and cryptic guidance from the beings that granted them mythic power.

The three godling sections in this book (pages 6–11) detail what godlings of the various Pathfinder deities might be like, as well as provide a new universal path ability for a godling of each deity. Unless otherwise specified, a mythic character can only select one godling path ability. In addition, each godling section features a sidebar discussing other divine forces that might yield godlings on the Material Plane, such as empyreal lords, demon lords, or powerful lesser gods.

In some cases, it doesn't always make sense for a deity to parent a godling by forming a physical union with a mortal. Some deities instead use their divine power to simply bless a child from birth or sow the seeds of mythic fate in entirely unsuspecting mortals. Choosing heralds from mortal ranks is not unknown for inscrutable deities like Pharasma or Gozreh, and godlings descended from these less direct entities typically realize their ascension to mythic power later in life, such as when they come of age.

MYTHIC HOT SPOTS

Golarion is rife with mysterious locations, long-forgotten kingdoms, and buried secrets just waiting for mythic characters to discover. The following are but a few of the locations in or around the Inner Sea region where mythic heroes might find additional adventures or possible ties to their mythic backgrounds. More iconic mythic locations can be found on the inside front cover of this book.

Eye of Abendego: Off the coast of western Garund, the eternal tempest known as the Eye of Abendego rages on, ever churning since its cataclysmic emergence at the dawn of the Age of Lost Omens. While no one knows what truly lies at the heart of this maelstrom, there's no shortage of legends claiming that within lurk fragments of divinity, god-killing artifacts, or any number of untold powers.

DEVELOPING YOUR MYTHIC CHARACTER

Building a memorable mythic character is about more than just choosing mythic path abilities—after all, you're still building a hero with motivations, loves, hates, virtues, and vices. On top of these normal character traits, there are a slew of other matters to take into consideration when developing a mythic character's backstory. The following are a few questions a player should ask herself and her GM when coming up with a new mythic character.

Why did you take up adventuring? It's one thing to realize that you have exceptional potential, but to go out into the larger world and use this epic power is quite another. What pushes your hero to continue putting her life on the line and risk revealing her mythic nature to the wrong sorts of people?

What was your life like before you ascended? A character's life before rising to mythic heights can say as much about that character as what she does with the power she now wields. Do your friends and family know about your mythic powers? How do they receive you when you return to your homeland?

How do non-mythic creatures treat you? It should go without saying that as a mythic being, you inspire awe in those around you. But is this wonder brought on by fear or reverence? What about jealousy? Do the common folk quake in fear at your arrival or shower you with laurels when you walk through the streets?

For what are you most well known? This question can apply to your most notable deeds as well as your typical mannerisms or even battle tactics. Over the course of a campaign, signature spells and attacks can become as big a part of a character's identity as her actual accomplishments. For instance, if a wizard named Menethuo specializes in fire spells, she might become known as "Menethuo the Inextinguishable Spark" or "Menethuo Flame-Heart."

Spire of Nex: Just outside the walls of Absalom stands the mysterious Spire of Nex—the greatest of the archmage's siege towers left over from his failed attempts to control the City at the Center of the World. This spire is said to have been constructed from a shard of Nex's personal demiplane, and few can fathom the arcane wonders that lurk inside.

Starstone Cathedral: Above the site where Aroden raised the *Starstone* and achieved godhood millennia ago stands the legendary Starstone Cathedral, a monolithic temple where the *Starstone* rests to this day. Those who brave the countless monsters, traps, and other unspeakable perils that make up the Test of the *Starstone* may hope to touch the artifact and ascend to divinity themselves.

Vaults of Orv: In the deepest parts of the Darklands are the Vaults of Orv: massive chambers, each its own small world created by a long-vanished race known by some as the Vault Builders. Few from the surface have glimpsed these chambers, and even fewer have survived expeditions into the fell regions. Little is known of the Vaults, but most agree they hold forgotten secrets and relics of vast power.

GODLINGS OF PURITY

A godling of purity wields mythic power derived from a celestial deity or other singular power of good. Some godlings boast ancestry from the very gods themselves, and others claim to have received their power as a sign of favor. Unless stated otherwise, the path abilities detailed in this section can be taken by mythic characters of any tier.

CAYDEN CAILEAN

Given the fashion of his own ascension, the Accidental God holds a particular affection for good-natured drunks and those caught up in the throes of mind-blurring revelry. A godling tied to Cayden Cailean might only discover her nature or commune with her god in the midst of an alcoholic haze, waking to a sense of purpose but only vague recollections of the meeting. At the same time, however, Cayden Cailean is a god of freedom, and one of his chosen might find herself at the center of a slave rebellion or otherwise overthrowing unjust rulers (though perhaps



with the help of some liquid courage). Godlings of Cayden Cailean can choose the drunken luck path ability.

Drunken Luck (Su): You can expend one use of mythic power to gain an insight bonus equal to double your tier to your AC against a single attack, or on your saving throw against a single effect. Using this ability is an immediate action taken after the result of the original roll is revealed. This can change the outcome of the roll. After using this ability, you are staggered for 1 round.

DESNA

A godling linked to Desna is likely a wanderer, finding her inspiration and destiny in revelatory dreams or the motions of the stars. It's even possible that the godling might never truly understand the root of her mythic abilities, simply attributing them to a lifetime of good luck. Godlings of Desna can choose the wanderer's touch path ability.

Wanderer's Touch (Su): As a swift action, you can expend one use of mythic power to imbue a weapon in your hand with the *throwing* and *returning* weapon special abilities. These weapon special abilities apply only to you, and this effect lasts for 1 minute per tier. By expending one use of mythic power as part of a full attack, you can will the thrown weapon to slice through multiple foes in 1 round, allowing you to make up to your full number of attacks that round against multiple opponents. The weapon strikes the first foe, then bounces to the next, and so on, before returning to you at the beginning of your next turn.

ERASTIL

Godlings chosen by Erastil likely shares their god's focus on the home and family, often acting as protectors of their communities or using their woodcraft to provide food and shelter for the weak. Though their responsibilities and time spent alone in the wilderness can make them stern and gruff, godlings of Erastil are invariably fiercely loyal to those who earn their respect. Godlings of Erastil can choose the way of knowing path ability.

Way of Knowing (Su): As a standard action, you can expend one use of mythic power and name a creature to determine what direction it lies from you. You must choose a creature you have encountered before and can unambiguously identify. If this creature is on another plane, you instead become aware of this fact, but not which plane. This effect doesn't reveal the distance to the selected creature. This ability can be blocked only by effects that can also block *discern location*.

IOMEDAE

Iomedae the Inheritor stands for valor, righteousness, and the faithful execution of duty, and those who receive her blessing cultivate these same traits, often through military service. Many godlings of Iomedae never discover their true nature until they miraculously survive an event that should have destroyed them, such as a suicidal delaying action meant to give innocents time to escape a battlefield. Godlings of Iomedae can choose the mantle of the inheritor path ability.

Mantle of the Inheritor (Su): As a swift action, you can expend one use of mythic power to automatically rid yourself of any one disease, fear, or poison effect affecting you. As a standard action, you can expend one use of mythic power to rid an ally within 30 feet of an effect of one of these types.

SARENRAE

Sarenrae is most likely to grant mythic might to a godling destined to battle overwhelming evil and triumph in the face of despair. Her godlings are always zealous but can differ strikingly. Some choose redemption over punishment, and even evil individuals who truly repent and change their ways might find themselves receiving her blessing in order to inspire others. Godlings of Sarenrae can choose the fires of dawn path ability.

Fires of Dawn (Su): As a swift action, you can expend one use of mythic power to burst into flames. You are protected as though by *fire shield* (warm shield), except the flames deal a number of points of fire damage equal to $1d8 + \text{double your tier}$ to attackers. A creature wielding a melee weapon with reach is still affected by this damage. These flames last for 1 minute per tier or until you dismiss them as a free action.

SHELYN

Those godlings destined to garner Shelyn's favor are often recognizable by their artistic gifts or seemingly limitless capacity for love, even of those who have wronged them in the past. Godlings of Shelyn can choose the still the blade path ability.

Still the Blade (Su): As an immediate action, you can expend one use of mythic power to prevent a single creature within 30 feet from attacking another creature (Will negates; $DC = 10 + \text{your tier} + \text{your Cha modifier}$). The target doesn't lose the action and can take any other action that doesn't directly cause harm to another creature. This effect can affect only creatures with fewer mythic ranks or tiers than yourself.

TORAG

Torag's godlings often start out as smiths and artisans, with each blow of the hammer seemingly guided by the Father's hand. Yet they find themselves drawn by necessity into roles as warriors and generals in order to protect their people. Though those godlings who bear his blood are always dwarves, people of other races

CHILDREN OF THE EMPYREAN

Among the mightiest champions of good, the empyreal lords stand just below the gods in power. Like the gods, they grant powers to their faithful, and they can awaken mythic abilities in both their literal and metaphorical children. Such children are always cherished by their angelic parent.

Angelic empyreal lords sometimes visit the Material Plane in the guise of particularly pious or beautiful mortals, and such visits can sometimes result in a godling's birth. Arshea's love of beauty and sexuality is thought to inspire many trysts with mortals, but Arshea doesn't have a monopoly over all angelic unions. Even Ragathiel, the angelic General of Vengeance, might give his blood or blessing to a mortal destined to take up some righteous quest.

When those empyreal lords related to archons couple with mortals, it is never a matter taken lightly. An example of this adherence to duty can be found in Falayna, who may bless a chosen warrior with a child—always a daughter—destined to represent both strength and femininity.

Empyreal lords tied to agathions believe good stems from personal growth and adherence to spiritual ideals, and choose mortals to bless accordingly. One such empyreal lord, Korada, the Open Hand of Harmony, uses his unfailing foresight to select mortals who will serve as perfect exemplars of peace and forgiveness.

Godlings of empyreal lords who embody the celestial aspects of azatas epitomize the unexpected good. These godlings might trace their divine lineage to such empyreal lords as Valani and may be destined to bring much-needed change to despotic nations or harness elemental forces to end a deadly famine.

Godlings of any of these empyreal lords can choose the champion of weal path ability at 6th tier or higher.

Champion of Weal (Su): You can show the path of light to those who are tainted by evil. As a standard action, you can expend two uses of mythic power to attempt to temporarily redeem a non-mythic evil creature within 30 feet. If the target fails its Will save ($DC = 10 + \text{your tier} + \text{your Cha modifier}$), its alignment immediately changes to lawful good, neutral good, or chaotic good (your choice) for a number of minutes equal to your tier, and for the duration of this effect the creature pursues a path of righteousness in keeping with its new alignment. Creatures with the evil subtype are immune to this effect. Regardless of whether or not the saving throw is successful, a creature can't be affected by this ability more than once in 24 hours.

occasionally earn his blessing. Godlings of Torag can choose the tempered steel path ability.

Tempered Steel (Su): As a swift action while wearing armor, you can expend one use of mythic power to gain DR $5/\text{adamantine}$. Once this effect has prevented a total of 20 points of damage per tier you possess, the protection ends. For example, a mythic character with 3 mythic tiers could prevent a total of 60 points of non-adamantine damage with this effect.

GODLINGS OF BALANCE

These godlings rarely take part in the crusades of good or the grand schemes of evil. Rather, they likely work toward more abstract goals in line with those of their divine progenitor. Unless stated otherwise, the path abilities detailed in this section can be taken by mythic characters of any tier.

ABADAR

The Master of the First Vault's chosen godlings are beacons of civilization and are likely compelled to bring the light of culture to the wildest realms of the Material Plane. Godlings of Abadar can choose the shadow of the First Vault path ability at 3rd tier or higher.

Shadow of the First Vault (Ex): Magic items you touch gain a portion of the essence of the perfect representation of that item in Abadar's First Vault. Add half your tier to the caster level of potions, scrolls, staves, and wands you



use. When activating a spell from a spell completion or spell trigger magic item, you may expend an amount of mythic power as a free action to imbue the spell being cast from that item with one metamagic feat you have access to. The number of uses of mythic power you must expend when doing so is equal to the number of levels by which the chosen metamagic feat increases the spell's level.

CALISTRIA

The Savored Sting rewards her worshipers with the gifts of passion, guile, and vengeance. Any one of her aspects may reveal a path to her favor: an orgiastic celebration, the culmination of a great intrigue, or the final slice of the blade through a hated foe's neck might precede a godling's realization of his divine ancestry and mythic ascension. Godlings of Calistria can choose the savored sting path ability.

Savored Sting (Su): As a free action after making a successful melee attack, you can expend one use of mythic power to poison the target. A successful Fortitude save (DC = 10 + your tier + your Con modifier) negates the poison. This poison deals 1d3 points of Dexterity damage and 1d3 points of Charisma damage per round for a number of rounds equal to your tier. The duration is halved for poisoned mythic creatures.

