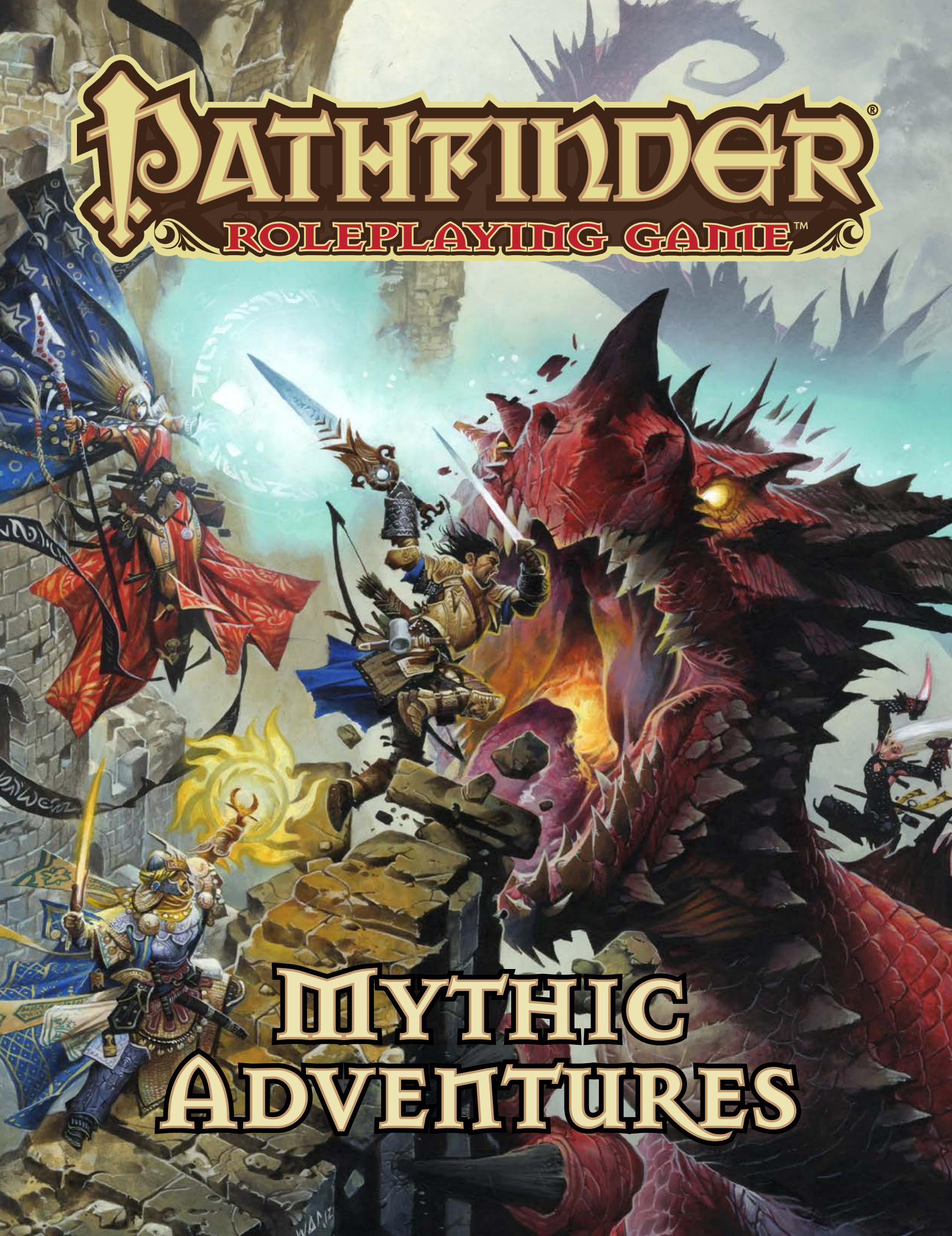


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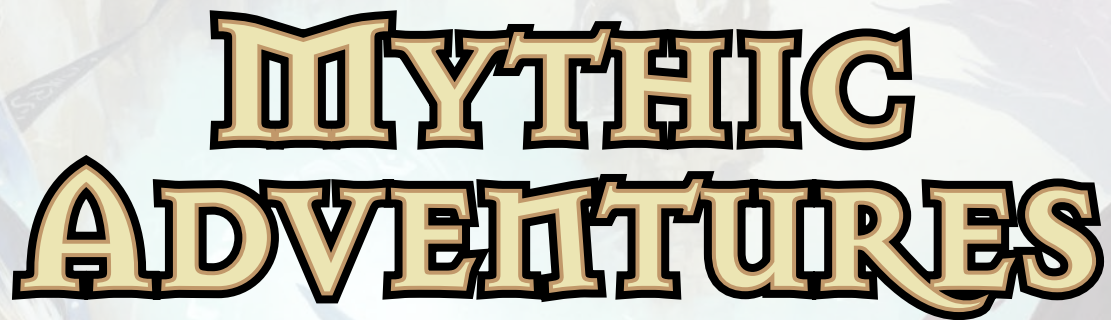
ROLEPLAYING GAME[™]



MYTHIC ADVENTURES



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**MYTHIC
ADVENTURES**





MYTHIC ADVENTURES

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This game is dedicated to Gary Gygax and Dave Arneson.

Based on the original roleplaying game rules designed by Gary Gygax and Dave Arneson and inspired by the third edition of the game designed by Monte Cook, Jonathan Tweet, Skip Williams, Richard Baker, and Peter Adkison.

The Pathfinder RPG would not be possible without the passion and dedication of the thousands of gamers who helped playtest and develop it. Thank you for all of your time and effort. Additionally, a list of the Mythic Development Workshop participants appears on page 253.



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Legend speaks of the coming of great heroes. As the darkness gathers and the forces of the underworld rise to swallow the land of the living, a few brave souls will hear the call to greatness. Their deeds will become the stories of our time, and their victories will be celebrated for centuries to come. Even now, they walk among us—unaware of the destiny that awaits them. The moment is almost here. Their hour is at hand.

WHAT IS MYTHIC?

Everyone knows the story of the blacksmith's son who, after taking up arms to defend his village, continues on to become a renowned adventurer. And of the young elf who spends years studying musty tomes and practicing simple spells before she heads out into the world to seek ancient lore. These are the stories of everyday adventurers, risen from the ranks of the common folk to make a name for themselves in places harsh and unforgiving.

But these are not the only stories of heroism. Some adventurers are beyond exemplary—their stories forge the

greatest sagas of history, and their every deed births a legend. From the children of gods, blessed with the divine spark, to the lucky heroes born under auspicious stars, these characters are destined to greatness. They are mythic: possessed of unparalleled heroism and capable of astounding acts.

To be mythic means to draw upon a power that few even dare to understand, and even fewer hope to wield. An air of destiny surrounds mythic characters, and each choice they make shapes the world at large. Their story is intertwined with the great events of the day, and their actions are central to the outcomes. Mythic characters are more resilient and powerful than others, and as a result are awe-inspiring in ways their non-mythic counterparts could never match. Other adventurers might balk at taking on a dragon that plagues a village, but mythic heroes would not only take on the dragon, but also clear the entire region of threats.

Ultimately, the story of mythic heroes is defined by the challenges they face. The GM has a number of new and awe-inspiring tools with which to confront mythic player characters, ranging from immense and deadly mythic

monsters to vile and cunning mythic villains. Mythic monsters are unique creatures or remnants of a bygone age when such terrifying beasts ruled over the land. They now dwell in the lost places of the world, waiting for their time to bring great terror. Mythic villains have many of the powers of mythic characters, but they use their abilities selfishly—to subjugate kingdoms, slaughter the innocent, and bring ruin to the world. Unless heroes rise to stop them, mythic villains can cause destruction and chaos on an unimaginable scale.

Even with such great power, mythic characters are not invulnerable, just more able to deal with the dangers of the world around them. If a mythic character dies, her loss is a great tragedy to the world, as the light of one of its true champions has been extinguished. This is what makes a mythic story exciting: these heroes might fall, just as non-mythic heroes might succumb to lesser threats. And when they do succeed, their victory often comes at a high cost, and usually leaves them scarred.

The rules in this book give players and GMs the tools they need to run mythic adventures. The mythic rules add to the base rules of the Pathfinder Roleplaying Game, either as part of an adventure in which the PCs attain mythic power for a limited time, or as the backbone of an entire campaign charting the legend of a group of mythic characters. Some of the rules in this book draw upon the *Advanced Player's Guide*, the *Advanced Race Guide*, *Ultimate Combat*, *Ultimate Equipment*, and *Ultimate Magic*—but these books are not required to add mythic aspects to your game.

What Makes Mythic Adventures Different?

In a world of might and sorcery, with dragons and elves, what does it mean to be “mythic?” Being mythic means possessing a degree of might unusual even in a fantasy world. Scenes turn more dramatic, the enemies are more lethal, and the consequences of the heroes’ actions make a far-ranging impact. Being mythic means invoking a sense of wonder and awe even in those already accustomed to the strange and unusual.

The way this book portrays the mythic narrative isn’t solely about stories at 20th level and monsters with high Challenge Ratings—it’s about the surprising and unfamiliar regardless of power and scale. Even 1st-level characters could be imbued with mythic power and become forces to be reckoned with. Similarly, lesser monsters such as ogres and skeletons that become mythic transform into terrifying foes with unknown powers, changing the nature of the story you’re playing—and startling those accustomed to their non-mythic ilk.

Not only the characters take on unexpected forms in mythic adventures; the setting does as well. The vistas are more dramatic, featuring flying islands and keeps that float in raging volcanoes. The colors are brighter, the sounds are

MYTHIC VERSUS NON-MYTHIC

As you make your way through this book, you will see a number of abilities, feats, spells, magic items, and monsters refer to “mythic” versus “non-mythic” creatures and sources. For the purposes of the rules that follow, a creature is mythic if it has a mythic tier or mythic rank. Any mythic creature is considered a mythic source. The term “mythic source” can also apply to an attack, feat, spell, magic item, or other effect that originates from a mythic source.

Creatures are non-mythic if they don’t have any mythic ranks or tiers. Any non-mythic creature is a non-mythic source, as is any attack or effect originating from a non-mythic source.

more mysterious, and all of the other stimuli are sharper and more vibrant. Where the non-mythic hero would encounter a crumbling keep filled with familiar monsters, a mythic hero faces a towering citadel that builds itself from the bones of would-be invaders and is inhabited by cruel and malign creatures of nearly god-like power.

Besides the setting, the challenges that face mythic characters are far more harrowing than usual. Enhanced abilities allow mythic characters to take on threats beyond the reach of those without such power. They can face with ease foes both powerful and numerous. The real challenge is when they take on mythic creatures that possess the same resilient nature and abilities similar in potency to those they themselves rely on. When a mythic hero comes face to face with a mythic monster, the battle is truly legendary.

Finally, mythic adventures feature difficult choices and far-reaching consequences. As the characters progress through the story, they’re tasked with taking on challenges that seem impossible even to them, and might be tempted to wander from their path. As mythic heroes, they’re the first to respond to cataclysmic events, just as they’re the last bastion to stem the tide of evil and darkness that threatens to wash over the world. Their successes and failures leave marks on the world for centuries to come.

NAVIGATING THIS BOOK

The rules in *Mythic Adventures* are organized much like the ones appearing in the *Pathfinder Roleplaying Game Core Rulebook*, with a few new additions. Each chapter contains rules organized around one particular theme, such as players’ mythic paths, feats, spells, or magic items. The first three chapters contain rules primarily for players creating mythic characters. The following four chapters provide Game Masters with all they need to plan and run

mythic adventures and campaigns. Some of the rules in these chapters, in particular the magic items from Chapter 5, will be useful to players as well.

Chapter 1—Mythic Heroes: Your journey begins with these rules for creating a mythic character. This chapter includes rules for the six mythic paths characters can select from upon gaining mythic power. It starts with a discussion of mythic characters, including a number of common abilities shared by all mythic characters as they advance in tier. This section also describes how to select a mythic path for each character. Each path includes over 40 different abilities you can choose from when creating your character, as well as tips and advice for building heroes along different themes. You'll also find rules for advancing your mythic hero by accomplishing legendary trials, in parallel to advancement in your class. Here is what you can look forward to in each path.

Archmage: This master of the arcane uses mythic power to cast powerful spells, penetrating even the most stalwart of defenses. Though most of the archmage's powers involve spellcasting, some of her abilities grant greater knowledge of and insight into the world around her.

Champion: No mythic hero is more skilled at martial combat than the champion. Few can survive the devastating strikes and skilled maneuvers of this master of melee. A champion also has access to a variety of abilities that allow her to stay in the fight.

Guardian: In a world with mythic heroes, there are many mythic foes that can deliver the same sorts of devastating hits and powerful spells. Fortunately, a guardian can take them all on and keep fighting. Capable of sustaining horrific wounds that would kill a lesser hero, the guardian is an unbreakable wall standing between fearsome foes and their would-be prey.

Hierophant: As a direct conduit of divine magic, the hierophant has glimpsed great power and understands how to wield it. Drawing magic from a deity or the spirit of the natural world, the hierophant can cast incredibly powerful divine spells or channel his power to heal even the most grievous wounds.

Marshal: Though no mythic hero is a follower, some were truly born to lead. The marshal uses mythic power to aid her allies in a variety of different ways—aiding their attacks, bolstering their defenses, and in some cases even taking wounds for them so they can keep on fighting.

Trickster: Masters of deception and diplomacy, the trickster is a mystery to his allies and doom to his enemies. Whether striking from the shadows or manipulating events in the open, the trickster has a wide variety of abilities that allow him to accomplish his goals, even if those goals are as mysterious as he is.

This chapter closes with a number of universal mythic path abilities that characters of any path will find useful.

Chapter 2—Mythic Feats: This chapter includes a wide variety of mythic feats available to heroes as they gain tiers, much as characters receive non-mythic feats as they gain levels. Most of these feats are upgrades to existing feats, giving increased flexibility and heightened benefits to those who already possess the non-mythic versions. Other feats grant you additional power and opportunities not available to non-mythic characters. There are even some feats meant to be taken by non-mythic characters who come into contact with the mythic world.

Chapter 3—Mythic Spells: This chapter takes a number of iconic and bizarre spells and gives them mythic upgrades, enhancing their might and what they can accomplish. Through various path abilities or the Mythic Spells feat, mythic characters can learn the mythic versions of spells, allowing them to infuse their casting with mythic power for greater effects any time they cast the spells. Some spells even have augmented versions that can be unlocked only by a character of sufficient tier, granting truly powerful and world-shaping effects.

Chapter 4—Running a Mythic Game: Creating a mythic story, whether it lasts for a single session or an entire campaign, requires more planning than your typical game. Mythic stories should evoke a greater sense of danger and wonder. This chapter provides a wealth of advice and rules toward that end—to aid you in creating a story that your players will never forget, with challenging foes and incredible vistas. Also included are guidelines for pacing the advancement of mythic characters, giving out suitable rewards, and creating villains that can challenge mythic heroes. At the end of this chapter, you will also find a number of sample adventure ideas, ready to be used in your game.

Chapter 5—Mythic Magic Items: Mythic heroes can acquire magic items that, when activated with mythic power, can be used in new and astonishing ways. This chapter includes a wide variety of new magic items, from magic weapons and armors to potent cloaks, rings, and other objects of incredible power. It also describes a number of minor and major artifacts, because such items frequently play crucial, important roles in mythic tales. Finally, you'll find rules for creating legendary magic items that increase in power along with the characters who wield them.

Chapter 6—Mythic Monsters: With all of the power and abilities granted to mythic heroes, they need monsters that will challenge them and push them to the breaking point. This chapter includes over 40 mythic versions of classic monsters, such as dragons, the medusa, and the vampire. Also included are rules for creating entirely new mythic monsters, guidelines for monsters up to CR 30, and quick mythic templates for upgrading existing monsters to give them a mythic edge.

Chapter 7—Fire Over Blackrag: This short adventure gives a quick introduction to mythic adventuring. The player characters are visiting the seaside town of Blackrag Cove when a nearby volcano threatens to engulf the town in flames. After a difficult journey to find answers about the impending catastrophe, the characters become imbued with mythic power, and are empowered to face the enormous challenges ahead. The heroes must leave the normal world behind and travel to a faraway, fantastical island if they're to save the town from certain devastation in time.

Glossary

Mythic Adventures uses several terms that are new to the Pathfinder Roleplaying Game, or that previously existed but were rarely used. These terms are worth reviewing before continuing on with the rest of this book.

Ascension: The moment of ascension is the moment when a normal character becomes a mythic character. This event is usually a critical moment in the story that helps to define the mythic character's origin and the source of her power. Once a character has undergone ascension, she gains her first mythic tier and can select a mythic path. (See page 10 in Chapter 1.)

Boon: When a mythic character completes a particularly difficult task, the GM might reward that character with a boon. A boon represents having earned the favor of the source of the character's power. Once acquired, a boon allows the character to draw upon mythic power one additional time that day. A mythic character might be rewarded with a boon several times in a single session, but no more than once per encounter. (See page 132 in Chapter 4.)

DR/Epic: A type of damage reduction, DR/epic can be overcome only by a weapon with an enhancement bonus of +6 or greater (*Pathfinder RPG Bestiary* 299). Weapons with special abilities also count as epic for the purposes of overcoming damage reduction if the total bonus value of all of their abilities (including the enhancement bonus) is +6 or greater.

Mythic: With abilities seemingly beyond the those of ordinary mortals, a mythic character or mythic monster becomes part of a story that plays out on a greater scale than ordinary people can understand. An attack, spell, or other effect is considered mythic if it originates from a mythic source, such as a character or creature with a mythic tier or rank. (See the sidebar on page 5.)

Mythic Path: (Often referred to just as a "path.") The theme of a character's mythic abilities is determined by her mythic path—archmage, champion, guardian, hierophant, marshal, or trickster. Each path has a number of special abilities associated with it that the character can select as she advances in tier. (See page 11 in Chapter 1.)

Mythic Power: Each mythic character can call upon this base mythic ability to influence destiny and fuel other

BOOK REFERENCES

This book refers to several other Pathfinder Roleplaying Game products using the following abbreviations, yet these additional supplements are not required to make use of this book. Readers interested in references to Pathfinder RPG hardcovers can find the complete rules of these books available online for free at paizo.com/prd.

<i>Advanced Player's Guide</i>	APG
<i>Advanced Race Guide</i>	ARG
<i>Ultimate Combat</i>	UC
<i>Ultimate Equipment</i>	UE
<i>Ultimate Magic</i>	UM

abilities. At its most basic, mythic power is needed to use the surge ability, but it can also be called upon to use a number of other mythic abilities. (See page 12 in Chapter 1.)

Mythic Rank: (Often referred to just as a "rank.") Similar to tiers, mythic ranks are used to describe the approximate mythic power possessed by a monster. All creatures with a mythic rank are considered mythic for the purposes of feats, spells, magic items, and other abilities. Mythic ranks range from 1 to 10. (See page 176 in Chapter 6.)

Mythic Tier: (Often referred to just as a "tier.") Mythic characters advance in power by gaining tiers, each of which grants new abilities. Attaining a new mythic tier requires completing difficult trials within the campaign's story rather than accumulating experience points. Mythic tiers range from 1 to 10. Characters who achieve 10th tier are at the height of mythic power, and are in some respects akin to minor deities. (See page 13 in Chapter 1.)

Mythic Trial: (Often referred to just as a "trial.") A trial is a difficult task that awaits mythic heroes. It usually represents the culmination of part of the heroes' story, marking it as an important point in their legend. A mythic character has to complete one or more trials in order to reach a new mythic tier. Trials and mythic path advancement are separate from XP and character level advancement, and are based on grand achievements within the story rather than individual encounters. (See page 13 in Chapter 1 and page 129 in Chapter 4.)

Non-Mythic: Any attack, spell, or effect originating from a character or creature without any mythic abilities is non-mythic. This term can also refer to a character without a mythic tier or a creature without a mythic rank. (See the sidebar on page 5.)

Surge: Surge is a basic ability that each mythic character receives. It allows her to roll a die and add the result to a d20 roll, influencing the outcome after the results are revealed. (See page 12 in Chapter 1.)



1 MYTHIC HEROES



Why can't the dead ever stay dead around us?" Valeros swung his longsword, decapitating the foremost skeleton, yet that only served to make room for the next two in line.

Three more skeletons clawed their way onto the ledge, and Seoni put them down with spears of burning light. "Must be your charming personality," she scoffed. "Even the dead can't resist you."

Valeros growled as he brought both swords down on a gleaming skull, smashing it into eggshell fragments. "Look, I know I should have kept my mouth shut. But how could anyone have known the queen was actually a necromancer?"

Mythic heroes are set apart from their contemporaries, capable of amazing feats of courage in the face of overwhelming odds. In spite of this, they're still similar in many ways to other adventurers. They have hit points, an Armor Class, and saving throws—in fact, most of their statistics are comparable to non-mythic characters of an equal level. Where mythic characters differ is in the special abilities they gain from mythic paths—collections of similar abilities that they can choose to represent their mythic power. These abilities enhance mythic characters both in and out of battle, allowing them to take part in extraordinary, larger-than-life adventures.

CREATING A MYTHIC CHARACTER

Unlike normal characters, those with mythic power have greater ties to the world around them and a greater place in legend. A skilled fighter might impact the history of a region, but a mythic champion can change its fate, and his every move is chronicled and recorded. Because of this greater impact on the campaign world, creating a mythic character requires you to work with the GM to find your place in the story and determine the source of your power.

To create a mythic character, start by creating a normal character using the standard rules found in the *Pathfinder RPG Core Rulebook*. Despite their incredible abilities, mythic characters start with the same class features and abilities as normal ones.

The process by which your character becomes mythic is determined by the shape of the overall campaign. Generally, characters become mythic in one of two ways—either the GM decides to make the characters mythic as one part of the campaign, or their ascension and subsequent deeds are the central focus of the story from nearly the very beginning. Whichever path is chosen influences how you create your mythic character.

If mythic power is added to your character as part of a larger campaign (possibly only for a short period of time), that story defines the source of your newfound power, which is likely the same for all of the PCs. While you might not make all of the decisions about that power's origins and nature, you will still be able to customize your character by selecting your mythic path and abilities.

If mythic power will instead be a central theme of the entire campaign, each PC might have a different, individual source of power. In such a campaign, you should work with your GM to determine the source of your mythic power. This could be anything from contact with an ancient artifact to gaining the sponsorship of a deity. The GM might ask for all of the PCs to share some aspects of their power—such as its source—to give them a common bond, or you might come together as part of a larger destiny, a gathering of great heroes to accomplish truly legendary deeds.

In either case, there will be a moment in the campaign when you gain mythic power (or when it manifests, in the case of mythic power that has been latent in you since birth). This critical part of the story is called the moment of ascension. Depending on the style of the campaign, this could occur very early in the story or much later in your character's career, as part of larger plotline. From this moment onward, your character is mythic, and gains a mythic path and a variety of mythic abilities.

Mythic Ascension

The moment a character gains her first mythic tier is called the moment of ascension (or simply ascension) and is usually concurrent with an extraordinary event. Generally speaking, the GM determines this event, which has many implications on the story of the character. Ascension determines the source of a mythic character's power, and though this doesn't affect the types of abilities she gains, it can influence future choices and roleplaying decisions.

The GM is free to invent any sort of event to serve as the moment of ascension, as required by the needs of the campaign. Chapter 4 includes more information for GMs to consider when designing the moment of ascension. The following ideas represent some of the most common means of ascension.

Artifact: The character comes into contact with an unstable artifact that unleashes some of its power into her, granting her mythic power. The mythic character might need to protect the artifact, as it is the source of her power.

Fated: The character was born under an auspicious sign, such as a planetary conjunction or lunar eclipse, and as such was destined to greatness. The moment of ascension comes when those circumstances repeat themselves and the character gains mythic power.

Godling: The mythic character is the child of a god, typically born from the union of that deity and a mortal. The moment of ascension is when the character learns of her true heritage or is visited by her divine parent (or an agent of that deity).

Granted: A divine agent or other incredibly powerful being calls upon the character to act as its representative. This role gives the character mythic power, but possibly only while serving the interests of this benefactor and while holding to that patron's tenets.

Passed On: The character is present at the death of a powerful—perhaps even mythic—creature. In its final moments, it passes on its power to the character, granting mythic abilities. Alternatively, its power might not be given voluntarily, but rather taken by the PCs when they slaying a mythic creature. These methods could even be the way that all mythic power is gained in a campaign.



Selecting a Path

Once you gain mythic power, you select a mythic path, which is much like an additional class. It determines the majority of your mythic abilities. But instead of gaining levels in a mythic path, you gain tiers that grant additional abilities and bonuses. Gaining a tier in a path doesn't replace gaining experience and character levels. You still receive experience points for defeating challenges, but these apply only to your class levels. You gain additional mythic tiers by completing a number of trials; see Gaining Tiers on page 13.

Each path grants a number of specific abilities. In addition, all mythic characters have certain mythic abilities in common (see Table 1–1: Base Mythic Abilities on page 12). As soon as your mythic character achieves a new tier, you must select all of the new powers that come with that tier.

MYTHIC PATHS

Every mythic character belongs to a mythic path. Each path represents a journey into legend, and each tier in that

path grants abilities and features related to that pursuit. Upon achieving his 1st mythic tier, a character must choose one mythic path to follow. Characters can choose from the following mythic paths.

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

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

with a high Constitution score. The path of the champion is suitable for characters who rely on martial arms and combat maneuvers.

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

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

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

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

TABLE 1-1: BASE MYTHIC ABILITIES

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

BASE MYTHIC ABILITIES

Every mythic PC gains a number of base abilities common to all mythic characters, in addition to the special abilities granted by each mythic path. These abilities are gained based on the character’s mythic tier.

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

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

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

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

Surge (Su): You can call upon your mythic power to overcome difficult challenges. You can expend one use of mythic power to increase any d20 roll you just made by rolling 1d6 and adding it to the result. Using this ability is an immediate action taken after the result of the original roll is revealed. This can change the outcome of the roll. The bonus die gained by using this ability increases to 1d8 at 4th tier, 1d10 at 7th tier, and 1d12 at 10th tier.

Amazing Initiative (Ex): At 2nd tier, you gain a bonus on initiative checks equal to your mythic tier. In addition, as a free action on your turn, you can expend one use of mythic power to take an additional standard action during that turn. This additional standard action can’t be used to cast a spell. You can’t gain an extra action in this way more than once per round.

Recuperation (Ex): At 3rd tier, you are restored to full hit points after 8 hours of rest so long as you aren’t dead. In addition, by expending one use of mythic power and resting for 1 hour, you regain a number of hit points equal to half your full hit points (up to a maximum of your full hit points) and regain the use of any class features that

are limited to a certain number of uses per day (such as barbarian rage, bardic performance, spells per day, and so on). This rest is treated as 8 hours of sleep for such abilities. This rest doesn't refresh uses of mythic power or any mythic abilities that are limited to a number of times per day.

Mythic Saving Throws (Ex): At 5th tier, whenever you succeed at a saving throw against a spell or special ability, you suffer no effects as long as that ability didn't come from a mythic source (such as a creature with a mythic tier or mythic ranks). If you fail a saving throw that results from a mythic source, you take the full effects as normal.

Force of Will (Ex): At 7th tier, you can exert your will to force events to unfold as you would like. As an immediate action, you can expend one use of mythic power to reroll a d20 roll you just made, or force any non-mythic creature to reroll a d20 roll it just made. You can use this ability after the results are revealed. Whoever rerolls a roll must take the result of the second roll, even if it is lower.

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

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

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

GAINING TIERS

A character's mythic power is classified by tier, with a 1st-tier mythic character already being significantly more powerful than a non-mythic character of the same level and a 10th-tier mythic character possessing nearly godlike puissance. Mythic tiers are similar to levels in a

class or prestige class in that the powers gained at each tier are added to all those that came before, but tiers are gained in a different manner from levels. A character gains a new mythic tier by completing a number of trials that occur during play. A trial is a difficult task that adds to the legend and story of your character. Achieving a new mythic tier occurs independently of experience point progression (though you will also gain experience points for the various encounters you complete as you progress through your trials).

Trials are moments in the story when you must rise above the deeds of lesser heroes. These moments become critical junctures in your legend. The GM decides what qualifies as a trial, and it's up to you to complete it as you would other adventures. You might not even know you are attempting a trial until it is completed and the GM informs you to note it on your mythic character sheet (see page 248), though you'll likely get an inkling when you find yourself facing a particularly challenging foe or attempting something that most would find impossible.

The number of trials required to attain each new tier appears on Table 1-2: Mythic Trials per Tier. For example, suppose a 5th-level fighter discovers her mythic heritage and becomes a 1st-tier champion. Over a number of sessions, she earns enough experience points to gain her 6th level of fighter. During this time, she doesn't complete a trial, so she doesn't advance to the next tier of the champion path. During the next session, however, she engages in a climactic battle against a mythic troll that has plagued the town for years; by defeating the troll, she completes her trial, allowing her to become a 2nd-tier champion. To reach 3rd tier, she will need to accomplish two more trials. A mythic character can't gain more than 10 tiers.

Note that the number of trials needed to achieve the next tier might vary from the number listed on Table 1-2. The GM can reduce or increase this number as needed to suit the campaign—refer to the Mythic Trials section in Chapter 4 for more guidance (see page 129).

TABLE 1-2: MYTHIC TRIALS PER TIER

Tier	Trials
1st*	—
2nd	1
3rd	2
4th	2
5th	3
6th	3
7th	4
8th	4
9th	5
10th	5

* The first tier is gained at the moment of ascension.

ARCHMAGE

For most practitioners of the arcane arts, learning magic requires a great deal of study and practice. Even for those who draw magic from their blood, the effort can be taxing. Not so for the archmage. This master of the arcane draws power from the very fabric of reality itself, learning to weave magic easily and naturally.

The archmage is the master of arcane magic, and many of the abilities of this path enhance your ability to cast arcane spells or greatly increase their potency. In addition, many of the options in this path increase your knowledge of magic and of those who wield it. At the highest tiers, you can begin to break down the walls between the different types of magic and alter the very fabric of reality itself.

Role: As an archmage, you use your abilities to add a great deal of power to your arcane spells, enabling them to blast through defenses and cripple foes. Your mastery over the arcane arts and your vast knowledge are of great benefit to the rest of your group, and your talent at getting the most out of magic items can prove invaluable. Although you gain little in the way of defenses, your overwhelming offensive capabilities more than make up for it—though you should still avoid being engaged in melee.

Classes: The archmage is the most common path selection for characters capable of casting arcane spells, particularly sorcerers and wizards. Bards, summoners, and witches will find that this path has a great deal to offer, though some other paths might also prove useful to them.

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

TABLE 1-3: ARCHMAGE

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

Archmage Features

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

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

Arcane Surge (Su): As a swift action, you can expend one use of mythic power to cast any one arcane spell without expending a prepared spell or spell slot. If you

prepare spells, this spell must be one you prepared today (even if you have already cast it); if you're a spontaneous caster, this spell must be one of your spells known. If the spell requires a saving throw, any non-mythic creatures affected by the spell roll twice and take the lower result. If you must attempt a caster level check for the spell to overcome a creature's spell resistance, you can roll your caster level check twice (adding your tier to each) and take the higher result. You can't add a metamagic feat to a spell you cast using this ability.

Mage Strike (Su): As a swift action, you can expend one use of mythic power to make one melee attack. This is in addition to any other attacks you make this round. If you expend one arcane spell that you've prepared or arcane spell slot that you have available, you gain a bonus on the attack roll equal to double the spell's or slot's level, and the attack deals an additional 2d6 points of energy damage (your choice of acid, cold, electricity, or fire) per level of the spell or slot expended. The normal damage from this attack bypasses all damage reduction, but the energy damage is still affected by resistances and immunities.

Wild Arcana (Su): As a swift action, you can expend one use of mythic power to cast any one arcane spell without expending a prepared spell or spell slot. The spell must be on one of your arcane class spell lists and must be of a level that you can cast with that arcane spellcasting class. You don't need to have the spell prepared, nor does it need to be on your list of spells known. When casting a spell in this way, you treat your caster level as 2 levels higher for the purpose of any effect dependent on level. You can apply any metamagic feats you know to this spell, but its total adjusted level can't be greater than that of the highest-level arcane spell you can cast from that spellcasting class.

Path Ability: At 1st tier and every tier thereafter, select one new path ability from the archmage path abilities lists or from the universal path abilities lists (see page 50). Once you select an ability, it can't be changed. Unless otherwise noted, each ability can be selected only once. Some abilities have requirements, such as a class ability or minimum mythic tier, that you must meet before you select those abilities.

True Archmage (Ex): At 10th tier, whenever you cast an arcane spell that targets one or more non-mythic creatures, each of those creatures must roll any saving throws against the spell twice and take the lower result. You gain spell resistance equal to 15 + your highest arcane caster level, but only against arcane spells. Once per round when your spell resistance protects you from a spell cast by an enemy mythic creature, you regain one use of mythic power.

1st-Tier Archmage Path Abilities

You can select these path abilities at any tier.

Abundant Casting (Ex): Whenever you cast a spell that specifically targets a limited number of targets (such as “one creature/level” or “one or more creatures”), add your tier to the number of targets the spell can affect. For example, a 5th-level wizard/1st-tier archmage can target up to six creatures when casting *haste* (five from caster level 5th and one from 1st tier). Alternatively, you can expend one use of mythic power when casting a spell that affects only one target (such as “one creature”) to have the spell affect an additional target. If the spell requires you to succeed at a melee touch attack, you must hold the charge (*Core Rulebook* 185) in order to make a second touch attack.

Arcane Endurance (Ex): Treat your caster level as 4 higher when determining the duration of spells you cast. This doesn’t alter any other variable effects of the spell.

Bloodline Intensity (Su): Your mythic power intensifies your sorcerer bloodline. Select an additional bloodline feat from your bloodline’s list of feats. You must meet the prerequisites for that feat. You can also cast each of your bloodline spells once per day without them counting toward the number of spells you can cast per day. You must have the bloodline class feature to select this ability.

Competent Caster (Ex): You automatically succeed at concentration checks to cast arcane spells. This ability doesn’t apply to spells of the highest spell level you can cast.

Coupled Arcana (Ex): Whenever you spend a standard action, move action, or swift action to activate an arcane school power, bardic performance, bloodline power, hex, or magus arcana, you can also activate an ability that uses mythic power as a free action. The mythic ability you activate must require the same action type as the other ability you activated or faster (a swift action is faster than a move action, and a move action is faster than a standard action).

Crafting Mastery (Ex): You can craft any magic item as if you had the necessary item creation feats. If you actually have the item creation feat needed for a magic item you’re crafting, whenever you attempt a skill check to create that item, roll twice and use the higher result, and you make twice as much progress on the item for any time spent. This ability does not reduce the item’s cost or any other requirements.

Deep Understanding (Ex): You automatically identify any arcane spell cast within 60 feet of you if it’s on your class’s spell list and you’re of a high enough level to cast it. Whenever you attempt to identify a non-artifact magic item using *detect magic*, you automatically learn its properties and command words in the first round of the spell (no Spellcraft roll needed), but you can’t automatically determine whether it’s cursed.

Eldritch Breach (Su): You are adept at breaching magical defenses and overcoming resistance to your magic. When attempting a caster level check to dispel an effect, overcome spell resistance, or otherwise determine

whether your magic affects a target (such as with *knock* or *neutralize poison*), roll twice and take the higher result.

Elemental Bond (Su): You are connected to one of the elemental planes. Select one elemental plane: air, earth, fire, or water. Whenever you cast a spell with a descriptor matching that plane, add your tier to your caster level for that spell. You gain resistance 10 against an energy type associated with your chosen plane—electricity for air, acid for earth, fire for fire, and cold for water. At 6th tier, this resistance increases to 20. At 9th tier, this resistance increases to 30.

Enduring Armor (Su): You are protected by armor made of force. This armor grants you an armor bonus to AC equal to 3 + your tier. This ability is an abjuration



effect with a spell level equal to your tier. If this armor is dispelled or otherwise ended, you can reactivate it as a swift action.

Energy Conversion (Su): Whenever you cast a spell with the acid, cold, electricity, or fire descriptor, you can expend one use of mythic power to switch the energy type to a different one of those energy types. If the spell normally has its original energy type as a descriptor, it loses that descriptor and gains the new type as a descriptor. All other effects of the spell remain unchanged.

Enhance Magic Items (Ex): Your mythic presence enhances the power of certain magic items. Add half your tier to the caster level of potions, scrolls, staves, and wands you use. When using a staff or wand, you may

activate the item by expending one use of mythic power instead of one of the item's charges.

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

Flexible Counterspell (Su): Your mythic power enhances your ability to counter others' spells. As an immediate action, you can expend one use of mythic power to attempt to counter a spell. This ability otherwise works like readying an action to counter a spell, except instead of using the exact spell or *dispel magic*, you can instead expend a spell or spell slot of a level equal to or higher than the target spell.

Flexible School (Ex): Select one wizard arcane school that is not your arcane school. You gain powers from that arcane school, treating your tier as your wizard level for the purposes of these powers. Once you have chosen the arcane school, it cannot be changed. You cannot select an arcane school that is one of your opposition schools. You must have the arcane school class feature to select this ability. You can choose this ability up to three times, each time selecting another arcane school other than your own.

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

Harmonious Mage (Ex): Your wizardly studies have moved beyond the concept of opposition schools. Select two opposition schools. These are no longer opposition schools for you, preparing spells from one of these schools now only requires one spell slot of the appropriate level instead of two, and you no longer take the -4 Spellcraft penalty for crafting items from an opposition school. You must have the arcane school class ability to select this ability, and your arcane school can't be universal.

Mythic Bloodline (Su): When determining the effects of your bloodline powers, you're considered 4 levels higher. This increases the effects of powers you



have access to, but doesn't grant you powers at a lower level than normal. If you have a sorcerer bloodline power that can be used multiple times per day, such as metamagic adept, you gain a number of extra uses of that power equal to half your tier (minimum 1). You must have the bloodline class feature to select this ability.

Mythic Hexes (Su): Your hexes are more effective against non-mythic targets. When you use a hex that requires a saving throw against a non-mythic target, that target is automatically affected for 1 round (which doesn't count toward the hex's duration) and can't attempt a saving throw to resist the hex. On your turn the next round, the creature attempts its saving throw as normal. If it succeeds at this saving throw, it breaks free of the hex; otherwise, it's affected as normal. You must have the hex class feature to select this ability. You can select this ability twice. If you select it a second time, it also affects your major hexes.

Mythic School (Su): When determining the effects of your arcane school powers, you're considered 4 levels higher. This increases the effects of powers you have access to, but doesn't grant you powers at a lower level than normal. If you have an arcane school power that can be used multiple times per day, such as blinding ray, you gain a number of extra uses of that power equal half your tier (minimum 1). You must have the arcane school class feature to select this ability.

Perfect Preparation (Ex): You have discovered the secret to preparing spells without having to refer to outside sources. You no longer need to prepare spells from a spellbook (if you're a magus or wizard) or a familiar (if you're a witch). You still must spend the normal amount of time preparing spells. You may keep or discard your spellbook or familiar.

Rapid Preparation (Su): You can prepare a spell in an open spell slot in only 1 minute instead of the normal 15 minutes. You can prepare spells in all of your available spell slots in only 15 minutes instead of the normal 1 hour. As a swift action, you can expend one use of mythic power to instantly prepare one spell in an open spell slot.

Resilient Arcana (Su): Your spells and effects become more difficult to identify and dispel. Add your tier to the DC of any checks to identify your spells, recognize them as they are being cast, or dispel them using *dispel magic* or similar effects.

Sensory Link (Su): As a standard action, you can see and hear through your familiar's eyes and ears. While using this ability, you can't see or hear using your normal senses. You can speak through your familiar using any language you know, even if the familiar can't normally speak. You may end the link and restore your own senses as a standard action. While linked, you can expend one

use of mythic power to cast a spell and have it originate from your familiar instead of you. You must have a familiar to select this ability.

Shifting Mastery (Su): Whenever you cast or use an arcane polymorph spell, you can grant the target the ability to expend 1 minute of the spell's duration to assume another form allowed by the spell. Changing form in this way is a standard action. The target can assume another form as often as it likes for the duration of the spell. If you're the target, you can change forms as a swift action rather than a standard action. If you expend one use of mythic power when you cast the spell, you can also grant the target the ability to assume the shape of one specific individual that the spell could duplicate (for example, the target could use *polymorph* to assume the form of a specific animal, humanoid, or elemental, but not a dragon because dragon forms aren't allowed by *polymorph*). This specific creature must be known to you, but it doesn't have to be known by the target. The target gains a +10 bonus on Disguise checks to pass as that individual, but Bluff checks or knowledge of the individual might be required to make the disguise truly convincing.

Speedy Summons (Su): When you cast a *summon monster* spell, the casting time is 1 standard action instead of 1 round. If you expend one use of mythic power, the casting time becomes 1 swift action. If you're a summoner, as a full-round action you can expend one use of mythic power to summon your eidolon. You must be at least 3rd tier to select this ability.

Spellbane Counterstrike (Su): With a quick sprint, you retaliate against the caster of a spell you countered. When you successfully counter a spell, you can move up to your speed as part of the counterspell action, as long as you end your movement with the target of the counterspell within melee reach. Your movement from this ability doesn't count toward your total movement for the round. If the target's casting would have provoked an attack of opportunity, you can immediately take an attack of opportunity against the target.

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

Throw Spell (Su): When casting a melee touch spell, you can expend one use of mythic power to throw that spell as a ranged touch attack. The range of this thrown spell is 10 feet per tier. If the spell allows you to make multiple melee touch attacks, you may make any number of the attacks as melee touch attacks and throw the rest as you see fit.

3rd-Tier Archmage Path Abilities

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

Arcane Metamastery (Su): As a swift action, you can expend one use of mythic power and pick any one metamagic feat you know that increases the slot level of the spell by 0 or 1 levels. For the next 10 rounds, you can apply this metamagic feat to any arcane spell you cast without increasing the spell slot used or casting time. You can also use this ability on an arcane spell you cast from a scroll, staff, or wand. You can't have more than one use of this ability active at a time. If you use this ability again, any previous use immediately ends (though this doesn't affect spells already cast). You can select this ability more than once. Each time you select this ability, the maximum spell slot level increase of the metamagic feat you can choose goes up by 1, to a maximum of 4.

Arcane Potency (Su): Choose one of your arcane spellcasting classes. You gain four bonus 1st-level arcane spell slots for that class (like the bonus spells gained from a high ability score). This ability doesn't change your number of spells known. You can select this ability more than once. If you choose the same arcane spellcasting class a second time, you gain four bonus 2nd-level spell slots; if you choose it again, you gain 3rd-level slots for choosing it a third time, and so on. This ability can't grant you bonus spells for a spell level that you don't have the ability to cast.

Bloodline Immunity (Su): The intense power of your sorcerer blood makes you immune to the weapons you rely on. You don't take damage or suffer harmful effects from spells on your bloodline spell list, even ones you aren't of a high enough level to cast. If you're targeted by any of these spells, as an immediate action you can expend one use of mythic power to turn the spell back upon the original caster as if using *spell turning*. Beneficial effects of spells on your bloodline spell list affect you normally. You must have the bloodline class feature to select this ability.

Component Freedom (Ex): When you cast an arcane spell, you can ignore one component of the spell: focus, material, somatic, or verbal. You can ignore a focus or material component only if its total value is equal to or less than 100 gp × your tier. You can select this ability more than once; each time you take this ability, the number of components you may ignore for each spell you cast increases by 1.

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

Many Forms (Su): You can alter your appearance at will as if using *alter self*. You can expend one use of mythic power to change shape as if using *polymorph*, with a duration of 1 minute per tier. Your caster level for this ability is a number equal to 10 + your tier. At 6th tier, the duration of the polymorph ability increases to 10 minutes per tier.

Mirror Dodge (Su): When hit by a melee or ranged attack, you can expend one use of mythic power as an immediate action to replace yourself with an illusory duplicate and teleport to any open square within 30 feet of your current position. You take no damage from this attack, which instead destroys your illusory duplicate (similar to *mirror image*). Using this ability requires a line of effect to the square into which you teleport.

Mythic Spellpower (Sp): You have a pool of magical power you can draw upon for casting mythic spells (see Chapter 3). Up to twice per day, you can use this power to cast a mythic spell without expending any uses of mythic power. You can select this ability up to three times; each time you do, you gain two additional uses of this ability per day.

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

Spell Sieve (Sp): If you successfully counterspell an arcane spell that is on your spell list and of a level you can cast, you can absorb the countered spell's power and use it for your own purposes. On your next turn, you can cast that spell as a spell-like ability using your arcane spellcaster level as the caster level.

Tangible Illusion (Su): You can temporarily transform an illusory object into a real one. As a full-round action, you can expend one use of mythic power to temporarily transform a single object created by an illusion spell that you cast into a physical, nonmagical version of that object. The object lasts for 10 minutes per tier, after which it reverts to being an illusion (or vanishes, if the duration of the original illusion has expired). During that time, the illusion gains all the physical properties of the depicted illusory object. You must touch the illusion

to use this ability, and the object can be no larger than 5 cubic feet per tier. For example, if you create an illusory stone door, you transform it into an actual nonmagical stone door.

6th-Tier Archmage Path Abilities

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

Channel Power (Su): You gain the ability to channel raw arcane power into a spell. You can also expend one use of mythic power when casting an arcane spell to increase its damage by 50%. If the spell has a duration greater than 1 round, the duration doubles. Any saves required by the spell take a -4 penalty, although for mythic creatures, this penalty is reduced to -2. This spell ignores any spell resistance the targets have, although targets immune to the spell or to magic still retain that protection.

Divine Knowledge (Ex): You can use arcane power to cast a small number of divine spells. Choose three 1st-level spells from the cleric spell list or three 1st-level spells from the druid spell list. You can add those spells to your spellbook (if you're a magus or wizard) or familiar (if you're a witch) for free and can cast those spells as if they were arcane spells on your class list. You can select this ability up to three times. Each time you select it, you choose three more spells from the same class's spell list (cleric or druid), and the highest spell level you can select from increases by 1 (up to 2nd level the second time and up to 3rd level the third time). You must be a magus, witch, or wizard to select this ability.

Eldritch Reciprocation (Su): You can choose to take extra damage from an arcane spell to replenish mythic power. When you are hit by or fail a saving throw against an arcane spell that deals hit point damage, as an immediate action you can choose to take damage as if that spell were affected by the Maximize Spell feat. If the spell's damage can't be increased by the Maximize Spell feat or is already under the effect of the Maximize Spell feat, you instead take double damage from it. The spell's damage ignores your spell resistance, energy resistance, energy immunities, and other protections against damage. If you take at least 25 points of damage from the spell, you regain one use of mythic power.

Sanctum (Su): You gain access to your own personal extradimensional sanctum. By concentrating for 1 minute without interruption, you conjure the door to your own personal sanctum, similar to *mage's magnificent mansion*, but with the following differences. The sanctum takes up a space equal to six 20-foot cubes per tier, shapeable when you first create it as if it were a spell whose area or effect is shapeable. The sanctum is permanent and persistent, so you can store objects within the sanctum and retrieve them on future visits. The sanctum includes one *unseen servant* per tier. When you conjure the sanctum's door,

ARCHMAGE BUILDS

When selecting your archmage's path abilities, you may wish to consider the following themes. Each suggests complementary path abilities, with different interpretations of what it means to be mythic master of the arcane.

Archmages may wish to take the mythic spellcasting universal path ability (see page 50).

Arcane Power: This theme focuses entirely on being an arcane powerhouse, thereby getting the most out of your spells. *1st-Tier Path Abilities*—abundant casting, arcane endurance, eldritch breach, energy conversion, resilient arcana; *3rd-Tier Abilities*—arcane metamastery, arcane potency, mythic spellpower; *6th-Tier Abilities*—channel power, eldritch reciprocation.

Defensive Caster: Spellcasters who take this route focus on abilities that protect them and those that counter the spells of others. *1st-Tier Path Abilities*—competent caster, enduring armor, flexible counterspell, spellbane counterstrike; *3rd-Tier Abilities*—eldritch flight, mirror dodge, spell sieve; *6th-Tier Abilities*—eldritch reciprocation.

Knowledge Master: Characters seeking to master nearly any subject (and some unknown) should consider the abilities of this theme. *1st-Tier Path Abilities*—deep understanding, flash of omniscience, sensory link; *3rd-Tier Abilities*—reverse scrying; *6th-Tier Abilities*—divine knowledge, sanctum.

Prepared Archmage: Arcane spellcasters who prepare their spells should consider the abilities of this theme. *1st-Tier Path Abilities*—flexible school, greater familiar link, harmonious mage, mythic school, perfect preparation, rapid preparation; *3rd-Tier Abilities*—arcane metamastery, arcane potency; *6th-Tier Abilities*—divine knowledge.

Spontaneous Archmage: This theme empowers spontaneous spellcasters. *1st-Tier Path Abilities*—bloodline intensity, elemental bond, energy conversion, mythic bloodline; *3rd-Tier Abilities*—bloodline immunity, component freedom; *6th-Tier Abilities*—channel power.

you decide which creatures can see and use it (to all other creatures it's invisible and impermeable). The door remains until you dismiss it—a standard action with unlimited range as long as you are on the same plane as the door. If you dismiss the door while you are outside the sanctum, all creatures other than your familiar are immediately shunted outside. Conjuring the door automatically dismisses any other active door. As a full-round action, your familiar can enter or leave the sanctum from any square adjacent to you, without using the conjured door.

CHAMPION

The champion is the pinnacle of skill at arms and armor. No ordinary fighter could hope to match the skill with a blade, a bow, or an axe that surges within a mythic champion. The champion turns aside blows and shatters shields with every movement, all while racing gracefully across the chaotic battlefield. When the screams of fallen foes die down, the champion stands strong and defiant in blood-spattered armor, hefting a weapon and shouting a terrifying war cry.

Role: As a champion, your role is to take the fight to your enemies. Using devastating melee powers, you can crush your enemies before they even have a chance to harm you and your allies. Few can match your skill at arms or your ability to perform amazing feats of strength. The champion abilities allow you to control your foes, move easily around the battlefield, and challenge a large number of foes all at once. The rest of the party can count on you to dominate any melee you charge into.

Classes: While members or nearly any class could be champions, those who focus on melee attacks—barbarians, cavaliers, fighters, monks, paladins, and rangers—will find the abilities in this path most attractive and useful. However, even magi or rogues could find that the path of the champion is an excellent way to augment their abilities.

Bonus Hit Points: Whenever you gain a champion tier, you gain 5 bonus hit points. These hit points stack with themselves, and don't affect your overall Hit Dice or other statistics.

TABLE 1-4: CHAMPION

Tier	Path Features
1st	Champion's strike, path ability
2nd	Path ability
3rd	Path ability
4th	Path ability
5th	Path ability
6th	Path ability
7th	Path ability
8th	Path ability
9th	Path ability
10th	Legendary champion, path ability

Champion Features

As you increase in tier, you gain the following abilities.

Champion's Strike: Select one of the following abilities. Once chosen, it can't be changed.

Distant Barrage (Ex): As a swift action, you can expend one use of mythic power to make a ranged attack at your highest attack bonus. This is in addition to any other attacks you make this round. When making this attack, ignore the target's cover and concealment other than

total cover, and add your tier to the attack roll. Damage from this attack bypasses all damage reduction.

Fleet Charge (Ex): As a swift action, you can expend one use of mythic power to move up to your speed. At any point during this movement, you can make a single melee or ranged attack at your highest attack bonus, adding your tier to the attack roll. This is in addition to any other attacks you make this round. Damage from this attack bypasses all damage reduction.

Sudden Attack (Ex): As a swift action, you can expend one use of mythic power to make a melee attack at your highest attack bonus. This is in addition to any other attacks you make this round. When making a sudden attack, you roll twice and take the better result, adding your tier to the attack roll. Damage from this attack bypasses all damage reduction.

Path Ability: At 1st tier and every tier thereafter, select one new path ability from the champion path abilities lists or from the universal path abilities lists (see page 50). Once you select an ability, it can't be changed. Unless otherwise noted, each ability can be selected only once. Some abilities have requirements, such as a class ability or minimum mythic tier, that you must meet before you select them.

Legendary Champion (Ex): At 10th tier, whenever you make an attack roll against a non-mythic foe and miss, you may immediately roll again. You must take the second roll, even if it's lower. Once per round when you roll a natural 20 on an attack roll, you regain one use of mythic power.

1st-Tier Champion Path Abilities

You can select these path abilities at any tier.

Aerial Assault (Su): You can charge at creatures in the air, or leap across obstacles as part of a charge. When making a charge attack, you can expend one use of mythic power to include a single Acrobatics check made to jump, adding 10 feet per tier to the height or distance you jump. You take no falling damage from the height gained as part of this leap. If your attack hits, you may deal an amount of additional damage equal to the falling damage appropriate for the height you reached. Alternatively, you may replace your melee attack from this charge with a grapple check. If you successfully grapple a creature, you bring it to the ground with you at the end of your jump, and it takes an appropriate amount of falling damage for the height it was at when you grappled it.

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

Always Armed (Ex): You don't take any penalties from using an improvised weapon. In addition, whenever you confirm a critical hit with an improvised weapon, you can treat its critical multiplier as $\times 3$ instead of $\times 2$, but the weapon is destroyed.

Armor Master (Ex): You don't take an armor check penalty or incur a arcane spell failure chance when wearing light armor or using a shield (including a tower shield). In addition, the maximum Dexterity bonus of light armor doesn't apply to you. You can select this ability up to three times. The second time, it also applies to medium armor. The third time, it also applies to heavy armor.

Backlash (Ex): You strike back at those who penetrate your defenses. Whenever an adjacent enemy confirms a critical hit against you, that enemy also provokes an attack of opportunity from you. If you have used all of your attacks of opportunity for the round, you may expend one use of mythic power to make this attack of opportunity anyway.

Blowback (Ex): As a standard action, you can expend one use of mythic power to make one melee or ranged attack at your full base attack bonus. If the attack hits, your foe is also knocked directly away from you a distance equal to 10 feet per tier. If the foe strikes a solid object before reaching this distance, it takes 1d6 points of bludgeoning damage for every 10 feet it couldn't travel. If it strikes another creature, both it and the creature it strikes take half this damage.

Burst Through (Ex): When you charge, you can move through allies and opponents almost as if they were not there to obstruct your path. You can move through squares containing allies freely, but you must succeed at an overrun combat maneuver check for each opponent that obstructs your path to the target of your charge. If the result of the check exceeds the opponent's CMD, you may move through the opponent's square and continue toward the target without provoking an attack of opportunity from that opponent. If you fail any of these combat maneuver checks, your movement ends in the square before that opponent, but you may resolve the charge attack against the foe that stopped you.

Clean Blade (Ex): Whenever you score a critical hit, as a free action you can make a ranged touch attack to fling the blood and gore at another opponent within 30 feet. If the touch attack hits, the foe is sickened for a number of rounds equal to your tier. If the touch attack is a critical hit, the foe is also blinded for the same duration. A blinded foe can spend a full-round action to remove the gore and end the blindness. At the GM's discretion, creatures that are immune to disease, those that live in filth (such as otyughs), or those that revel in bloodshed (such as demons) might be immune to the sickened effect of this ability.

Climbing Master (Ex): You gain a climb speed equal to your base land speed and a +8 racial bonus on Climb checks. If you already have

a climb speed, your base climb speed increases by 30 feet. In addition, you retain your Dexterity bonus to AC while climbing. You can climb perfectly flat or smooth surfaces, treating them as if they had a Climb DC of 40.

Crusader (Ex): Your prowess and ability draw countless followers to your banner. You gain followers as if you had the Leadership feat. In addition, you add your tier to your leadership score when determining the number of followers you gain. Whenever you are within 100 feet of such followers, each follower can use the surge ability once per day without needing to expend mythic power. The followers use the same die type as your surge ability. If you have or gain the Leadership feat, you gain followers from both this ability and the Leadership feat (in effect doubling the number of followers gained).



Devastating Smash (Su): Whenever you attack a construct or object, treat its hardness (or damage reduction in the case of constructs) as 10 less than normal. Add your tier to damage rolls against constructs and objects. If you expend one use of mythic power as part of an attack against a construct or object, you treat its hardness (or damage reduction) as 0 and add double your tier to damage instead.

Endless Hatred (Ex): You can expend one use of mythic power as a free action to increase all of your favored enemy bonuses by 2 for 1 minute. When you use this ability, for the rest of your turn any attacks you make against a favored enemy bypass all damage reduction. You must have the favored enemy class feature to select this ability.

Ever Ready (Ex): Whenever you make an attack of opportunity, you gain a bonus on the attack roll and damage roll equal to your mythic tier. You can make attacks of opportunity while flat-footed, even if you don't have the Combat Reflexes feat. At 3rd, 6th, and 9th tier, the number of attacks of opportunity you can make each round increases by one.

Flash of Rage (Ex): Whenever you or an ally within 30 feet is struck by a critical hit, you can enter a rage as a free action on your next turn. This rage functions as the barbarian class feature, and lasts a number of rounds equal to your tier. You aren't fatigued after this rage. If you have the rage class feature, these rounds don't count toward your daily uses of that ability, you can use abilities that require patience and concentration while in this rage (although you are still restricted when using your rage class feature normally), and these rounds of rage don't count toward the total number of rounds of rage used when determining how long you are fatigued. Rounds of rage granted by this ability don't stack, but the duration is reset if another critical hit occurs.

Impossible Speed (Ex): Your base land speed increases by 30 feet. In addition, if you expend one use of mythic power, for 1 hour your base land speed increases by 10 feet per mythic tier.

Imprinting Hand (Su): By touching a foe, you can gain knowledge about it, including its weaknesses. To use this ability, you must first successfully hit a foe with an unarmed strike, natural weapon, or melee touch attack to make contact, then use this ability as a free action. As long as the target remains within 1 mile of you, you always know the direction and approximate distance to it. If the foe has any weaknesses or vulnerabilities (including a mythic flaw), you immediately know this information. You can maintain this connection with only one creature at a time; if you use this ability on another creature, your connection with the previous creature is lost.

Lesson Learned (Ex): Whenever you fail a saving throw against a supernatural or spell-like ability, you gain a +5

bonus on all further saving throws against that ability, including subsequent saves against an ongoing effect, or against the same effect produced by a different source or creature. This bonus lasts for a number of minutes equal to your tier. For example, if you fail a save against a demon's *fireball* spell-like ability, you gain this bonus against a *fireball* spell-like ability from any creature; if you fail a save against a blue dragon's electricity breath weapon, you gain this bonus against all blue dragon electricity breath weapons, but not against a black dragon's acid breath weapon or a gorgon's petrification breath weapon. If you fail another saving throw against the same ability, the duration of lesson learned resets but the bonus doesn't stack with itself.

Limitless Range (Ex): Multiply the range increment on all of your ranged and thrown weapons by 5 feet, and these weapons no longer have a maximum range increment for you. You can throw any melee weapon as if it had a range increment of 20 feet—this increment isn't multiplied by 5, but the weapon doesn't have a maximum range increment.

Meat Shield (Ex): You can use a creature you're grappling to protect you from harm. If you're grappling a creature and are attacked with a melee or ranged attack, as an immediate action you can attempt a grapple combat maneuver check against your grappled opponent. If you succeed, the incoming attack targets your grappled opponent instead of you. If you fail, the grappled opponent breaks free from the grapple and the incoming attack targets you as normal.

Mounted Maniac (Ex): Your unstoppable momentum while mounted is terrifying. Whenever you charge a creature while mounted, you can attempt an Intimidate check to demoralize all enemies within 30 feet of your target, adding your tier to the result of the check. If you expend one use of mythic power, any creature demoralized by this ability is frightened instead of shaken. The duration of this condition is dependent upon your check, as noted in the Intimidate skill.

Mythic Ki (Su): As a free action, you can expend one use of mythic power to regain 2 points in your ki pool (up to your maximum). For the rest of your turn, your successful attacks with unarmed strikes or monk weapons bypass all damage reduction. You must have the ki pool class feature to select this ability.

Mythic Rage (Su): As a free action, you can expend one use of mythic power to regain 1/4 your maximum number of rage rounds (minimum 4 rounds). For the rest of your turn, your successful attacks while raging bypass all damage reduction. You must have the rage class feature to select this ability.

Mythic Smite (Su): As a free action, you can expend one use of mythic power to regain one use of your smite evil

ability. For the rest of your turn, your successful attacks against evil creatures bypass all damage reduction. You must have the smite evil class feature to select this ability.

Mythic Weapon Training (Ex): Select one group of weapons from the list of fighter weapon groups. You gain proficiency with all weapons in this group. If you possess a feat such as Weapon Focus that requires you to choose a kind of weapon, you can instead apply the effects of that feat to all weapons from that weapon group. When wielding a weapon from that group, add a number equal to your tier to your CMD against disarm and sunder attempts made against that weapon. You can select this ability more than once. Each time you select this ability, it applies to a different weapon group.

Punishing Blow (Ex): Any opponent you hit with a melee or ranged attack loses the benefits of regeneration and fast healing for 1 round. In addition, if you score a critical hit against the target, it loses the benefit of its damage reduction for 1 round. A creature whose regeneration can't be suppressed or ignored (such as the tarrasque) is immune to this effect.

Sunder Storm (Ex): As a full-round action, you can expend one use of mythic power to attempt a sunder combat maneuver against each opponent within reach, selecting one item on each opponent to sunder. The damage from these sunder attempts ignores item hardness. If you destroy an item in this way, you drive the shattered pieces of the item into the flesh of its wearer or wielder, dealing $1d6 +$ a number of points equal to your tier of piercing damage. This damage bypasses all damage reduction.

Swimming Master (Ex): You gain a swim speed equal to your base land speed and a +8 racial bonus on Swim checks. If you already have a swim speed, your base swim speed increases by 30 feet. You can hold your breath for a number of minutes equal to $10 \times$ your Constitution score, but afterward you must succeed at checks as normal to avoid drowning. If you expend one use of mythic power, for 1 hour your base swim speed increases by 10 feet per mythic tier.

Tear Apart (Ex): You can attempt to rend the armor of your opponent, reducing its effectiveness. Using this ability is a standard action that requires you to attempt a sunder combat maneuver check against your foe. If the check is successful, reduce the target's armor bonus, natural armor bonus, or shield bonus (your choice) by half your tier (minimum 1). If the creature has an enhancement bonus to the bonus you chose, reduce the normal bonus first, then apply any leftover reduction to the enhancement bonus. You can't reduce the bonus below 0. Armor and shields damaged in this way can be repaired as if they had the broken condition. Natural armor regains the lost bonus at the rate of 1 point per day. *Lesser restoration* restores $1d4$ points of natural armor bonus, and *restoration* restores all of it.

Titan's Bane (Ex): You can move through the space of any creature two or more size categories larger than you without provoking attacks of opportunity, and you can share such a creature's space. When sharing a larger opponent's space, you gain cover against all melee and ranged attacks made by the creature, and it is considered flat-footed for the purposes of any melee or ranged attacks you make against it.