GORUM

God of the visceral joy of battle, Our Lord in Iron teaches that only in violent conflict does life achieve meaning. A godling of Gorum is destined to take up the mantle of battle and defeat her enemies even in the face of unmatched odds. Godlings of Gorum can choose the roar of triumph path ability.

Roar of Triumph (Su): As a free action when you kill an enemy or render it unconscious, you can expend one use of mythic power to give voice to a fearsome roar that rattles the very essence of any foes who hear. Non-mythic enemies within 30 feet are deafened and shaken for 1 round per mythic tier you possess (Will halves this duration; DC = 10 + your tier + your Cha modifier). Using this ability on creatures that are already shaken increases the duration; it does not create a stronger fear condition.

GOZREH

Those godlings who aren't directly descended from Gozreh (who might appear to mortals in a masculine, feminine, or androgynous form) might prove worthy of her divine blessing by bravely piloting ships even in the

midst of powerful storms or by deftly conquering both wind and wave on their journeys. Godlings of Gozreh can choose the Gozreh's grace path ability.

Gozreh's Grace (Su): As a move action, you can expend one use of mythic power to surround yourself with wind or waves for 1 minute per tier. If you choose wind, swirling winds surround you, guarding you from ranged weapons as though you were protected by *wind wall* and increasing the effective caster level of any spells you cast that have the air descriptor by 2. If you choose waves, rippling water manifests and swirls around your body, giving melee attacks against you a 20% miss chance, reducing any fire damage taken by 50%, and making it impossible for you to catch on fire.

IRORI

The Master of Masters teaches his adherents to transcend their flaws and perfect the body, mind, and spirit. Naturally, his chosen also seek to attain perfect balance and enlightenment. Each individual finds her own way to enlightenment, a journey of years ending in a single moment of perfect clarity. Godlings of Irori can choose the transcendent self path ability at 6th tier or higher.

Transcendent Self (Su): As a swift action, you can expend one use of mythic power to grant yourself a +1 sacred bonus to all ability scores for 1 minute per tier. You can expend two additional uses of mythic power to increase this bonus to +2, or four more to increase this bonus to +3. If you have a ki pool, you can substitute ki for mythic power on a one-to-one basis when activating this ability, as long as you expend at least one use of mythic power.

NETHYS

Nethys, the All-Seeing Eye, embodies in his dual nature the creative and destructive potential of magic. Godlings of Nethys are destined to have a profound influence on magic as the world perceives it, or else master magic in such a way that it changes the way people use it the world over. A godling of Nethys likely has an arcane birthmark on one side of his body or some other physical trace of his divine father's dual nature. Godlings of Nethys can choose the eldritch insight path ability at 3rd tier or higher.

Eldritch Insight (Su): The arcane might of Nethys infuses your every use of magic. The save DCs of any metamagic spells you cast are determined according to the level of the spell slot they occupy after applying the metamagic feat. As a free action while casting a spell prepared with one of more metamagic feats, you can expend one use of mythic power to replace those metamagic feats with any other metamagic feats you know as long as the spell's effective spell level is no higher than it was before.

PHARASMA

Those godlings touched by the Lady of Graves are destined to embody her concerns of fate, birth, and death, and often find themselves gifted (or cursed) with the power of prophecy. Some of Pharasma's godlings might fail to realize

CHILDREN OF BALANCE

The eternal forces of balance dwell in a variety of realms, including such outer planes as the Maelstrom or Axis, or even completely separate spheres of existence such as the enigmatic First World or Dimension of Dreams. Other powers of near-godliness exist in these nigh unfathomable places, and they too may touch the mortals of the Material Plane and raise them to mythic power.

The Eldest, the unpredictable quasi-fey rulers of the First World, have been known to consort with mortals, and the mythic godlings such unions produce are inevitably as capricious and unconventional as their progenitors.

Those mechanical goliaths known as primal inevitables—legendary war machines first created by the axiomites to combat the encroaching proteans of the Maelstrom—cannot possibly parent godlings in the traditional sense, but myths tell of mortals nonetheless graced by these titans' amazing powers. Such godlings are no doubt destined to play an important role in the war between chaos and law. Likewise, the mythical protean lords—ancient and ever obscure in their motives or desires—are believed to have their own chosen harbingers for this dimension-spanning feud.

Those godlings who can trace their mythic ascension to the Boneyard are not always scions of Pharasma. Indeed, the eldest among her chosen psychopomps, the psychopomp ushers, may bless destined mortals with an inkling of their powers over life and death. Such godlings might serve as guardians meant to lead important souls to their respective positions in the afterlife or slayers of powerful undead.

Godlings of any of these undying lords of equilibrium can choose the tip the balance path ability at 3rd tier or higher.

Tip the Balance (Su): As a swift action, you can expend one use of mythic power to make your weapons, natural weapons, and unarmed strikes count as any alignment needed to overcome a foe's alignment-based damage reduction for 1 minute per tier. During this time, your alignment also counts as the most favorable possible for spells or effects that are based on alignment.

their divine heritage until they die and come face-to-face with their godly mother in the Boneyard, at which point these rare souls might be sent back to the Material Plane to finish a task or objective given to them by the Lady of Graves. Godlings of Pharasma can choose the final rest path ability at 3rd tier or higher.

Final Rest (Su): You can always sense the presence of undead creatures as though using *detect undead* (this ability can be suppressed at will). As a standard action, you can expend one use of mythic power to make a melee touch attack against an undead creature that deals a number of points of damage equal to $1d10 \times$ your tier. Mythic undead and any undead whose Hit Dice are equal to or greater than your character level plus your mythic tier receive a Will save to halve this damage (DC = 10 + your Wis or Cha [whichever is higher] + your tier). Undead whose mythic rank or tier equals or exceeds your own are unaffected by this ability.

GODLINGS OF CORRUPTION

The gods of evil typically don't produce mythic progeny to combat a greater power or fight an equally epic force. Rather, they bestow power upon favored mortals so that these followers may dominate, corrupt, and destroy those who fall under their divine heel. Unless stated otherwise, the path abilities detailed in this section can be taken by mythic characters of any tier.

ASMODEUS

The Prince of Darkness's favor is not given, but rather paid for through devotion and service. Those unfortunate godlings born of the Lord of Hell are inevitably expected to repay him for that "gift" by spreading the doctrine of Asmodeus, sowing the seeds of evil among potential converts, and combating those celestial beings that oppose the ruler of Hell. Godlings of Asmodeus can choose the prior claim path ability.

Prior Claim (Su): As an immediate action, you can expend one use of mythic power to delay the effects of a mind-affecting effect for a number of rounds equal to your mythic tier. You can continue to delay the effects each round with further expenditures of mythic power as a free action. Any mind-affecting effect already affecting you or any mind-affecting effect to which you are exposed during this ability's duration does not affect you until the ability's duration has expired.

LAMASHTU

It is widely believed among her followers that Lamashtu would never deign to produce offspring with civilized mortals in any traditional sense. It is more likely that those godlings descended from the power of the Mother of Monsters result from a worthy worshiper imbibing copious amounts of the *waters of Lamashtu* during pregnancy. Godlings of Lamashtu can choose the birth nightmare path ability at 3rd tier or higher.

Birth Nightmare (Sp): As a full-round action, you can expend one use of mythic power while violently ripping open your belly and revealing the unholy horrors within. You take 3d6 points of damage as a horribly deformed creature of shadow crawls forth. This shadow merges with a creature of your choice within 30 feet, affecting the target as though with a *phantasmal killer* spell (DC = 10 + your tier + your Cha modifier) with a caster level equal to double your tier. This ability can only affect creatures with fewer mythic ranks or tiers than yourself.

NORGORBER

Norgorber generally only bestows his gifts on those who honor one of his manifestations, though some drawn to his cults may also bear his divine blood. Blackfingers is a patron of poisoners, the Skinsaw Man a butcher of the innocent, the Gray Master the father of thieves, and the Reaper of Reputations the patron of those who wield the power of secrets like a knife. Regardless of which aspect they revere, godlings of Norgorber can choose the Blackfingers' blessing path ability at 3rd tier or higher.

Blackfingers' Blessing (Su): You can expend one use of mythic power to instantly coat your weapon and your allies' weapons in a poison that you are carrying on your person. This ability only applies poison to the weapons your allies are currently wielding (the weapons they are merely carrying are unaffected), and there is no chance of accidentally poisoning yourself or your allies. You must be carrying a number of doses of poison equal to the number of weapons you wish to apply the poison to, and



the doses of poison are consumed in the process of using this ability. Only willing allies can have their weapons affected by this ability.

ROVAGUG

The Rough Beast cares not for his worshipers, and his physical spawn are horrors far greater than any mere humanoid. When a humanoid orchestrates an act of devastation so sublime that the Rough Beast takes notice, however, his spirit may infuse the humanoid with mythic power, transforming her into a paragon of destruction. These godlings are inevitably violent and uncontrollable beings, such as barbarians whose rage is fueled by the same angry energy caged in Golarion's core. Godlings of Rovagug can choose the world breaker path ability.

World Breaker (Ex): As a free action after you confirm a critical hit with a melee weapon, you can expend one use of mythic power to shatter the ground beneath your foe. This creates difficult terrain in an area centered on your target with a radius equal to 10 feet × your tier. Your movement is not impeded by the difficult terrain created by this effect. By expending two uses of mythic power when you use this ability, you can create an additional shock wave that extends beneath your target's feet in a cylinder with a depth equal to 5 feet × your tier. If this shock wave breaks the surface of the floor (such as if you used this ability on the second floor of a building), the area beneath the target collapses entirely and anyone in the area lands prone on the level below (possibly incurring falling damage in the process).

URGATHOA

Godlings of the Pallid Princess honor disease and undeath, but above all else, they honor overindulgence and gluttony. When Urgathoa elevates a mortal or undead worshiper, she does so during a celebration of appetite and depravity, revealing to her chosen the most horrid aspects of hunger and lust. Godlings of Urgathoa can choose the blade of the undying path ability at 3rd tier or higher.

Blade of the Undying (Su): As a swift action, you can expend one use of mythic power to transform one of your arms into a scythe of bone, blood, and sinew. This weapon does damage as a +1 *scythe* of your size, and lasts for 1 round per tier. By expending one additional use of mythic power, your blade gains the *wounding* ability. Although it only uses one hand, the scythe deals damage as though wielded with two hands. When you activate this ability, whatever you are holding in your hand is melded with your body for the duration of this effect. Any weapon used in your other hand counts as an off-hand attack, regardless of which arm you transform. You can only transform one limb at a time in this fashion.

ZON-KUTHON

Servants of cruelty, despair, and darkness, the godlings of the Midnight Lord relish pain and suffering in all its

CHILDREN OF EVIL

The minor powers of Abaddon, the Abyss, and Hell bestow mythic power upon those whom they believe can advance their twisted goals on the Material Plane. A godling of one of these lesser gods is expected to carry out her dark master's will, and is not so much a chosen scion as a favored servant.

Each of the eight archdevils has his own area of concern, but all advance the cause of Hell through the corruption of mortal souls. Beneath them, the numerous dukes, whore queens, and malebranche also occasionally claim mortal souls of their own. These godlings bear the dual duties of corrupting other mortals and eliminating the enemies of Hell.

Godlings descended from the fell forces of Abaddon might trace a divine lineage to one of the Four Horsemen or the daemonic harbingers of that realm. A godling of one of these beings must be fully committed to the nihilistic mission of daemonkind—the utter annihilation of life itself.

Many of the innumerable demon lords and nascent demon lords of the Abyss seek mortal tools to spread corruption through the world. They demand obedience of their godlings: acts of blasphemy or self-mutilation that both demonstrate fealty and further scar the soul. These godlings are destined to destroy on a truly massive scale and seek to lead the hordes of the Abyss to great triumph over mortalkind.

Numerous other evil beings are capable of bestowing mythic power upon chosen mortals, including demigods such as Ahriman, Lord of the Divs; alien gods such as the Great Old Ones and Outer Gods; and such foul beings as qliphoth lords, rakshasa immortals, asura ranas, and the elemental lords.

Godlings of any of these malign forces can choose the claim the price path ability at 3rd tier or higher.

Claim the Price (Su): Whenever an adjacent enemy confirms a critical hit against you, you can expend two uses of your mythic power to imprint some of your blood on that creature and force it to carry out some action or course of activity, as determined by you. This effect is similar to that of a *lesser geas* spell, but can affect any creature with fewer Hit Dice than your character level plus your mythic tier. Creatures with mythic ranks or tiers equal to or greater than your mythic tier are unaffected by this ability.

forms. These godlings seek to inflict sorrow and terror on as many innocents as possible while carrying out the will of their dark progenitor, and they possess powers that are as alien and unholy as Zon-Kuthon himself. Godlings of Zon-Kuthon can choose the barbs of ecstasy path ability.

Barbs of Ecstasy (Su): Barbs and spikes grow out of you—piercing your flesh, ripping through any armor or clothing, and filling you with exquisite pleasure but your enemies with pain. These spines function as +2 *armor spikes*. Any creature striking you with a natural weapon or grappling with you takes 1d6+2 points of piercing damage. As a swift action, you can expend one use of mythic power to give these spikes the *unholy* weapon special ability for 1 round per tier.