Uncanny Grapple (Ex): Upon making a successful grapple combat maneuver check against a creature you are grappling, you can perform one of the following actions: throw, crush, or swing. For a throw, you can throw the target of your grapple up to 10 feet per tier; if the creature strikes a solid object before reaching this distance, it takes $1d6$ points of damage per 10 feet of the remaining throwing distance and lands prone. For a crush, you deal $1d6$ points of nonlethal damage per tier. For a swing, you can use the target as a weapon against another creature, treating the grappled creature as a two-handed weapon. If you succeed at a melee attack against an opponent adjacent to the target, both that opponent and the grappled creature take $1d8$ points of bludgeoning damage from this attack $+ 1-1/2 \times$ your Strength modifier.

Wall Smasher (Ex): Whenever you succeed at a ki throw or a bull rush or reposition combat maneuver, you can smash your opponent against a wall (or suitable large obstacle) within the range you could move the target into as a result of the maneuver, dealing unarmed strike damage to your opponent and the wall. If you expend one use of mythic power when you use this ability, this damage ignores the hardness of the wall. If the damage destroys the wall, you move the opponent into the space beyond the wall and it immediately falls prone.

3rd-Tier Champion Path Abilities

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

Destroyer (Ex): Whenever you attack an object, including a held or worn item, you ignore any Hardness the object might possess. This includes spell effects such as *wall of force*, but not objects that are also creatures, such as animated objects.

Elemental Fury (Su): You can cause your body to erupt with elemental power. As a move action, you can expend one use of mythic power and pick one of the following energy types: acid, cold, electricity, or fire. For a number of rounds equal to your tier, you are immune to this energy type and all of your melee and ranged attacks deal an extra $1d6$ points of damage of this energy type. On a critical hit, this extra energy damage increases to $3d6$.

Fleet Warrior (Ex): When making a full attack, you can move up to your speed either before or after your attacks. This movement provokes attacks of opportunity as normal.

Incredible Parry (Ex): You gain the duelist's parry ability (*Core Rulebook* 383), and may expend one use of mythic power to add your tier to the parry roll. If you already have the duelist's parry ability, you can use incredible parry and duelist's parry in the same round, electing to not make two attacks and instead parrying up to two attacks.

Maneuver Expert (Ex): You do not provoke any attacks of opportunity when you attempt a combat maneuver check. As a free action, you can expend one use of your mythic power whenever you attempt a combat maneuver check to gain the benefits of the Improved and Greater feats tied to that maneuver. You must decide to use this ability before making the roll.



Maximized Critical (Ex): Whenever you score a critical hit, the weapon's damage result is always the maximum possible amount you could roll. This doesn't affect other dice added to the damage, such as from sneak attack or the *flaming* weapon special ability. For example, if you score a critical hit with a longsword (1d8/x2), treat the sword's damage dice as if you had rolled 8 both times, then add any other damage bonuses that you would normally apply to a critical hit.

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

Precision (Ex): Your deadly attacks are far more likely to hit their target than those of others. Whenever you make a full attack, your attack bonus on the additional attacks you gain by having a high base attack bonus is 5 higher. This ability can't give any of these attacks a higher attack bonus than your base attack bonus. For example, a 12th-level fighter normally has a base attack bonus of +12/+7/+2; with this ability, his base attack bonus is +12/+12/+7. This ability doesn't reduce the penalties from two-weapon fighting or other situational penalties on attack rolls (such as Combat Expertise, Power Attack, fighting defensively, or harmful conditions). You can select this ability more than once. Each time you select it, the attack bonus on additional attacks increases by another 5.

Titan's Rage (Su): You can cause yourself to grow in size, becoming a terrifying sight to behold. As a standard action (or a free action if you have the rage class feature), you can expend one use of mythic power to increase your size to one size category larger. This grants you a +4 size bonus to Strength and Constitution, imposes a -2 penalty to Dexterity, grants you a +2 natural armor bonus, increases your natural reach by 5 feet, and increases your weapon damage based on the new size of your weapons. This size increase lasts a number of rounds equal to your tier, and doesn't stack with any other spell or ability that alters your size.

To the Death (Ex): You can shrug off wounds that others would find devastating. When below 0 hit points, you don't fall unconscious, but are instead staggered. You lose 1 hit point at the end of each turn when you take a standard action while staggered in this way.

Unstoppable Shot (Ex): You can use a ranged or thrown weapon to make a single powerful shot that shoots through all creatures in a line. As a standard action, make a single

ranged attack roll and resolve the attack against all targets in a straight line up to the maximum range of your weapon, stopping at any barrier the attack couldn't penetrate. Roll damage once and apply that damage to each creature hit by the attack. Before making the attack roll, you can expend one use of mythic power to bend the path of the attack up to two times as it strikes targets or objects. Each deflection can alter the line of the attack up to 90 degrees, allowing you to shoot around corners or cover.

6th-Tier Champion Path Abilities

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

Critical Master (Ex): Whenever you roll a critical threat against a non-mythic creature, you automatically confirm the critical hit and deal the maximum amount of damage to that creature. This ability can be selected twice. The second time it is selected, it also applies to mythic creatures.

Fistful of Daggers (Ex): When you could make a full attack with thrown weapons, you can instead make a single attack roll at your highest attack bonus and apply the result to any number of creatures in a 30-foot cone. Roll damage once and deal it to all creatures hit by the attack. This attack can't deal precision damage. You must throw one weapon at each target. Use the bonuses to attack and damage from the least powerful weapon thrown (for example, if you have one +2 dagger and 20 masterwork daggers, the attacks are treated as masterwork daggers). Apply any effects of concealment for individual targets as normal. If the attack roll is a critical threat, choose one target you hit and attempt to confirm the critical against that target.

Perfect Strike (Ex): You can expend one use of mythic power as a standard action to deliver a perfect strike. A perfect strike attack is made using your full base attack bonus. If the attack hits, it deals double the normal amount of damage, and this damage bypasses all damage reduction and hardness. If the perfect strike is a critical hit, increase the critical multiplier for the attack by 1 (so a x2 weapon deals x3 damage). Damage that isn't multiplied on a critical hit isn't multiplied on a perfect strike. Perfect strike can be used in conjunction with any champion's strike if you expend uses of mythic power for each ability separately.

Shatter Spells (Su): You can destroy a magical effect (whether it's on a creature or an independent effect such as a *wall of fire*) by attacking it with an unarmed strike or natural weapon. You must succeed at a melee touch attack against the creature or effect and expend one use of mythic power. If this attack hits, the creature or effect is subject to targeted *greater dispel magic*, using double your tier as your caster level. If you dispel an effect, you suffer no harmful effects from touching it. If the effect is on a

CHAMPION BUILDS

When selecting your champion's path abilities, you may wish to consider the following themes. Each one suggests a variety of complementary path abilities, with different interpretations of what it means to be mythic force to behold on the field of battle.

Armored Warrior: You are skilled at getting the most out of your armor and punishing those that manage to harm you. *1st-Tier Path Abilities*—armor master, backlash, lesson learned, meat shield; *3rd-Tier Abilities*—incredible parry, to the death.

Death Dealer: You specialize in dealing a great deal of damage to a single target. *1st-Tier Path Abilities*—flash of rage, imprinting hand, mythic weapon training, punishing blow; *3rd-Tier Abilities*—elemental fury, maximized critical, penetrating damage, precision; *6th-Tier Abilities*—critical master, perfect strike.

Furious Fighter: Your mythic power is tied to the rage that consumes you, leading you to rush headlong into battle. *1st-Tier Path Abilities*—burst through, flash of rage, mythic rage; *3rd-Tier Abilities*—titan's rage, to the death; *6th-Tier Abilities*—sweeping strike.

Maneuver Champion: When it comes to combat maneuvers, your skill is unparalleled. *1st-Tier Path Abilities*—aerial assault, blowback, meat shield, sunder storm, tear apart, uncanny grapple; *3rd-Tier Path Abilities*—incredible parry, maneuver expert.

Nimble Warrior: You move gracefully around the battlefield, striking at any foe that threatens you. *1st-Tier Path Abilities*—burst through, climbing master, impossible speed, swimming master; *3rd-Tier Abilities*—fleet warrior; *6th-Tier Abilities*—perfect strike.

Smasher: Your skills allow you to destroy the environment to hinder your foes. *1st-Tier Path Abilities*—devastating smash, tear apart, wall smasher; *3rd-Tier Abilities*—destroyer, titan's rage; *6th-Tier Abilities*—shatter spells.

creature, the creature takes 1 point of damage per spell level of each effect dispelled.

Sweeping Strike (Su): Even when you're swarmed, your foes are not safe from danger. Whenever you could make a full attack, you may instead make a single attack at your highest attack bonus and apply the results to all opponents within your reach. Roll damage once and apply it to all opponents hit by the attack. This attack can't deal precision damage. If the attack roll is a critical threat, choose one target you hit and attempt to confirm the critical against that target.

GUARDIAN

Not all mythic characters seek glory and fame for themselves. Some take a more humble route, watching over those dear to them or the lands they call home. Guardians seek connections with those around them, even the beasts, and draw their power from the trust of such bonds. This doesn't mean that all guardians are peaceful—indeed many use violent means to further their goals and safeguard those they watch over. But they find worth in those who travel with them. In battle, none can take the sort of punishment and wounds that a guardian can sustain.

Role: When others would retreat, you stand your ground. Your place is at the front of the battle, taking every hit your enemies can give while daring them to dish out more. Your job is to stop your enemies' advance, interposing yourself in the path of peril. You'll gladly take all that brutal punishment and return the beating with zeal. The wounds you suffer might kill a lesser hero, but you relish the thrill of combat, confident that your physical and mental perfection will lead to victory.

Classes: Any class that is frequently in the middle of a chaotic melee will find many valuable abilities within the guardian path. Barbarians, cavaliers, fighters, inquisitors, monks, and paladins all make excellent guardians. Some of the guardian's powers also lend themselves to the druid, ranger, or even the summoner, granting bonuses to companions and allies.

Bonus Hit Points: Whenever you gain a guardian tier, you gain 5 bonus hit points. These hit points stack with themselves, and don't affect your overall Hit Dice or other statistics.

TABLE 1-5: GUARDIAN

Tier	Path Features
1st	Guardian's call, path ability
2nd	Path ability
3rd	Path ability
4th	Path ability
5th	Path ability
6th	Path ability
7th	Path ability
8th	Path ability
9th	Path ability
10th	Path ability, true defender

Guardian Features

As you increase in tier, you gain the following abilities.

Guardian's Call: Select one of the following abilities. Once chosen, it can't be changed.

Absorb Blow (Su): As an immediate action, whenever you take hit point damage from a single source (such as a dragon's breath, a spell, or a weapon), you can expend one

use of mythic power to reduce the damage you take from that source by 5 per tier (to a minimum of 0 points of damage taken). If you have another ability or effect that reduces damage (such as *protection from energy*), reduce the damage with the absorb blow ability before applying any other damage-reducing effects. For every 10 points of damage that this ability prevents, for 1 minute you gain DR 1/epic and 5 points of resistance against acid, cold, electricity, fire, and sonic damage. The DR and resistances stack with any other DR and resistances that you have.

Beast's Fury (Su): As a swift action, you can expend one use of mythic power to imbue your animal companion, cohort, eidolon, familiar, or bonded mount with some of your mythic power. As an immediate action, that creature can move up to its speed and make an attack with one of its natural weapons. When making this attack, the creature rolls twice and takes the higher result. Any damage dealt by this attack bypasses all damage reduction. A creature affected by this ability can take these actions in addition to any others that it takes during its turn.

Sudden Block (Su): As an immediate action, you can expend one use of mythic power to hinder a melee attack made against you or an adjacent ally. Add your tier to your AC or the ally's AC against this attack. The creature making the attack must make two attack rolls and take the lower result. Once the attack is resolved, you or your ally (your choice) can make one melee attack against the creature. The damage from this attack bypasses all damage reduction.

Path Ability: At 1st tier and every tier thereafter, select one new path ability from the guardian path abilities lists or from the universal path abilities lists (see page 50). Once you select an ability, it can't be changed. Unless otherwise noted, each ability can be selected only once. Some abilities have requirements, such as a class ability or minimum mythic tier, that you must meet before you select them.

True Defender (Su): At 10th tier, whenever you take damage from a melee or ranged attack scored by a non-mythic creature, the damage is halved. This reduction is applied after all other reductions in damage, such as energy resistance or damage reduction. Once per round, when an enemy scores a critical hit against you, you regain one use of mythic power.

1st-Tier Guardian Path Abilities

You can select these path abilities at any tier.

Adamantine Mind (Ex): Your mind is as hard as any armor, and is dangerous to engage. You gain a bonus equal to your tier on saving throws against mind-affecting effects. Whenever you succeed at a save against a mind-affecting effect, the creature attacking you with

that effect must succeed at a Will save (at the same DC) or be stunned for 1 round.

Additional Call (Ex): You learn an additional guardian's call ability. You can select this ability twice.

Armor Master (Ex): You don't take an armor check penalty or incur an arcane spell failure chance when wearing light armor or using a shield (including a tower shield). In addition, the maximum Dexterity bonus of light armor doesn't apply to you. You can select this ability up to three times. The second time, it also applies to medium armor. The third time, it also applies to heavy armor.

Armored Might (Ex): You treat the armor bonus from your armor as 50% higher than normal, to maximum increase of half your tier (minimum 1). For example, if you are 4th tier and wearing +2 breastplate, you treat the armor's +6 armor bonus as +8 (50% of +6 is +3, limited to +2 by half your tier).

Avenging Maneuver (Ex): Taking grievous wounds only empowers you. Any creature that confirms a critical hit with a melee attack against you provokes an attack of opportunity from you. You can use this attack of opportunity only to attempt a bull rush, disarm, sunder, or trip combat maneuver check. You don't provoke attacks of opportunity for attempting this combat maneuver check.

Borrow Elements (Su): When you take acid, cold, electricity, fire, or sonic damage, you store some of this energy within yourself and can direct it outward through your attacks. Whenever you take energy damage, you gain an amount of energy of that type equal to 1/2 the damage taken (after any resistances or immunities are applied). Whenever you hit with a melee attack, you may expend 5 points from the pool of one energy type to have the attack deal an additional 1d6 points of energy damage of that type. As a standard action, you can expend one use of mythic power to release all stored energy of one type as a ray with a 60-foot range. The ray deals 1d6 points of energy damage for every 5 points of energy stored. If unused, the stored energy harmlessly dissipates 1 minute after the last time you took energy damage of any type.

Burst Through (Ex): Whenever you charge, you can move through squares containing allies and opponents almost as if they were not obstructing your charge. You can move through squares containing allies freely, but you must succeed at an overrun combat maneuver check for each opponent that obstructs your path to the target of your charge. If the result of the check exceeds the opponent's CMD, you may move through the opponent's square and continue toward the target without provoking an attack of opportunity from that opponent. If you fail any of these combat maneuver checks, your movement

ends in the square before that opponent, but you may resolve the charge attack against the foe that stopped you.

Draw Fire (Su): As an immediate action, when an ally within 30 feet is targeted with a ranged weapon attack, you can have that attack target you instead. If you would normally be out of range for that attack, the attack is able to hit you as if you were at maximum range. You can use this ability without using an immediate action by expending one use of mythic power.

Empathic Healing (Su): You can expend one use of mythic power to transfer up to 10 points of damage per tier from a touched ally to yourself, healing the target and damaging you. This transferred damage bypasses all effects that reduce or negate hit point damage (such



as damage reduction). Alternatively, you can expend two uses of mythic power to transfer an ongoing disease or poison from a touched ally to yourself, which halts ongoing effects on the target from that affliction and requires you to attempt any remaining saves against it. If you're immune to the disease or poison, transferring it to yourself destroys the affliction.

Ever Ready (Ex): Whenever you make an attack of opportunity, you gain a bonus on the attack and damage rolls equal to your mythic tier. You can make attacks of opportunity while flat-footed, even if you don't have the Combat Reflexes feat. At 3rd, 6th, and 9th tier, the number of attacks of opportunity you can make each round increases by one.

Fast Healing (Ex): As a swift action, you can expend one use of mythic power to gain fast healing 5 for 1 minute. This ability can be taken a second time at 3rd tier or higher and a third time at 6th tier or higher. Each additional time you take this ability, the fast healing increases by 5.

Guardian's Shout (Ex): Your warning shouts keep allies from danger. Whenever you attempt a Reflex save to avoid an effect that affects multiple creatures, you can expend one use of your mythic power to call out a warning to your allies. Any allies within 100 feet who can hear you gain a bonus equal to your tier on their saving throws against that effect.

Immovable (Su): Add your tier to your CMD whenever an enemy attempts a bull rush, drag, reposition, or trip combat maneuver check against you. If the check is successful, you can expend one use of mythic power as an immediate action to cause it to fail instead.

Imprinting Hand (Su): By touching a foe, you can gain knowledge about it, including its weaknesses. To use this ability, you must first successfully hit a foe with an unarmed strike, natural weapon, or melee touch attack to make contact, then use this ability as a free action. As long as the target remains within 1 mile of you, you always know the direction and approximate distance to it. If the foe has any weaknesses or vulnerabilities (including a mythic flaw), you immediately know this information. You can maintain this connection with only one creature at a time; if you use this ability on another creature, your connection with the previous creature is lost.

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

Lesson Learned (Ex): You adapt quickly to the perils presented in battle. Whenever you fail a saving throw against a supernatural or spell-like ability, you gain a +5 bonus on all further saving throws against that ability, including subsequent saves against an ongoing effect, or against the same effect produced by a different source or creature. This bonus lasts for a number of minutes equal to your tier. For example, if you fail a save against a demon's *fireball* spell-like ability, you gain this bonus against a *fireball* spell-like ability from any creature; if you fail a save against a blue dragon's electricity breath weapon, you gain this bonus against all blue dragon electricity breath weapons, but not against a black dragon's acid breath weapon or a gorgon's petrification breath weapon. If you fail another saving throw against



the same ability, the duration of lesson learned resets but the bonus doesn't stack with itself.

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

Mythic Mercy (Su): When you use the mercy paladin class feature, your caster level check to remove curses, diseases, and poisons automatically succeeds unless the affliction is from a mythic source. If you expend one use of mythic power when using a mercy, you add *break enchantment* to its effect, using your paladin level as your caster level. You must have the mercy class feature to select this ability.

Pack Wild Shape (Su): When you use the wild shape class feature, you can also transform allies when you change shape. When you use wild shape, you can expend one use of mythic power to select a number of willing allies equal to your tier. These allies take the same animal form as you do, with the same abilities as yours. Divide the duration of that use of wild shape evenly (rounded down) among yourself and the affected allies. The transformation ends for everyone when you return to your normal form or use wild shape again. An ally can end its own transformation early as a standard action without affecting the duration for you or other allies. You must have the wild shape class feature to select this ability.

Partial Transformation (Su): You have refined control over your transformation ability. When using wild shape, you can expend one use of mythic power to only partially transform into or out of animal form. For example, you could transform your hands into tiger claws and your head into a tiger's head (giving you low-light vision and scent, and allowing you to make claw and bite attacks but still wear armor and use worn magic items normally), transform into a deinonychus with human hands (allowing you to still manipulate objects and wear rings), or transform into a constrictor snake with a humanoid head (allowing you to speak and cast spells with verbal components). You may make one such change per round as a free action for the duration of that use of wild shape. For example, if you change into a tiger, this ability allows you to partially transform yourself from tiger form to your normal form and back as needed until the duration ends or you fully return to your normal form. You must have the wild shape class feature to select this ability.

Quick Recovery (Ex): Whenever you are dazed, dazzled, deafened, sickened, or stunned, reduce the duration of that condition by half (minimum 1 round). Any other effects relating to the source of that condition are unaffected; for example, if you are panicked and sickened from an *eyebite* spell, the panicked effect has the normal

duration even though you are sickened for only half as long. You can select this ability twice. The second time you select it, you also reduce the duration of the blinded, nauseated, and paralyzed conditions by half.

Raise Animal (Su): By burying the corpse of a dead animal (at least its bones) and expending one use of mythic power, you raise it from the dead overnight. You can use this ability on an animal companion, familiar, or bonded mount even if it is not a creature of the animal type. At 1st tier, this functions like *raise dead*. At 3rd tier, this functions like *resurrection*. At 6th tier, this functions like *true resurrection*.

Ranged Disarm (Ex): You can use a ranged attack to disarm an opponent. Attempt a disarm combat maneuver check using your Dexterity modifier instead of your Strength modifier, and add your tier to the roll. Using this ability doesn't provoke attacks of opportunity. If your attack is successful, your target drops one item of your choice that it is carrying, even if the item is wielded with two hands. If your attack exceeds the CMD of the target by 10 or more, the target drops the items it is carrying in both hands (maximum two items if the target has more than two hands). Unlike with a melee disarm, failing the attack by 10 or more doesn't make you drop your weapon, and you can't automatically pick up the item dropped.

Relentless Healing (Su): You can restore life to the recently dead. If a creature has died within 1 round, as a free action you can expend one use of mythic power when casting a healing spell or using a class feature that heals damage to apply that healing to the dead creature. If this healing brings the creature's hit points above the threshold for death, it comes back to life and stabilizes at its new hit point total (similar to the way *breath of life* functions); otherwise, it remains dead. Alternatively, you can expend two uses of mythic power on a dead creature that would have the ability to magically heal itself if it were alive (such as a dead cleric with a prepared *cure light wounds* spell) in order to trigger the most powerful healing magic it knows or has prepared. If this brings the creature's hit points above its death threshold, it returns to life.

Retributive Reach (Ex): Treat your reach as 5 feet greater than normal for the purpose of determining whether or not you can make an attack of opportunity. If a creature provokes an attack of opportunity within this area of increased reach, you can expend one use of mythic power to gain a bonus equal to your tier on the attack roll and damage roll of the attack of opportunity.

Sacrificial Shield (Ex): Once per round when you would normally be hit by a weapon attack, you can use your shield to block the attack. You must be using a shield in order to use this ability. Subtract your shield's hardness and hit points (see Table 7-12 on page 175 of the *Core Rulebook*) from the damage of the attack and apply the

remaining damage to your hit points. If the shield takes enough damage to destroy it, it's destroyed. Otherwise, it gains the broken condition, even if the damage was not enough to give it the broken condition under other circumstances. You can expend one use of mythic power when using this ability to negate any damage dealt to the shield, though you still take any damage that exceeds its hardness and hit points. You can choose to negate the damage after the damage is rolled.

Supreme Tracker (Su): If you have something that carries a creature's scent (such as a personal item or piece of flesh), you can expend one use of mythic power to create a supernatural bond that allows you track that individual. As a free action, you can sense the creature's general direction and distance, as well as know whether it is alive, dead, destroyed, dying, or undead. The creature must be on the same plane as you for this ability to function. For the purpose of spells and effects that block scrying and divination, your caster level for this effect is a number equal to double your tier. At 6th tier, you can track the creature if it's on a different plane than you.

3rd-Tier Guardian Path Abilities

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

Cage Enemy (Ex): You can pin enemies foolish enough to face you. As an immediate action, you can expend one use of mythic power to hinder opponents until the end of your next turn. When this ability is active, any creature moving out of one of your threatened squares, even when making a 5-foot step or using a form of movement that doesn't usually provoke attacks of opportunity, provokes an attack of opportunity from you. If your attack of opportunity hits and deals damage, the creature remains in its current space and its movement ends. Alternatively, you can expend one use of mythic power as part of a charge. If the charge attack hits, the target can't move itself from its space until the beginning of your next turn (though others can move the creature).

Dimensional Grapppler (Su): When you have an opponent grappled or pinned and it attempts to use a teleportation effect, you can attempt a Will save against the effect, even if it would not normally allow a save. If you succeed, you learn the type of teleportation effect (such as *dimension door*) and the creature's intended destination, and then may prevent the effect (as if using a quickened *dimensional anchor*, using your character level as your caster level) or accompany the opponent as if you were part of its gear with negligible weight.

Drive Back (Ex): As a full-round action, you can attempt one bull rush combat maneuver check and apply it to all opponents within reach. If you have the Whirlwind Attack feat, you can use this ability at the same time that you make an attack against each foe

within reach, allowing you to attempt a free bull rush combat maneuver check against each foe that you hit. After you've pushed opponents backward, you may move with any one of your bull rush targets.

Earth Protection (Su): As long as you're in contact with earth or unworked stone, you can expend one use of mythic power as a standard action to draw energy from the earth and radiate it outward, granting yourself and allies within 30 feet DR 10/adamantine for 1 minute.

Impervious Body (Su): You gain DR 5/epic. This ability can be taken a second time at 6th tier or higher and a third time at 9th tier or higher. Each additional time it's taken, the DR increases by 5.

Impervious Companion (Su): You can make your bonded creature more resistant to damage. Select one animal companion, eidolon, familiar, or bonded mount. This creature gains any epic damage reduction that you gain from the impervious body path ability. You must have the impervious body path ability to select this ability.

Incredible Parry (Ex): You gain the duelist's parry ability (*Core Rulebook* 383), and you may expend one use of mythic power to add a number equal to your tier to the parry roll. If you already have the duelist's parry ability, you can use incredible parry and the duelist's parry class ability in the same round, electing to not make two attacks and instead parrying up to two attacks.

Parry Spell (Su): As an immediate action, you can expend one use of mythic power to block a spell targeting you or an ally adjacent to you. The spell must be a ray, a single-target spell, or a spell that creates an effect targeting one creature (such as *acid arrow*), and the level of the spell's spell slot must be equal to or lower than your tier. Make an attack roll as if making an attack of opportunity. If the result of the attack roll is greater than the spell's attack roll or save DC, the spell has no effect on the intended target (though other targets from the same spell, such as multiple targets of *scorching ray*, are affected normally). A spell that has neither a DC nor an attack roll (such as *magic missile*) can't be affected by this ability. You must declare using spell parry after the spellcaster's target is announced, but before the target's saving throw or attack roll is made.

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

Shrug It Off (Ex): Whenever an enemy confirms a critical hit against you or your animal companion, eidolon, familiar, or bonded mount, you can expend

one use of your mythic power as an immediate action to convert the critical hit into a normal hit. Effects that trigger only on a critical hit don't trigger when you use this ability to negate the critical hit.

To the Death (Ex): You can shrug off wounds that others would find devastating. When below 0 hit points, you don't fall unconscious, but are instead staggered. You lose 1 hit point at the end of each turn when you take a standard action while staggered in this way.

Turn the Tables (Ex): If a creature fails a combat maneuver check made against you, as an immediate action you can expend one use of mythic power to attempt that same maneuver against that creature. You receive a +10 bonus on this combat maneuver check.

6th-Tier Guardian Path Abilities

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

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

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

Indomitable (Su): Select one of the following conditions: bleed, blinded, confused, dazed, deafened, entangled, fatigued, frightened, shaken, sickened, or staggered. You are immune to that condition. Greater and lesser versions of the selected condition (such as panicked, a more powerful version of frightened) still affect you.

Invincible Stand (Su): You can expend one use of mythic power as a swift action to make yourself nearly invincible for a short period of time. You gain DR 20/— for a number of rounds equal to your tier. If you choose to move or are moved by another creature during this time, this protection immediately ends.

Mythic Resolve (Su): You're imbued with power and grace that protects you. Whenever you attempt a saving throw, you can expend one use of mythic power to roll

GUARDIAN BUILDS

When selecting your guardian's path abilities, you may wish to consider the following themes. Each one suggests a variety of complementary path abilities, with different interpretations of what it means to be mythic defender.

Dangerous Duo: Many of your powers give your companion, such as an animal or bonded mount, additional abilities. *1st-Tier Path Abilities*—empathic healing, pack wildshape, raise animal; *3rd-Tier Abilities*—impervious body, impervious companion, possess companion, shrug it off; *6th-Tier Abilities*—companion power, take the hit.

Defender: Your abilities empower you to protect those around you from harm. *1st-Tier Path Abilities*—draw fire, empathic healing, guardian's shout, relentless healing; *3rd-Tier Abilities*—cage enemy, earth protection, parry spell; *6th-Tier Abilities*—take the hit.

Immovable Warrior: Your guardian path abilities make you impossible to move, and prevent enemies from escaping your reach. *1st-Tier Path Abilities*—avenging maneuver, immovable, retributive reach; *3rd-Tier Abilities*—cage enemy, dimensional grappler, turn the tables; *6th-Tier Abilities*—invincible stand.

Invincible Guardian: Your path abilities make you nearly impossible to kill. *1st-Tier Path Abilities*—armor master, fast healing, quick recovery; *3rd-Tier Abilities*—impervious body, shrug it off, to the death; *6th-Tier Abilities*—cling to life, invincible stand, mythic resolve.

Nature Guardian: You rely on nature's resiliency to strengthen you. *1st-Tier Path Abilities*—adamantine mind, empathic healing, knowledgeable guardian, partial transformation, raise animal, supreme tracker; *3rd-Tier Abilities*—earth protection, possess companion; *6th-Tier Abilities*—companion power, indomitable.

again. You can use this ability more than once and take the highest result of all the rolls. You can use this ability only after the initial roll is made, but before the results are revealed. Using this ability doesn't require an action, and it can be used as long as you are conscious.

Take the Hit (Ex): You are a living shield for your allies. Whenever an adjacent ally takes damage from a melee or ranged attack, as an immediate action you can split the damage. You take half of the damage (rounded down), and your ally takes the remaining amount. This damage is not subject to any resistances or damage reduction you might have, but any such defenses the target of the attack possesses apply before the damage is split. You don't suffer any other effects from the attack (such as disease, grab, or poison).

HIEROPHANT

Those who draw upon a god's power find themselves becoming closer to the divine. Some aspire to become immortal servants of their gods, and others reach for apotheosis itself. A hierophant could be either of these, channeling divine power directly or indirectly—whether from a deity, the spirit of nature, or the power of life itself—and eventually becoming more like a patron of divine power than a mere devotee.

Role: As a hierophant, your role in the group is to act as a conduit to the divine, healing and helping your allies through the miracles that you bestow. This focus is just as strong if you are instead a servant of nature, using the powers granted to you by this path to protect the wilderness and bring its fury to those who would dare to defile it.

Classes: Members of any class that draws upon divine magic will find the path of the hierophant useful—particularly clerics, druids, and oracles. Even classes with limited divine spellcasting, such as the inquisitor and paladin, have a number of useful options in this path.

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

TABLE 1-6: HIEROPHANT

Tier	Path Features
1st	Divine surge, path ability
2nd	Path ability
3rd	Path ability
4th	Path ability
5th	Path ability
6th	Path ability
7th	Path ability
8th	Path ability
9th	Path ability
10th	Divine vessel, path ability

Hierophant Features

As you gain tiers, you gain the following abilities.

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

Beast's Fury (Su): As a swift action, you can expend one use of mythic power to imbue your animal companion, cohort, eidolon, familiar, or bonded mount with some of your mythic power. As an immediate action, that creature can move up to its speed and make an attack with one of its natural weapons. When making this attack, the creature rolls twice and takes the higher result. Any damage dealt by this attack bypasses all damage reduction. A creature affected by this ability can take these actions in addition to any other actions it takes during its turn.

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

Recalled Blessing (Su): You can expend one use of mythic power to cast any one divine spell without expending a prepared spell or spell slot. If you prepare spells, this spell must be one you prepared today; if you're a spontaneous caster, this spell must be one of your spells known. You can't apply metamagic feats to this spell. If the spell requires a saving throw, non-mythic creatures roll twice and take the lower result. If the spell heals damage or requires you to attempt a caster level check to cure an affliction or remove a condition, roll twice and take the higher result.

Path Ability: At 1st tier and every tier thereafter, select one new path ability from the hierophant path abilities lists or from the universal path abilities lists (see page 50). Once you select an ability, it can't be changed. Unless otherwise noted, each ability can be selected only once. Some abilities have requirements, such as a class ability or minimum mythic tier, that you must meet before you select them.

Divine Vessel (Ex): At 10th tier, whenever you cast a spell that targets one or more non-mythic creatures, those creatures must roll twice for any saving throws associated with the spell and take the lower result. Whenever you are healed of hit point damage by a spell or effect, you are healed for the maximum possible amount. You also gain DR 10/epic. Once per round when you take more than 20 points of damage (after damage reduction is applied), you regain one use of mythic power.

1st-Tier Hierophant Path Abilities

You can select these path abilities at any tier.

Alter Channel (Su): If you're in the area of an opponent's channel energy ability and the energy type is the opposite of yours, as an immediate action you can expend one use of mythic power to transform the opponent's channeled energy to the opposite type. You can cause the altered energy to either affect the opposite kind of targets (undead or living), or change whether it heals or harms, but not both. Channeled energy that has been changed in this way heals or deals half the normal amount of damage. For example, if an evil cleric attempts to channel negative

energy to heal undead, you can expend one use of mythic power to convert that to channeled positive energy that either heals the living or harms undead. You must have the channel energy ability to select this ability.

Bleed Holy Power (Su): If you channel positive energy, when an undead creature damages you with a melee attack, you can expend one use of channeled energy as an immediate action to channel energy to deal damage to undead creatures around you (as detailed in the channel energy ability). Alternatively, you may focus this channeled energy so it affects only the undead creature that hit you. If you focus solely on that creature, you are considered 4 levels higher in the class that grants you the channel energy feature when determining its effects.

Channel Shockwave (Su): You can expend one use of channel energy whenever you score a critical hit against a creature that has an element of alignment opposite to your own (chaotic and lawful are opposite, as are evil and good, so if you were lawful good, you could use this ability against a chaotic creature or evil creature). If you do, add your channel energy damage to the damage from the critical hit. This damage is the same type as your channeled energy (positive or negative) but damages the target regardless of whether it's living or undead. The target can attempt a Will save against your channel energy DC to halve this bonus damage. All other effects of your critical hit still apply.

Contingent Channel Energy (Su): You can simultaneously expend one use of mythic power and one use of your channel energy ability to delay your channel energy so that it comes into effect under some condition you dictate. The conditions needed to bring the channel energy into effect must be clear, although they can be general. In all cases, the channel effect occurs instantaneously when the prescribed circumstances occur. For example, you could create a trigger that uses your channel positive energy if you are reduced to 0 or fewer hit points. If you prescribe complicated or convoluted conditions, your contingent channel energy ability could fail to trigger. The ability triggers based solely on the stated conditions, regardless of whether you want it to. You make all decisions about the ability when you expend the use of mythic power, according to what you can normally do with your channel energy ability; if you wish to exclude targets, you must name them at that time. You can have only one use of this ability waiting to be triggered at a time; if you use this ability again, the previous use expires. This use also expires after 1 day per tier if it hasn't been triggered. This use of channel energy can't be regained until after the contingent channel energy ability is triggered or expires.

Divine Countenance (Su): Whenever you encounter a creature whose alignment is within one

step of yours, treat its attitude as one step better. If the creature's starting attitude is helpful, you can make requests of the creature with a +5 bonus on your Diplomacy or Intimidate skill check.

Divine Guardian (Sp): As a full-round action, you can expend one use of mythic power to summon one extraplanar creature as if using a *summon monster* or *summon nature's ally* spell, with the level of the summoning spell equal to half your tier. Your caster level for this ability is equal to your character level. You can have only one creature that has been summoned using this ability at a time; summoning another causes the previous one to disappear. If you expend two uses of mythic power, the level



of the summoning spell is equal to your tier instead. For example, if you are a 10th-level druid, 5th-tier hierophant, you can use this ability to summon one creature from the *summon monster II* or *summon nature's ally II* list (or a lower-level list) for 10 rounds; if you expend two uses, you can instead summon one creature from the *summon monster V* or *summon nature's ally V* list (or a lower-level list).

Eldritch Breach (Su): You are adept at breaching magical defenses and resistance to your magic. When attempting a caster level check to dispel an effect, overcome spell resistance, or otherwise determine whether or not your magic affects a target (such as with *knock* or *neutralize poison*), roll twice and take the higher result.

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

Enhance Magic Items (Ex): Your mythic presence enhances the power of certain magic items. Add half your tier to the caster level of potions, scrolls, staves, and wands you use. When using a staff or wand, you may activate the item by expending one use of mythic power instead of one of the item's charges.

Faith's Reach (Su): Whenever you cast a divine spell with a range of touch, you can instead cast the spell with a range of 30 feet. If the spell normally requires a melee touch attack, it instead requires a ranged touch attack.

Flexible Counterspell (Su): Your mythic power enhances your ability to counter spells. As an immediate action, you can expend one use of mythic power to attempt to counter a spell. Upon using this ability, you must identify the spell with a Spellcraft check (DC 15 + the spell's level). If you correctly identify the spell, you can expend a spell or spell slot of a level equal to or higher than the spell being cast to counter the spell.

Heathen Slayer (Ex): Pick one deity (or similar entity able to grant divine spells to followers) as your religious rival. You gain a +2 bonus on weapon attack and damage rolls against this deity's followers, as well as a +2 bonus on Bluff, Knowledge, Perception, Sense Motive, and Survival checks attempted against this deity's followers. At 6th tier, these bonuses increase to +4. You can select this ability multiple times. Each time you do, choose an additional deity to be a religious rival.

Instrument of Faith (Su): You gain DR 15/— against attacks made with your deity's favored weapon. You can

expend one use of mythic power as a standard action to attempt a disarm or sunder combat maneuver check against each opponent within 60 feet that is wielding your deity's favored weapon. You decide individually whether to disarm or sunder each opponent's weapon. Attempt one combat maneuver check, using your caster level in place of your base attack bonus and adding your tier to the total, and use that result against all opponents.

Inverted Spontaneous Casting (Su): If you can spontaneously cast cure or inflict spells, you gain the ability to spontaneously cast the opposite type of spell (i.e., you can spontaneously cast inflict spells if you can normally cast cure spells, or cures spell if you can normally cast inflict spells). When spontaneously casting the opposite type of spell, you must use a spell slot that is at least 1 level higher than that of the spell you want to cast. For example, if you can spontaneously cast cure spells and want to spontaneously cast *inflict light wounds*, you must expend a 2nd-level spell slot.

Mighty Summons (Su): Each creature you conjure with any summon spell gains DR 5/epic for the duration of the summoning. If you cast a summon spell to summon more than one creature, you summon one additional creature of the same type. If you cast a summon spell to summon just one creature, you can expend one use of mythic power to give it the agile or savage mythic simple template (see page 224) for the duration of the summoning.

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

Mythic Domain (Su): When determining the effects of your domain's granted powers, you're considered 4 levels higher. This increases the effects of powers you have access to, but doesn't grant you powers at a lower level than normal. Once per day, you can expend one use of mythic power as a standard action to regain the use of all your domain granted powers as if you had rested for 8 hours. If you're an oracle, all aspects of this ability apply to your revelations instead of to domain granted powers. You must have the domain class feature or mystery class feature to select this ability.

Mythic Wild Shape (Su): Choose one form you can take using wild shape. Using wild shape to take this form doesn't count against your daily uses of wild shape. You can select this ability multiple times. Each time you select it, choose another form to not count against your daily uses of wild shape. You must have the wild shape class feature to select this ability.

Overflowing Grace (Su): When you heal a creature with positive energy (such as by channeling positive energy to heal the living, using cure spells, or using lay on hands),

any affected creature at full hit points (whether already at full hit points or healed to full hit points by your channeled energy) gains a +1 sacred bonus on attack rolls, skill checks, ability checks, and saving throws for 1 minute. If you channel negative energy to heal undead, this is a profane bonus rather than a sacred bonus.

Pack Wild Shape (Su): Whenever you use the wild shape class feature, you can also transform allies when you change shape. When you use wild shape, you can expend one use of mythic power to select a number of willing allies equal to your tier. These allies take the same animal form as you do, with the same abilities as yours. Divide the duration of that use of wild shape evenly (rounded down) among yourself and the affected allies. The transformation ends for everyone when you return to your normal form or use wild shape again. An ally can end its own transformation early as a standard action without affecting the duration for you or other allies. You must have the wild shape class feature to select this ability.

Plantbringer (Su): All plants within a 1-mile radius of you grow at double their normal rate and don't suffer from any diseases or maladies. Furthermore, allied plant creatures within 30 feet of you gain fast healing equal to your tier. If you use *plant shape* or wild shape to take the form of a plant, you gain this fast healing in plant form.

Relentless Healing (Su): You can restore life to the recently dead. If a creature has died within 1 round, as a free action you can expend one use of mythic power to apply healing magic to that creature. This healing can be from a spell or effect you cause or from a magic item you wield. If this healing brings the creature's hit points above the threshold for death, it comes back to life and stabilizes at its new hit point total (similar to the way *breath of life* functions); otherwise, it remains dead. Alternatively, you can expend two uses of mythic power on a dead creature that would have the ability to magically heal itself if it were alive (such as a dead cleric with a prepared *cure light wounds* spell) in order to trigger the most powerful healing magic it knows or has prepared. If this brings the creature's hit points above its death threshold, it returns to life.

Sustained by Faith (Su): You require no food, water, or sleep. If you have abilities or class features that require rest before they can be regained, you can choose to regain them once per day by spending 1 hour in uninterrupted meditation. If you are 3rd tier or higher, you can expend one use of mythic power in order to also not need to breathe for 24 hours.

Symbol of the Holy (Su): As a standard action, you can create a wooden holy symbol dedicated to your deity. If it ever leaves your possession, it fades away after 1 hour. Whenever you use this holy symbol as a divine focus when casting a spell, you don't need to have any other material

component, unless that component costs more than 50 gp per tier you possess.

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

Water of Life (Su): Any potions you consume have the maximum effect, as if they were created using the Maximize Spell feat. You can quickly create a temporary potion by casting a spell into a pint of water. The spell must be a valid choice for the Brew Potion feat and have a spell level no higher than your tier. The targeted liquid becomes a potion of that spell. If not consumed, the temporary potion reverts to normal water after 1 hour per tier.

3rd-Tier Hierophant Path Abilities

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

Abundant Healing (Su): When you use a spell or class ability to heal a creature's hit point damage, you can apply excess healing (over the target's full hit points) to one ally adjacent to you. You can continue to apply excess healing to other adjacent allies until no injured allies are adjacent or you run out of excess healing. For example, if you could cure 40 points of damage with your *cure critical wounds* spell and the target has taken only 20 points of damage, you can apply the remaining 20 points of healing to an adjacent ally; if that second ally has taken only 15 points of damage, you can apply the remaining 5 points of healing to another adjacent ally.

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

Animal Friend (Ex): If you have the wild empathy ability, you can use it as a free action once per round. If you don't

have that ability, you can instead attempt Diplomacy checks (with a –8 penalty) to improve the attitude of animals as if they were intelligent creatures. Add your tier to wild empathy or Diplomacy checks to influence animals.

Blessed Companion (Su): Select one animal companion, eidolon, familiar, or bonded mount. It gains DR 5/epic. This ability can be taken a second time at 6th tier or higher and a third time at 9th tier or higher. Each additional time it's taken, the DR increases by 5.

Divine Metamastery (Su): As a swift action, you can expend one use of mythic power and pick any one metamagic feat you know that increases the slot level of the spell by 0 levels or 1 level. For the next 10 rounds, you can apply this metamagic feat to any divine spell you cast without increasing the spell slot used or casting time. You can also use this ability on a divine spell cast from a scroll, staff, or wand. You can't have more than one use of this ability active at a time. If you use this ability again, any

previous use immediately ends (though any metamagic effects on spells already cast remain). You can select this ability more than once. Each time you select it, the maximum spell slot level increase of the metamagic feat goes up by 1 to a maximum of 4.

Divine Potency (Su): Choose one of your divine spellcasting classes. You gain four bonus 1st-level divine spell slots for that class (like the bonus spells gained from a high ability score). This doesn't change your number of spells known. You can select this ability more than once. If you choose the same divine spellcasting class a second time, you gain four bonus 2nd-level spell slots; if you choose it again, you gain 3rd-level slots for choosing it a third time, and so on. This ability can't grant you bonus spells for a spell level that you don't have the ability to cast.

Domain Immunity (Su): You don't take damage or suffer harmful effects from spells on your domain spell list, even ones you aren't of a high enough level to cast. If you're targeted by any of these spells, as an immediate action you can expend one use of mythic power to turn the spell back upon the original caster as if using *spell turning*. Beneficial effects of spells on your domain spell list affect you normally. If you're an oracle, this ability applies to your mystery's bonus spells. You must have the domain class feature or mystery class feature.

Enduring Blessing (Su): Whenever you cast a spell with a duration of 10 minutes per level or longer upon one willing target, you can change that spell's duration to 24 hours. If the spell has other duration conditions, those still apply (for example, the duration of *stoneskin* changes to 24 hours or until discharged). A creature can't be subject to more than one spell affected by this ability at a time; if another is cast upon the creature, the first one ends. You can select this ability a second time at 6th tier or higher. The second time you select it, you can use it on spells with a duration of 1 minute per level or longer.

Hand of Mercy (Su): If you have the channel energy ability, you can touch a creature and expend one use of channel energy to remove a condition afflicting that creature. Each time you use this ability, you can choose one of the following conditions: dazed, fatigued, shaken, sickened, or staggered. At 6th tier, you can also choose from among the cursed, exhausted, frightened, and nauseated conditions. At 9th tier, you can also choose from among the blinded, deafened, paralyzed, and stunned conditions.

Hurling Vengeance (Su): Whenever you are wielding your deity's favored weapon or your paladin bonded weapon, you can



throw it as if it had the *returning* and *throwing* weapon special abilities. If using a paladin bonded weapon, it retains its bonded abilities when thrown this way. By expending one use of mythic power as part of a full attack, the weapon returns to you immediately after each time you throw it (instead of just before your next turn) allowing you to make your full number of attacks that round.

Life Current (Su): You are more attuned to the source of life or unlife and better able to access its power. When casting a cure or inflict spell or use a class feature that uses positive or negative energy (such as channel energy or lay on hands), treat any natural 1s on the dice rolled to heal or deal damage as 2s. You can select this ability up to four times. The second time you select it, treat natural 1s and 2s as 3s. The third time you select it, treat natural 1s, 2s, and 3s as 4s. The fourth time, treat natural 1s, 2s, 3s, and 4s as 5s.

6th-Tier Hierophant Path Abilities

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

Arcane Knowledge (Ex): You can use divine power to cast a small number of arcane spells. Choose three 1st-level spells from the sorcerer/wizard spell list or three 1st-level spells from the bard spell list. You can add those spells to your list of spells that you can prepare each day. You can select this ability up to three times. Each time you select it, you choose three more spells from the same class's spell list (sorcerer/wizard or bard), and the highest spell level you can select from increases by 1 (up to 2nd level the second time and up to 3rd level the third time). You must be a cleric or druid to select this ability.

Conduit of Divine Will (Su): Your mythic nature is directly connected to the divine. As a standard action, you can expend one use of mythic power to use channel energy, use lay on hands, or cast any one spell from your domain spell lists (as long as you can normally prepare a spell of that level). Whenever you use this ability, you also gain spell resistance equal to 10 + your tier and a +4 sacred bonus (or profane bonus if you're evil) to your AC for a number of rounds equal to your tier.

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

HIEROPHANT BUILDS

When selecting your hierophant's path abilities, consider the following themes. Each one suggests a variety of complementary path abilities, with different interpretations of what it means to be mythic champion of the divine.

Healer: You are the master of the healing arts, using your abilities to cure nearly any affliction and even raise the dead. *1st-Tier Path Abilities*—empathic healer, overflowing grace, relentless healing; *3rd-Tier Abilities*—abundant healing, hand of mercy, life current; *6th-Tier Abilities*—undying healer.

Holy Warrior: Your hierophant abilities allow you to deliver the wrath of your patron. *1st-Tier Path Abilities*—channel shockwave, heathen slayer, instrument of faith; *3rd-Tier Abilities*—alignment insight, hurling vengeance; *6th-Tier Abilities*—conduit of divine will.

Nature Servant: Your powers are drawn from nature, and you are nature's sacred implement. *1st-Tier Path Abilities*—divine guardian, mighty summons, mythic companion, mythic wild shape, pack wild shape, plantbringer, tongue of the land; *3rd-Tier Abilities*—animal friend, blessed companion; *6th-Tier Abilities*—servant of balance.

Sacred Conduit: You use your powers to call on divine power, enhancing your magic and ability to channel energy. *1st-Tier Path Abilities*—alter channel, bleed holy power, eldritch breach; *3rd-Tier Abilities*—abundant healing, divine metamastery, divine potency, enduring blessing; *6th-Tier Abilities*—conduit of divine will.

Spellcasting hierophants may also wish to take the mythic spellcasting universal path ability (see page 50).

Servant of Balance (Su): Whenever a critical hit is confirmed against you, the attack deals normal damage instead of critical damage. Other effects that trigger on a successful critical hit (such as the Blinding Critical feat, the fire damage from a critical hit with a *flaming burst* weapon, or the effects of a *vorpal* weapon) all affect you normally.

Undying Healer (Su): Whenever you fall unconscious, a ghostly image of you manifests from out of your body. Even though you're unconscious, you control this image. On your turn each round, this image can fly up to 30 feet and use your ability to lay on hands to heal, channel energy to heal, or cast any conjuration (healing) spell that you could cast. This consumes these abilities as normal. Abilities used by the image can't benefit you. This image lasts a number of rounds equal to your tier. This ability can be dispelled, using double your tier as the caster level. If you die or regain consciousness, the image immediately ends.

MARSHAL

Some are destined not only to achieve personal greatness, but also to inspire armies, rally the fallen, and bring the most out of those who follow them. The marshal is such a leader, renowned for his vision, courage, and strategic acumen. Soldiers flock to a marshal's banner for a chance to serve under such a commander, confident that his skill will see them through even the most difficult challenges.

Role: As a marshal, your abilities allow you to inspire mythic and non-mythic allies alike to greatness. In a group, you protect and push your allies to even greater acts of heroism. All the while, the powers of the marshal allow you to take the lead, help your companions, and take the fight to your enemies.

Classes: Bards, cavaliers, clerics, inquisitors, and paladins will all find a host of useful abilities in the marshal path. In fact, almost any character who assists others, both during combat and afterward, will likewise find that the path of the marshal includes a number of valuable abilities that will help in her noble endeavors.

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

TABLE 1-7: MARSHAL

Tier	Path Features
1st	Marshal's order, path ability
2nd	Path ability
3rd	Path ability
4th	Path ability
5th	Path ability
6th	Path ability
7th	Path ability
8th	Path ability
9th	Path ability
10th	Path ability, visionary commander

Marshal Features

As you gain tiers, you gain the following abilities.

Marshal's Order: Select one of the following abilities. Once chosen, it can't be changed.

Advance (Ex): As a swift action, you can expend one use of mythic power to inspire a tactical advance on the field of battle. This allows you and each of your allies within 30 feet to take either a single move action of the character's choice or a 5-foot step, as long as you or your ally has the ability to take such an action (for example, an unconscious character still can't take an action). The action granted by this ability doesn't count toward the number or type of actions a creature is allowed to take on its turn.

Decisive Strike (Su): As a swift action, you can expend one use of mythic power to give one ally within 30 feet the

ability to immediately make a single melee or ranged attack on your turn. Add your tier as a bonus on the attack roll. The damage dealt by this attack bypasses all damage reduction. This attack doesn't count toward the ally's actions on its turn.

Rally (Su): As a swift action, you can expend one use of mythic power to rally your allies. This gives you and each of your allies within 30 feet the option to reroll any one d20 roll after the roll is made. The granted reroll must be used before the beginning of your next turn, and the creature must take the result of the reroll, even if it is lower.

Path Ability: At 1st tier and every tier thereafter, select one new path ability from the marshal path abilities lists or from the universal path abilities lists (see page 50). Once you select an ability, it can't be changed. Unless otherwise noted, each ability can be selected only once. Some abilities have requirements, such as a class ability or minimum mythic tier, that you must meet before you select them.

Visionary Commander (Su): At 10th tier, whenever you or an ally within 30 feet rolls an initiative check, roll twice and take either result. If the first round of combat is a surprise round, you and all allies within 30 feet at the start of the combat can take a full round's worth of actions instead of just a move or standard action. Once per round, when you or an ally within 30 feet scores a critical hit against a mythic creature, you regain one use of mythic power.

1st-Tier Marshal Path Abilities

You can select these path abilities at any tier.

Additional Order (Ex): You learn an additional marshal's order ability. You can select this ability twice.

Assured Skill (Ex): In times of need, you're virtually assured success when using skills. As a free action before you attempt a skill check, you can expend one use of mythic power to roll that skill check twice, take the higher result, and add your tier to the total.

Clarion Call (Ex): You bestow your wrath on your allies. As a swift action, you can expend one use of mythic power to grant all allies within 30 feet the benefits of your active smite or challenge ability, directed at the same opponent you're targeting with that ability. Only the constant effects from the smite or challenge are conferred with this ability, not the ones you can use only once. This ability lasts a number of rounds equal to your tier or until either the combat ends or the subject of the smite or challenge is dead or unconscious.

Deadly Guidance (Ex): You are able to point out the weak points in an enemy's defenses, and your allies benefit from your tactical insight. As a swift action, you can expend one use of mythic power to designate a

single opponent within 30 feet of you. All allies within 30 feet of that opponent gain the sneak attack ability when attacking it, and can thus deal +1d6 points of damage when flanking that opponent or when the opponent is otherwise denied its Dexterity bonus to AC. This sneak attack damage stacks with sneak attack damage from other sources. This ability lasts a number of rounds equal to half your tier (minimum 1). You can take this ability up to four times. Each time you take it, the sneak attack damage from this ability increases by 1d6.

Directed Assault (Ex): By finding a gap in your enemy's defenses, you allow your allies to take advantage of your discovery. When you confirm a critical hit with a melee or ranged weapon against an opponent, allies within 30 feet of that opponent add your tier to their critical confirmation rolls against that opponent. This bonus lasts for a number of rounds equal to your tier. During this duration, you can expend one use of mythic power to convert an ally's successful attack into a critical threat. The ally must be within 30 feet, and can also gain the bonus to its confirmation roll. Only one opponent can be the focus of your directed assault at a time. If you confirm a critical hit against another creature, you may make it the new focus (immediately ending the previous focus) or maintain the current focus.

Distracting Assailant (Ex): You make a barrage of attacks and quick feints that are so distracting your opponent loses focus against all other assailants. Whenever you successfully strike a foe with a melee weapon or natural attack, you can expend one use of mythic power as a swift action. For 1 round, that opponent loses its Dexterity bonus to AC on all attacks against it other than yours. While this ability is in effect, any allies who flank that foe gain a +4 bonus on attack rolls against it, instead of the normal +2. While the opponent is affected by this ability, each time you hit it, the duration increases by 1 round. This effect automatically ends if your turn ends and the target is not within your melee reach.

Focus (Su): Your mighty and inspiring presence enhances the power of your companions' heroic surges. Whenever a mythic ally that is within 30 feet uses the surge ability, it rolls its bonus die twice and takes the higher result.

Granted Stride (Ex): Your mythic grace means that you and your allies easily pass through undergrowth at full speed. Allies within 30 feet of you gain the benefits of woodland stride (as the ranger class feature), as long as they can see and hear you. As a swift action, you can expend one use of mythic power to allow allies within 30 feet to ignore naturally occurring difficult terrain in any of your favored terrains for 1 minute per tier. You must have the woodland stride and favored terrain class features to select this ability.

Greater Surge (Su): Your surge is more powerful than most. Treat your tier as if it were 3 higher for the purpose of determining your mythic surge die (maximum 10th tier). When you gain your 10th tier, your surge die becomes 2d8.

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

Heroic Block (Ex): With surprising speed, you can leap to an ally's defense. When a opponent makes a melee attack against one of your allies, you can expend one use of mythic power as an immediate action to move up to double your speed or take a 5-foot step. You must end this movement adjacent to the attacking opponent. When



you end this movement, you can immediately use the aid another action to grant a bonus to your ally's AC (*Core Rulebook* 197). This bonus is applied before the opponent's triggering attack. These actions don't count against your actions this turn.

Inspire Minions (Ex): When you use a spell, a bardic performance, or another class feature to grant a morale or competence bonus, the bonus increases by 2 for creatures with at least 4 Hit Dice fewer than you. For example, if you're a 6th-level bard using inspire courage, creatures with 2 Hit Dice or fewer receive a +4 morale bonus on fear saves and a +4 competence bonus on attack and weapon damage rolls instead of +2.



Inspired Defense (Ex): Whenever you use bardic performance to inspire courage, the competence bonus against charm and fear effects instead applies to all saving throws. If you expend one use of mythic power when you start a bardic performance to inspire courage, you add your tier to this bonus.

Inspiring Surge (Ex): Your surge inspires non-mythic allies to greater acts of martial daring. Each time you use your surge ability, each non-mythic ally within 30 feet gains a +1 bonus on attack rolls and damage rolls for the next weapon attack it makes before the start of your next turn. An ally must be able to see and hear you to gain the bonus. You can take this ability up to three times. When you take it the second time, the bonus on attack and damage rolls increases to a number equal to half your tier. When you take it a third time, the bonus on attack and damage rolls increases to a number equal to your tier instead of half your tier.

Lend Power (Su): You are an invaluable asset to your comrades. As an immediate action, you can expend one use of mythic power or your confidence ability (see page 42) to grant the benefit of your surge ability to a mythic ally within 30 feet. The ally uses your surge die.

Lightning Performance (Ex): Your tongue is as quick as any blade. You can start a bardic performance as a swift action instead of a standard action. If you expend one use of mythic power, you can instead start a bardic performance as a free action.

Loyalty (Ex): You gain Leadership as a bonus feat. If you already have the Leadership feat (or if you take it at a later level), add your tier to your Leadership score. Whenever you use your marshal's order ability and your cohort is within 100 feet, you can include your cohort as an additional ally affected by your order.

Menacing Presence (Su): Something about you puts others on edge. You can attempt an Intimidate check to influence a creature's attitude as full-round action instead of it taking 1 minute. In combat, you can attempt an Intimidate check to demoralize an opponent as a move action. If you expend one use of mythic power, you can attempt to use Intimidate to demoralize all enemies within 30 feet as a standard action, or as a move action if using the Dazzling Display feat (*Core Rulebook* 120).

Mythic Fascination (Su): When you use the fascinate or suggestion bardic performance ability, non-mythic creatures take a penalty on their saving throws against it equal to half your tier. If you expend one use of mythic power when you activate the performance, the penalty also applies to mythic creatures.

Painful Gambit (Ex): Facing off against you is never a safe option when your allies stand beside you. When you are hit by an attack of opportunity, you can expend one use of mythic power as an immediate action to allow all

of your allies to make an attack of opportunity against the creature that attacked you if it's within their melee reach.

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

Persuasive Countenance (Su): Whenever you encounter a creature whose attitude is at least indifferent to you, treat its attitude as one step better. If the creature's starting attitude is helpful, you can make requests of the creature with a +5 bonus on your Diplomacy or Intimidate check.

Press the Advantage (Ex): When an ally seriously harms a foe, you seize the moment. When an ally within 30 feet confirms a critical hit against a creature you threaten, the target of the critical hit provokes an attack of opportunity from you. If you hit with your attack of opportunity, all of your allies gain a +2 bonus on attack rolls against that creature for 1 round.

Resurging Words (Su): Using the power of your mythic presence, you spur on allies even when all seems lost. Using this ability takes 10 uninterrupted minutes, during which time you give a stirring speech to all allies within 30 feet of you. If you expend one use of mythic power at the end of the speech, your allies gain a number of temporary hit points equal to your tier plus your Charisma modifier, and a bonus on saving throws against fear equal to half your tier (minimum 1). Any ally who currently has 1/4 of its full hit points or fewer gains twice as many temporary hit points from this ability. The temporary hit points and saving throw bonus last for 24 hours. Allies can benefit from this ability only once every 24 hours.

Rise Up (Su): Your allies draw strength from your courage and leadership. As a standard action, you can expend one use of mythic power to grant all of your non-mythic allies within 30 feet one use of the surge ability, using your surge die. This surge must be used within a number of rounds equal to your tier. An ally can benefit from this ability only once every 24 hours.

Shout of Defiance (Su): You can channel holy energy into a righteous shout of defiance. As a standard action, you can expend one use of mythic power and one use of either channel energy or lay on hands to create a 100-foot spread of healing energy. All allies within this spread heal a number of hit points equal to 1d6 plus double your tier. If this brings an ally from negative hit points to 0 hit points or more, the ally can immediately stand up from prone without provoking an attack of opportunity.

Smiting Aura (Su): Whenever you use your smite evil ability, you can expend one use of your mythic power to create a 20-foot-radius aura centered on you that lasts for a number of rounds equal to your tier. Any evil creature that starts its turn in or moves into this area takes a number of points of damage equal to your tier. This

damage comes from holy power, and is not affected by damage reduction or energy resistance. You must have the smite evil class ability to select this ability.

Stand Tall (Su): Before you attempt a saving throw against a spell or effect that also targets one or more allies within 30 feet, you can expend one use of mythic power as an immediate action to allow your allies to use your saving throw result or their own, whichever is higher.

Tactical Genius (Su): You gain a bonus teamwork feat. You must meet all prerequisites for the feat. Any ally within 30 feet of you counts as having that teamwork feat for the purposes of you gaining bonuses from the feat (the ally doesn't gain the bonus unless it actually has the feat). At the start of each day, you can spend 10 minutes and expend one use of mythic power to replace this teamwork feat with any other teamwork feat you qualify for. You can select this ability up to three times. Each time, you gain an additional bonus teamwork feat. If you have selected this ability more than once, at the start of each day you can replace any number of teamwork feats this ability grants you, spending time and uses of mythic power for each feat you replace.

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

3rd-Tier Marshal Path Abilities

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

Aura of Perseverance (Ex): Your leadership keeps your allies going even when they're at death's door. Allies within 30 feet of you don't become unconscious or disabled when reduced to 0 hit points or fewer. As soon as you and an ally at 0 hit points or fewer are more than 30 feet apart, that ally becomes unconscious or disabled. You can expend one use of mythic power to stabilize all dying allies within 30 feet and let all allies within this range ignore the staggered condition for a number of rounds equal to your tier.

Caster's Friend (Ex): You bolster the concentration of spellcasting allies standing next to you. A spellcaster who is adjacent to you gains a bonus on concentration checks equal to your tier. Furthermore, if a spellcaster fails a concentration check while adjacent to you, as an immediate action you can expend one use of mythic power to allow that spellcaster to instead automatically succeed at that concentration check.

Commanding Presence (Ex): Your force of presence is so overwhelming that others know what you want and can comprehend what you are saying even if they don't understand the words you speak. You can use your body language and tone of voice alone to ask questions and make statements to those who don't know your language. When they answer or respond to your communications, you must

succeed at a DC 20 Sense Motive check to get the general idea of what they are saying in return. Furthermore, when you use a spell or ability with the language-dependent descriptor, you can still affect creatures that cannot understand the language you are using, but they must be able to hear you and must have an Intelligence score of 1 or higher.

Confidence (Su): You can draw upon a deep reserve of confidence in times of need. You can call on confidence three times per day to use the surge mythic ability without expending one use of mythic power. You can select this ability up to three times. Each additional time you select it, you gain three additional uses of confidence per day.