MYTHIC SPELLS OF THE INNER SEA

This section details mythic variations of spells described in *Pathfinder Campaign Setting: The Inner Sea World Guide* and *Pathfinder Campaign Setting: Inner Sea Magic*. The rules for casting mythic spells can be found in Chapter 3 of *Mythic Adventures*. The text for each spell explains only the effects changed from or added to the base spell. For the full text of the spell, consult the listed source.

ARODEN'S SPELLBANE

Source *Inner Sea Magic*

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.

COVETOUS AURA

Source *The Inner Sea World Guide*

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

Source *Inner Sea Magic*

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.

DIRGE OF THE VICTORIOUS KNIGHTS

Source *The Inner Sea World Guide*

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.

FLESHCURDLE

Source *Inner Sea Magic*

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.

GENIEKIND

Source *Inner Sea Magic*

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.

GORUM'S ARMOR

Source *The Inner Sea World Guide*

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.

HARROWING

Source *The Inner Sea World Guide*

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.

SHIELD OF THE DAWNFLOWER

Source *The Inner Sea World Guide*

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 the Dawnflower* 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.

VERMIN SHAPE (ALL)

Source *The Inner Sea World Guide*

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 $\times 4$).

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*.

WATERS OF LAMASHTU

Source *The Inner Sea World Guide*

When used as unholy water, *mythic waters of Lamashtu* 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 Lamashtu* 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.



NEW MYTHIC SPELLS

The following new spells are relics of those ancient days on Golarion when dread forces wielded unstoppable powers—when the runelords of Thassilon turned entire armies to stone, the Shory built their miraculous flying cities, and the mythic struggles of Geb and Nex bent the fabric of reality until it shattered.

BORROWED TIME

School transmutation; **Level** alchemist 6, bard 6, magus 6, sorcerer/wizard 6

Casting Time 1 standard action

Components V, S

Range personal

Target you

Duration 1 round/level (D)

A creation of the archmage Nex, this spell allows you to reach ahead in time and draw alacrity from the future at the expense of your own health. For the duration of this spell, you gain an extra swift action you can use only during your turn. You can't use this swift action to take a second immediate action between turns, but you can use it to take a swift action the turn after you've taken an immediate action. Each time you take an extra swift action in this

fashion you take 1 point of Constitution damage. If you're immune to ability damage, you take 5 points of hit point damage instead. When the spell ends, you are staggered for 1d4+1 rounds from the temporal backlash.

Mythic: If you expend one use of mythic power, 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 described above.

ELEMENTAL BOMBARDMENT

School conjuration (summoning) [see text]; **Level** druid 7, sorcerer/wizard 7

Casting Time 1 round

Components V, S

Range long (400 ft. + 100 ft./level)

Effect one or more summoned elementals

Duration 1 round/2 levels (D)

Saving Throw none; **Spell Resistance** no

You summon elementals from their elemental planes and hurl them onto your enemies with great force. You must have line of effect to a point at least 60 feet above your intended targets and within the spell's range. You can summon one greater elemental, two Huge elementals, four Large elementals, or eight Medium elementals. You aim the elementals at targets within 60 feet of each other, no more than one elemental per target.

Each elemental can strike only a single target, regardless of its size. When an elemental strikes a target, it makes a single slam attack at its full attack bonus with a +4 circumstance bonus. The elemental deals damage according to the table below. The type and amount of damage dealt varies by the size and type of elemental (see the table). Some elementals inflict an additional special ability upon successfully hitting a target; these additional special abilities are detailed in the elemental's full stat block and are denoted with an asterisk (*). Whether or not it hits, the elemental takes bludgeoning damage according to its size. A summoned elemental acts on the same turn that it lands, starting prone in the nearest available space adjacent to its target.

You must select one type of elemental to summon when casting this spell (see the table).

When you use a summoning spell to summon a creature with an elemental subtype, it is a spell of that type.



Elemental Size	Damage
Medium	6d6
Large	8d6
Huge or larger	12d6

Elemental Type	Damage Type
Air	Half slashing, half electricity
Earth	Bludgeoning and earth mastery*
Fire	Fire and burn*
Ice ^{B2}	Half bludgeoning, half cold
Lightning ^{B2}	Electricity and metal mastery*
Magma ^{B2}	Half bludgeoning, half fire
Mud ^{B2}	Bludgeoning and entrap*
Water	Bludgeoning and drench*

Mythic: If you expend one use of mythic power, 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.

IMBUE WITH FLIGHT

School transmutation; **Level** sorcerer/wizard 4

Casting Time 1 standard action

Components V, M (handful of down)

Range touch

Target object touched

Duration 1 hour/level (D)

Saving Throw Will negates (harmless, object); **Spell**

Resistance yes (harmless, object)

You grant a touched Large or smaller object the ability to fly at a speed of 40 feet with average maneuverability. It can ascend at half speed and descend at double speed. The targeted object flies as you direct it, using your Fly skill for any difficult maneuvers. You must be within close range (25 ft. + 5 ft./2 levels) of the object to direct it, and moving it requires a move action. If not directed, the object hovers in place (no Fly check required). The maximum weight of the object and anything carried by it is 500 pounds per caster level (maximum 10,000 pounds).

Mythic: If you expend one use of mythic power, 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.

SOULREAPER

School necromancy [death]; **Level** cleric 8, sorcerer/wizard 8, witch 8

Casting Time 1 standard action

Components V, S

Range close (25 ft. + 5 ft./2 levels)

Target living creatures in a 20-ft.-radius spread

Duration instantaneous

Saving Throw Fortitude half; **Spell Resistance** yes

Favored by the necromancer Geb as a tool to turn his enemies' armies against themselves, this potent death spell deals 1d6 points of damage per caster level (maximum 20d6) to living creatures in the area of effect.

Mythic: 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.

SUSTAINING LEGEND

School conjuration (healing); **Level** bard 5, cleric 6

Casting Time 1 standard action

Components V, S

Range close (25 ft. + 5 ft./2 levels)

Target one creature/level, no two of which can be more than 30 ft. apart

Duration 1 round/level

Saving Throw Will negates (harmless); **Spell Resistance** yes

The rulers of Azlant are thought to have used this spell to amplify the mythic power of themselves and their most gifted lieutenants. 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: dazed, 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.

MORTAL HERALDS

Stories have always been told of those mortals bold enough to gain the attention of the gods and become the mightiest of heroes and adversaries. But even among those legendary figures who have earned a deity's favor, tales of becoming one's herald are rare indeed—only the worthiest and most devout mortals may be considered to become a living, breathing aspect of a member of the divine.

Unlike a deity's true heralds—ancient and powerful extraplanar beings who live only to serve—a mortal herald has the free will and basic nature necessary to inspire others to act, for good or for ill, with that deity's will in mind.

BECOMING A MORTAL HERALD

If a character somehow manages to gain a deity's attention and proves her worth to said deity, that deity may visit the character—appearing in person or in her dreams, teleporting her to its domain, and so on. The deity may then make her an offer to become a mortal herald. For a non-mythic character, this is a moment of ascension; for one already mythic, this could be at the end of a trial that grants another tier. In either case, the mortal herald is always a mythic being with the same alignment as the deity (though not all mortal creatures that serve a god as holy messengers are mythic beings).

This offer is not made lightly or with subterfuge. Deities watch carefully before choosing a mortal herald, for investing such power also means creating a new liability if the mortal is not up to the challenges ahead.

The benefits of being a mortal herald vary from deity to deity, and are always personal: a gift of a powerful relic, recognition from worshipers that you are a direct conduit to the deity, access to that deity's godling path ability, and so on. However, there are drawbacks to being a mortal herald as well: the god's ever-watchful eye is on you, as you hold a portion of its presence; foes of that deity also recognize you as a direct conduit; and your soul is undeniably your deity's in the afterlife.

A character who completes one of the example trials detailed below or who completes another appropriately mythic task for a deity (GM's discretion) may take the following universal path ability at 1st tier or higher.

Mortal Herald (Sp): You become a mortal herald of your chosen deity. Choose a domain granted by your deity. Once chosen, this cannot be changed. By expending one use of mythic power, you may cast a domain spell granted by that domain as a spell-like ability (caster level equal to your character level), provided the spell's level is not greater than your tier. In addition, if you are at least 6th tier, once per day you may commune with your deity (as the *commune* spell). If you expend one use of mythic power while doing so, this ability is a free action and time stops (from the point of view of everyone else) to allow you to ask your questions and receive answers instantly.

HERALDIC TRIALS

The trials capable of garnering a deity's attention are both harrowing and personal to that deity. Accomplishing such a trial usually puts a character in the good graces of that deity while also earning him the enmity of those who oppose that god or goddess. Not every trial necessarily results in the subject becoming a mortal herald, as the deities of Golarion show gratitude in a number of cryptic and mysterious ways (if only to encourage a mortal to continue such actions).

Mythic characters who complete one of the following example trials or another task appropriate to their deity (at the GM's discretion) may gain access to the mortal herald universal path ability above.





Abadar: The Master of the First Vault honors those who shepherd a wholly new concept that promises to heighten and spread civilization.

Asmodeus: Those who forge a covenant binding an entire metropolis to the infernal may gain the Prince of Darkness's attention.

Calistria: Causing an incorruptible being (such as an inevitable) to experience ecstasy for the first time, and then withholding it, arouses the Savored Sting's curiosity.

Cayden Cailean: The Lucky Drunk looks for no specific act, but for heroes who complete a trial that ends with an entire kingdom celebrating freedom with joyous revelry.

Desna: Legend has it that those who cause the very stars to sing their names find the Song of the Spheres joining in.

Erastil: Old Deadeye may reward one who hunts down and slays a mythic being that has corrupted the animals and land alike.

Gorum: It is said that Our Lord in Iron would prize one who can seek out a bloody battle between vast armies, join it, and leave no one alive on any side.

Gozreh: Sages of the Wind and the Waves claim the path is as simple as truly becoming one with the wind and waves—and nothing else.

Iomedae: The Inheritor's highest priests believe it would take acts of valor equal to those recorded in her holy text to become the herald of a god who was herself a herald.

Irori: Only by achieving a perfect self rivaling that of Irori's before his own ascension can one gain the attention of the Master of Masters.

Lamashtu: The Mother of Monsters smiles upon those who would use their own bodies to bring wholly new beasts into the world.

Nethys: The All-Seeing Eye's intentions and desires are nigh unfathomable, but he has been known to smile on those who create magic rivaling that of the gods.

Norgorber: Perhaps the only way to become a mortal herald of the Reaper of Reputation is to perform unspeakable acts that shake nations with none knowing of the mortal's involvement.

Pharasma: Sending a powerful immortal's soul to its final rest may garner the favor of the Lady of Graves.

Rovagug: The trial capable of gaining the Rough Beast's attention would no doubt cost one her own mind at the end, and require sundering a piece of reality itself.

Sarenrae: The Dawnflower's admiration may be earned by redeeming a soul that all believed to be lost—such as that of a vampire lord or antipaladin tyrant.

Shelyn: Shelyn would honor one who could perform a single song that made an entire army lay down its arms and walk away.

Torag: Protecting an entire country isn't enough to earn the Father of Creation's esteem, for he already expects that—teaching an entire nation to protect itself, on the other hand, might just do.

Urgathoa: Making Urgathoa's herald, the Mother's Maw, feel something other than pure hunger—even for just a moment—would no doubt cause the Pallid Princess to take notice.

Zon-Kuthon: One who causes the last members of a dying race to experience sweet and painful rapture might earn the respect of the Midnight Lord.

MYTHIC MAGIC ITEMS

When wielded by non-mythic individuals, mythic magic items behave much like any other magic items. In the hands of those who have ascended to mythic power, however, these legendary items reveal additional powers tied to the mythic character wielding them. The following new magic items complement those found in *Mythic Adventures*.

BLACKBLOT		PRICE
		4,200 GP
SLOT none	CL 7th	WEIGHT 1/2 lb.
AURA moderate necromancy		

A pitch-black powder made from pulverized marrowstone mixed with the dust of the Negative Energy Plane, *blackblot* interferes with life energy and mythic abilities. A handful of *blackblot* can be thrown onto a creature as a splash weapon. Treat this as a ranged touch attack with a range increment of 10 feet. If the target takes a direct hit, it must succeed at a DC 16 Fortitude save or be rendered immune to positive energy, similar to the protection *death ward* offers against negative energy. Spells and effects that heal or harm based on positive energy, such as cure spells and channeled positive energy, have no effect on the target. This effect lasts for 1 minute. Every creature within 5 feet of the point where the *blackblot* hits must succeed at a DC 14 Fortitude save or be immune to positive energy for 1 round.