Demagogue (Su): You have an unnatural ability to call and sway crowds with your commanding presence and flawless rhetoric. When in a small town or larger settlement, you can expend one use of mythic power to gather a crowd (*Core Rulebook* 436). Doing so takes 4d10 minutes. Add your tier to your Charisma bonus and then multiply the sum by 5 to determine how many creatures are in the crowd (as long as the settlement has a sufficient population to provide a crowd of that size, as determined by the GM). For example, a 4th-tier marshal with a +6 bonus to Charisma could gather as many as 50 creatures. The crowd remains for 1 hour, and you gain a +10 competence bonus on Diplomacy and Intimidate checks to direct the crowd. You can expend another use of mythic power to extend the effect for another hour. This is a language-dependent effect.

Dispel Fear (Su): You can rally your allies and relieve their fear. As a swift action, you can expend one use of mythic power to either end all fear effects affecting allies within 30 feet of you, or end all fear effects on one ally within line of sight who can clearly see you and hear you.

Flexible Confidence (Ex): Your resolve is more useful than others'. You can expend the uses of your confidence ability as uses of mythic power for the purposes of your marshal path abilities.

Glorious Charge (Ex): You call your allies to make a coordinated charge at the same time. As an immediate action when you start a charge, you can expend one use of mythic power and allow an ally to charge immediately after your charge is complete. You can expend additional uses, allowing one more ally to charge per use spent. An ally's charge doesn't count toward the number of actions it can take on its next turn.

Master of Mercy (Su): Your touch provides great relief. If you have the mercy class feature, when you lay on hands, you can expend one use of mythic power to apply all the mercies of your level or lower instead of just the mercies you've selected. If you don't have the mercy class feature, you can expend one use of mythic power as a standard action to remove a single condition from a

creature you touch, using your tier as your paladin level to determine what mercies are available to you. You can select a different mercy each time you use this ability.

Master of Shadows (Ex): You are a master of moving unseen and unheard, and adept at guiding others in quiet and undetected movement. When you or any ally within 30 feet attempts Stealth checks, each of you rolls twice and takes the higher result. As a swift action, you can expend one use of mythic power to add your tier to one ally's next Stealth check. The ally must be within 30 feet and the check must occur within the next minute.

Mythic Bond (Ex): Your hunter's bond ability is more powerful than most. If your bond is with an animal, that animal gains half your favored enemy bonuses. If your hunter's bond is with your companions, you can activate the bond as a swift action, granting your allies your full favored enemy bonus instead of just half.

Shared Alertness (Ex): Your presence and guidance allow others to avoid traps and other dangers. Allies within 30 feet of you that can clearly see and hear you gain your trap sense ability. If you have evasion or improved evasion, you can expend one use of your mythic power as an immediate action to grant that ability to one ally within 30 feet until the beginning of your next turn.

Shatter Resilience (Ex): You can channel your mythic power through your strike to lower your target's damage reduction. When you hit a creature that has DR, you can expend one use of mythic power as part of the attack to lower the target's DR by an amount equal to your tier (to a minimum of 0) for 1 minute. Multiple uses of this ability on the same creature don't stack.

Words of Hope (Su): As a standard action, you can expend one use of mythic power to inspire allies within a 30-foot radius, granting each of them the ability to roll twice and take the higher result on one attack roll, saving throw, skill check, or ability check. An ally can use this ability once per round for a number of rounds equal to half your tier, and must choose whether to roll twice before rolling the die. This is a language-dependent emotion effect.

6th-Tier Marshal Path Abilities

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

Beacon of Hope (Su): You radiate a supernatural aura that fills your allies with hope and resolve. All allies within 30 feet gain a +2 morale bonus against fear and emotion effects, and a +4 bonus on stabilization checks. Furthermore, each time one of these allies is subject to a healing spell or effect, it heals a number of additional hit points equal to your tier. Once per day as a standard action, you can expend one use of mythic power and end this aura to heal all allies within 30 feet of an amount of damage equal to 1d6 hit points per tier you possess. If dismissed, the aura automatically reactivates 24 hours later.

Castigate (Su): While your words can soothe and aid your friends, they are equally adept at assaulting your foes. As a swift action, you can expend one use of mythic power to unleash a scathing verbal assault that demoralizes all opponents within 30 feet for 1 minute, as if you had successfully used the Intimidate skill. These opponents must be able to clearly see and hear you, but this ability is not language dependent.

Fight On (Su): With an order or a determined look, you spur a wounded ally to keep fighting. As an immediate action, you can expend one use of mythic power to allow a creature other than yourself that is reduced to fewer than 0 hit points to remain conscious and alive. The creature can't die from hit point damage until after the start of your next turn. You can extend this effect for 1 round at the start of your next turn by expending another use of mythic power as a free action. Though the creature can't be killed by hit point damage, any damage it takes still applies to its current hit points. When this ability's effect ends, the creature falls unconscious or dies if its current hit points or other circumstances would otherwise cause it to do so. The creature must be within 30 feet for you to start or extend this effect.

Inspiring Assault (Su): As a swift action, you can expend one use of mythic power to inspire your allies to greatness in combat. Once per turn as a free action, each of your allies can either move up to its speed or make one melee or ranged attack at its full base attack bonus. These actions don't count against its actions for the turn. Once activated, this ability lasts a number of rounds equal to your tier, but immediately ends if you don't damage an opponent with an attack or spell on your turn. This ability doesn't stack with *haste* or similar effects. An ally must be within 30 feet of you at the start of its turn to benefit from this ability.

Surge of Inspiration (Su): Your very presence pushes those around you to be their very best. As an immediate action, when an ally within line of sight misses with an attack or fails a saving throw, you can expend one use of mythic power or your confidence ability to grant the ally the benefits of your surge ability on that attack roll or saving throw. The ally uses your surge die, and can apply the bonus after the result is revealed, possibly turning a failure into a success.

Unswerving Loyalty (Su): You are a bastion of strength and resolve, and you possess the ability to protect your mind from even the most powerful charms and compulsions. You gain immunity to non-mythic mind-affecting effects, though you can choose to be affected by them if you wish. When subject to a mind-affecting effect from a mythic source, you can expend one use of mythic power as an immediate action to gain immunity to that effect.

MARSHAL BUILDS

When selecting your marshal's path abilities, you may wish to consider the following themes. Each one suggests a variety of complementary path abilities, with different interpretations of what it means to be mythic leader controlling the field of battle. Alternatively, you can pick a few abilities from a couple of themes to create a more well-rounded marshal.

Leader: Your marshal abilities inspire lesser warriors to greatness, focusing specifically on non-mythic characters. *1st-Tier Path Abilities*—clarion call, inspire minions, inspired defense, inspiring surge, loyalty, resurging words; *3rd-Tier Abilities*—aura of perseverance, dispel fear, words of hope; *6th-Tier Abilities*—beacon of hope, fight on.

Supporter: You quietly take all necessary steps toward victory by assisting your allies and hindering foes. *1st-Tier Path Abilities*—directed assault, heroic block, lend power, perfect aid, press the advantage; *3rd-Tier Abilities*—caster's friend, mythic bond, shared alertness; *6th-Tier Abilities*—surge of inspiration, unswerving loyalty.

Tactician: With your abilities, you can help your allies freely move about the battlefield and coordinate their attacks. *1st-Tier Path Abilities*—directed assault, granted stride, press the advantage, tactical genius; *3rd-Tier Abilities*—glorious charge, master of shadows, words of hope; *6th-Tier Abilities*—inspiring assault.

Tyrant: Your verbal assaults and tirades demand greatness from your allies and inspire fear in your enemies. *1st-Tier Path Abilities*—deadly guidance, helpful rebuke, menacing presence, mythic fascination, shout of defiance; *3rd-Tier Abilities*—demagogue; *6th-Tier Abilities*—castigate.

Warmaster: Using the abilities granted to you by the marshal path, you are a master of combat. *1st-Tier Path Abilities*—directed assault, press the advantage, smiting aura; *3rd-Tier Abilities*—aura of perseverance, confidence, glorious charge, shatter resilience, words of hope; *6th-Tier Abilities*—beacon of hope, words of valor.

Words of Valor (Su): With a mere speech, you empower your allies to take on any foe. As a standard action, you can expend two uses of mythic power to inspire all of your allies within a 30-foot radius, granting them the effects of the spell *heroism* and making them immune to fear for 1 round per tier. Each mythic creature that is affected by this ability can use its surge ability once during this duration without having to expend one use of mythic power.

TRICKSTER

Seen only when they choose to be seen, tricksters manipulate kings and peasants alike, usually without anyone sensing their influence. Characters who rely upon their skills and wit find themselves drawn to the trickster's path. The mythic power of these heroes allows them to perform tasks that most would consider impossible. They can climb any wall, swim any current, and move without being seen by even the most observant guard. When they strike at their foes, they do so with unmatched accuracy.

Role: As a trickster, your role in the party is one of deception and manipulation. You have access to a number of abilities that empower you to confound your foes, both physically and mentally. With a subtle jest or twist of phrase, you can steer entire cities and even nations to do your bidding—but should that fail, you can always rely on a dagger from the shadows.

Classes: Members of any class that relies on skills would make good tricksters, as would those who heavily utilize ranged combat or magical methods of subterfuge. The alchemist, bard, and rogue all have a number of abilities that fit well with the trickster. Gunslingers, monks, and rangers will also find that the trickster has more than a few interesting options.

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

TABLE 1-8: TRICKSTER

Tier	Path Features
1st	Path ability, trickster attack
2nd	Path ability
3rd	Path ability
4th	Path ability
5th	Path ability
6th	Path ability
7th	Path ability
8th	Path ability
9th	Path ability
10th	Path ability, supreme trickster

Trickster Features

As you gain tiers, you gain the following abilities.

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

Deadly Throw (Ex): As a swift action, you can expend one use of mythic power to draw a thrown weapon or alchemical item and make a ranged attack with it. This attack doesn't provoke attacks of opportunity. When making a deadly throw, roll twice for the attack, take the higher result, and add your tier to the roll. If the attack misses, the weapon

or alchemical item lands adjacent to the target, regardless of the range.

Fleet Charge (Ex): As a swift action, you can expend one use of mythic power to move up to your speed. At any point during this movement, you can make a single melee or ranged attack at your highest attack bonus, adding your tier to the attack roll. This is in addition to any other attacks you make this round. Damage from this attack bypasses all damage reduction.

Surprise Strike (Ex): As a swift action, you can expend one use of mythic power to make a melee attack or ranged attack against a target within 30 feet, in addition to any other attacks you make this round. When you make a surprise strike, the target is considered flat-footed regardless of any class features or abilities it might have, and you add your tier to the attack roll. Damage from this attack bypasses damage reduction.

Path Ability: At 1st tier and every tier thereafter, select one new path ability from the trickster path abilities lists or from the universal path abilities lists (see page 50). Once you select an ability, it can't be changed. Unless otherwise noted, each ability can be selected only once. Some abilities have requirements, such as a class ability or minimum mythic tier, that you must meet before you select them.

Supreme Trickster (Su): At 10th tier, whenever you make an attack roll against a non-mythic foe, that foe is treated as flat-footed, even if it has abilities that prevent it from being flat-footed. Once per round when you roll a natural 20 on an opposed skill check against a mythic foe, you regain one use of mythic power.

1st-Tier Trickster Path Abilities

You can select these path abilities at any tier.

Additional Trick (Ex): You learn an additional trickster attack ability. You can select this ability twice.

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

Assured Skill (Ex): In times of need, you're virtually assured success when using skills. As a free action before you roll a skill check, you can expend one use of mythic power to roll that skill check twice, take the higher result, and add your tier to the total.

Astounding Disable (Ex): Whenever you use Disable Device to disarm a trap or open a lock, doing so is only a move action and doesn't provoke attacks of opportunity.

Clown (Su): As a standard action, you can expend one use of mythic power to make one creature laugh uncontrollably, as the *hideous laughter* spell. The saving throw against this effect is equal to 10 + your tier + your Charisma modifier. If you aren't in combat when you use

this ability, it can affect any number of creatures in a burst with a radius of 10 feet per tier.

Combat Trickery (Ex): Through buffoonery and deceit, you can trick opponents into moving where you want them. You can make a single combat maneuver check using your Bluff check modifier in place of your CMB. Apply the result of this check to all adjacent opponents, and resolve it for each enemy independently as a bull rush, drag, or reposition combat maneuver. For example, if facing three opponents, you can roll one check and attempt to bull rush the first, drag the second, and reposition the third.

Control the Mindless (Su): You can gain control over mindless constructs and undead. Using this ability is a standard action, and requires you to make a Knowledge check against the target's CMD. Use a Knowledge (arcana) check against a mindless construct, or a Knowledge (religion) check against a mindless undead. If your check equals or exceeds the creature's CMD, you can give the creature an order that lasts up to 1 round. For every 5 by which you beat the DC, your control lasts 1 additional round. The creature's creator or controller can't regain control during this time unless it also uses this ability. If you expend one use of mythic power when attempting to use this ability, the duration of your control increases from rounds to an equal number of minutes.

Crime Spree (Su): As a standard action when not in combat, you can attempt two Sleight of Hand checks to take items from other creatures, but you take a -5 penalty on each check. As a standard action in combat, you can expend one use of mythic power to attempt a steal combat maneuver check against each creature within your reach that you choose, without provoking attacks of opportunity.

Deadly Dodge (Ex): As a swift action, you can expend one use of mythic power to gain a +4 dodge bonus to your AC until the start of your next turn. During this time, whenever a creature misses on a melee attack against you, it provokes an attack of opportunity from you. You can choose to either take this attack of opportunity or force that creature to reroll the attack and change the target to a creature of your choice that is adjacent to you and within the attacker's reach. This reroll uses the same modifiers as the initial attack roll.

Defensive Move (Ex): Once per round, you can designate one opponent. Unless you attempt to move through that opponent's space, your movement (including standing up from a prone position) doesn't provoke attacks of opportunity from that opponent. If you move through the opponent's space, you can still attempt an Acrobatics check to do so without provoking an attack of opportunity. You can take this ability more than once. Each additional time you select it, you can designate one additional opponent when you move.

Enhance Magic Items (Ex): Your mythic presence enhances the power of certain magic items. Add half your tier to the caster level of potions, scrolls, staves, and wands you use. When using a staff or wand, you may activate the item by expending one use of mythic power instead of one of the item's charges.

Ghostly Performance (Su): Whenever you use bardic performance, you don't need to spend an action to maintain the effect. This means you can maintain the performance if paralyzed or stunned, although it still ends if you are unconscious or dead. You must still expend rounds of bardic performance to continue the effect. Once you start a performance, its effect continues whether or not



the subjects can perceive you or the performance. When the performance ends, its effects linger for a number of rounds equal to your tier. This extended duration stacks with any other abilities that extend the duration of your performance, such as Lingering Performance. This ability doesn't change how many active performances you can have at once.

Impeccable Balance (Ex): Even the smallest of handholds and outcroppings are more than sufficient for your purposes. You automatically succeed at all Acrobatics checks to walk along narrow ledges. Your Acrobatics checks never take a penalty because of obstructed, slippery, sloped, or unsteady surfaces, and you can move at full speed across such surfaces with no penalty. You also gain a +10 bonus to CMD against trip attacks.

Improbable Prestidigitation (Su): You can attempt a Sleight of Hand check to hide or retrieve objects in a personal extradimensional space, similar to a *glove of storing*. You can take 10 or 20 on this check, and the space can hold up to 1 cubic foot of material per tier. An item the size of a potion or dagger can be stored or retrieved with a successful DC 20 Sleight of Hand check; the DC increases to 25 for an item roughly the size of a one-handed weapon. Storing an item is a swift action, and retrieving it is a move action. As a swift action, you can expend one use of mythic power to retrieve any number of items from your extradimensional space.

Inspire Minions (Ex): When you use a spell, a bardic performance, or another class feature to grant a morale or competence bonus, the bonus increases by 2 for creatures with at least 4 Hit Dice fewer than you. For example, if you're a 6th-level bard using inspire courage, creatures with 2 Hit Dice or fewer receive a +4 morale bonus on fear saves and a +4 competence bonus on attack and weapon damage rolls instead of +2.

Master Dilettante (Ex): You are passingly familiar with almost every subject and have dabbled in numerous fields and activities. You gain a competence bonus equal to your tier on all untrained skill checks. You can attempt all skill checks untrained, even if the skill normally cannot be used untrained.

Master of Escape (Su): You can use the Escape Artist skill to break free from spells and magical effects that limit your movement or actions. While you're subject to a spell or effect that gives you the entangled, grappled, paralyzed, pinned, staggered, or stunned condition, once per round as a free action, you can attempt an Escape Artist check to end the condition. The DC for this check is equal to the save DC of the spell or effect that caused the condition. If you succeed, you end one such condition on yourself (your choice), though this doesn't make you immune to similar effects from the same source (such as moving through *black tentacles* or *web*). If the spell or effect

doesn't allow a saving throw, you can't use this ability to overcome it.

Nimble Glide (Ex): Whenever you fall, you don't take any damage and you land on your feet. When using this ability, you fall at a rate of 150 feet per round, and can move up to 5 feet horizontally for every 10 feet you fall.

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

Path Dabbling (Su): Select one path ability from another mythic path. You must meet any other requirements that path ability has, including a minimum tier restriction.

Persuasive Countenance (Su): Whenever you encounter a creature whose attitude is at least indifferent to you, treat its attitude as one step better. If the creature's starting attitude is helpful, you can make requests of the creature with a +5 bonus on your Diplomacy or Intimidate check.

Ranged Disable (Ex): As a standard action, you can use a thrown weapon or reach weapon to attempt a Disable Device check to disable a device. If you're using a thrown weapon, the range of this ability is 30 feet; otherwise, it's your reach with the reach weapon. You take a -5 penalty on the check and can't take 10 on the check, even if you have an ability that would normally allow you to do so. If you expend one use of mythic power, you ignore the -5 penalty and can attempt the check in place of an attack (such as if making a full attack or attack of opportunity).

Ricochet (Ex): Whenever a creature has cover from your ranged attack, you can deflect the shot off a nearby surface, treating that surface as the origin point of the attack to determine whether the target receives a cover bonus to its AC. You can use this ability to attack a creature with total concealment from you if you know what square it occupies, but the attack still has a 50% miss chance.

Shadow Stealth (Ex): Whenever you're in darkness, you can move at full speed within that area without taking a penalty on Stealth checks. As a move action, you can expend one use of mythic power to teleport from one area of darkness to another within 100 feet as if using *greater teleport*. You must have line of effect to the destination.

Subtle Magic (Ex): Whenever you cast a spell or activate a spell trigger or spell completion magic item, you can attempt a Bluff skill check opposed by a Sense

Motive check from anyone that can see you. Those who fail the opposed check don't know that you cast a spell or activated an item unless it has an obvious effect that emanates from you. In addition, the magical auras of magical effects on you and magic items you carry (except for artifacts) can't be detected.

Supreme Stealth (Ex): Choose one of the following senses: blindsight, scent, or tremorsense. A creature using the chosen sense can't automatically detect you, and must succeed at Perception checks as normal to do so. If you choose blindsight, this ability also affects blindsense. You can select this ability up to three times, each time choosing a different sense.

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

Thwart Detection (Su): You can bypass magical constructs, spells, and traps that are meant to allow only certain creatures to move or act within their range. This includes constructs, spells, and traps that can be bypassed with a password as well as those that can be programmed to exclude specific creatures based on type or other physical characteristics (such as *alarm*, *forbiddance*, *glyph of warding*, and *symbol of death*). You must be aware of the construct, spell, or trap's existence, though not necessarily its specific parameters, for this ability to function. For instance, you can't bypass a trap you haven't noticed. You can fool a mindless construct if it was programmed to allow certain creatures to enter its area without provoking a response, but not if it was ordered to prevent anyone from entering with no exceptions. If you expend one use of mythic power for each effect, you can bring with you a number of allies equal to your tier. They must remain within 10 feet of you until out of range of the bypassed effect.

Titan's Bane (Ex): You can move through the space of any creature two or more size categories larger than you without provoking attacks of opportunity, and you can share such a creature's space. When sharing a larger opponent's space, you gain cover against all melee and ranged attacks it makes, and it is considered flat-footed for the purposes of any melee or ranged attacks you make against it.

Transfer Magic (Su): Your mythic nature allows you to take magic from others as easily as you could take their gold. By expending one use of mythic power as a standard action, you can make a melee touch attack to transfer an active magical effect from a target creature to you. If you

succeed, the highest-level effect on the target transfers to you (determine randomly if the target has multiple effects with the same level), ending the effect for the target and continuing it on you with the remaining duration as if you were the original target. You may end the effect on yourself as a standard action; this doesn't cause it to revert to the original target. If the transferred magic can't affect you (for example, if it doesn't affect creatures of your type), it ends immediately as if dispelled. You can't use this ability to transfer continuous bonuses from magic items, such as an armor bonus from *bracers of armor*.

Trap Taker (Ex): You can use the Use Magic Device skill instead of Disable Device to disable magical traps. If your Use Magic Device check overcomes the DC to disable the trap by 5 or more, you can instead leave the trap in place, but change it so that you and your allies can bypass it. You can also alter the trap so the original creator and any creatures he might have designated as safe instead set off the trap. If you expend one use of mythic power when altering a trap in this way, you can move the trap to any point within 100 feet that is in line of sight.

Treacherous Critical (Ex): When you score a critical threat, you can attempt a free combat maneuver check instead of dealing extra damage. If you do, attempt your confirmation roll as normal and add your tier to the result. If the result is equal to or greater than your opponent's CMD, the attack deals damage as normal and you can attempt a free dirty trick, disarm, reposition, or trip combat maneuver check against that opponent, using the confirmation roll as your combat maneuver check for the purpose of determining the effects of the maneuver.

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

Wall Run (Ex): When you move, you can travel across vertical surfaces as if they were floors. If your movement doesn't end on a horizontal surface, you fall at the end of your move unless you are able to remain in place using another ability (such as using the Climb skill to cling to a handhold). The vertical surface must be capable of supporting your weight—for example, you couldn't move across a windowpane or curtain.

3rd-Tier Trickster Path Abilities

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

Combat Saboteur (Ex): You can sabotage an opponent's gear with a simple touch. This sabotage is a sunder combat maneuver that doesn't provoke attacks of opportunity. Add your tier to your CMB when attempting this maneuver. If you succeed, you can give the broken condition to a single item the opponent is wielding or carrying. This attack doesn't deal any damage to the object. The condition can

be removed by spending 1 minute undoing the sabotage, or instantaneously with *mending* or a similar spell.

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

Fickle Attack (Ex): Whenever you roll damage for a melee or ranged attack with a weapon or alchemical item, you can treat any natural 1s on the damage dice as if they were the highest possible number on those dice. You can select this ability up to three times. The second time you select it, treat 1s and 2s as the highest value. The third time, treat 1s, 2s, and 3s as the highest value.

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

Mirror Dodge (Su): When hit by a melee or ranged attack, you can expend one use of mythic power as an immediate action to replace yourself with an illusory duplicate and teleport to any open square within 30 feet of your current position. You take no damage from this attack, which instead destroys your illusory duplicate (similar to *mirror image*). Using this ability requires a line of effect to the teleportation target square.

Perfect Lie (Ex): When telling a lie, you can expend one use of mythic power to make the lie indiscernible from the truth by both Sense Motive and magic. Obvious proof of your falsehood still reveals the lie for what it is, but in absence of proof, those who hear your lie believe it.

Perfect Mimic (Su): You can use the Disguise skill as a full-round action. When you attempt to impersonate a specific person, those familiar with the individual receive only half the normal bonus from familiarity to see through your disguise. If you expend one use of mythic power when creating a disguise to impersonate an individual, you can read that creature's mind as if using *detect thoughts* with a range of 1 mile. This allows you to better mimic the individual, granting you a further +10 bonus on opposed Disguise skill checks.

The target of your impersonation receives a Will saving throw (DC 10 + your tier + your Charisma modifier) to negate the *detect thoughts* aspect of this ability.

Sardonic Wit (Su): You know exactly when to lighten the mood and help shake off the doldrums. As a move action, you can expend one use of mythic power to remove a single mind-affecting effect from one creature within 30 feet. This ability doesn't work on effects with an instantaneous or permanent duration.

Vanishing Move (Su): When you wish to not be seen, you aren't. As a swift action, you can make yourself invisible until the end of your turn. This effect ends if you do anything other than move. If you expend one use of mythic power when using this ability, it instead acts as *greater invisibility* using double your tier as your caster level.



6th-Tier Trickster Path Abilities

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

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

Enduring Elixir (Su): Whenever you drink an elixir, extract, or potion with a duration of 10 minutes per level or longer, you can change its duration to 1 day. You can have this ability in effect on only one elixir, extract, or potion at a time. Using it on a second one causes the duration of the first to revert to normal—and to end immediately if the normal duration would have expired. If you're at least 9th tier, you can select this ability a second time to have it work on extracts and potions with a duration of 1 minute or longer.

Precision Critical (Ex): Whenever you score a critical hit, double any extra precision damage dice, such as sneak attack damage. These dice are only doubled, not multiplied by the weapon's critical modifier.

Slayer's Cyclone (Ex): When you spot a breach in an enemy's defenses, you make attacks with a lethal blend of speed and precision. As a full-round action, you can make a single melee attack at your highest base attack bonus. If you hit and the target is flat-footed, deal damage as normal. You can then move and make another attack. You may continue this process until you miss, attack an opponent that isn't flat-footed, or attack an opponent you already hit this round. You can't move more than double your speed in this way in 1 round.

Steal Power (Su): By attempting a melee touch attack as a standard action, you can try to steal mythic power from another creature. The target must have at least one use of mythic power available. If the attack hits, attempt an opposed d20 roll against the target, adding your tier. If your total exceeds that of the target, the target loses one use of mythic power and you gain one use. You can use this ability on a given creature only once per day.

Unending Performance (Su): You can imbue an ally with power that lingers for a full day. Whenever you use a spell, bardic performance, or another class feature to grant a morale or competence bonus, you can designate any one creature affected by this bonus. The designated creature

TRICKSTER BUILDS

When selecting your trickster's path abilities, you may wish to consider the following themes. Each one suggests a variety of complementary path abilities, with different interpretations of what it means to be mythic master of surprise. Of course, having an unexpected option or two is one of the signatures of being a trickster.

Alchemical Trickster: You are skilled at using potions and elixirs to aid you in any situation. *1st-Tier Path Abilities*—assured drinker, enhance magic items, transfer magic; *3rd-Tier Abilities*—fickle attack; *6th-Tier Abilities*—enduring elixir.

Combat Trickster: While other tricksters work with subterfuge, you take a more direct approach. *1st-Tier Path Abilities*—deadly dodge, defensive move, master of escape, treacherous critical; *3rd-Tier Abilities*—fickle attack, mirror dodge; *6th-Tier Abilities*—precision critical, slayer's cyclone.

Fool: While your appearance and abilities might seem comical to others, they can be deadly to your foes. *1st-Tier Path Abilities*—clown, combat trickery, improbable prestidigitation, no one of consequence; *3rd-Tier Abilities*—combat saboteur, menacing whisper, perfect mimic, sardonic wit; *6th-Tier Abilities*—class mimic.

Lead Performer: Your skills allow you to perform with flawless artistry and impress large crowds. *1st-Tier Path Abilities*—assured skill, ghostly performance, inspire minions, persuasive countenance, subtle magic; *3rd-Tier Abilities*—critically skilled; *6th-Tier Abilities*—unending performance.

Supreme Thief: Bypassing traps, breaking locks, and stealing treasure are your areas of expertise, and few can match your skill. *1st-Tier Path Abilities*—astounding disable, crime spree, impeccable balance, nimble glide, ranged disable, thwart detection, trap taker, wall run; *3rd-Tier Abilities*—vanishing move; *6th-Tier Abilities*—steal power.

Unseen Blade: Your skills allow you to strike from the shadows, laying low even the mightiest foes before they are aware of your threatening nature. *1st-Tier Path Abilities*—deadly dodge, shadow stealth, supreme stealth, treacherous critical; *3rd-Tier Abilities*—fickle attack, vanishing move; *6th-Tier Abilities*—precision critical, slayer's cyclone.

keeps this bonus for up to 24 hours. You can have only one creature designated in this way at a time. If you designate a new creature, the bonus immediately ends for the previous target. The creature you designate must be one of the targets when you cast the spell, start the performance, or use the class feature.

UNIVERSAL PATH ABILITIES

In addition to the abilities granted to specific paths, mythic characters can select from the following path abilities when reaching a new mythic tier. These path abilities apply to all mythic characters.

1st-Tier Universal Path Abilities

You can select these path abilities at any tier.

Commune with Power (Su): You can tap into your mythic nature to seek answers to the quandaries you encounter in your adventures. Once per day, in a special ritual that requires you to spend 1 hour of uninterrupted meditation, you can commune with the source of your power. This acts as the *commune* spell, using your tier as your caster level. The source of your power may be limited in the knowledge it possesses or can deliver, as decided upon by the GM.

Display of Charisma (Su): As a free action, you can expend one use of mythic power to attempt a feat of Charisma, gaining a +20 circumstance bonus on one Charisma-based skill check or Charisma ability check.

Display of Constitution (Su): As a free action, you can expend one use of mythic power to attempt a feat of Constitution, gaining a +20 circumstance bonus on one Constitution ability check. Alternatively, you can use this ability to apply a +20 circumstance bonus to your Constitution score for a number of hours equal to your mythic tier for the purpose of making Constitution checks against heat, cold, fatigue, and exhaustion.

Display of Dexterity (Su): As a free action, you can expend one use of mythic power to attempt a feat of Dexterity, gaining a +20 circumstance bonus on one Dexterity-based skill check or Dexterity ability check.

Display of Intelligence (Su): As a free action, you can expend one use of mythic power to attempt a feat of Intelligence, gaining a +20 circumstance bonus on one Intelligence-based skill check or Intelligence ability check.

Display of Strength (Su): As a free action, you can expend one use of mythic power to attempt a feat of Strength, gaining a +20 circumstance bonus on one Strength-based skill check or Strength ability check. Alternatively, you can use this ability to apply a +20 circumstance bonus to your Strength score for a number of hours equal to your mythic tier for the purpose of determining your carrying capacity.

Display of Wisdom (Su): As a free action, you can expend one use of mythic power to attempt a feat of Wisdom, gaining a +20 circumstance bonus on one Wisdom-based skill check or Wisdom ability check.

Extra Mythic Feat (Ex): You gain an extra mythic feat. You can take this ability a number of times equal to half your mythic tier (minimum 1). Each time you do, you gain another mythic feat.

Extra Mythic Power (Su): You can call upon your mythic power two additional times per day. You can select this ability up to three times.

Legendary Item (Ex): You gain a legendary item (see page 169). This item grants a number of abilities equal to your tier (maximum 3). At 3rd tier, you can select this ability again, increasing the maximum to six abilities and causing the item to become a lesser artifact. At 6th tier, you can select this ability again, increasing the maximum to 10 abilities; the item then becomes a greater artifact.

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

Mythic Craft (Ex): When you use the Craft skill to create an item, you double the progress each check provides. In addition, you can make an item masterwork simply by paying for the cost, and don't need to increase the time to create the item or attempt additional checks. Add your tier to any skill checks associated with making magic items.

Mythic Spellcasting (Ex): You can learn a number of mythic spells equal to your tier and can expend mythic power when casting them to enhance the results. To select a mythic spell, you must be able to cast the non-mythic version or have it on your list of spells known. Every time you gain a new tier, you can select an additional mythic spell. You can take this ability up to three times. Each additional time you take it, you can select an additional number of spells equal to your tier and you gain one additional mythic spell whenever you gain a tier.