A mythic creature that takes a direct hit from a dose of *blackblot* must attempt an additional DC 16 Will save. If the creature fails, it can't expend mythic power for 1 minute, though mythic abilities that don't require the expenditure of mythic power function normally. The mythic creature can attempt an additional Will save each round; if it's successful, this effect ends.

Blackblot is typically stored in small silk packets or hollow bone tubes. The listed price is for 1 dose.

CONSTRUCTION REQUIREMENTS	COST 2,100 GP
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Craft Wondrous Item, Mythic Crafter, *bestow curse*, *mythic severance*^{MA}

ESSENCE OF WANDERING DREAMS		PRICE
		5,000 GP
SLOT none	CL 9th	WEIGHT —
AURA moderate conjuration and divination		

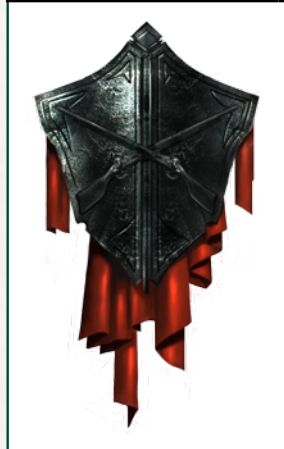
This minute crystal vial contains a single drop distilled from the captured dreams of a hundred different worlds. The drop can be poured into a vessel of water, wine, or other drink, and shared between as many as nine recipients. If not drunk within an hour of mixing, it loses potency. The imbibers drift into sleep for at least 2d6 × 5 minutes (Will DC 17 negates). Anyone who sleeps for at least 2 hours receives a +2 insight bonus on Intelligence, Wisdom, and Charisma-based skill checks for the next 24 hours.

If an imbiber expends two uses of mythic power and envisions a destination as she falls asleep, she gains the benefits above and sleeps for 2 hours before waking on a plane of her choice as though using *plane shift*. Each imbiber who expends the uses of mythic power can travel to a different plane. All imbibers traveling to the same plane wake up at the same location on that plane.

CONSTRUCTION REQUIREMENTS	COST 2,500 GP
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Craft Wondrous Item, Mythic Crafter, *contact other plane*, *plane shift*

SHIELDMARSHAL'S WARD		PRICE
		17,155 GP
SLOT shield	CL 9th	WEIGHT 5 lbs.
AURA moderate abjuration		



Crafted from magnetic ore warped by exposure to the Mana Wastes, this +1 *arrow deflection buckler* is thought to be one of the original shields granted by Duke Alkenstar to the first shieldmarshals.

Whenever the bearer of this shield successfully deflects a projectile using the shield, she can, as a free action, expend one use of mythic power to redirect the deflected projectile toward any creature to which

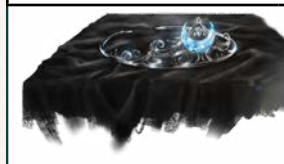
she has a clear line of effect, using the original attacker's attack and damage rolls. The range increment penalty on the attack roll of this deflected projectile is calculated from the original point at which the projectile was fired. For example, a foe fires an arrow from his shortbow (range increment 60 feet) at a mythic character bearing a *shieldmarshal's ward* who is 100 feet away, taking a -2 penalty on his attack roll. The mythic character deflects the arrow toward the same foe, meaning the arrow has traveled a total of 200 feet, which imposes a -6 penalty on the attack roll to hit the foe (since three range increments of 60 feet equals 180 feet).

A character who possesses levels in the shieldmarshal prestige class (*Pathfinder Campaign Setting: Paths of Prestige* 48) can bear a *shieldmarshal's ward* without penalty, even if she isn't proficient with it.

CONSTRUCTION REQUIREMENTS	COST 8,655 GP
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Craft Magic Arms and Armor, Mythic Crafter^{MA}, *protection from arrows*, *shield*, *telekinesis*

TOKEN OF THE ELDEST		PRICE
		27,680 GP
SLOT head	CL 9th	WEIGHT —
AURA moderate divination		



A gift from an enigmatic master of the First World, each *token of the Eldest* exemplifies the unique and specific relationship between

its creator and its first recipient. The Green Mother might bestow a crown of interwoven willow branches, or the Lantern King a tiara spun from moonlight. These tokens have an ethereal and fragile beauty, but prove surprisingly resistant to harm.

Once per day, the wearer of a *token of the Eldest* can use *commune with nature*. In addition to that spell's usual effects, if the area has a powerful natural protector likely to be helpful to the wearer, this protector automatically learns of the wearer and her location as well as a vague impression of her needs.

Once per day, the wearer can expend one use of mythic power to cast *charm monster* on a creature (DC 16 negates); fey creatures targeted by this effect take a -4 penalty on the saving throw.

Finally, as an immediate action the wearer can expend one use of mythic power to reroll any saving throw against a spell, spell-like ability, or supernatural ability of a fey, receiving a +2 bonus on the new saving throw. This ability must be used after the save but before the results are revealed. The wearer must take the result of the second roll, even if it's worse.

CONSTRUCTION REQUIREMENTS	COST 13,840 GP
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Craft Wondrous Item, Mythic Crafter, *charm monster*, *commune with nature*

TYRANT'S MARK		PRICE 70,000 GP
SLOT none	CL 7th	WEIGHT —
AURA moderate abjuration and divination		



This macabre pin attaches to one's cloak. Tar-Baphon is said to have gifted these brooches to highly favored but still untrusted minions. When worn, a *tyrant's mark* provides a +3 deflection bonus to AC and a +3 resistance bonus on saving throws. As a free action after failing a saving throw, the wearer can expend one use of mythic power to reduce any damage resulting from the failed save by half.

When a *tyrant's mark* is created, it is keyed to a matching black diamond worth no less than 1,000 gp. The creator of a *tyrant's mark* can expend two uses of mythic power at any distance to use *scrying* (as the spell) on the pin's wearer while gazing through the black diamond, with the pin acting as the scrying sensor. The wearer of the *tyrant's mark* takes a -10 penalty on the Will save against the *scrying* effect, as though the maker had possession of a portion of the wearer's body.

CONSTRUCTION REQUIREMENTS	COST 35,500 GP
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Craft Wondrous Item, Mythic Crafter, *resistance*, *scrying*, *shield of faith*

TRANSCENDENT ARTIFACTS

Transcendent artifacts grant mythic power to non-mythic creatures. Transcendent artifacts are intelligent minor or major artifacts, and have all the normal qualities of both intelligent items and artifacts. At minimum, a transcendent artifact has the transcendent power feature (see below). Some have additional powers or a special purpose. As with all intelligent items, use of transcendent artifacts comes with attendant risks, with the possibility of the artifact asserting control over its possessor or denying use of its abilities if it's dissatisfied.

Transcendent Power: When borne by a creature that meets the item's standard of merit, an artifact with this

feature grants one or more tiers from a specific mythic path. If the possessor already has a mythic path or mythic rank, this ability has no effect, even if the granted tier is greater than the possessor's. For each tier it grants, the artifact gives predetermined ability score increases, path choices, and feats. In the case of mythic enhancement feats, if the possessor has the non-mythic feat in question, she gains the mythic version. If she lacks the feat, she gains the non-mythic form of the feat provided she meets its prerequisites. If the bearer lacks a prerequisite for a particular path, feat, or spell, she can't use that ability. Only intelligent artifacts can be transcendent, and this ability increases the artifact's Ego score by 2. Like dedicated powers (*Pathfinder RPG Core Rulebook* 535), an artifact can't be forced to share its transcendent power, and can revoke it at any time. If the possessor loses or drops a transcendent intelligent artifact, her mythic power fades at the end of her next turn.

BRACERS OF THE IMMORTAL HUNT		MAJOR ARTIFACT
SLOT wrists	CL 30th	WEIGHT 1 lb.
AURA overwhelming (all schools)		
ALIGNMENT lawful good	SENSES 30 ft., darkvision	
INTELLIGENCE 12	WISDOM 14	CHARISMA 11 EGO 20
LANGUAGE empathy		



The *Bracers of the Immortal Hunt* claim to have been gifted by Erastil to a favored Ulfen hunter millennia ago. They are stoic and steadfast in their decisions, regarding only the noblest of hunters as deserving of their attention.

Transcendent Power: The *Bracers of the Immortal Hunt* seek an owner dedicated to the relentless pursuit and defeat of mythic beasts that pose a threat to settled lands. A non-mythic wearer deemed worthy by the *Bracers of the Immortal Hunt* can gain great power from this noble item.

- The wearer gains 2 mythic tiers in the champion path (*Mythic Adventures* 20).
- The wearer gains the champion's strike (distant barrage) champion feature.
- The wearer gains a +2 increase to Dexterity.
- The wearer gains the Mythic Rapid Shot feat, or Rapid Shot if he does not already have it and meets the prerequisites.
- The wearer gains the endless hatred and limitless range path abilities.

Special Purpose: The bracers have the special purpose of slaying mythic animals and magical beasts. Regardless of whether he has mythic tiers, if the wearer of the *Bracers of the Immortal Hunt* shares in the bracers' special purpose, he gains the following benefits.

- The wearer gains all of the benefits of *greater bracers of archery*.
- The wearer can use *blessing of fervor*^{APG} once per day.

DESTRUCTION

The *Bracers of the Immortal Hunt* can be destroyed by drenching them in the blood of one of Erastil's heralds and feeding them to a mythic stag.

ARCHMAGE PATH ABILITIES

Arcane masters have long used their abilities to shape the fate of the Inner Sea region and help write its history. Legendary figures such as Old-Mage Jatembe and Tar-Baphon wielded such powers, and others are doubtless destined to similarly influence the world. With the following new path abilities, new heroic archmages can also leave their marks on Golarion.

1ST-TIER ARCHMAGE PATH ABILITIES

You can select these path abilities at any tier.

Remixer (Ex): You can instantly remix any potion you touch to alter its effects. You can expend one use of mythic power to change the spell or formula contained in a potion or extract to that of any spell or extract you have prepared of the same spell level. The resulting potion uses the caster level of the original potion. The new spell contained in the potion or elixir must be one that could

normally serve as a potion. If the effect you are trying to use requires expensive material components, you must provide them at the time of the change. The DC of a Perception check to successfully identify the powers of the potion (normally equal to 15 + the potion's caster level) increases by an amount equal to your tier.

Shapeshifting Mastery (Ex): Your ability to magically adopt other forms is unparalleled, and you can expertly translate your arcane might into brawn. You add half your tier to the caster level of spells or extracts from the polymorph subschool. While under the effects of a spell or extract of the polymorph subschool, you can use your caster level instead of your base attack bonus when making natural attacks that rely on your new form.

Transformative Familiar (Ex): Your familiar is able to assume the shape of a single masterwork amulet, ring, staff, wand, or weapon. While it's in this form, treat the familiar as an intelligent magic item with the familiar's mental ability scores but no magical abilities. You can add magical enhancements, intelligent item powers, and intelligent item senses as if you possessed the appropriate crafting feat. (For example, if your familiar transforms into a staff, you could craft it into an intelligent *staff of fire* as if you possessed the Craft Staff feat.) You must still pay for enhancements as normal. As a standard action, the familiar can transform into and out of its item form and does so in such a way that you can have it immediately equipped when the transformation is complete. While in item form, your familiar retains its original hit points, but gains the hardness of the item it transforms into. If your familiar takes enough points of damage in item form to become broken, it automatically reverts to its familiar form and cannot change to item form again until it is healed to its maximum hit point total. You must have a familiar to select this path ability.

3RD-TIER ARCHMAGE PATH ABILITIES

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

Infectious Spell (Su): You know no limits when it comes to the potency and ravaging effects of your spells. Whenever you cast a spell that specifically targets a limited number of targets (such as "one creature/level" or "one or more creatures") and has a duration longer than 1 round, you can expend one use of mythic power to make the spell infectious. Each round



on your turn, so long as at least one creature is still under the effect of the infectious spell, the spell targets one additional enemy per mythic tier you possess. The range of the spell is the same, but it originates from a creature currently affected by the spell (your choice). A creature affected by an infectious spell suffers all of the effects of the original spell (and may attempt any saving throws as appropriate at the original save DC), but the duration does not reset (meaning the effect ends for all affected targets when the original duration of the spell expires). A creature can only be targeted by a given infectious spell once per casting. Once a round passes without any additional creatures affected by the spell, the spell stops being infectious. This ability can only affect spells whose level is equal to or less than double your tier.

Teleportation Master (Su): You have become an expert at teleportation magic. You can expend one use of mythic power when casting any spell of the teleportation subschool to visualize your destination before you fully materialize there, gaining sensory information of the area as though via a *clairaudience/clairvoyance* spell. After gaining this sensory information, you can choose to alter your teleportation destination by up to 100 feet in any direction. The new destination must be a legal location for the effect.

6TH-TIER ARCHMAGE PATH ABILITIES

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

Dominion over Outsiders (Ex): You have a way with words when dealing with extraplanar forces called to the Material Plane to serve you. When bargaining with outsiders called via a *planar binding* or similar spell, you add a bonus equal to your tier on Charisma checks against the called creature and on caster level checks to prevent the creature from escaping your *magic circle*. In addition, you can expend a number of uses of mythic power equal to half the Hit Dice of the outsider to attempt to bind the outsider to perform a task for up to a year and a day. The creature gains a +5 bonus on the opposed Charisma check to refuse this request. If the outsider agrees to carry out this request, it is bound to perform that task for up to a year and a day or until otherwise released (either by completing the task or by your will). You cannot regain that use of mythic power until the outsider is released, effectively decreasing your total number of uses of mythic power per day by the number of uses spent to bind the outsider.

Star Walker (Su): You can transform your power to enable you to travel great distances. As a standard action, you can expend two uses of mythic power to surround yourself with a bubble of air enclosed by a thin iridescent layer of force. While this bubble offers no protection from attacks, you can propel yourself through the air at great speed. As long as you concentrate, you gain a fly speed of 240 feet per round. If you cease concentrating, the bubble stops and then sinks 30 feet per round until it reaches the ground and collapses; you can expend

ARCHMAGES OF THE INNER SEA

Arcane magic infuses nearly every corner of the Inner Sea region, and Golarion's history is riddled with tales of powerful archmages reshaping reality or transforming the outcome of important events. Dark corners of the world possess mighty arcana scarcely understood by locals, and eldritch powers in remote locations may threaten to spill their mythic power over unsuspecting mortals at any moment.

The ruins of ancient magical empires constantly threaten to raise their eerie heads out from below the surface of contemporary Golarion, even in regions now scarcely inhabitable, and the relics of those legendary times may provide access to mythic power for the brave or foolhardy. The warped regions of primal magic in the Mana Wastes hold strange wonders left over from the ancient wars between Nex and Geb; the mythic powers used by both rulers have stained the surface of the planet, so there is doubtless a chance that some leftover remnant of these arcane battles may infuse an unsuspecting wasteland wanderer with a fragment of mythic power. Likewise, the dead nations of Thassilon and Azlant are known to have hosted numerous archmages of mythic renown among their ranks. Adventurers daring enough might hope to glean some of these long-dormant powers for themselves if they explore the right ruins. In the Mwangi Expanse, legends speak of great flying cities once held aloft by Shory aeromancy that have long since crashed to the ground, but their ruins may hold secrets of this lost magic.

Some wizards seek ultimate power through decades of study. No mere academic path can offer mythic ascension, but the act of focusing and studying can attract the attention of mythic forces seeking the talented and power-hungry, including deities such as Nethys or Asmodeus. Dedicated scholars who travel outside of the Inner Sea's arcane colleges and into the magic-marked landscapes of Avistan and Garund might instead stumble upon mythic sources of power in dread locales like the flooded astronomical libraries of sunken Lirgen in the Sodden Lands or the mysterious pools of ebon ichor in the Darklands' Land of Black Blood.

one use of mythic power before the bubble collapses to regain control.

In the void of outer space, the bubble's speed is much faster. Although exact travel times vary, a trip within a single solar system takes 3d20 hours, while a trip beyond takes 3d20 days (or more, at the GM's discretion). Ceasing concentration while in the void of outer space has no effect on the bubble—it continues traveling in the previously stated direction at the same speed until an outside force slows it down. The air in the sphere is constantly refreshed and kept at a constant temperature, protecting occupants from the void of space, but not necessarily the harsh climates of other planets or planes. By expending two additional uses of mythic power, you can increase the size of the bubble to a 10-foot-radius sphere and you can bring along up to 11 Medium creatures within the bubble. Other creatures can enter or exit the bubble freely.

CHAMPION PATH ABILITIES

Astonishing physical prowess has often featured in the legends of Golarion. Whether arising from a determination to achieve excellence, a love of combat and the glory won therein, or simply the need to survive, the following new path abilities allow mythic champions to walk in the footsteps of fabled warriors of ages past—and to blaze their own trails into martial legends.

1ST-TIER CHAMPION PATH ABILITIES

You can select these path abilities at any tier.

Juggernaut (Ex): Little can stand in your way when you charge forth into battle—even solid doors and walls don't stand a chance. While charging, you may attempt a free Strength check to break through a single door or wall in your path. You can expend one use of mythic power while performing this charge to gain a +10 circumstance bonus on your Strength check to break the object. If you destroy the object, you can continue your charge as though it were never there. If you fail to destroy the object, your movement ends in the square before that object. Note that destroying integral parts of a structure may trigger a collapse (treat as a cave-in) at the GM's discretion. This ability can be combined with other path abilities and effects that modify charge attacks, such as the burst through path ability (*Mythic Adventures* 21). You can select

this ability up to three times. Each additional time you select it, you may break through one more wall or door during your charge, and the circumstance bonus on your Strength check increases by 10 (to a maximum of a +30 circumstance bonus).

Mule's Strength (Ex): You treat your Strength score as 5 higher when determining your carrying capacity. This bonus applies to encumbrance, the maximum weight you can lift over your head, dragging and pushing, and so on. You can take this path ability multiple times. Each time you do, you treat your Strength score as an additional 5 points higher when determining your carrying capacity.

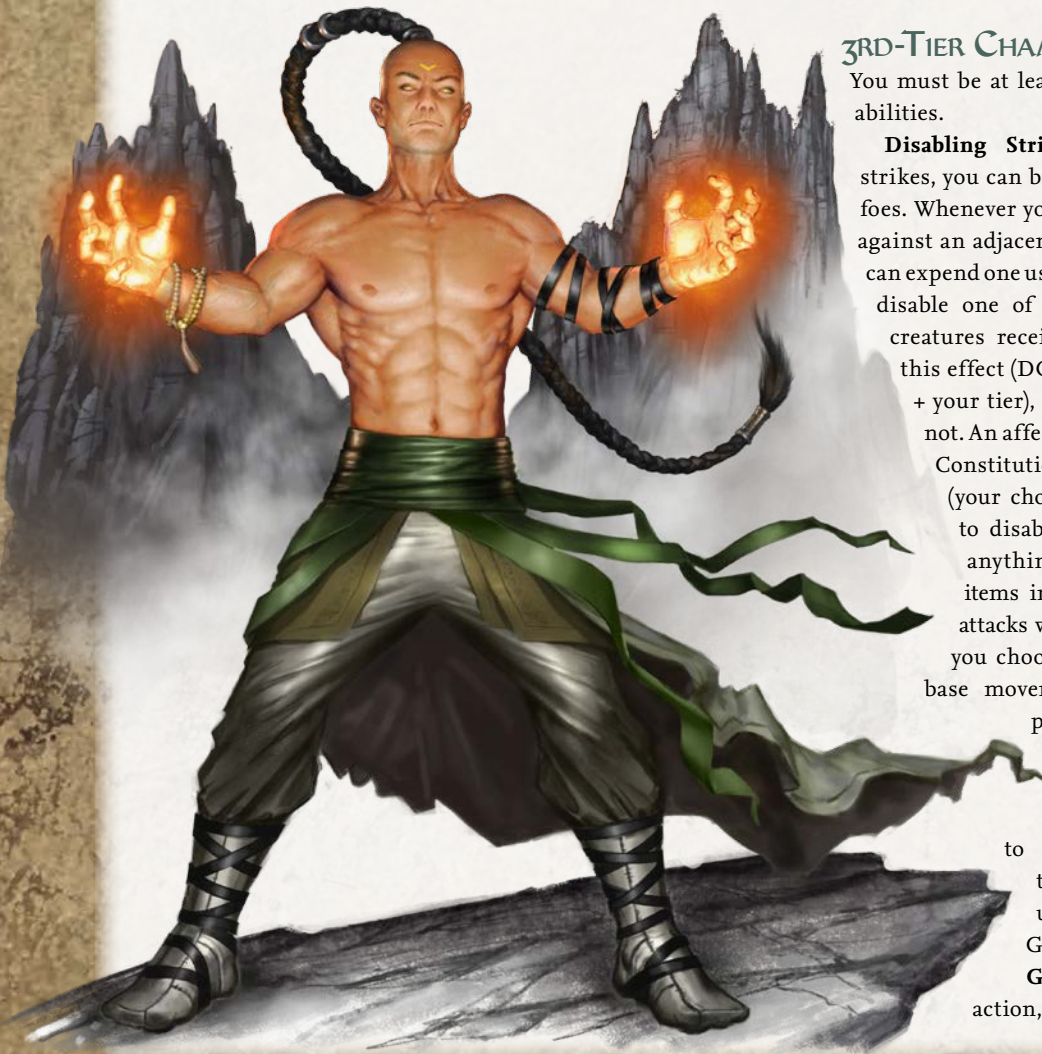
Sniper's Riposte (Ex): You're an expert at defending yourself while aiming a ranged weapon. You don't provoke attacks of opportunity from making ranged attacks. As a swift action, you can expend one use of mythic power to negate the Stealth check penalty for sniping for 1 round.

3RD-TIER CHAMPION PATH ABILITIES

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

Disabling Strike (Ex): With your mighty strikes, you can brutally batter the limbs of your foes. Whenever you score a successful critical hit against an adjacent creature, as a free action you can expend one use of mythic power to potentially disable one of that creature's limbs. Mythic creatures receive a Fortitude save to negate this effect (DC = 10 + your Strength modifier + your tier), while non-mythic creatures do not. An affected creature takes 1d4 points of Constitution damage and one of its limbs (your choice) is mangled. If you choose to disable an arm, the creature drops anything held in that arm, cannot hold items in that arm, and makes natural attacks with that arm at a -4 penalty. If you choose to disable a leg, the target's base movement speed is halved. These penalties are removed when the Constitution damage taken from this ability is healed. Foes that are immune to critical hits are immune to this ability, as are those with unusual anatomies (subject to GM discretion).

Groundshaker (Su): As a standard action, you can expend one use of



mythic power to stomp or punch the ground with mighty force, forcing creatures within 5 feet per tier to attempt a Reflex save (DC = 10 + your tier + your Strength modifier). Non-mythic creatures that fail their saves fall prone and are staggered for 1 round. Non-mythic creatures that succeed at their saves and mythic creatures that fail are staggered for 1 round. Mythic creatures that succeed at their saves are unaffected. You are not affected by this ability, and you may designate a number of creatures up to your tier to also not be affected.

Master Grappler (Ex): You are a legendary wrestler, and few can withstand your mighty throws, holds, and blows. While using the uncanny grapple path ability (*Mythic Adventures* 23), if you throw a creature into a solid object, that object takes the same amount of damage as the creature; if this is enough to break the object, the creature continues to move through it. If you throw the creature into another creature, resolve the attack as a bull rush by you, except the thrown creature moves with the bull rush and does not incur any attacks of opportunity for moving through threatened squares. If you crush the creature, you can choose to deal either 1d6 points of lethal damage per tier or 1d8 points of nonlethal damage per tier, and you can limit the damage you deal to the amount required to render the target unconscious. If you swing the creature as a weapon, add your tier to the amount of damage you deal to both creatures; if you score a critical hit, the target of the swing attack also takes damage from a melee natural attack from the creature you are swinging (if it has one; choose randomly if it has more than one). You must have the uncanny grapple champion path ability to take this ability.

Mighty Hurler (Ex): You gain the rock throwing and rock catching universal monster abilities. The range increment of your rock throwing ability is 10 feet per tier. You can use these abilities with any solid, mostly inflexible object, not just rocks. The maximum size of an object you can throw is two size categories smaller than you. You can take this ability three times. Each additional time you select it, the range increment increases by an additional 10 feet per tier and the maximum size of an object you can throw increases by one size category.

6TH-TIER CHAMPION PATH ABILITIES

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

Seven-League Leap (Ex): Your leap is so mighty that you defy gravity. Add your tier to Acrobatics checks made to jump. The distance you can jump in a round is not limited by your movement speed. If you are carrying no more than a light load, you can expend one use of mythic power to make a powerful jump that lets you sail through the air. In order to use this ability, you must be able to run in a straight line for 1 minute. Any obstacles or impediments that prevent you from completing this sprint uninterrupted prevent you from being able to use this ability, though the expenditure of mythic power is not wasted. At the end of your 1-minute sprint, you

CHAMPIONS OF THE INNER SEA

Legends and tales of mythic heroes with incredible strength riddle the societies of the Inner Sea region. Numerous peoples—from the hardy Kellids of northern Avistan to the enduring Mwangi of central Garund—have cultural icons who display unparalleled physical prowess, though what such warriors look like varies hugely. This has even carried over into the politics and formal dealings of certain nations; the Ulfen of the Lands of the Linnorm Kings are perhaps the most extreme example, for not only do they wrestle trolls for sport, but one cannot hope to claim a throne there without single-handedly slaying a linnorm.

Beyond the Inner Sea region, Ibydos, Vudra, and many nations of Tian Xia hold cultures that prize physical excellence as emblematic of a greater self-mastery. Tales abound of mighty brawlers such as the god Irori, who managed to achieve divine strength through decades of impossible training and self-discipline. Many other cultures value warriors more formally trained but no less lethal, including the respected Aldori swordlords and Minkaian sword saints, and the most talented members of these organizations might hope to glean insight into mythic strength through their own training or by garnering the attention of gods who respect such skill at arms.