Mythic Sustenance (Su): Your mythic power is enough to sustain you. You no longer need to eat, drink, or breathe to live. You're immune to inhaled poisons and any spell or effect that requires breathing, though you are still affected by any food or drink you intake.

Pierce the Darkness (Sp): You gain permanent darkvision with a 60-foot range, as the universal monster ability. If you possess darkvision, the range increases by 60 feet.

3rd-Tier Universal Path Abilities

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

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

alignment when determining the spell's effect on you. Any effects that alter alignment have no effect on you. If you lose this effect, you revert to your previous alignment.

Divine Source (Su): You can grant divine spells to those who follow your cause, allowing them to select you as their deity for the purposes of determining their spells and domains. Select two domains upon taking this ability. These domains must be alignment domains matching your alignment if possible, unless your alignment is neutral. You grant access to these domains as if you were a deity. Creatures that gain spells from you don't receive any spells per day of levels higher than your tier; they lose those spell slots. In addition, you can cast spells from domains you grant as long as their level is equal to or less than your tier. Each day as a spell-like ability, you can cast one spell of each level equal to or less than your tier (selecting from those available to you from your divine source domains). If you're a cleric or you venerate a deity, you may change your spell domains to those you grant others. At 6th tier and 9th tier, you can select this ability again, adding one domain and two subdomains (see the *Advanced Player's Guide*) to your list each time and adding their spells to the list of those that you can cast.

Enhanced Ability (Ex): You gain a permanent +2 bonus to one ability score of your choice. You can select this path ability up to six times. Each time you do, it must apply to a different ability score.

Fearless (Su): Few things in the world still inspire fear in you. You are immune to all fear effects from non-mythic sources. Fear effects from mythic sources count as mythic for the purposes of this ability.

Pure Body (Su): Your body is so pure that you're immune to all non-mythic diseases and poisons. Diseases and poisons from mythic sources count as mythic for the purposes of this ability.

Pure Destiny (Su): Your mythic destiny is guided by providence. You're immune to all non-mythic curses and compulsions. Curses and compulsions from mythic sources count as mythic for the purposes of this ability.

Pure Senses (Su): Your senses are extraordinarily keen. You're immune to blindness and deafness caused by non-mythic sources. Such effects from mythic sources count as mythic for the purposes of this ability.

Sleepless (Su): You no longer require sleep, don't become fatigued or exhausted from lack of sleep, and are immune to sleep effects. If you have abilities or class features that require rest before they can be regained, you can choose to regain them once per day by spending 1 hour in uninterrupted meditation.

Ultimate Versatility (Ex): Once per day, you can temporarily change one decision made for one of your class features. This change lasts for a number of minutes equal to your tier. During this time, you're treated as if you had always had the new class feature. For example, you could

use this ability to change the decision made with the arcane bond class feature, causing your bonded item to disappear (along with all of its bonuses and restrictions) and a familiar to appear in its place. This doesn't affect any prepared spells or spells you have already cast. If the new ability is limited in its uses per day, you receive half the normal number of uses (minimum 1). When this ability ends, your previous choice returns with the same number of uses as before you used this ability. If you use this ability to change a class feature that grants access to spells (such as a bloodline, patron, domain, or school), you lose access to any spells from the old choice but don't gain the ability to cast new spells. When the effect ends, the previous spells return and can be cast again. You can use this ability to change a feat or skill if you receive it from a class feature, but any other abilities that rely on the missing feat or skill as a prerequisite don't function while this ability is in effect.

Unchanging (Su): Your form is so stable that you become immune to non-mythic polymorph and petrification effects. Polymorph and petrification from mythic sources count as mythic for the purposes of this ability.

6th-Tier Universal Path Abilities

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

Farwalker (Sp): The boundaries of the Material Plane mean little to you. You can *plane shift* once per day, using double your tier as your caster level. You can take this ability twice. When you take it a second time, you can use this ability three times per day.

Mythic Presence (Su): Your power unnerves ordinary mortals. By expending one use of mythic power, you gain an effect similar to frightful presence, except that creatures are affected according to their tier (or rank, in the case of monsters) instead of their Hit Dice. Non-mythic creatures that fail their saves are panicked for 1 minute, and those that succeed are shaken for 1 minute. Creatures with a mythic tier or rank equal to or less than your tier are unaffected if they succeed, and are shaken for 1 minute if they fail. Creatures with a mythic tier or rank higher than yours are unaffected by your mythic presence. The Will save against your mythic presence equals 10 + your tier + your Charisma modifier. This ability lasts for 1 minute and has a range of 30 feet.

Mythic Sight (Sp): When you take this ability, you gain blindsense out to a range of 30 feet. You can take this ability twice. The second time you take it, you can see illusions and magical deceptions for what they truly are, as if using *true seeing*. This ability doesn't apply to illusions and magical effects that were cast by other mythic creatures or that are affecting other mythic creatures. If this ability is dispelled, you can resume it as a free action.

Tongues (Sp): You can understand and speak any language, as the *tongues* spell. If this ability is dispelled, you can resume it as a free action.



2 MYTHIC FEATS



***S**nakes!” Amiri called.
“Big ones!”*

*“Well, what did you expect?”
Sajan shouted back. Eyes
carefully averted, he charged
across the shattered stone
limbs of petrified heroes,
making for the ruined temple
where the winged medusa
waited. “I’ll take care of her.
You get the snakes!”*

*Above them, the medusa
stretched out her hand. One
of the vipers in the grass
responded, swelling to the
size of a human, then a tree.
It hissed and lunged toward
Amiri, fangs dripping.*

*The barbarian grinned and
hefted her sword. “Snakes are
easy,” she told the enormous
serpent. “All you need to do is
cut off their heads...”*

Mythic characters and monsters gain mythic feats as they gain tiers or ranks. These feats can be selected only as part of mythic advancement (see Table 1–1), not as part of a character’s normal advancement or in place of any other bonus feat.

Most mythic feats require a non-mythic feat as a prerequisite. These mythic feats enhance the benefits of their prerequisite feats, making them truly awe-inspiring. If a character doesn’t possess any of the necessary prerequisite feats when she gains a mythic feat, she can wait to select a mythic feat until the next time she gains a tier or level.

A value in a mythic feat based on a fraction of your tier (such as a +1 bonus for every 3 tiers you possess) always has a minimum of 1.

This chapter includes some non-mythic feats. These grant a character who hasn’t had a moment of ascension a measure of mythic might, and remain relevant if that character later becomes mythic.

TYPES OF FEATS

Many feats belong to a category that has special rules associated to it. This category is listed after the feat name. The following types of feats can be found in this chapter.

Metamagic Feats

Metamagic feats allow spellcasters to modify and change their spells, granting the spells new powers and effects. Such spells generally take up a higher-level spell slot than the normal spell. For the complete rules on how to apply metamagic feats to spells, see page 112 of the *Core Rulebook*.

Mythic Feats

Only characters with mythic tiers or creatures with mythic ranks can take these feats. If a creature becomes non-mythic, it no longer gains the benefit of these feats, but it doesn’t lose them permanently. If the creature becomes mythic again, it regains the use of all the mythic feats it once had.

Many mythic feats enhance non-mythic feats with the same name. When a creature has a mythic version of a feat, that feat is denoted with a superscript “M” in the feat line of its stat block. Other superscript combinations refer to the books cited on page 7.

FEAT DESCRIPTIONS

Mythic feats are summarized on Table 2–1. Note that the prerequisites and benefits of the feats on this table are abbreviated for ease of reference. See the feat descriptions for full details.

The following format is used for all feat descriptions.

Feat Name: The feat’s name also indicates what category, if any, the feat belongs to, and is followed by a basic description of what the feat does.

Prerequisite: A minimum ability score, another feat or feats, a minimum base attack bonus, a minimum number of ranks in one or more skills, or anything else required in order to take the feat. This entry is absent if a feat has no prerequisite. A feat may have more than one prerequisite. Being a mythic character or monster is always a prerequisite for a mythic feat.

Benefit: What the feat enables the character (“you” in the feat description) to do. If a character has the same feat more than once, its benefits do not stack unless indicated otherwise in the description.

Normal: What a character who does not have this feat is limited to or restricted from doing. If not having the feat causes no particular drawback, this entry is absent.

Special: Additional unusual facts about the feat.

Accursed Hex (Mythic)

Your hexes flare with persistent potency.

Prerequisite: Accursed Hex^{UM}.

Benefit: When you use Accursed Hex to target a creature with one of your hexes a second time, that creature must roll its saving throw twice and take the lower result.

Acrobatic (Mythic)

Your grace and fluidity are beyond compare.

Prerequisite: Acrobatic.

Benefit: The bonus on Acrobatics and Fly skill checks from Acrobatic increases by 2. In addition, you can expend one use of mythic power to treat an Acrobatics or Fly check as if you had rolled a natural 20. You must decide to use this ability before making the roll.

Alertness (Mythic)

Your powers of perception surpass everyone’s, whether used to observe your surroundings or the intentions of others.

Prerequisite: Alertness.

Benefit: The bonus on Perception and Sense Motive skill checks from Alertness increases by 2. In addition, you can expend one use of mythic power to treat a Perception or Sense Motive check as if you had rolled a natural 20. You must decide to use this ability before making the roll.

Alignment Channel (Mythic)

The power of your faith harms all creatures that follow the alignment you abhor.

Prerequisite: Alignment Channel.

Benefit: Your channeled energy affects any creatures with the alignment chosen when you took Alignment Channel (not just outsiders, and not just those with the alignment subtype), but grants only half healing or deals only half damage to these targets. Alternatively, you can expend two uses of mythic power when using Alignment

Channel to affect all targets of the chosen alignment as if they had that alignment subtype.

Animal Affinity (Mythic)

You have a greater affinity with wild animals, and can speak with them.

Prerequisite: Animal Affinity.

Benefit: The bonus on Handle Animal and Ride skill checks from Animal Affinity increases by 2. In addition, you can expend one use of mythic power to *speak with animals* as the spell. Your caster level for this effect is equal to twice your tier.

Arcane Armor Training (Mythic)

You've adapted your spellcasting to overcome limitations of wearing armor.

Prerequisite: Arcane Armor Training.

Benefit: You don't have to spend a swift action to gain the reduction to arcane spell failure chance from Arcane Armor Training. Furthermore, if you're wearing light armor, reduce your arcane spell failure chance by 20%.

Arcane Blast (Mythic)

You can manipulate raw eldritch energies to do more than just deal damage.

Prerequisite: Arcane Blast^{APG}.

Benefit: When you use Arcane Blast, you may halve the damage dice to also perform your choice of either a trip or bull rush combat maneuver against the target of the blast. You can't move with an opponent you bull rush with this feat. You gain a bonus on your combat maneuver check for this attempt equal to half the spell level of the spell you sacrificed when using Arcane Blast, and you can substitute your Intelligence or Charisma modifier in place of your Strength modifier when determining your combat maneuver bonus.

In addition, you can expend one use of mythic power to change the damage dice of your Arcane Blast to d8s instead of d6s.

Arcane Shield (Mythic)

You sculpt spells into a powerful, enduring arcane barriers.

Prerequisite: Arcane Shield^{APG}.

Benefit: You add half your tier to the deflection bonus granted to your AC when you use your Arcane Shield. You can expend one use of mythic power when using this feat to extend the duration to a number of rounds equal to your tier.

Arcane Strike (Mythic)

Using your amazing arcane talents, you can deliver devastating blows infused with magical energy.

Prerequisite: Arcane Strike.

Benefit: Whenever you use Arcane Strike to enhance your weapons, the effect lasts for 1 minute instead of 1 round. If you expend one use of mythic power when using Arcane Strike, you can also add any one magic weapon special ability with a base price modifier of +1 to your weapons. This base price modifier increases to +2 at 4th tier, +3 at 7th tier, and +4 at 10th tier.

Ascendant Spell (Metamagic)

You have learned how to emulate mythic spells using non-mythic forces.

Benefit: You can modify a spell to imitate the mythic version of that spell. An ascendant spell uses the mythic version of the spell, but doesn't count as a mythic spell for the purposes of effects that interact with the spell, unless you are a mythic creature. You can't use the augmented version of the mythic spell, or use spells effects that require you to expend uses of mythic power (even if you have uses of mythic power available).

An ascendant spell uses up a spell slot 5 levels higher than the spell's actual level.

Aspect of the Beast (Mythic)

Your blood burns with savage fury, giving you bestial powers and abilities.

Prerequisite: Aspect of the Beast^{APG}.

Benefit: Your bestial nature manifests itself in one of the following ways. You choose the manifestation when you choose the feat, and you can't change it.

Mythic Senses (Ex): If you have normal vision, you gain darkvision 30 feet. If you have low-light vision, you gain darkvision 60 feet. If you have darkvision, the range of your darkvision increases by 30 feet plus 10 feet per tier.

Mythic Claws (Ex): You grow a pair of powerful claws. These claws are primary attacks that deal 1d4 points of damage (1d3 if you're Small). If you already have claws, the damage they deal increases by one die type (d4s become d6s, d3s become d4s, and so on). You can expend one use of mythic power when you hit with both claws during the same round to rend with those claws, dealing extra damage equal to one claw's damage plus 1-1/2 times your Strength bonus.

Mythic Leap (Ex): You can make a running jump without needing to run 10 feet beforehand. In addition, you gain a +5 bonus on your Acrobatics checks to determine the success of that jump and the distance covered. If you already have the predator's leap manifestation of Aspect of the Beast, the bonus on your Acrobatics checks increases to +10.

Mythic Instinct (Ex): You gain a +2 bonus on initiative checks and a +2 bonus on Survival checks. These bonuses stack with those gained from the wild instinct manifestation of Aspect of the Beast.

TABLE 2–1: FEATS

Feats	Prerequisites	Benefits
Marked for Glory	Great Fortitude, Iron Will, or Lightning Reflexes	Gain extra surge use
Mythic Companion	You must not be mythic	You are considered a mythic creature
Mythic Feats	Prerequisites	Benefits
Ascendant Spell	—	Imitate mythic version of a spell
Drink Is Life	Con 19, 3rd mythic tier	Gain benefits from alcohol consumption
Dual Path	1st mythic tier	Gain abilities from a second mythic path
Extra Mythic Power	—	Gain two extra uses of mythic power
Extra Path Ability	3rd mythic tier	Gain an extra path ability
Fabulous Figments	Spell Focus (illusion)	Non-mythic creatures can't identify your illusions
Legendary Teamwork	Any two teamwork feats	Increase any fixed numeric bonuses to teamwork feats by 1
Lucky Surge	Potent Surge, 3rd mythic tier	Roll surge twice and take the highest result
Maximize Surge	6th mythic tier	Expend use of mythic power to maximize surge
Mythic Paragon	—	Your mythic tier is considered 2 higher when determining the potency of your mythic abilities
Mythic Spell Lore	Ability to cast spells	Gain mythic spells equal to your mythic tier
Potent Surge	—	Add 1 to surge result
Titan Strike	Improved Unarmed Strike ^M	Your unarmed strike deals damage as if you were one size category larger
Two-Fisted Drinker	Quick Draw	Draw two potions or drinks as a move action and drink both as a standard action
Valiant Vault	Mounted Combat, Ride-By Attack, Ride 5 ranks	When mount leaps over foes attack as you pass
Mythic Enhancement Feats	Prerequisites	Benefits
Accursed Hex	Accursed Hex ^{UM}	Target Accursed Hex must roll second save twice and take lower result
Acrobatic	Acrobatic	Gain an additional +2 bonus on Acrobatic and Fly, and expend mythic power to treat one of these checks as if you rolled a 20
Alertness	Alertness	Gain an additional +2 bonus on Perception and Sense Motive checks, and expend mythic power to treat one of these checks as if you rolled a 20
Alignment Channel	Alignment Channel	Channeled energy effects creatures with the alignment you choose, not just the subtype
Animal Affinity	Animal Affinity	Gain an additional +2 bonus on Handle Animal and Ride checks, and expend mythic power to use <i>Speak with Animals</i>
Arcane Armor Training	Arcane Armor Training	Gain the benefits of this feat without taking a swift action
Arcane Blast	Arcane Blast ^{APG}	Halve the damage to perform trip or bull rush
Arcane Shield	Arcane Shield ^{APG}	Add 1/2 your mythic tier to the bonus granted by Arcane Shield, and expend mythic power to extend the shield's duration
Arcane Strike	Arcane Strike	Arcane strike lasts 1 minute, and expend mythic power to grant magic weapon special abilities
Aspect of the Beast	Aspect of the Beast ^{APG}	Aspect manifests itself in new and powerful ways
Athletic	Athletic	Gain an additional +2 bonus on Climb and Swim checks, and expend mythic power to treat one of these checks as if you rolled a 20
Augment Summoning	Augment Summoning	Summoned creatures are considered mythic
Bleeding Critical	Bleeding Critical, Critical Focus ^M	Bleed damage and the DC to staunch it increases by mythic tier
Blind-Fight	Blind Fight	Expend mythic power to ignore concealment miss chance
Catch Off-Guard	Catch Off-Guard	Add mythic tier to damage with improvised weapons
Channel Smite	Channel Smite	Gain a bonus on attacks based on power of channel
Charge Through	Charge Through ^{APG}	Ignore allies and make overruns when you charge through
Cleave	Cleave	Make additional cleaves to any foes in reach regardless of position

Mythic Enhancement Feats	Prerequisites	Benefits
Combat Expertise	Combat Expertise	Gain an additional +2 dodge bonus and expend mythic power to reduce penalties
Combat Reflexes	Combat Reflexes	You can make any number of attacks of opportunity
Command Undead	Command Undead	Increase Will save by mythic tier when commanding undead
Critical Focus	Critical Focus	Automatically confirm critical hits against non-mythic foes and increased chance to bypass <i>fortification</i>
Critical Mastery	Critical Focus ^M , Critical Mastery	Deal additional critical feats based on mythic tier
Dastardly Finish	Dastardly Finish ^{APG}	Coup de grace dazed and staggered non-mythic foes
Dazzling Display	Dazzling Display	Use Dazzling Display faster and expend mythic power to frighten opponents
Deadly Aim	Deadly Aim	Increase damage bonus
Deadly Stroke	Deadly Stroke	Expend mythic power to instantly kill non-mythic targets
Death from Above	Death from Above ^{UC}	Increase critical threat modifier and make a trip combat maneuver when charging from above
Deceitful	Deceitful	Gain an additional +2 bonus on Bluff and Disguise, and expend mythic power to treat one of these checks as if you rolled a 20
Deepsight	Deepsight ^{APG}	Darkvision increases by 10 ft. per mythic tier
Defensive Combat Training	Defensive Combat Training, 4th mythic tier	Add 1/2 mythic tier to CMD
Deflect Arrows	Deflect Arrows	Deflect additional attacks, and expend mythic power to deflect rays
Deft Hands	Deft Hand	Gain an additional +2 bonus on Disable Device and Sleight of Hand, and expend mythic power to treat one of these checks as if you rolled a 20
Detect Expertise	Detect Expertise ^{UM}	Gain the benefit of Detect Expertise immediately
Disruptive	Disruptive	Increase the DC to cast spells defensively within your threatened area
Distance Thrower	Str 17, Distance Thrower ^{UC}	Throw weapons twice the normal range
Divine Interference	Divine Interference ^{UM}	Double or triple the penalty on your opponent's attack roll
Dodge	Dodge	Gain a +1 dodge bonus and expend mythic power to gain a +10 dodge bonus against one attack
Dreadful Carnage	Dreadful Carnage ^{APG}	Your carnage has a greater effect against non-mythic foes and expend mythic power to frighten foes
Eagle Eyes	Eagle Eyes ^{APG}	Ignore Perception distance penalties
Eldritch Heritage	Eldritch Heritage ^{UM}	Gain increased bloodline powers
Elemental Channel	Elemental Channel	Affect any elemental subtype
Elemental Fist	Elemental Fist ^{APG}	Increase damage and frequency of Elemental Fist
Elemental Focus	Elemental Focus ^{APG}	Increase the DCs and expend mythic power to force opponents to roll twice and take the lowest result when saving against focus spells
Elven Accuracy	Elven Accuracy ^{APG}	Ignore concealment with bows
Endurance	Endurance	Increase bonus on checks and saves based on mythic tier
Eschew Materials	Eschew Materials	Cast spells without need for costly material components
Far Shot	Far Shot	Expend mythic power to ignore range increments
Fast Empathy	Fast Empathy ^{UM}	Use wild empathy as a swift action
Fire Music	Fire Music ^{UM}	Fire Music ignores fire resistance based on tier
Fleet	Fleet	Land speed increases by 5 feet regardless of armor or encumbrance
Furious Focus	Furious Focus ^{APG}	Ignore Power Attack penalties when using Furious Focus
Gnome Trickster	Gnome Trickster ^{APG}	Gain more spell-like abilities and use your gnome spell-like abilities more often
Gorgon's Fist	Gorgon's Fist	Daze target of your Gorgon's Fist attack
Great Fortitude	Great Fortitude	Roll twice and take the higher result on Fort saves against a non-mythic source
Guided Hand	Guided Hand ^{UC}	Apply Wisdom bonus instead of Strength or Dexterity bonus on favored weapon damage
Heroic Defiance	Heroic Defiance ^{APG}	Once per day, attempt to negate the onset of a harmful condition or affliction
Heroic Recovery	Heroic Recovery ^{APG}	Expend mythic power to save again against a condition or affliction
Improved Bull Rush	Improved Bull Rush	Gain a bonus on bull rush based on mythic tier

Mythic Enhancement Feat	Prerequisites	Benefits
Improved Channel	Improved Channel	Non-mythic creatures that take damage from your channel roll twice on their saves and take the lower result
Improved Counterspell	Improved Counterspell	Spells of the same school and equal or higher level can counterspell
Improved Critical	Improved Critical, base attack bonus +8	Increase the critical multiplier by 1
Improved Dirty Trick	Improved Dirty Trick ^{APG}	Gain a bonus on dirty tricks based on mythic tier
Improved Disarm	Improved Disarm	Gain a bonus on disarms based on mythic tier
Improved Drag	Improved Drag ^{APG}	Gain a bonus on drags based on mythic tier
Improved Familiar	Improved Familiar	Familiar's abilities improve based on mythic tier
Improved Grapple	Improved Grapple	Gain a bonus on grapples based on mythic tier
Improved Initiative	Improved Initiative	Increase bonus by mythic tier
Improved Overrun	Improved Overrun	Gain a bonus on overruns based on mythic tier
Improved Reposition	Improved Reposition ^{APG}	Gain a bonus on repositions based on mythic tier
Improved Steal	Improved Steal ^{APG}	Gain a bonus on steals based on mythic tier
Improved Stonecunning	Improved Stonecunning ^{APG}	Gain <i>stone tell</i> as a spell-like ability
Improved Sunder	Improved Sunder	Gain a bonus on sunders based on mythic tier
Improved Trip	Improved Trip	Gain a bonus on trips based on mythic tier
Improved Unarmed Strike	Improved Unarmed Strike	Gain a bonus to damage based on mythic tier and expend mythic power to overcome hardness
Intimidating Prowess	Intimidating Prowess	Gain a bonus on Intimidate against non-mythic creatures based on mythic tier
Iron Will	Iron Will	When you make a Will save from a non-mythic source, roll twice and take the higher result
Knockout Artist	Knockout Artist ^{UC}	Use d8s for sneak attacks with unarmed strike nonlethal damage
Lightning Reflexes	Lightning Reflexes	When making a Reflex save from a non-mythic source, roll twice and take the higher result
Lucky Halfling	Lucky Halfling ^{APG}	Increase the bonus based on tier and expend mythic power to negate the effects of a successful save
Lunge	Lunge	When you hit with lunge, don't take an AC penalty against that creature
Magical Aptitude	Magical Aptitude	Gain an additional +2 bonus on Spellcraft and Use Magic Device, and expend mythic power to treat one of these checks as if you rolled a 20
Manyshot	Manyshot	Fire two arrows with your first and second attack
Medusa's Wrath	Medusa's Wrath	Make a single attack to stagger your foe
Missile Shield	Missile Shield ^{APG}	Deflect a number of ranged attacks equal to 1/2 your mythic tier
Mobility	Mobility	Gain a +6 bonus instead of +4 and when an attack misses move 5 feet
Monastic Legacy	Monastic Legacy ^{UC}	Add 1/2 your non-monk class levels to determine AC bonus, and expend mythic power to increase your unarmed strike damage and AC bonus
Mounted Archery	Mounted Archery	When using your mount as cover, make a ranged weapon attack as a standard action
Mounted Combat	Mounted Combat	Negate additional number of hits against your mount based on mythic tier
Mythic Crafter	Any item creation feat	Create mythic magic items
Natural Spell	Natural Spell	Use spell completion and spell trigger items while in wild shape
Nimble Moves	Nimble Moves	Ignore an amount of difficult terrain based on your tier
Penetrating Strike	Penetrating Strike	Ignore additional DR based on mythic tier
Persuasive	Persuasive	Gain an additional +2 bonus on Diplomacy and Intimidate, and expend mythic power to treat one of these checks as if you rolled a 20
Pinpoint Targeting	Pinpoint Targeting	Use Pinpoint Targeting even when you move
Point-Blank Shot	Point-Blank Shot	Gain greater bonuses with Point-Blank Shot
Power Attack	Power Attack	Power Attack damage increases based on tier
Powerful Shape	Powerful Shape ^{UM}	Apply the giant simple template to wild shape
Prophetic Visionary	Prophetic Visionary ^{UM}	Use <i>augury</i> at will
Quick Draw	Quick Draw	Draw any item as a free action, expend mythic power to draw two items
Racial Heritage	Racial Heritage ^{APG}	Gain a single racial trait of your choice

Mythic Enhancement Feats	Prerequisites	Benefits
Rapid Reload	Rapid Reload	Reload all weapons faster
Rapid Shot	Rapid Shot	Ignore the -2 penalty or make two additional attacks
Rhetorical Flourish	Rhetorical Flourish ^{UC}	Increase the bonus on Diplomacy checks based on mythic tier
Ride-By Attack	Ride-By Attack	Make additional attacks against successive targets after you hit
Run	Run	Run faster and for longer
Saving Shield	Saving Shield ^{APG}	When you negate an attack, make attack of opportunity against attacker
Scorpion Style	Scorpion Style	Add mythic tier to duration or <i>slow</i> your target
Selective Channeling	Selective Channeling	Increase the power of your channel based on the number of creatures excluded
Self-Sufficient	Self-Sufficient	Gain an additional +2 bonus on Heal and Survival, and expend mythic power to treat one of these checks as if you rolled a 20
Shatter Defenses	Shatter Defenses	Target is flat-footed to all attacks
Shield Focus	Shield Focus	Add shield bonus and shield's enhancement's bonus to touch AC
Shield Slam	Shield Slam	Those knocked into walls or other barriers take additional damage
Shot on the Run	Shot on the Run	Make two attacks during a move instead of one
Skill Focus	Skill Focus	Always take 10 or 20 even when rushed or threatened
Snatch Arrows	Snatch Arrows	Use snatched thrown weapons as immediate attack melee weapons
Sociable	Sociable ^{APG}	Increase the bonus on Diplomacy or gain the normal bonus without an action
Spell Focus	Spell Focus	Increase the DC of Spell Focus and Greater Spell Focus
Spell Mastery	Spell Mastery	Prepare selected spells as a full-round action
Spell Penetration	Spell Penetration	Add 1/2 mythic tier to level checks to overcome spell resistance
Spellbreaker	Spellbreaker	Non-mythic casters provoke attacks of opportunity when casting defensively
Spirited Charge	Spirited Charge	Stagger those your mount charges
Spontaneous Metafocus	Spontaneous Metafocus ^{UM}	Change the spells of your metafocus each morning
Spring Attack	Spring Attack, base attack bonus +6	Make first attack before moving
Stealthy	Stealthy	Gain an additional +2 bonus on Escape Artist and Stealth, and expend mythic power to treat one of these checks as if you rolled a 20
Strike Back	Strike Back	Move toward the subject of your readied action attack
Strong Comeback	Strong Comeback ^{UC}	When rerolling, roll twice and take the higher result
Stunning Fist	Stunning Fist	Increase the DC of Stunning Fist based on mythic tier
Throw Anything	Throw Anything	Gain a +2 bonus on attack and damage rolls with improvised thrown weapons and splash weapons
Toughness	Toughness	Gain twice as many hit points, and gain DR 10/epic below 0 hit points
Trample	Trample	Mount can make two hoof attacks instead of one
Tripping Staff	Tripping Staff ^{UM}	Your CMD against trips is increased based on tier and those who trip you and fail provoke an attack of opportunity from you
Turn Undead	Turn Undead	Turning range increases by tier, and you can use Turn Undead to destroy undead
Two-Weapon Defense	Two-Weapon Defense	Apply the enhancement bonus from your weapons to your shield bonus
Two-Weapon Fighting	Two-Weapon Fighting	Expend mythic power to negate penalties
Two-Weapon Rend	Two-Weapon Rend	Rend damage increases to 2d8 plus twice Strength modifier
Undead Master	Undead Master ^{UM}	Add your mythic tier to your caster level to determine number of undead animated
Unseat	Unseat	When unseated, your target takes falling damage based on tier
Vital Strike	Vital Strike	Multiply all damage when you Vital Strike
Voice of the Sibyl	Voice of the Sibyl ^{UM}	Increase Bluff, Diplomacy, and Perform (oratory) skill bonus based on mythic tier
Warrior Priest	Warrior Priest ^{UM}	Increase bonus on initiative and concentration checks based on mythic tier
Weapon Finesse	Weapon Finesse	Use Dexterity modifier on both attack and damage rolls
Weapon Focus	Weapon Focus	Double the bonuses on attack rolls and expend mythic power to gain a higher bonus
Weapon Specialization	Weapon Specialization	Increase bonus to damage rolls based on mythic tier
Witch Knife	Witch Knife ^{UM}	Use your witch knife as a focus for all spells, not just patron spells

Athletic (Mythic)

You excel far beyond others at acts of physical prowess.

Prerequisite: Athletic.

Benefit: The bonus on Climb and Swim skill checks from Athletic increases by 2. In addition, you can expend one use of mythic power to treat a Climb or Swim check as if you had rolled a natural 20. You must decide to use this ability before making the roll.

Augment Summoning (Mythic)

Your summoning spells bring not mere ordinary beasts, but instead mythic creatures.

Prerequisite: Augment Summoning.

Benefit: Any creature you summon using a summon spell is considered mythic for the purpose of interacting with other mythic creatures. It doesn't gain any mythic abilities or power, but is affected by mythic spells and abilities as if it were a 1st-tier mythic creature. Additionally, if the creature summoned has damage reduction, its damage reduction becomes DR/epic.



Bleeding Critical (Mythic)

Your deadliest blows unleash rivers of blood.

Prerequisite: Bleeding Critical, Critical Focus (mythic).

Benefit: The bleed damage dealt with Bleeding Critical increases by your tier. Stopping this bleed damage requires a Heal check with a DC equal to 15 + 1/2 your tier. Any magical healing ends the bleed damage normally.

You can expend one use of mythic power to deal 1 Con bleed, in addition to the hit point bleed damage you deal with this feat. This effect increases by 1 for each additional use of mythic power you expend.

Blind-Fight (Mythic)

No creature can avoid your preternatural senses.

Prerequisite: Blind-Fight.

Benefit: As a swift action, you can expend one use of mythic power to ignore all miss chances due to concealment or total concealment for a number of rounds equal to your tier.

Catch Off-Guard (Mythic)

In your hands, anything is a deadly weapon.

Prerequisite: Catch Off-Guard.

Benefit: The damage dealt when you use improvised weapons increases by your tier. You also gain a bonus to CMD equal to your tier when an opponent attempts to sunder or disarm an improvised weapon you're wielding.