Potential champions might achieve their moment of ascendance by completing challenging, death-defying feats of strength, such as surviving a swim into the Eye of Abendego or climbing Tian Xia's Wall of Heaven. Deities such as Kurgess or the empyreal lord Marishi are sure to take notice of mortals who accomplish impossible physical tasks or overcome incredible odds in contests of martial aptitude. Mystical forces might grant mythical fighting skill. While plowing fields or digging foundations, you might uncover an artifact that imbues you with the abilities of the legendary warrior who once owned it—and possibly her agenda as well. Archdevils prize strength as well, and such fiends as the archdevil Geryon or the infernal duke Alocer would happily grant a deserving mortal their favor if it meant an additional ally in their pursuit for power.

attempt an Acrobatics check and leap a distance up to half the check's result in miles, rounded down to the nearest mile (for example, an Acrobatics check result of 29 would allow you to jump 14 miles). This trip takes 1 round per mile, and you reach a maximum height at the apex of your arc equal to half the distance traveled. You do not take falling damage from using this ability. You must have a clear arc of travel to complete this jump; if you strike an obstacle mid-jump, you and the obstacle each take a number of points of damage equal to 1d8 × the number of miles you have left to travel. If this damage destroys the obstacle, you continue your jump; otherwise, your jump comes to an end and you fall, taking falling damage as appropriate. You cannot aim this leap accurately, and always land 50 to 5,000 feet (5d%) from your intended destination.

GUARDIAN PATH ABILITIES

Stories of mythic guardians are often intertwined with tales of family, friendship, and romance, as these legendary figures are among the most likely heroes to become wardens or martyrs. The following new path abilities give mythic guardians more ways to endure and overcome foes so they can continue to protect others and complete their epic deeds.

1ST-TIER GUARDIAN PATH ABILITIES

You can select these path abilities at any tier.

Affliction Resistance (Ex): Your body is honed to fight off even the most virulent illnesses. Whenever you succeed at a saving throw against a disease or poison, you become immune to that disease or poison for a number of hours equal to half your tier. If you are affected by the disease or poison and succeed at a saving throw to cure it, you automatically cure yourself of the affliction (even if it would normally require more than one saving throw to cure), and you become immune to it for a number of hours equal to half your tier.

Indefatigable Traveler (Ex): You can run and charge while fatigued or exhausted, and you ignore the movement penalty while exhausted. When traveling overland (see page 172 of the *Pathfinder RPG Core Rulebook*), you can expend one use of mythic power to be able to hustle for a number of hours equal to your tier without taking nonlethal damage or becoming fatigued (this is in addition to the 1 hour per day normally allowed for hustling). In a day of normal walking, you can walk 8 hours plus 1 hour per tier before you must start making Constitution checks to avoid nonlethal damage.

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

Mule's Strength (Ex): You treat your Strength score as 5 higher when determining your carrying capacity. This bonus applies to encumbrance, the maximum weight you can lift over your head, dragging and pushing, and so on. You can take this path ability multiple times. Each time you do, you treat your

Strength score as an additional 5 points higher when determining your carrying capacity.

3RD-TIER GUARDIAN PATH ABILITIES

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

Mighty Hurler (Ex): You gain the rock throwing and rock catching universal monster abilities. The range increment of your rock throwing ability is 10 feet per tier. You can use these abilities with any solid, mostly nonflexible object, not just rocks. The maximum size of an object you can throw is two size categories smaller than you. You can take this ability three times. Each additional time you select it, the range increment increases by an additional 10 feet per tier and the



maximum size of an object you can throw increases by one size category.

Uncanny Adaptability (Sp): As a standard action, you can expend one use of mythic power to create an invisible sphere around you that protects anyone inside from harsh environmental effects, as *planar adaptation* (*Pathfinder RPG Advanced Player's Guide* 236), except this effect also works for extreme physical conditions on the Material Plane. The radius of the sphere is equal to 5 feet per tier, and only creatures within the sphere receive the benefits of this effect. Anyone who steps outside of the sphere immediately loses the benefits of this ability until she steps back inside the sphere. This effect lasts for a number of hours equal to your tier or until you end it as a free action, whichever comes first.

6TH-TIER GUARDIAN PATH ABILITIES

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

Impassable (Ex): You are a beacon of stalwart bravery, and none may pass before you without first being judged. When you use the cage enemy path ability (*Mythic Adventures* 30) and you successfully deal damage to a creature moving out of one of your threatened squares, you may attempt a trip, dirty trick, or sunder combat maneuver against that creature as a free action with a +2 circumstance bonus. This doesn't provoke attacks of opportunity. Regardless of whether your maneuver is successful, the creature remains in its current space and its movement ends. You must have the cage enemy guardian path ability to select this ability.

Shield of the Martyr (Su): By expending one use of mythic power, you can use the take the hit path ability (*Mythic Adventures* 31) on an ally within 30 feet rather than an adjacent ally. Alternatively, you can expend one use of mythic power when using take the hit on an adjacent ally to take all of the damage (as well as any other effects, such as disease, grab, or poison), not just half. This damage is not subject to any resistances or damage reduction you have. You must have the take the hit guardian path ability to take this ability.

Stasis (Su): You can expend one use of mythic power as a full-round action to enter a trance that drastically slows your vital functions. You are helpless and can't move or take other actions, nor replenish mythic power, but you age and consume bodily resources as though each year that passes were 1 minute. For example, if you could normally hold your breath for 3 minutes, you can use this ability to survive without air for 3 years. You remain partially aware during this stasis and can detect any lethal threats within 5 feet of you. There are several ways to end this stasis. By expending one use of mythic power as a full-round action, you can awaken from your stasis at any time. If you take damage while in stasis, you immediately awaken, though you are staggered for 1 hour. Finally, you can use sheer force of will to awaken from stasis without expending mythic power, taking 1d4 weeks for you to awaken. When activating this

GUARDIANS OF THE INNER SEA

An already-dangerous world became even deadlier with the onset of the Age of Lost Omens, inspiring heroic defenders and breeding tough-as-adamantine survivors. The towns of Trunau in the Hold of Belkzen or Gundrun in the Worldwound are inhabited by such stalwart peoples. These two settlements have held out for generations against hordes of orcs and demons respectively, and either settlement might well produce a guardian whose abilities might lead them to a time of peace. Both could certainly use one.

Cultural legends and local folklore often speak of those mythic figures capable of withstanding arduous, impossible dangers and perils. Some Erutaki clans of the Crown of the World claim that famed heroes of ages past proved their worth to the spirits of the Nameless Spires by meditating for 60 days straight in the Boreal Expanse, withstanding the polar night of an entire deadly winter to arise as godlike beings at the end of their spiritual journey. Mwangi tribes, particularly those of Bonuwat or Bekyar ancestry, tell tales of legendary individuals who could withstand the venom of a thousand asps without falling. Though some of these stories are just that, there can be little doubt that real mythic guardians served as inspiration for some of these incredible tales of endurance and perseverance. Those who survive the barren expanses of the Inner Sea's most treacherous wastelands and burning deserts might become scoured of their weakness, leaving only that which can endure.

Those gods who would favor mortals destined to become guardians include Torag, Iomedae, and Erastil, though Asmodeus or Zon-Kuthon might also need representatives deprived of frailty and gifted with alien, unbreaking fortitude. Potential heroes hoping to gain the attentions of these beings likely take on dangers they know they can't withstand, such as facing an entire Molthuni army to protect one's Nirmathi family, braving the relentless Osirian desert to save an innocent, or swimming to the bottom of the Arcadian Ocean to recover an important relic.

ability, you can put an adjacent willing allies into stasis as well. There is no limit to the number of allies you can put into stasis in this way, but you must expend three additional uses of mythic power for each ally.

Unbreakable Resilience (Ex): When you take this ability, choose either physical ability scores (Strength, Dexterity, and Constitution) or mental ability scores (Intelligence, Wisdom, and Charisma). You recover ability damage and drain to the selected ability scores at a rate of 1 hour per point of damage rather than 1 day per point. As a swift action, you can expend one use of mythic power to recover 1 point of ability damage to any of the three selected abilities. You can take this ability twice. The second time you select it, unbreakable resilience applies to all six ability scores.

HIEROPHANT PATH ABILITIES

On Golarion, the inhabitants' faith already has the power to reshape reality, but those devotees imbued with mythic power can work wonders beyond even those limits. The following new path abilities can greatly aid mythic hierophants in their efforts to be beacons of wonder and spread the power of their faiths.

1ST-TIER HIEROPHANT PATH ABILITIES

You can select these path abilities at any tier.

Endless Bounty (Ex): Whenever you cast *create food and water*, you can continue to cast it indefinitely (subject to fatigue and other physical constraints) after the initial 10-minute casting time. For every extra 10 minutes you spend casting the spell, you create

enough food to sustain an additional number of humans equal to your caster level for 24 hours. At 6th tier, you may also use this ability when you cast *heroes' feast*.

Impeccable Intuition (Ex): Choose one of the following: concealed information, concealed emotion, or secret messages. When talking or dealing with a non-mythic intelligent creature, you always detect the selected type of information without a skill check, though you do not necessarily understand what the information means. For example, realizing that someone is concealing an emotion doesn't necessarily tell you what emotion the person is hiding, whether she's lying, or why. This ability has no effect against mythic creatures. You can select this path ability up to three times. Each additional time you take it, you must choose an additional option.

Insightful Interaction (Ex): Add half your tier to Wisdom-based skill checks in which you are trained. Additionally, by expending one use of mythic power, you can use your Wisdom modifier plus half your tier in place of your Charisma modifier for Bluff, Diplomacy, and Intimidate checks for 1 hour.

3RD-TIER HIEROPHANT PATH ABILITIES

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

Flowers in Your Footsteps (Sp): As a standard action, you can expend one use of mythic power to radiate an aura of plant growth. Vegetation within 60 feet of you grows rapidly, as though you had cast the overgrowth version of *plant growth* (caster level equal to your character level). This ability lasts for 1 minute per tier, and follows you wherever you move until the duration expires or you end the effect as a free action. You are immune to the effects of this overgrowth, as are any allies you designate upon using this ability, up to a maximum number of creatures equal to your tier.

Hear the Word (Su): When you cast a spell such as *augury* that gives you information directly from a divine source, you can expend one use of mythic power to reduce the casting time to a standard action and have the answer be audible in the unmistakable voice of your deity, granting you a bonus equal to your tier on Diplomacy and Intimidate checks against those who hear the voice for a number of hours equal to your tier. If you expend one additional use of mythic power, the voice deals 1d6 points of sonic damage per tier to enemies within 60 feet of you who can hear it, and they are stunned for 1 round.

A successful Fortitude save (DC = 10 + your tier + your Wis modifier) halves the damage and negates the stun effect.



Pilgrim of the Waves (Su): You can breathe water as easily as you breathe air. You can also walk on any body of water, as *water walk*, except this ability does not allow you to walk upon any bodies of liquid other than water. You can choose to sink to the bottom of any body of water you could walk upon, descending at a rate of 60 feet per round, and thereafter you can travel along the bottom of the water as though it were dry land. While at the bottom of a body of water, you can attack and act normally, as though under the effects of a *freedom of movement* spell, though this ability does not impart the other benefits of that spell.

Shape Channel (Ex): As a standard action, you can simultaneously expend one use of mythic power and one use of your channel energy ability to channel energy in a 60-foot cone, a 20-foot-tall cylinder with a 20-foot radius, or a 120-foot line. In addition, whenever you channel energy to damage creatures (whether undead creatures with positive energy or living creatures with negative energy), you can choose to deal half damage (or one-quarter damage to creatures that succeed at their saving throws) and then push back all creatures damaged by the effect. You push each creature back 5 feet for every 1d6 points of channel energy damage you are capable of dealing. Creatures that succeed at their saving throws against your channeled energy are only pushed back half as far (minimum 5 feet). You must have the channel energy class feature to select this path ability.

6TH-TIER HIEROPHANT PATH ABILITIES

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

Puppet Master (Su): As a standard action, you can temporarily raise a dead creature within 60 feet to serve as your puppet for up to a number of rounds equal to your tier or until you end this effect as a free action, whichever comes first. In order to use this ability, you must expend a number of uses of mythic power equal to half the target's Hit Dice. The creature must have been slain within a number of rounds equal to your tier. You imbue the creature with enough positive or negative energy to allow its body to function without its spirit. This shell of a creature gains the mindless quality, and it acts like a puppet with you as the puppeteer. The creature is neither living nor dead, and positive and negative energy have no effect on the creature. It immediately regains half its maximum number of hit points, which becomes its new maximum hit point total for the duration of this effect. You can command the puppet as though it were under the effects of a *dominate monster* spell cast by you (no save), and it can use any of the abilities it normally had access to at the time of death (prepared spells, special abilities, and so on). The puppet must still have all the necessary components to activate special abilities and spells. Abilities that normally refresh periodically, like breath weapons, do not refresh. Once the puppet takes an amount of damage equal to its total number of hit points or the

HIEROPHANTS OF THE INNER SEA

The gods are often, but not always, the source of a hierophant's power. Embodying a deity's ideals is one way to win such a blessing, whether that means joyously exploring the mysteries of love and beauty for Shelyn, sacrificing oneself to inspire hope and defend the faithful of Sarenrae, grimly dispatching those who would cheat Pharasma's judgment through undeath, or butchering an entire village in Urgathoa's name. The entries for godlings on pages 6-11 of this book can provide inspiration for the types of characters that use their mythic power in the service of a god.