Channel Smite (Mythic)

Your weapon a conduit of divine energy.

Prerequisite: Channel Smite.

Benefit: When using Channel Smite, you gain a bonus on your attack roll equal to the number of d6s granted by your channel energy class feature. This is either a sacred bonus (if channeling positive energy) or a profane bonus (if channeling negative energy). If your attack misses the target, you can expend one use of mythic power as a free action to release the channeled energy, producing the normal effects of your channel energy class feature centered on the creature you were attempting to smite.

Charge Through (Mythic)

You can plow through those who stand between you and the target of your charge.

Prerequisite: Charge Through^{APG}.

Benefit: When charging, you can ignore allies in your path when determining whether or not you can charge your target. Furthermore, after you have attempted at least one overrun with Charge Through, you can

expend one use of mythic power as a free action to attempt another overrun against a different opponent in the path of the same charge.

Cleave (Mythic)

You can cleave any foe within your reach.

Prerequisite: Cleave.

Benefit: Whenever you use Cleave or Great Cleave, one of your attacks can be made against a foe that is within your reach, but not adjacent to the foe you attacked. You can expend one use of mythic power when you use Cleave or Great Cleave to continue making attacks against foes within your reach, regardless of their position, as long as you continue to hit each foe. You can't use this ability to attack a foe more than once per round.

Combat Expertise (Mythic)

You can dart out of the way of attacks with skill and defiance.

Prerequisite: Combat Expertise.

Benefit: Whenever you use Combat Expertise, you gain an additional +2 dodge bonus to your Armor Class. You can expend one use of mythic power to negate the penalties on melee attack rolls and combat maneuver checks caused by using Combat Expertise for 1 minute.

Combat Reflexes (Mythic)

You strike viciously whenever your foe gives you an opening.

Prerequisite: Combat Reflexes.

Benefit: You can make any number of additional attacks of opportunity per round. As a swift action, you can expend one use of mythic power to, until the start of your next turn, make attacks of opportunity against foes you've already made attacks of opportunity against this round if they provoke attacks of opportunity from you by moving.

Command Undead (Mythic)

Your control of the undead is nearly absolute.

Prerequisite: Command Undead.

Benefit: When you command undead, the DC of the Will save increases by half your tier, and intelligent undead get no additional saves beyond their first to resist your commands. Any attempts by non-mythic creatures to control undead you command automatically fail, and you gain a +4 bonus on Charisma checks to prevent mythic creatures from stealing control of your undead.

Critical Focus (Mythic)

Your blows unerringly find your target's vital spots.

Prerequisite: Critical Focus.

Benefit: You automatically confirm critical threats against non-mythic opponents. In addition, when you threaten a critical hit against a creature wearing armor with the *fortification* special ability or similar effect, that

MYTHIC AND METAMAGIC FEATS

You'll notice there are no mythic metamagic feats. Because mythic versions of spells are, in a way, metamagic of their own, and there are many mythic abilities that empower such spellcasting, there is no need for mythic metamagic feats. If you desire more potent spellcasting power, select the Mythic Spell Lore feat (see page 70) multiple times.

There is also a non-mythic metamagic feat for casting spells as their mythic versions: Ascendant Spell (page 55).

creature must roll twice and take the worse result when determining critical hit negation.

Critical Mastery (Mythic)

Your critical hits are versatile and devastating.

Prerequisites: Critical Focus (mythic), Critical Mastery.

Benefit: When using Critical Mastery, increase the number of critical feats you may apply by every 3 tiers that you possess.

Dastardly Finish (Mythic)

You strike downed, dazed, and staggered opponents with deadly efficiency.

Prerequisite: Dastardly Finish^{APG}.

Benefit: You can deliver a coup de grace to dazed and staggered non-mythic opponents. In addition, when any creature makes a Fortitude saving throw to survive one of your coup de grace attempts, it takes a penalty to that saving throw equal to your tier.

Dazzling Display (Mythic)

You can quickly deter others with your martial mastery.

Prerequisite: Dazzling Display.

Benefit: While wielding the weapon with which you have Weapon Focus, you can use Dazzling Display as a standard action with a -5 penalty on your Intimidate check, as a move action with a -10 penalty, or as a swift action with a -20 penalty. You can expend one use of mythic power when you make a Dazzling Display to make those affected by the display frightened rather than shaken.

Deadly Aim (Mythic)

Your aim is truly devastating.

Prerequisite: Deadly Aim.

Benefit: When you use Deadly Aim, you gain a +3 bonus on ranged damage rolls instead of +2. When your base attack bonus reaches +4, and every +4 thereafter, the bonus on ranged damage rolls increases by +3 rather than +2.



Deadly Stroke (Mythic)

You can kill with a single stroke.

Prerequisite: Deadly Stroke.

Benefit: When making a Deadly Stroke attack, you can expend one use of mythic power to instantly kill a non-mythic living creature. A Fortitude save (DC 10 + your base attack bonus + your tier) negates this effect, though the attack still deals double damage and Con bleed as Deadly Stroke. Constructs, oozes, and creatures immune to critical hits or precision-based damage can't be killed with this feat.

Death from Above (Mythic)

When attacking from the air or higher ground, you bear down on your enemy to deadly effect.

Prerequisite: Death from Above^{UC}.

Benefit: Whenever you charge an opponent from higher ground, or from above while flying, the critical multiplier of your weapon increases by 2 (to a maximum of ×6). This doesn't stack with other abilities that increase

a weapon's critical multiplier. If your charge attack hits, you can perform a trip combat maneuver against the attack's target as a free action without provoking attacks of opportunity.

Deceitful (Mythic)

Your power to mislead is beyond compare.

Prerequisite: Deceitful.

Benefit: The bonus on Bluff and Disguise skill checks from Deceitful increases by 2. In addition, you can expend one use of mythic power to treat a Bluff or Disguise check as if you had rolled a natural 20. You must decide to use this ability before making the roll.

Deepsight (Mythic)

Your sharp eyes can penetrate deeper into the darkness, revealing more to you.

Prerequisite: Deepsight^{APG}.

Benefit: The range of your darkvision increases by 10 feet per tier.

Defensive Combat Training (Mythic)

Your defensive capabilities in combat are unmatched.

Prerequisite: Defensive Combat Training, 4th mythic tier.

Benefit: Add half your tier to your CMD.

Deflect Arrows (Mythic)

You deflect projectiles and ray spells with uncanny skill.

Prerequisite: Deflect Arrows.

Benefit: When using Deflect Arrows, you can deflect an additional number of ranged attacks per round equal to half your tier. You can expend one use of mythic power as an immediate action to deflect a single ray from a ray spell or effect targeting you.

Deft Hands (Mythic)

Your hands are astonishingly nimble.

Prerequisite: Deft Hands.

Benefit: The bonus on Disable Device and Sleight of Hand skill checks from Deft Hands increases by 2. In addition, you can expend one use of mythic power to treat a Disable Device or Sleight of Hand check as if you had rolled a natural 20. You must decide to use this ability before making the roll.

Detect Expertise (Mythic)

You can sense a creature's magical abilities with just a mere glance.

Prerequisite: Detect Expertise^{UM}.

Benefit: You gain the benefit of Detect Expertise immediately (without needing to observe a creature for 3 rounds) when using the divinations listed in Detect Expertise. Non-mythic creatures cannot attempt a Will save to resist this effect.

Disruptive (Mythic)

You're a master at disrupting nearby spellcasters.

Prerequisite: Disruptive.

Benefit: The DC to cast spells defensively within your threatened area increases by half your tier. This stacks with the increase granted by Disruptive. In addition, even if you can't make attacks of opportunity, non-mythic spellcasters are still wary of you and continue to suffer from the effects of Disruptive.

Distance Thrower (Mythic)

There's virtually no limit to your powerful throwing arm.

Prerequisites: Str 17, Distance Thrower^{UC}.

Benefit: Thrown weapons wielded by you have twice their normal range.

Divine Interference (Mythic)

Your divine power thwarts enemies of your faith.

Prerequisite: Divine Interference^{UM}.

Benefit: When you use Divine Interference, the penalty on your opponent's attack roll is equal to twice the level of the spell sacrificed. You can expend one use of mythic power when you sacrifice the spell to increase the penalty to triple the level of the spell sacrificed.

Dodge (Mythic)

When focused, you become nearly impossible to strike.

Prerequisite: Dodge.

Benefit: The bonus to AC from Dodge increases by 1. As an immediate action, you can expend one use of mythic power to grant yourself an additional +10 dodge bonus to AC against one attack.

Dreadful Carnage (Mythic)

Your kills are truly frightening to behold.

Prerequisite: Dreadful Carnage^{APG}.

Benefit: When you use Dreadful Carnage, you affect non-mythic enemies within 60 feet in addition to all enemies within 30 feet. You can expend one use of mythic power before making the Intimidate check to cause enemies demoralized by Dreadful Carnage to become frightened instead of shaken, for the same duration as the normal shaken effect. While frightened by this ability, an enemy takes a penalty equal to your tier on attack rolls, saving throws, skill checks, and ability checks.

Drink Is Life (Mythic)

Strong drink fuels the mythic fires within you.

Prerequisites: Con 19, 3rd mythic tier.

Benefit: You never take penalties for consuming nonmagical alcohol, and you can consume an alcoholic beverage as a swift action instead of a move action. Each time you consume an alcoholic beverage, you may gain one of the benefits of *polypurpose panacea* (*Pathfinder RPG Ultimate Magic* 232). You can have only one of these benefits active at a time. If you expend one use of mythic power while drinking an alcoholic beverage, you can heal 2 points of ability damage, negate a temporary penalty to one ability score, or remove one of the following conditions: confused, diseased, exhausted, fatigued, frightened, nauseated, poisoned, shaken, sickened, or staggered.

Dual Path (Mythic)

You follow two mythic paths.

Prerequisite: 1st mythic tier.

Benefit: Select a mythic path other than the path you selected at your moment of ascension. You gain that path's 1st-tier ability (either archmage arcana, champion's strike, divine surge, guardian's call, marshal's order, or trickster attack). Each time you gain a path ability, you can select that path ability from either path's list or the list of universal path abilities.

Eagle Eyes (Mythic)

You eyesight rivals that of the most far-seeing raptors.

Prerequisites: Eagle Eyes^{APG}.

Benefit: You ignore up to -10 in penalties due to distance on visual Perception checks, instead of the normal -5. As a swift action, you can expend one use of mythic power to ignore all penalties due to distance on visual Perception checks for 1 round.

Eldritch Heritage (Mythic)

The blood of your sorcerous ancestor mingles with your mythic power to great effect.

Prerequisites: Eldritch Heritage^{UM}.

Benefit: You gain sorcerer bloodline powers of the bloodline tied to Eldritch Heritage as if your sorcerer level were your character level - 2. For that bloodline's 1st-level bloodline power, use your full character level to determine its effect; for all other bloodline powers, treat your sorcerer level as your character level - 2.

Elemental Channel (Mythic)

Your power over elemental beings is nearly absolute.

Prerequisite: Elemental Channel.

Benefit: Your Elemental Channel can affect any elemental subtype, not just the one you chose when you took Elemental Channel. Each time you use Elemental Channel, you must pick one elemental subtype before using the feat. You can expend one use of mythic power when you use Elemental Channel to choose a second elemental subtype to affect.

Elemental Fist (Mythic)

Your ability to channel elemental power through your unarmed attacks is ferociously potent.

Prerequisite: Elemental Fist^{APG}.

Benefit: The extra energy damage dealt by Elemental Fist increases to 1d8 points, and you gain additional uses of Elemental Fist per day equal to your tier. You can expend one use of mythic power as an immediate action to add the extra damage from your Elemental Fist to all of the unarmed strikes you make until the beginning of your next turn. This counts as only one use of Elemental Fist, regardless of the number of attacks that you make in this fashion.

Elemental Focus (Mythic)

Your elemental spells are potent and effective.

Prerequisite: Elemental Focus^{APG}.

Benefit: Choose an energy type in which you already have Elemental Focus. The increase to save DC provided by Elemental Focus and Greater Elemental Focus for spells of the selected energy type is 1 higher. When casting a spell with this energy type's descriptor, you can expend one use of mythic power as part of the casting to force the spell's targets to roll their saving throws twice, taking the lower result.

Elven Accuracy (Mythic)

Your elven eyesight cuts through concealment.

Prerequisite: Elven Accuracy^{APG}.

Benefit: When you make an attack with a longbow or short bow (including composite bows), you can ignore concealment, but not total concealment. You still suffer a miss chance for total concealment, but if you miss due to total concealment, you may reroll your miss chance as per Elven Accuracy.



Endurance (Mythic)

Your endurance is truly beyond the pale.

Prerequisite: Endurance.

Benefit: The bonus on checks and saves from Endurance increases by half your tier. You take half the damage when you fail a check to avoid nonlethal damage from a forced march, starvation and thirst, hot or cold environments, or slow suffocation.

You can sleep in heavy armor without becoming fatigued.

Eschew Materials (Mythic)

You can cast even the most powerful spells without using material components.

Prerequisite: Eschew Materials.

Benefit: You can cast any spell with a material component costing 10 gp per tier or less without providing that component. If you expend one use of mythic power while casting a spell that requires a material component costing 50 gp per tier or less, you can cast it without providing that component. Expending two uses of mythic power instead allows you to cast a spell that requires a material component costing 100 gp per tier or less without providing that component.

Extra Mythic Power (Mythic)

You can store more mythic power than your tier would normally allow.

Benefit: You gain two extra uses of mythic power each day.

Extra Path Ability (Mythic)

You can call upon mythic powers beyond those already invested in you.

Prerequisite: 3rd mythic tier.

Benefit: Choose one mythic ability from your path or from the universal path abilities that you meet the prerequisites for. You gain that path ability.

Fabulous Figments (Mythic)

Your illusions are astonishingly realistic.

Prerequisite: Spell Focus (illusion).

Benefit: Non-mythic creatures can't identify your illusion spells with Spellcraft, including checks attempted as part of *arcane sight*, *detect magic*, or similar effects. When mythic creatures attempt to identify your illusions, add your tier to the DC of those Spellcraft checks. Mythic creatures informed by their allies that one of your illusions isn't real gain only a +2 bonus on their Will saves to disbelieve. Non-mythic creatures gain no bonus to disbelieve.

Far Shot (Mythic)

You make long-ranged attacks with remarkable accuracy.

Prerequisite: Far Shot.

Benefit: As a swift action, you can expend one use of mythic power to ignore all range increment penalties for your ranged attacks until the end of your turn.

Fast Empathy (Mythic)

You can soothe the emotions of wild beasts with nearly supernatural quickness.

Prerequisite: Fast Empathy^{UM}.

Benefit: You can use wild empathy as a swift action.

Fire Music (Mythic)

You masterfully weave the ancient melodies of fire into your spells.

Prerequisite: Fire Music^{UM}.

Benefit: When you use Fire Music to change any of the damage dealt by a bard spell to fire damage, that damage ignores fire resistance up to your tier.

If you cast *summon monster* as a bard spell and choose to give the summoned creature a fiery appearance, increase its fire resistance by 5 (adding to the resistance already granted by Fire Music) and add 1d4 points of fire damage to all of its natural attacks instead of the +1 fire damage normally granted by Fire Music. Creatures with the fire subtype also gain these benefits.

Fleet (Mythic)

You're fantastically light on your feet.

Prerequisite: Fleet.

Benefit: Your base land speed increases by 5 feet, regardless of what armor you wear or whether you're encumbered. This bonus stacks with the bonus gained from Fleet.

Special: You can take this feat multiple times, but no more than the number of times you've taken non-mythic Fleet. The effects stack.

Furious Focus (Mythic)

Your attacks create a rhythmic barrage that doesn't sacrifice precision for force.

Prerequisite: Furious Focus^{APG}.

Benefit: When you are using Furious Focus, you don't take Power Attack's penalty on attack rolls that are made as attacks of opportunity. As a free action, you can expend one use of mythic power to negate Power Attack's penalty on all melee attacks you make for 1 round while using this feat.

Gnome Trickster (Mythic)

Thanks to your mythic power, the magic in your blood has grown more potent and diverse.

Prerequisite: Gnome Trickster^{APG}.

Benefit: You gain the following spell-like abilities: 1/day—*blur* and *vanish*^{APG}.

You can use your gnome spell-like abilities an additional number of times per day equal to half your tier. You can spend these additional uses to use any of your gnome spell-like abilities you wish. Your caster level for your gnome spell-like abilities becomes your character level plus your tier.

Gorgon's Fist (Mythic)

Your strikes debilitate and disorient your foes.

Prerequisite: Gorgon's Fist.

Benefit: When you hit a creature while using Gorgon's Fist, if the target fails its Fortitude saving throw, it is dazed for 1 round instead of staggered. You can expend one use of mythic power when you hit with a Gorgon's Fist attack, but before the saving throw is attempted, to increase its DC by half your tier.

Great Fortitude (Mythic)

Your fortitude is unmatched.

Prerequisite: Great Fortitude.

Benefit: Whenever you roll a Fortitude saving throw against a spell, spell-like ability, or supernatural ability from a non-mythic source, roll twice and take the higher result.

Guided Hand (Mythic)

Attacks made with your deity's favored weapon are divinely inspired.

Prerequisite: Guided Hand^{UC}.

Benefit: When making attacks with your deity's favored weapon, you can add your Wisdom modifier instead of your Strength or Dexterity modifier on damage rolls.

Heroic Defiance (Mythic)

You ignore harmful effects that would bring others down.

Prerequisites: Heroic Defiance^{APG}.

Benefit: Once per day as an immediate action, you can attempt to negate the onset of one harmful condition or affliction (such as panicked, paralyzed, stunned, and so on) that allowed a saving throw for its onset, not including permanent and instantaneous conditions. When you do so, attempt a Will saving throw with a bonus equal to your tier against the original DC of the effect. If you succeed, the condition is negated. If you fail, the onset is delayed until the end of your next turn, after which it takes its normal effect. This feat has no effect on hit point damage or ability damage.

This effect is separate from the use of non-mythic Heroic Defiance.

Heroic Recovery (Mythic)

You can shrug off the effects of harmful conditions after they've taken effect.

Prerequisites: Heroic Recovery^{APG}.

Benefit: As a swift action, you can expend one use of mythic power to use Heroic Recovery additional times. Whenever you do, add your tier to the result of the Fortitude save.

Improved Bull Rush (Mythic)

You push foes around with amazing ease.

Prerequisite: Improved Bull Rush.

Benefit: You gain a bonus equal to half your tier on checks to bull rush, and to your CMD when an opponent bull rushes you. These bonuses stack with those granted by non-mythic Improved Bull Rush.

Furthermore, you can make an attack of opportunity against any creature that attempts to bull rush you, unless it also has this feat.

Improved Channel (Mythic)

As a divine conduit for energy, you're unmatched.

Prerequisite: Improved Channel.

Benefit: Non-mythic creatures that take damage from your channel energy must roll their saving throws twice and take the lower result.

Improved Counterspell (Mythic)

Your innate understanding of magical mechanics allows you to unravel spells with pure magical energy.

Prerequisite: Improved Counterspell.

Benefit: When counterspelling, you can use a spell of the same school that is the same or higher spell level as the target spell.

Improved Critical (Mythic)

Your critical strikes with your chosen weapon are deadlier than most.

Prerequisite: Improved Critical, base attack bonus +8.

Benefit: Your critical multiplier with your chosen weapon is increased by 1 (to a maximum of ×6).

Special: You can gain this feat multiple times. The effects do not stack. Each time you take this feat, it applies to a different non-mythic Improved Critical feat.

Improved Dirty Trick (Mythic)

You're a paragon of down-and-dirty fighting.

Prerequisite: Improved Dirty Trick^{APG}.

Benefit: You gain a bonus equal to half your tier on checks to attempt a dirty trick, and to your CMD when an opponent attempts to perform a dirty trick on you. These bonuses stack with those granted by Improved Dirty Trick.

Furthermore, you can make an attack of opportunity against any creature that attempts a dirty trick maneuver against you, unless it also has this feat.

Improved Disarm (Mythic)

You're expert at knocking your enemies' weapons away.

Prerequisite: Improved Disarm.

Benefit: You gain a bonus equal to half your tier on checks to disarm, and to your CMD when an opponent tries to disarm you. These bonuses stack with those granted by Improved Disarm.

Furthermore, you can make an attack of opportunity against any creature that attempts to disarm you, unless it also has this feat.

Improved Drag (Mythic)

You pull your enemies around the battlefield with great ease.

Prerequisite: Improved Drag^{APG}.

Benefit: You gain a bonus equal to half your tier on checks to attempt a drag combat maneuver, and to your CMD when an opponent attempts a drag combat maneuver against you. These bonuses stack with those granted by Improved Drag.

Furthermore, you can make an attack of opportunity against any creature that attempts a drag maneuver against you, unless it also has this feat.

Improved Familiar (Mythic)

Your familiar gains some of your incredible resiliency and insight.

Prerequisite: Improved Familiar.

Benefit: For every 3 tiers you possess, your familiar gains a +2 bonus to an ability score of your choice. These bonuses stack. Your familiar adds your tier to its natural armor bonus and to its spell resistance (if it has spell resistance).

Improved Grapple (Mythic)

Your wrestling moves are difficult to counter.

Prerequisite: Improved Grapple.

Benefit: You gain a bonus equal to half your tier on checks to grapple, and to your CMD when an opponent tries to grapple you. These bonuses stack with those granted by Improved Grapple.

Furthermore, you can make an attack of opportunity against any creature that attempts to grapple you, unless it also has this feat.

Improved Initiative (Mythic)

You leap into the fray with speed and confidence.

Prerequisite: Improved Initiative.

Benefit: The bonus on initiative checks granted by Improved Initiative increases by an amount equal to your tier. This bonus stacks with the bonus from Improved Initiative. In addition, instead of rolling initiative, you can expend one use of mythic power to treat your roll as a natural 20.

Improved Overrun (Mythic)

You're an unstoppable force on the battlefield, able to run down lesser foes with ease.

Prerequisite: Improved Overrun.

Benefit: You gain a bonus equal to half your tier on checks to overrun, and to your CMD when an opponent tries to overrun you. These bonuses stack with those granted by Improved Overrun.

Furthermore, you can make an attack of opportunity against any creature that attempts to overrun you, unless it also has this feat.

Improved Reposition (Mythic)

You put your foes right where you want them.

Prerequisite: Improved Reposition^{APG}.

Benefit: You gain a bonus equal to half your tier on checks to attempt a reposition combat maneuver, and to your CMD when an opponent attempts to perform a reposition combat maneuver against you. These bonuses stack with those granted by Improved Reposition.

Furthermore, you can make an attack of opportunity against any creature that attempts to reposition you, unless it also has this feat.

Improved Steal (Mythic)

Your light fingers can lift even the most closely held item off an enemy.

Prerequisite: Improved Steal^{APG}.

Benefit: You gain a bonus equal to half your tier on checks to attempt a steal combat maneuver, and to your CMD when an opponent attempts a steal combat maneuver on you. These bonuses stack with those granted by Improved Steal.

Furthermore, you can make an attack of opportunity against any creature that attempts a steal maneuver against, you unless it also has this feat.

Improved Stonecunning (Mythic)

If you listen close, you can hear the secrets of stone.

Prerequisite: Improved Stonecunning^{APG}.

Benefit: You gain *stone tell* as a spell-like ability usable once per day with a caster level equal to twice your tier.

Improved Sunder (Mythic)

Your mighty smashing blows demolish objects.

Prerequisite: Improved Sunder.

Benefit: You gain a bonus equal to half your tier on checks to sunder, and to your CMD when an opponent tries to sunder an object used by you. These bonuses stack with those granted by Improved Sunder.

Furthermore, you can make an attack of opportunity against any creature that attempts to sunder an object used by you, unless it also has this feat.

Improved Trip (Mythic)

You're expert at knocking your foes down.

Prerequisite: Improved Trip.

Benefit: You gain a bonus equal to half your tier on checks to trip, and to your CMD when an opponent tries to trip you. These bonuses stack with those granted by Improved Trip.

Furthermore, you can make an attack of opportunity against any creature that attempts to trip you, unless it also has this feat.

Improved Unarmed Strike (Mythic)

Your unarmed strikes are more powerful than others.

Prerequisite: Improved Unarmed Strike.

Benefit: You can add half your tier to your damage with unarmed strikes. As a swift action, you can expend one use of mythic power to overcome the hardness of objects with your unarmed strikes. This effect last for a number of rounds equal to your tier. If an object's hardness is greater than 15, you don't ignore any of its hardness.

Intimidating Prowess (Mythic)

Your mythic stature makes others uneasy.

Prerequisite: Intimidating Prowess.

Benefit: You gain a bonus on Intimidate checks equal to your tier against non-mythic creatures, or half your tier against mythic creatures. If you also have the Persuasive (mythic) feat, you can expend one use of mythic power to treat the Intimidate check as if you had rolled a natural 20. You must decide to use this ability before the roll is made.

Iron Will (Mythic)

Your will is incorruptible.

Prerequisite: Iron Will.

Benefit: Whenever you roll a Will saving throw against a spell, spell-like ability, or supernatural ability from a non-mythic source, roll twice and take the higher result.

Knockout Artist (Mythic)

Your knockout punches are truly mighty.

Prerequisite: Knockout Artist^{UC}.

Benefit: When you use your unarmed strike to deal nonlethal damage and sneak attack damage to an opponent, roll d8s for each sneak attack die instead of d6s.

Legendary Teamwork (Mythic)

You and your allies fight with great coordination.

Prerequisites: Any two teamwork feats.

Benefit: Any fixed numeric bonuses you gain from teamwork feats are increased by 1. This doesn't apply to variable numeric bonuses or to effects that are not numeric bonuses, such as additional attacks of opportunity, movement, or other extra actions.

Lightning Reflexes (Mythic)

Your reflexes are superhuman.

Prerequisite: Lightning Reflexes.

Benefit: Whenever you roll a Reflex saving throw against a spell, spell-like ability, or supernatural ability from a non-mythic source, roll twice and take the higher result.

Lucky Halfling (Mythic)

You share your mythic luck with those around you.

Prerequisite: Lucky Halfling^{APG}.

Benefit: When you use Lucky Halfling, add your tier as a bonus on the saving throw. You can expend one use of mythic power when an ally uses your save but still suffers an effect on a successful saving throw. If you do, that ally suffers no effect on the successful saving throw.

Lucky Surge (Mythic)

Your surges defy the odds.

Prerequisites: Potent Surge, 3rd mythic tier.

Benefit: Whenever you use your surge ability, you can roll your surge dice twice and take the higher result. If you



can already roll your surge dice twice and take the higher result, you roll your surge dice three times and take the highest result.

Lunge (Mythic)

Your reaching strikes aid your defenses against those you hit.

Prerequisite: Lunge.

Benefit: Whenever you use Lunge and hit a creature with the melee attack, you no longer take a -2 penalty to AC against that creature. You can expend one use of mythic power when you use Lunge to negate the -2 penalty to AC whether you hit or miss, and gain a $+2$ bonus on attacks of opportunity you make while Lunge is in effect.

Magical Aptitude (Mythic)

Your understanding of the principles and intricacies of magic goes far beyond your training.

Prerequisite: Magical Aptitude.

Benefit: The bonus on Spellcraft and Use Magic Device skill checks from Magical Aptitude increases by 2. In addition, you can expend one use of mythic power to treat a Spellcraft or Use Magic Device check as if you had rolled a natural 20. You must decide to use this ability before making the roll.

Manyshot (Mythic)

You can fire a barrage of arrows at your target with very little effort.

Prerequisite: Manyshot.

Benefit: When making a full-attack action with a bow and using Manyshot, you fire two arrows with both your first and second attacks, instead of just your first attack.

Marked for Glory

You're destined for glory beyond the ken of ordinary adventurers and mere mortals.

Prerequisites: Great Fortitude, Iron Will, or Lightning Reflexes.

Benefit: You can use the surge ability (see page 12) once per day (adding 1d6). If you are or become mythic, you can use your surge one additional time per day.

Maximize Surge (Mythic)

In times of dire need, you can burn your mythic power to ensure success.

Prerequisite: 6th mythic tier.

Benefit: Once per day when you surge, you can expend two uses of mythic power to treat your surge die as though it rolled the maximum result.

Special: You can take this feat multiple times. Each time you do, you gain an extra use of this feat per day.

Medusa's Wrath (Mythic)

Your barrage of unarmed attacks builds to a single, staggering strike.

Prerequisite: Medusa's Wrath.

Benefit: You may forgo the two additional unarmed strikes of Medusa's Wrath to instead make a single unarmed strike at your highest base attack bonus. If you successfully hit your opponent, it must succeed at a Fortitude saving throw (DC 10 + 1/2 your character level + your Wisdom modifier) or be staggered for 1 round. You can expend one use of mythic power when you stagger a target with Medusa's Wrath to extend the duration of the staggered condition by a number of rounds equal to half your tier.

Missile Shield (Mythic)

Your remarkable awareness allows you to deflect multiple ranged attacks and even ray spells.

Prerequisites: Missile Shield^{APG}.

Benefit: When using Missile Shield, you can deflect an additional number of ranged attacks per round equal to half your tier. You can expend one use of mythic power as an immediate action to deflect a single ray from a ray spell or effect targeting you.

Mobility (Mythic)

You have perfected your ability to weave through the battlefield, using your momentum to propel yourself far.

Prerequisite: Mobility.

Benefit: Whenever you use Mobility, you gain a $+6$ dodge bonus to AC instead of the normal $+4$. In addition, once per round when an attack of opportunity provoked by your movement misses you, you may move 5 feet as a free action. This movement doesn't count against your total overall movement for the round, but it does provoke attacks of opportunity.

Monastic Legacy (Mythic)

Every new experience carries you another step further along your path to enlightenment.

Prerequisite: Monastic Legacy^{UC}.

Benefit: Add half the levels you have in classes other than monk to your monk level to determine your effective monk level for your AC bonus. As a free action, you can expend one use of mythic power to add half your tier to your effective monk level to determine your base unarmed strike damage and AC bonus until the start of your next turn.

Mounted Archery (Mythic)

Your skill as a rider allows you to take cover and shoot with amazing accuracy.

Prerequisite: Mounted Archery.

Benefit: When using the Ride skill to use your mount as cover, you can still make a single ranged weapon attack as a standard action. While your mount is moving, you can expend one use of mythic power to negate the penalties for making ranged weapon attacks while mounted until the beginning of your next turn.

Mounted Combat (Mythic)

Your ability to maneuver a mount through the rigors of combat is nearly unparalleled.

Prerequisite: Mounted Combat.

Benefit: You can negate an additional number of hits against your mount per round equal to your tier. Once per round as an immediate action, you can expend one use of mythic power to substitute a Ride check for a single Reflex saving throw your mount must make.

Mythic Companion

Despite your non-mythic nature, you're a vital part of the greater mythic world.

Prerequisite: You must be non-mythic.

Benefit: You're considered a mythic creature for the purposes of determining how mythic spells and effects affect you. If you ever become mythic, you gain a +1 bonus on all saves against mythic spells and effects.

Mythic Crafter (Mythic)

You can craft mythic magic items.

Prerequisite: Any item creation feat.

Benefit: You can create any mythic magic item for which you have the appropriate item creation feat. In addition, you gain a +5 bonus on skill checks when creating non-mythic magic items.

Mythic Paragon (Mythic)

Your mythic power is even more potent than that of most other mythic beings.

Benefit: Your tier is considered 2 higher for determining the potency of mythic abilities, feats, and spells. This doesn't grant you access to mythic abilities or greater versions of mythic spells at a lower tier than you would normally need to be to get them, nor does it grant you additional uses of mythic power or adjust the dice you roll for your surge.