Other hierophants have found their paths in other ways, discovering their powers at the same time that they receive spiritual enlightenment at an eldritch location or site of mysterious power. Perhaps one is discovered walking unscathed and immaculate from the Worldwound or emerging from the haunted depths of Mobhad Leigh shockingly warped by the experience; either way, such hierophants are doubtless regarded as holiness incarnate or living blasphemy. In places of constant turmoil or religious persecution, such as Galt in Avistan or Rahadoun in Garund, such mythic anomalies have been burned at the stake or worse, even as the gods themselves cry out in protest at such atrocities.

Some hierophants, particularly oracles, awaken to their mythic destiny in the lonely places of the world—places like the Spellscar Desert of the Mana Wastes, the Glazen Sheets of Osirion, or the abandoned ruins of Azlant in the middle of the Arcadian Ocean. The raw and unbridled elements of Golarion are difficult to predict and even more difficult to read, and the rise of a hierophant in the Inner Sea region is sure to raise more questions than it answers.

duration of this effect ends, the puppet is destroyed and becomes a corpse once again. The puppet can be affected as normal by resurrection spells and effects during this time, which immediately end the effects of this ability. You can't affect the same creature with this ability more than once in 24 hours. You must have the channel energy class feature to select this path ability.

Pilgrim of the Sky (Su): You can walk on clouds as easily as flat land, and are never affected by altitude-based effects such as altitude sickness. If you are on a mountain or other geographically high location, you can simply step from the earth onto the clouds. Otherwise, you must find your own way to the clouds overhead if you wish to walk on them. This ability only works when there are clouds present; you cannot walk on clear skies. You can expend one use of mythic power to use *air walk* (caster level equal to your character level). You may expend one additional point of mythic power to grant the same ability to an ally touching you. There is no limit to the number of allies you can affect with this ability. At 9th tier, you can expend one use of mythic power to use *overland flight*.

MARSHAL PATH ABILITIES

From the frost giant Jarl Gnargorak to Arazni, the fallen herald of Aroden, Golarion's history is filled with charismatic leaders capable of swaying entire peoples and commanding them against incredible odds. The following new marshal path abilities can help leaders become mighty generals, charming diplomats, and exemplars of the power of personality.

1ST-TIER MARSHAL PATH ABILITIES

You can select these path abilities at any tier.

Commanding Entrance (Ex): When you first enter an area or make your presence known to a group of strangers, as a free action you can expend one use of mythic power and attempt a single Diplomacy or Intimidate check to modify the attitudes of everyone within 10 feet per tier, and an additional number of characters equal to your Charisma modifier who are outside that range but have line of sight to you. (For instance, you could affect everyone near the entrance of a throne room and key people on the dais at the far end.)

Alternatively, when you reveal yourself during the first round of combat (not

counting the surprise round), you can expend one use of mythic power as a free action to use Intimidate to demoralize your targets.

Mounted Marshal (Ex): Whenever you're riding on a bonded mount or animal companion, you and your mount are each treated as flanking any opponent you both threaten. Whenever you use your surge ability while mounted, your mount heals a number of hit points equal to your surge result plus your tier. You can expend one use of mythic power while charging with your mount to deal double damage to the target of your charge (or triple damage if you're wielding a lance).

Potent Message (Ex): You can expend one use of mythic power to create a song, oration, poem, or joke that contains information that you want to spread. This can include points of fact or simple instructions. You only need to perform the work once (which takes 1d4 hours to complete); thereafter it will spread through the community by itself. For 1 day per tier, all non-mythic beings that hear this message (whether from you or someone else) are compelled to spread it to others by slipping it naturally into conversation or otherwise bringing it up. Anyone who has heard this message takes a -4 penalty on opposed Diplomacy, Intimidate, or Sense Motive checks against you when you request that they to carry out duties related to this message. This is a language-dependent effect. At 6th tier or higher, you can expend one additional use of mythic power to make this work universally understandable, regardless of any language barriers.

Redirect Attention (Ex): Where you point, others feel overwhelmingly compelled to look. You can expend one use of mythic power to direct the attention of a number of creatures equal to your tier within line of sight toward a location or general direction you choose—and away from others; non-mythic creatures automatically turn toward the point you choose. Mythic targets receive a Will saving throw to resist this effect (DC = 10 + your tier + your Wisdom modifier). The effect persists for 1 round per tier, during which time affected targets receive a +5 bonus on Perception checks to notice anything unusual within a 60-foot-cone in the direction you indicate and a -15 penalty on Perception checks to notice anything elsewhere. This effect counts as a diversion to hide for creatures attempting to use Stealth in any area other than the location you directed attention toward.



3RD-TIER MARSHAL PATH ABILITIES

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

Concentrated Barrage (Ex): You can direct your allies to attack as a unified force. As a standard action, you can expend one use of mythic power to enable two allies within 30 feet of you to each make a single ranged or melee attack at a target you designate. Allies must be able to attack the target (either with a ranged weapon or by being close enough to use a melee weapon), and may choose not to. Each attack is resolved using the attacker's highest base attack bonus, and this attack doesn't count toward the ally's total number of actions on its turn. At 6th tier and higher, you can affect up to three allies with this ability. At 9th tier and higher, you can affect up to four allies with this ability.

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

Inspire Martyrdom (Ex): Your friends and allies are compelled to fulfill your requests, even at the risk of their own safety. When you attempt a Diplomacy check to make a request of someone who has an attitude of helpful toward you, the DC of your Diplomacy check doesn't increase when you request dangerous aid or request aid that could result in punishment for your target. You can expend one use of mythic power to use this ability when attempting Intimidate checks, effectively allowing you to coerce someone into performing obviously dangerous or harmful acts. (Such use of this ability is often an evil act.) You must have the persuasive countenance marshal path ability (*Mythic Adventures* 41) to take this ability.

Mob Ruler (Sp): You can move a crowd to tranquility or whip it into a frenzy. By expending one use of mythic power, you can affect a large group of non-mythic creatures—anyone within 20 feet per tier who can see or hear you—with either *rage* or *calm emotions* (caster level equal to your character level). If you expend two uses of mythic power, you can escalate an already riotous crowd into *confusion* (as the spell) or direct their ire toward a target of your choosing (as *mass suggestion*).

6TH-TIER MARSHAL PATH ABILITIES

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

Fast Friends (Su): You have such a way with words that you can befriend entire groups of people with a single utterance. As a standard action, you can expend one use of mythic power to improve the attitudes of all non-mythic creatures within 30 feet by one step. You can use this ability multiple times to improve these creatures' attitudes by multiple steps. Mythic creatures receive a

MARSHALS OF THE INNER SEA

The Inner Sea region is riddled with characters whose charisma and strength of personality are enough to guarantee their place in the history books and legends of Golarion. Those rare figures who possess the power of marshals prove their mythic worth by showing a shrewd ability to judge character and using a deft touch with their fellows. Such leaders follow in the footsteps of legendary diplomats like Aspex the Even-Tongued or military leaders like Choral the Conqueror, though they take the teachings of these figures to previously unimaginable heights.

An auspicious infancy, such as being born during an important anniversary of Armasse or being raised as a founding in the Golden Cathedral of Andoran, might foretell one's destiny as a marshal of mythic power. Mwangi legends speak of child gods capable of turning foes to dust with but a look, and the cryptic carvings of the Koboto tribes of old Yamasa supposedly speak of great tribal leaders who single-handedly warded away foul spirits and heralded the construction of that people's grand—if also macabre—architecture.

Deities are rather keen to notice those mortals who inspire and lead others. Shelyn might anoint particularly artistic and expressive marshals who give the world works of transcendent beauty. Iomedae and Torag may smile upon courageous military leaders who rally defenses against immense odds, and Gorum would ascend bloodthirsty mortals who gather an overwhelming force to crush their foes. Abadar might seek a marshal out to sing the praises of civilization and law, especially in wild lands where such culture is almost nonexistent.

Will save (DC = 10 + your tier + your Charisma modifier) to negate this effect. The improvement to attitude lasts a number of hours equal to your tier. This ability is generally ineffective in combat (except perhaps to sway the attitude of a crowd of bystanders or an unaffiliated neutral party) or against creatures that intend to harm you and your allies in the immediate future.

Stones Will Weep (Su): Your art can awaken the spirits of beasts, plants, and even the elements. You can attempt Perform checks in place of Handle Animal checks. You can expend one use of mythic power to speak with animals (as *speak with animals*), plants (as *speak with plants*) and elements (as *stone tell*, except this effect targets fire, wind, and water as well as earth) for a number of minutes equal to your tier. While speaking with plants or the elements, you can also request their aid, effectively allowing you to use *animate objects*, *animate plants*, *control water*, *control winds*, and *stone shape*. You must expend one use of mythic power as well as one use of bardic performance for each round you want to use these spell-like abilities, and on each round you can simultaneously use a number of these abilities equal to half your tier. You must have the bardic performance ability to select this path ability.

TRICKSTER PATH ABILITIES

Not all heroes and icons of legend believe in taking the most direct approach or participating in fair fights. Mischievous gods sometimes bless mortals with supernatural guile and grace, and some of these tricksters have even deceived or stolen their way to mythic mantles, undoubtedly making use of some of the following new trickster path abilities in the process.

1ST-TIER TRICKSTER PATH ABILITIES

You can select these path abilities at any tier.

Aim for the Eye (Ex): You can home in on your targets with uncanny and supernatural accuracy. You can make ranged sneak attacks from up to 60 feet away (rather than 30 feet). When calculating range penalties for ranged attacks, you are always considered to be one range increment closer to the target than you actually are. Whenever you successfully score a critical hit against a flat-footed creature with a ranged attack, as a free action you can expend one use of mythic power to blind that creature for 1d4+1 rounds. A mythic creature can attempt a Fortitude save to negate this effect (DC = 10 + your tier + your Dexterity modifier). Creatures that are immune to critical hits are immune to this ability, as are creatures with unusual anatomies (GM's discretion).

Compelling Feint (Ex): Your parries, attacks, and dodges are sporadic and difficult to predict by those who oppose you. Whenever you feint, you can choose to feint against all opponents within 10 feet, using the same Bluff check for each opponent. If you expend one use of mythic power while you're feinting, any target you successfully feint against is considered flat-footed against the first attack any creature makes against it before its next turn. You must use this ability after your Bluff check is rolled but before the results are revealed.

Down Like Dominoes (Ex): When you successfully trip a foe, as a free action you can attempt an additional trip attack against a creature adjacent to the first foe tripped at a -4 penalty. The adjacent creature must be no more than one size category larger

than the creature you just tripped. If this second trip is successful, you can continue to attempt to trip creatures as long as they are adjacent to the last one successfully tripped, taking a cumulative -4 penalty on each trip attempt after the first. In a round, you can trip a number of creatures equal to half your tier in this way, and only until your first failed trip attempt. You don't provoke attacks of opportunity for tripping additional foes with this ability, and if you fail a trip attempt after the first there's no chance of you tripping yourself.

Faster than the Eye (Ex): Few can trace your expert skills of legerdemain. You can use Sleight of Hand to lift or plant objects as a move action with no penalty. When you use Sleight of Hand to steal something, the target takes a penalty equal to your tier on its Perception check to notice the theft. You can use Sleight of Hand to plant a small object on someone else. When doing so, you use the same method and bonuses as you would for lifting the same item.

Knot Expert (Ex): You can tie knots in rope with a flick of your wrist, and can do so from the far end of the rope. You can tie a knot in any rope you hold, including turning it into a lasso, as a swift action. You can also use a whip, lasso, spiked chain, or similar weapon to constrict an opponent. In order to do so, you must make a successful attack with the rope-like weapon, after which you can, as a swift action, attempt a grapple combat maneuver against that creature, adding your tier to your combat maneuver check. If you are successful, the creature is considered to be grappled, though you are not, and you can deal constrict damage to the creature (as the universal monster ability; see *Pathfinder RPG Bestiary* 298) equal to the amount of damage you could normally deal with the weapon used.



Redirect Attention (Ex): You can expend one use of mythic power to direct the attention of a number of creatures equal to your tier within line of sight toward a location or general direction you choose—and away from others. Non-mythic creatures automatically turn toward the point you choose. Mythic targets receive a Will saving throw to resist this effect (DC = 10 + your tier + your Wisdom modifier). The effect persists for 1 round per tier, during which time affected targets receive a +5 bonus on Perception checks to notice anything unusual within a 60-foot-cone in the direction you indicate and a –15 penalty on Perception checks to notice anything elsewhere. This effect counts as a diversion to hide for creatures attempting to use Stealth in any area other than the location you directed attention toward.

Sniper's Riposte (Ex): You're an expert at defending yourself while aiming a ranged weapon. You don't provoke attacks of opportunity from making ranged attacks. As a swift action, you can expend one use of mythic power to negate the Stealth check penalty for sniping for 1 round.

Unintentional Feint (Ex): You make near misses look like expert feints, and your efforts are rarely wasted. If you make an attack roll that misses your original target, you can expend one use of mythic power to specify a second target, which must be adjacent to you (if a melee attack) or the original target (if a ranged attack). If the second target would be hit by what you rolled, you hit that target and deal damage as normal.

3RD-TIER TRICKSTER PATH ABILITIES

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

Ethereal Trapsmith (Su): As a full-round action, you can expend one use of mythic power to spontaneously create a mechanical trap in any empty space within 30 feet. This trap must be chosen from those listed on pages 420–422 of the *Pathfinder RPG Core Rulebook* (other traps may be allowed at the GM's discretion). The trap's CR can't be higher than your tier, and the trap remains in the place you designate for a number of hours equal to your tier. As long as you have line of sight to a trap that you've summoned with this ability, created through other means, bypassed, or reprogrammed to your benefit, you can trigger that trap as a swift action, no matter your distance to it.

Feather Step (Su): Your steps are deft and always sure. You gain a bonus on Acrobatics checks equal to your tier. You can move at full speed across any narrow or uneven surface, and can run across fragile surfaces that can't hold your weight (including liquids) without peril as long as you end your turn on a solid surface. You leave no tracks (as *pass without trace*), and ignore adverse effects from nonmagical difficult terrain and ground hazards, including caltrops. As an immediate action, you can expend one use of mythic power to balance on razor edges and pinpoints, allowing you to ignore damage from spiked pit traps and similar hazards for a number of rounds equal to your tier.

TRICKSTERS OF THE INNER SEA

Agents of unearthly guile and grace, tricksters occupy a special corner in the lore of the Inner Sea region. These fabled figures are often depicted on the facades of thieves' guild halls or grace the printed pages of assassin organizations' printed code of conduct. In places where skulduggery is common—such as Mediogalti Island or the River Kingdoms—legends of tricksters abound.

A number of deities might choose to bestow the powers of a trickster unto a mortal. Calistria would happily imbue a mortal with such power, especially in support of lust and vengeance. Besmara's take-what-you-will ways might make her a patron for a nautical trickster. More sinister skulduggery might attract Norgorber's eye, a love of deception might draw Sivanah's blessing, and Desna's commitment to freedom and whimsy mean she regularly protects good-hearted tricksters who love to take chances.

But divinely authored tricksters are uncommon; after all, these are the mythic heroes most prone to making their own way onto and along their mythic paths. Any otherworldly favor one has attracted may have been stolen from a more deserving mortal, though this rarely matters to the oft unscrupulous trickster.

A trickster might simply have honed her agility and wits in Jalmeray's Houses of Perfection or one of Minkai's ninja clans, surpassing all expectations to the point where it became clear that even if she was cheating, she was doing so with inhuman skill. Or maybe she was the "better mouse" to the ever-improving mousetrap of law enforcement in ultra-lawful cities like Kerse and Egorian (or even the planar metropolis of Axis). Certainly, being a thief in the capital of the Kalistocracy or a saint in the City of Thorns would require uncommon agility of both body and mind.

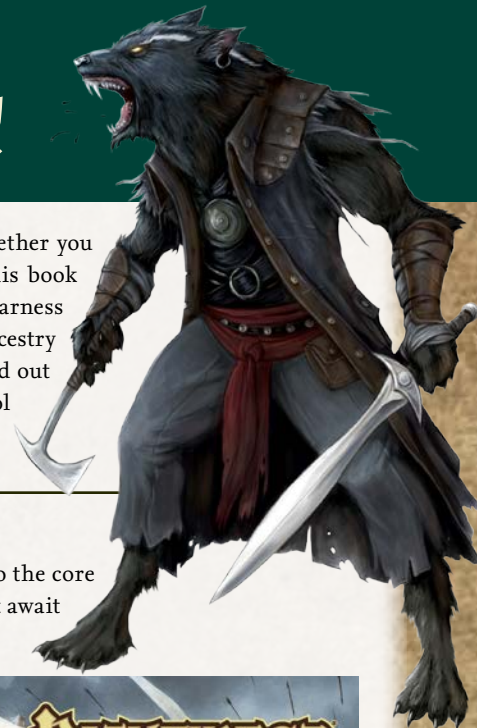
6TH-TIER TRICKSTER PATH ABILITIES

You must be at least 6th tier to select this path ability.

Bloody Streak (Ex): Whenever you successfully deal sneak attack damage to a creature, you can expend one use of mythic power as a swift action to heighten your bloodshed. Thereafter, every consecutive round that you deal sneak attack damage, add a cumulative +1d6 bonus on your sneak attack damage roll. The targets of these sneak attacks don't need to be the same. You can gain a maximum number of bonus d6s on your sneak attack damage in this way equal to your tier. As soon as you fail to deal sneak attack damage to a creature in a round, this effect ends and you no longer gain the bonus on sneak attack damage until you use this ability again. For example, a 10th-level rogue, 6th-tier trickster uses this ability after dealing 5d6 points of sneak attack damage to a foe. On the next round, she deals 6d6 points of sneak attack damage to a foe (5d6 from her rogue levels + 1d6 from this ability). The round after that, she deals 7d6 points of sneak attack damage, but on the next round, she fails to deal any sneak attack damage, and so her sneak attack damage resets back to 5d6.

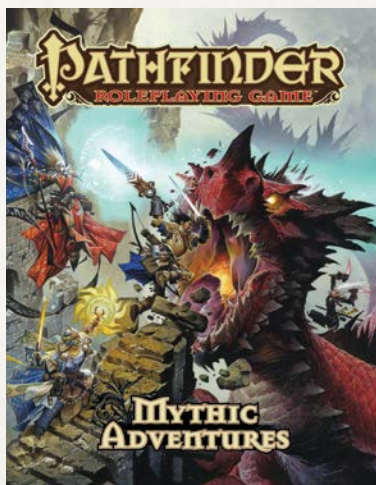
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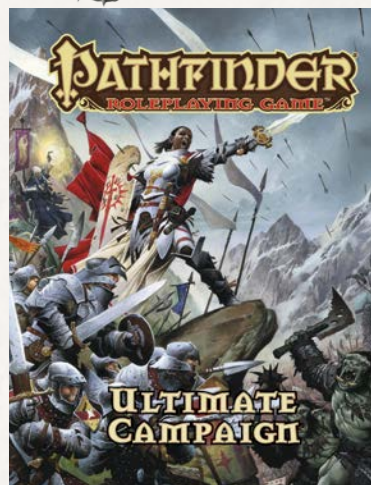
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MYTHIC DEED TRACKER

With great deeds comes great renown—true mythic heroes are immortalized in the poems of bards, the tomes of scholars, and the hearts of commoners the world over. This tracking sheet complements the Mythic Character Sheet in *Pathfinder RPG Mythic Adventures* and helps you create flavorful backgrounds and auxiliary stories for your mythic character. Use this page while working with you GM to create appropriate entries as you play that further embed your character's awe-inspiring story into the campaign and show how your mythic character changes the world.

Self

Greatest Moment of Heroism _____

Most Notorious Failing _____

Most Famous/Infamous Deed _____

Your Battle Cry _____

Your Motto _____

Achievements

Armies Defeated _____

Deities/Demigods Encountered _____

Famous Puzzles Solved _____

Great Treasures Recovered or Destroyed _____

Lands Conquered/Granted _____

Legendary Battles Fought _____

Planes or Other Worlds Visited _____

Spells Discovered or Invented _____

Trophies Claimed _____

Honors

Children Named After You _____

Bards Who Chronicle Your Exploits _____

Creatures Sacrificed in Your Honor _____

Holidays Held in Your Honor _____

Honorary Names or Titles Earned _____

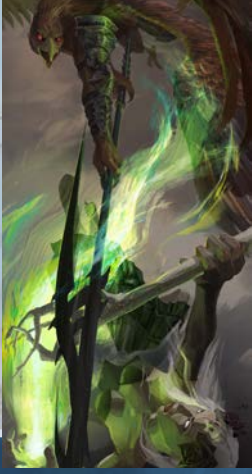
Food and Drink Named After You _____

Sculptures of You _____

Songs Written About You _____

Structures Named After You _____





MYTHIC MIGHT

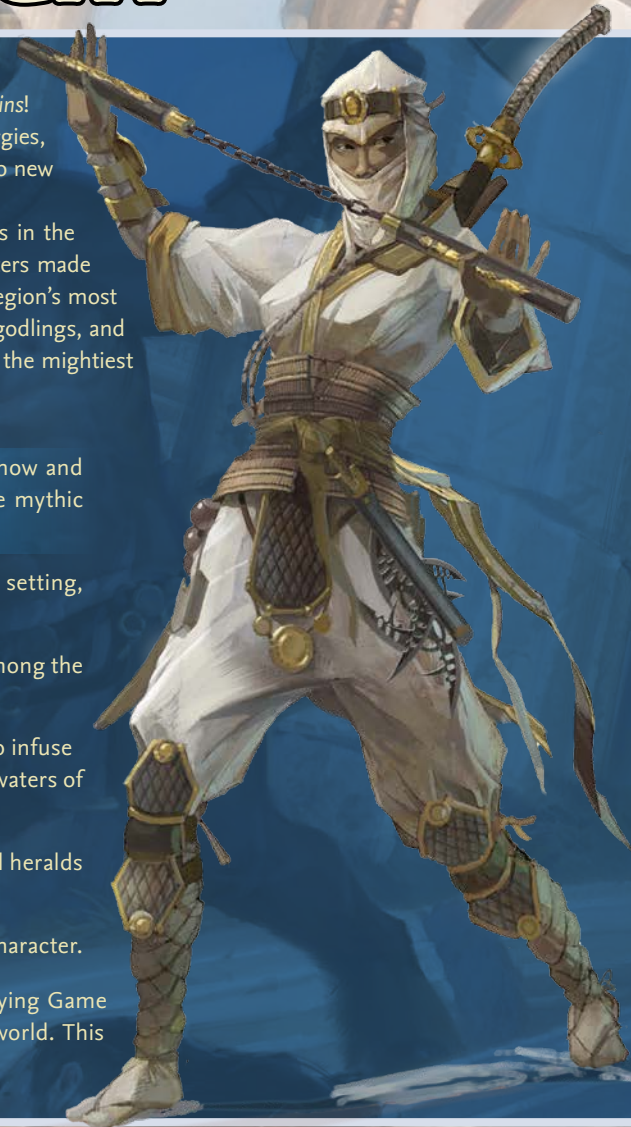
Charge headfirst into the heart of myth with *Pathfinder Player Companion: Mythic Origins*! Whether your character's incredible powers come from physical mastery, eldritch energies, divine favor, or indomitable force of will, this volume will bring your mythic character to new levels of power and greater renown in the award-winning Pathfinder campaign setting.

Mythic Origins presents a player-friendly overview of the roles of mythic characters in the world of Golarion, as well as a slew of new options and fresh ideas for mythic characters made with the rules from *Pathfinder RPG Mythic Adventures*. Discover where the Inner Sea region's most powerful beings first gleaned their power, how the deities interact with their mythic godlings, and what kinds of abilities the forces of Golarion are capable of wielding. Join the ranks of the mightiest heroes with *Pathfinder Player Companion: Mythic Origins*!

Inside this book, you'll find:

- ▶ Details on what it means to be a mythic hero or villain on Golarion, including how and where one can gain mythic power and hot spots in the Inner Sea region where mythic activity is rumored to thrive.
- ▶ Universal path abilities tied to each of the core deities of the Pathfinder campaign setting, attainable by godlings and favored servants of the gods.
- ▶ New path abilities for each of the six mythic paths, allowing archmages to walk among the stars and champions to span miles with a single leap.
- ▶ Mythic versions of the Inner Sea region's most iconic spells, allowing harrowers to infuse their readings with mythic power and Lamashtu's faithful to further enhance the waters of their foul god with vile energies.
- ▶ A new path ability and example trials that enable mythic heroes to become mortal heralds of their chosen deities.
- ▶ New spells, mythic variants, and magical items and artifacts befitting a mythic character.

This Pathfinder Player Companion is intended for use with the Pathfinder Roleplaying Game and Pathfinder campaign setting, but can easily be incorporated into any fantasy world. This book is designed as a companion to *Pathfinder RPG Mythic Adventures*.



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