Mythic Spell Lore (Mythic)

You have learned how to unlock the power of your spells, combining them with your mythic power.

Prerequisite: Ability to cast spells.

Benefit: You can learn a number of mythic spells equal to your tier and can expend mythic power when casting them to enhance the results. To select a mythic spell, you must be able to cast the non-mythic version or have it on

your list of spells known. Every time you gain a new tier, you can select an additional mythic spell.

Special: You can select this feat multiple times. Each time you select this feat, you must select different spells.

Natural Spell (Mythic)

You can speak and use some magic items when you use wild shape.

Prerequisite: Natural Spell.

Benefit: When you're using wild shape, you can use spell completion and spell trigger magic items that were on your person when you changed form. You don't need to physically manipulate the items when you use them while using wild shape. Furthermore, you can speak normally when using wild shape.

Nimble Moves (Mythic)

You dance across obstacles with ease, as though they weren't even there.

Prerequisite: Nimble Moves.

Benefit: For every 2 tiers you possess, you can move through up to 5 feet of difficult terrain each round as if it were normal terrain (minimum 5 feet). This effect stacks with those provided by Nimble Moves and Acrobatic Steps.

Penetrating Strike (Mythic)

You know just how to strike to bypass even the most heavily armored foe's defenses.

Prerequisite: Penetrating Strike.

Benefit: When using Penetrating Strike or Greater Penetrating Strike, you can ignore an additional point of damage reduction for every 3 tiers you possess. Additionally, the effects apply to damage reduction without a type (such as DR 10/—).

Persuasive (Mythic)

You're a master of persuasion, be it with soothing words or harsh barking commands.

Prerequisite: Persuasive.

Benefit: The bonus on Diplomacy and Intimidate skill checks granted by Persuasive increases by 2. In addition, you can expend one use of mythic power to treat a Diplomacy or Intimidate check as if you had rolled a natural 20. You must decide to use this ability before making the roll.

Pinpoint Targeting (Mythic)

Your attacks can home in on your opponent's weak spot and ignore many defenses.

Prerequisites: Pinpoint Targeting.

Benefit: You can use this feat even if you move this round, but only if the distance you move is equal to or less than 5 feet per tier.

Point-Blank Shot (Mythic)

Your accuracy with ranged attacks is unmatched at point-blank range.

Prerequisite: Point-Blank Shot.

Benefit: The bonus on attack and damage rolls granted by Point-Blank Shot increases to +2. As a swift action, you can expend one use of mythic power to gain an additional bonus on these rolls equal to half your tier.

Potent Surge (Mythic)

Your surge is more potent.

Benefit: Whenever you use your surge ability, add 1 to your surge result.

Power Attack (Mythic)

Your attacks are truly devastating.

Prerequisite: Power Attack.

Benefit: When you use Power Attack, you gain a +3 bonus on melee damage rolls instead of +2. When your base attack bonus reaches +4 and every 4 points thereafter, the amount of bonus damage increases by +3 instead of +2. In addition, the bonus damage from this feat is doubled on a critical hit, before it's multiplied by the weapon's critical multiplier.

You can expend one use of mythic power when you activate Power Attack to ignore the penalties on melee attack rolls and combat maneuver checks for 1 minute.

Powerful Shape (Mythic)

The forms you take in wild shape tower over their natural counterparts.

Prerequisite: Powerful Shape^{UM}.

Benefit: You can apply the giant simple template (quick rules version, from *Pathfinder RPG Bestiary* 295) to any form you take with wild shape. This replaces the benefit from Powerful Shape.

As a free action, you can expend one use of mythic power to combine the benefit from this feat with the benefit from non-mythic Powerful Shape for a number of rounds equal to your tier.

Prophetic Visionary (Mythic)

Your precognitive powers aid you further.

Prerequisite: Prophetic Visionary^{UM}.

Benefit: You can use Prophetic Visionary's *augury* ability at will, spending 10 minutes in a deep trance each time. Your chance of a successful *augury* increases by 1% per tier. A successful *augury* made by using this feat also grants you the benefits of *guidance*, but the bonus

is equal to your tier and is an insight bonus instead of a competence bonus.

Quick Draw (Mythic)

You can retrieve any item quickly, not just weapons.

Prerequisite: Quick Draw.

Benefit: You can use Quick Draw to draw items of any kind, not just weapons, provided they are stored or concealed on your person. As a move action, you can expend one use of mythic power to retrieve up to two hidden items. You must have two hands free to do so.

Racial Heritage (Mythic)

Your racial heritage mingles with your mythic power to become more pronounced.

Prerequisite: Racial Heritage^{APG}.

Benefit: You gain a single racial trait of your choice from the race you picked when you took non-mythic Racial Heritage. That racial trait can't modify your size or ability scores. You also gain the racial language of the race (if any)



if you don't already know it. For races with multiple racial languages, you gain all of them.

Rapid Reload (Mythic)

You can reload any type of weapon with astounding speed.

Prerequisite: Rapid Reload.

Benefit: You gain the benefits of Rapid Reload with all crossbows and firearms, not just the one you originally chose when you gained that feat. As a swift action, you can expend one use of mythic power to gain the ability to reload crossbows and firearms without provoking attacks of opportunity for 1 minute.

Rapid Shot (Mythic)

You can fire many times each round with amazing precision.

Prerequisite: Rapid Shot.

Benefit: When using Rapid Shot, you can either ignore the feat's -2 penalty on attack rolls or make two additional attacks instead of one.

Rhetorical Flourish (Mythic)

You're supremely skilled at using verbal misdirection and finesse to influence others.

Prerequisites: Rhetorical Flourish^{UC}.

Benefit: When you successfully use Rhetorical Flourish against a non-mythic creature, the bonus on your Diplomacy check increases by your tier. If the target is a mythic creature, you instead increase the bonus by half your tier.

You can expend one use of mythic power to reroll a single failed Bluff check. You must take the new result even if it is lower.

Ride-By Attack (Mythic)

You can make multiple attacks as you ride past your enemies.

Prerequisite: Ride-By Attack.

Benefit: When you successfully strike an opponent as part of a Ride-By Attack, you can continue to make attacks against successive targets. You can make one additional attack per 3 tiers you possess, but you can't make more attacks than you could if you were making a full attack. Successive attacks use the lower bonus for multiple attacks, as when making a full attack. You must move at least 10 feet between each attack.

Run (Mythic)

You run with preternatural speed and endurance.

Prerequisites: Run.

Benefit: When running, you move seven times your normal speed if wearing medium, light, or no armor and carrying no more than a medium load, or six times your speed if wearing heavy armor or carrying a heavy load. When making a jump after a running start, you gain an additional bonus equal to your tier + 4 on your Acrobatics check.

You can run normally for a number of rounds equal to your Constitution score plus your tier, but after that you must succeed at Constitution checks to continue running.

Saving Shield (Mythic)

Shielding a comrade from harm gives you a chance to strike back.

Prerequisite: Saving Shield^{APG}.

Benefit: The shield bonus you grant an ally with Saving Shield increases to +3. If you use Saving Shield to successfully negate an attack against an adjacent ally, you can immediately make an attack of opportunity against the attacker so long as it is within your melee reach.

Scorpion Style (Mythic)

Your unarmed strikes can induce a near-crippling lethargy in your enemies.

Prerequisite: Scorpion Style.

Benefit: Whenever you are using Scorpion Style, you add your tier to the number of rounds the target's base land speed is reduced. You can expend one use of mythic power when making your attack to slow your target, as the spell *slow*, unless it succeeds at a Fortitude save (DC 10 + 1/2 your character level + your Wisdom modifier). The slowing effect supersedes the normal speed penalty of your Scorpion Strike, but lasts for an equal number of rounds.

Selective Channeling (Mythic)

When you exclude creatures from your channel, you empower those you do affect.

Prerequisite: Selective Channeling.

Benefit: When you channel energy, the damage you heal or deal increases by a number of points equal to twice the number of targets you excluded from your channeled energy. You can expend one use of mythic power to increase the number of targets you exclude from your channeled energy by half your tier.

Self-Sufficient (Mythic)

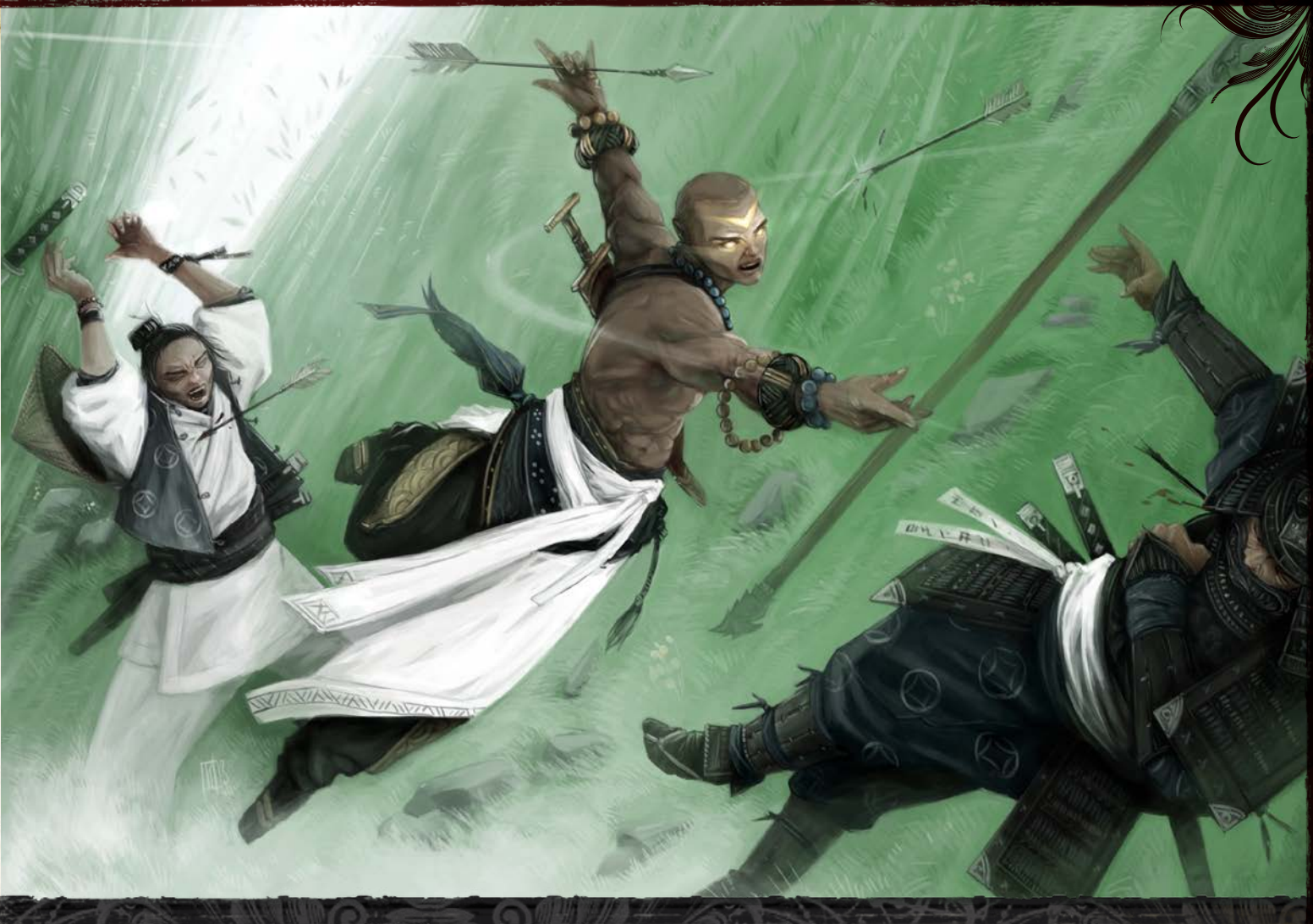
Independence comes naturally to you, and you have mastered taking care of yourself.

Prerequisite: Self-Sufficient.

Benefit: The bonus on Heal and Survival skill checks from Self-Sufficient increases by 2. In addition, you can expend one use of mythic power to treat a Heal or Survival check as if you had rolled a natural 20. You must decide to use this ability before making the roll.

Shatter Defenses (Mythic)

Your dazzling attacks leave your opponents flummoxed and bewildered, unable to attack you or to defend themselves effectively.



Prerequisite: Shatter Defenses.

Benefit: An opponent you affect with Shatter Defenses is flat-footed to all attacks, not just yours.

Shield Focus (Mythic)

You're a master of using your shield for protection.

Prerequisite: Shield Focus.

Benefit: Add your shield bonus and your shield's enhancement bonus to your touch AC. As an immediate action, you can expend one use of mythic power to add your shield bonus and your shield's enhancement bonus on a Fortitude or Reflex save just before you roll it.

Shield Slam (Mythic)

Your shield bash produces a powerful kick.

Prerequisite: Shield Slam.

Benefit: When using Shield Slam to bull rush, an opponent knocked prone because of an intervening wall or other surface also takes damage from the collision. The damage dealt is equal to 1d6 points per 2 tiers you

possess. As an immediate action, you can expend one use of mythic power to add your tier to your combat maneuver checks when resolving a bull rush made due to Shield Slam.

Shot on the Run (Mythic)

With ease, you can snap off two shots while dashing across the battlefield.

Prerequisites: Shot on the Run, base attack bonus +6.

Benefit: Whenever you use Shot on the Run, you can make two ranged attacks at your highest base attack bonus at any point during your movement, instead of just one.

Skill Focus (Mythic)

Your mastery with this skill is unmatched, even in difficult situations.

Prerequisite: Skill Focus.

Benefit: You can always take 10 or 20 on checks with your choice of skill for Skill Focus, even when you are rushed or threatened.

Special: You can gain this feat multiple times. The effects do not stack. Each time you take this feat, it applies to a different non-mythic Skill Focus feat.

Snatch Arrows (Mythic)

You can use the weapons you pluck from the air to immediately make melee attacks.

Prerequisite: Snatch Arrows.

Benefit: When you use Snatch Arrows to catch a thrown weapon that can also be used as a melee weapon, you can make a melee attack with it as an immediate action against a foe within the weapon's melee reach. You can expend one use of mythic power to make this attack without spending an immediate action.

Sociable (Mythic)

Your easy nature flows from you without effort, putting others at ease.

Prerequisite: Sociable^{APG}.

Benefit: You grant and benefit from the +2 bonus on Diplomacy checks from Sociable constantly without having to spend a move action. You can spend a move action to increase the bonus to +4 for a number of rounds equal to your tier.

Spell Focus (Mythic)

Your magical specialties are particularly effective.

Prerequisite: Spell Focus.

Benefit: Choose a school of magic you already have Spell Focus in. The bonus to save DCs provided by Spell Focus and Greater Spell Focus for that school increases by 1. You can expend one use of mythic power as part of casting a spell from your chosen school to force any of the spell's targets to roll their saving throws twice, taking the lower result.

Special: You can gain this feat multiple times. The effects do not stack. Each time you take this feat, it applies to a different non-mythic Spell Focus feat.

Spell Mastery (Mythic)

You're so familiar with certain spells you can prepare them with the greatest of ease.

Prerequisite: Spell Mastery.

Benefit: You can prepare spells you have selected with Spell Mastery as a full-round action. You must spend the appropriate amount of time preparing other spells you have not mastered. As a full-round action, you can expend one use of mythic power to prepare all your spells that you have selected with Spell Mastery.

Spell Penetration (Mythic)

Your mythic power breaches your enemies' defenses.

Prerequisite: Spell Penetration.

Benefit: Add half your tier to caster level checks to overcome spell resistance. If you have Greater Spell Penetration, add your full tier instead.

Spellbreaker (Mythic)

You're a spellcaster's worst nightmare.

Prerequisite: Spellbreaker.

Benefit: Any non-mythic creature you threaten provokes an attack of opportunity from you whenever it uses a spell or spell-like ability, even when casting defensively or casting a quickened spell.

If a non-mythic creature within 30 feet of you uses a spell or spell-like ability, you can expend one use of mythic power to make a ranged attack against that creature as an attack of opportunity (even if the creature wouldn't normally provoke attacks of opportunity). You must have a ranged weapon in hand or have a free hand and the non-mythic Quick Draw feat to use this ability. You can use this ability against a mythic creature by expending two uses of mythic power.

Spirited Charge (Mythic)

Your mounted charge knocks the wind and wits from those foolish enough to stand against you.

Prerequisite: Spirited Charge.

Benefit: When you hit an opponent with a mounted charge, that opponent must succeed at a Fortitude saving throw (DC 10 + 1/2 your character level + your Str modifier) or be staggered for a number of rounds equal to your tier. If you use a lance with this attack, increase the saving throw DC by 2. As a free action before you make the attack, you can expend one use of mythic power to daze your opponent on a failed saving throw instead of staggering it.

Spontaneous Metafocus (Mythic)

You apply metamagic to your spells with greater ease than do other spontaneous casters.

Prerequisite: Spontaneous Metafocus^{UM}.

Benefit: You can change which spell your Spontaneous Metafocus feat applies to each morning when you restore your expended spell slots. The spell it applies to can be of any level, but it must be a legal selection for the Spontaneous Metafocus feat.

Special: You can gain this feat multiple times. The effects do not stack. Each time you take this feat, it applies to a different non-mythic Spontaneous Metafocus feat.

Spring Attack (Mythic)

You move across the battlefield in a blur of whirling blades.

Prerequisites: Spring Attack, base attack bonus +6.

Benefit: When you use Spring Attack, you don't need to move at least 10 feet before making the first attack. If you

expend one use of mythic power when you start a Spring Attack, the movement you make during the Spring Attack doesn't provoke attacks of opportunity.

Stealthy (Mythic)

Your grace and fluidity are beyond compare.

Prerequisite: Stealthy.

Benefit: The bonus on Escape Artist and Stealth skill checks from Stealthy increases by 2. In addition, you can expend one use of mythic power to treat an Escape Artist or Stealth check as if you had rolled a natural 20. You must decide to use this ability before making the roll.

Strike Back (Mythic)

Your precise counterattacks degrade your foes' advantages in combat.

Prerequisite: Strike Back.

Benefit: When you make a melee attack as a readied action against a foe outside your melee reach, you can take a 5-foot step toward that foe. If you expend one use of mythic power, you can move your speed toward the foe instead. Neither of these counts toward the movement made during your turn.

Strong Comeback (Mythic)

You never make the same mistake twice.

Prerequisite: Strong Comeback^{UC}.

Benefit: Whenever you're allowed to reroll an ability check, a skill check, or a saving throw, roll two dice and take the higher result, before adding the bonus from Strong Comeback.

Stunning Fist (Mythic)

With greater potency and frequency, your fists stun those who stand against you.

Prerequisite: Stunning Fist.

Benefit: The DC of your Stunning Fist increases by half your tier, and you can use Stunning Fist multiple times during the same round. As a free action, you can expend one use of your mythic power to use Stunning Fist without spending one of your daily uses of the feat.

Throw Anything (Mythic)

You're so skilled at throwing weapons that it hardly matters what you throw.

Prerequisite: Throw Anything.

Benefit: You gain a +2 bonus on attack rolls and damage rolls made using an improvised thrown weapon or splash weapon. This bonus stacks with the bonus from the non-mythic Throw Anything feat. If you miss with a thrown splash weapon, it always lands adjacent to its target regardless of how many range increments it was thrown.

Titan Strike (Mythic)

Your fists can fell titanic foes.

Prerequisite: Improved Unarmed Strike (mythic).

Benefit: Your unarmed strike deals damage as if you were one size category larger. You also gain a +1 bonus for each size category that your target is larger than you on the following: bull rush, drag, grapple, overrun, sunder, and trip combat maneuver checks and the DC of your Stunning Fist.

Toughness (Mythic)

You have legendary resilience and durability.

Prerequisite: Toughness.

Benefit: Toughness provides you twice as many hit points. In addition, when you're below 0 hit points, you gain DR 10/epic. This DR stacks with any other DR/epic you might possess.

Trample (Mythic)

Your rearing mount can stomp foes into the ground, barely breaking stride.

Prerequisite: Trample.

Benefit: Your mount can make two hoof attacks against an opponent you knock down with an overrun, instead of one. You can expend one use of mythic power when you score a critical hit with one or more of those hoof attacks. When you do, the critical is automatically confirmed. If both scored critical hits, expending one use of mythic power automatically confirms both.

Tripping Staff (Mythic)

Your staff is valuable for attack and defensive balance.

Prerequisite: Tripping Staff^{UM}.

Benefit: You add half your tier to CMD against trip maneuvers and on combat maneuver checks to trip with a quarterstaff. When you're wielding a quarterstaff and an opponent you threaten attempts to trip you and fails, it provokes an attack of opportunity from you. You must use your staff for this attack of opportunity.

Turn Undead (Mythic)

The power of your divine energy can not only cause undead to flee but also destroy them where they stand.

Prerequisites: Turn Undead.

Benefit: When you use Turn Undead, the range increases by 10 feet per tier, and non-mythic undead take a penalty on their saving throws equal to your tier.

You can expend one use of mythic power when using Turn Undead to destroy undead. Instead of fleeing, undead that fail their saves might be destroyed. You destroy 2d4 Hit Dice worth of undead per tier. Undead with the fewest HD are affected first; among undead with equal HD, those that are closest to the burst's point

of origin are affected first. No undead of 9 or more HD can be affected, and HD that aren't sufficient to affect an undead are wasted.

Two-Fisted Drinker (Mythic)

You can pound down drinks with amazing verve.

Prerequisite: Quick Draw.

Benefit: You can draw two potions or other beverages—mundane or magical—from a pouch, bandolier, or similar holder (but not from a backpack) as a move action. As a standard action, you can drink two potions or other beverages. You must have two free hands to use this feat.

Two-Weapon Defense (Mythic)

Your graceful flow between attack and defense makes you difficult to hit.

Prerequisite: Two-Weapon Defense.

Benefit: When using Two-Weapon Defense, you apply the highest enhancement bonus from your two weapons to the shield bonus granted by that feat.

Two-Weapon Fighting (Mythic)

With deft strikes, you gain an advantage over your foes beyond mere damage.

Prerequisite: Two-Weapon Fighting.

Benefit: As an immediate action, you can expend one use of mythic power to negate the penalties on attack rolls for two-weapon fighting for a number of rounds equal to your tier.

Two-Weapon Rend (Mythic)

Your synchronized dual attacks are even more dangerous, and can leave lasting wounds.

Prerequisite: Two-Weapon Rend.

Benefit: The damage of your Two-Weapon Rend increases to 2d8 points plus twice your Strength modifier. You can expend one use of mythic power to gain a bonus on this damage equal to twice your tier.

Undead Master (Mythic)

Through your fearsome mythic nature, you have matchless power over the undead.

Prerequisite: Undead Master^{UM}.

Benefit: When you cast *animate dead* or use the Command Undead feat, add your tier to your caster level when determining the number of Hit Dice of undead you animate. This stacks with the increased caster level of Undead Master. When you cast *command undead*, your duration is tripled rather than doubled.

Unseat (Mythic)

You knock your opponents down from their mounts with frightening concussive force.

Prerequisite: Unseat.

Benefit: When you successfully bull rush an opponent off his mount with Unseat, your opponent takes 1d6 points of falling damage per 2 tiers you possess. Items or abilities that reduce falling damage, such as a successful Acrobatics check, can reduce the damage dealt by the impact.

Valiant Vault (Mythic)

Your mount can make heroic leaps.



Prerequisites: Mounted Combat, Ride-By Attack, Ride 5 ranks.

Benefit: Your mount is always considered to have a running start when using Acrobatics to jump. You can expend one use of mythic power to grant your mount a +10 bonus on an Acrobatics check, or a +20 bonus if the check is made to jump.

When making a mounted charge, you can guide your mount to leap over a foe between your starting position and the target of your charge. You make a Ride check or your mount makes an Acrobatics check (whichever is lower) during the charge, using the rules for the leap task under the Ride skill. If the height you clear with that check exceeds the creature's height, you jump over it and continue your charge on the opposite side. This movement provokes attacks of opportunity. Alternatively, you can vault over your target while making a Ride-By Attack, allowing you to move over or through its space and continue moving on the opposite side of it. If your jump exceeds the target's height, you gain a +1 bonus on the attack roll for higher ground, and if any of your allies threatens the target, you treat the target as flanked for purposes of your Ride-By Attack.

Vital Strike (Mythic)

You can strike your foes with incredible force.

Prerequisite: Vital Strike.

Benefit: Whenever you use Vital Strike, Improved Vital Strike, or Greater Vital Strike, multiply the Strength bonus, magic bonus, and other bonuses that would normally be multiplied on a critical hit by the number of weapon damage dice you roll for that feat.

Extra damage from sources that wouldn't normally be multiplied on a critical hit isn't multiplied by this feat.

Voice of the Sibyl (Mythic)

You overpower weaker and more vulnerable minds with your voice alone.

Prerequisite: Voice of the Sibyl^{UM}.

Benefit: You gain a +1 bonus on all Bluff, Diplomacy, and Perform (oratory) skill checks for every 3 tiers you possess. This bonus stacks with the bonus from Voice of the Sibyl. If you have 10 or more ranks in at least two of these skills, gain a +2 bonus to the DC of any language-dependent spell you cast.

Warrior Priest (Mythic)

Your faith speeds you in battle and further strengthens your mind and confidence.

Prerequisite: Warrior Priest^{UM}.

Benefit: You gain a bonus equal to half your tier both on initiative checks and on concentration checks to cast a spell or use a spell-like ability when casting defensively

or while grappled. These bonuses stack with the bonuses from Warrior Priest.

Weapon Finesse (Mythic)

You're an expert with weapons that rely on your agility.

Prerequisite: Weapon Finesse.

Benefit: When using Weapon Finesse, you may also use your Dexterity modifier instead of your Strength modifier on your damage rolls. If you carry a shield, its armor check penalty doesn't apply to either the attack rolls or the damage rolls.

Weapon Focus (Mythic)

You're a master of one type of weapon.

Prerequisite: Weapon Focus.

Benefit: Double the bonuses on your attack rolls from Weapon Focus and Greater Weapon Focus. As a swift action, you can expend one use of mythic power to gain a bonus on attack rolls with your selected weapon equal to half your tier until the end of your turn.

Special: If you have taken non-mythic Weapon Focus multiple times, you must choose which of those feats this enhances. You can take this feat multiple times. The effects do not stack. Each time you take this feat, it applies to a different non-mythic Weapon Focus feat you have.

Weapon Specialization (Mythic)

The damage you deal with your chosen weapon is truly awesome to behold.

Prerequisite: Weapon Specialization.

Benefit: When using your chosen weapon, you gain a bonus equal to half your tier on damage rolls. This stacks with the bonus from Weapon Specialization and Greater Weapon Specialization.

Special: If you have taken non-mythic Weapon Specialization multiple times, you must choose which of those feats this enhances. You can take this feat multiple times. The effects do not stack. Each time you take this feat, it applies to a different non-mythic Weapon Specialization feat you have.

Witch Knife (Mythic)

Your witch knife is as much an extension of your body as it is an extension of your power.

Prerequisite: Witch Knife^{UM}.

Benefit: You can use your witch knife as an additional focus component for all your witch spells, not just your patron spells, adding 1 to their DC. This bonus stacks with the bonus to patron spells granted by Witch Knife, granting your patron spells a total +2 bonus to their DC. Additionally, the hand holding the witch knife is still considered free for the purpose of casting spells and delivering touch attacks.



3 MYTHIC SPELLS



The great blue dragon dipped one wing and spun in the air, swinging back around for another pass.

Kyra's hands filled with brilliant flames, and she cupped her fingers to shape the conflagration. "Prepare yourself," she said. "We won't get another chance."

Next to her, Ezren sighed. "If we kill her now, we'll never know where she hid the grimoire." Yet a circle of glowing runes sprang to life around his free hand, producing their own snake of flame that curved around the head of his staff.

"The time for that is past," Kyra said. "Our duty is to the townsfolk. We burn together on three. One... two..."

Mythic spells draw upon the caster's mythic power to create more powerful magical effects—*mythic fireball* sets affected creatures on fire, *mythic mage armor* can negate critical hits, and so on. These spells aren't separate spells you gain as a spell known from your spellcasting class, but rather mythically charged versions of spells you already know.

Learning Mythic Spells: To learn a mythic spell, you must either select the mythic spellcasting universal path ability (see page 50) or the Mythic Spell Lore feat (see page 70). In doing so, you unlock the secret of using your mythic power to amplify non-mythic spells you choose.

Casting Mythic Spells: If you know the mythic version of a spell, any time you cast the spell, you may expend one use of mythic power to convert the spell into its mythic version as you cast it. This doesn't change the level of the spell slot you use to cast the spell.

If you're a caster who prepares spells (such as a cleric or wizard), you never have to prepare the mythic version of a spell—if you prepare the non-mythic version, you may cast it as the mythic version by expending one use of mythic power. Unless otherwise specified, casting the mythic version of a spell doesn't take any longer than casting the non-mythic version.

Effects of Mythic Spells: Unless otherwise specified, a mythic spell works just like the non-mythic version of the spell. For example, zombies created by both *animate dead* and *mythic animate dead* count toward the spell's HD limit of how many undead you can control at one time, and a chaotic creature is immune to *mythic chaos hammer* in the same way it's immune to *chaos hammer*.

Unless a mythic spell's description says it improves, replaces, or upgrades an effect of the non-mythic spell, or says that it creates an effect instead of the non-mythic spell's effect, it retains all the effects of the non-mythic spell in addition to the effects of the mythic version. For example, the *mythic blasphemy* spell has penalties for creatures that fail their saves; because the description doesn't indicate that these penalties replace those of non-mythic *blasphemy*, the penalties are in addition to the non-mythic spell's effects.

Augmented Mythic Spells: An augmented version of a mythic spell has the same effect as the mythic spell, plus additional benefits, options, or an increased effect. Some augmented effects require you to have a minimum tier in order to cast it as an augmented mythic spell. If so, the tier requirement for the augmented effects is listed in parentheses in the entry. For example, "Augmented (4th)" means you must have at least 4 mythic tiers to use this option. If you know a mythic spell, you automatically know how to cast the augmented version of that mythic spell upon reaching the required tier.

Casting the augmented version of a mythic spell requires you to expend more uses of mythic power when you cast it.

The number of additional uses required for the augmented version is listed in the spell's augmented entry and includes the one use of mythic power necessary to cast the mythic version of the spell. When you cast a spell, you must decide whether you want to cast the non-mythic version, the mythic version, or the augmented mythic version, and expend the appropriate number of uses of mythic power. You can't cast the non-mythic version of the spell and later expend one use of mythic power to change it to the mythic version, nor can you cast the base mythic version of a spell and later in the duration expend the difference in mythic power to change it to the augmented version.

Example: You're a 9th-level wizard/6th-tier archmage who knows *mythic animate dead* and has *animate dead* prepared. Casting *animate dead* works as normal and requires no uses of mythic power. Casting *mythic animate dead* requires you to expend one use of mythic power when you cast your prepared *animate dead*. Casting the augmented version of *mythic animate dead* requires you to expend two (not three) uses of mythic power when you cast your prepared *animate dead* spell.

Mythic Spells in Magic Items: Mythic spells can't be crafted into magic items unless the item is an artifact (for example, you can't brew a *potion of mythic cure light wounds*).

Mythic Spells in Stat Blocks: In a creature stat block, a superscript "M" indicates the creature knows the mythic version of the spell.

Potent: Any spell you cast as a mythic spell can also be cast in a potent form that is harder to resist. By expending one additional use of mythic power, you increase the spell's save DC by 2 and gain a +2 bonus on your caster level check to overcome spell resistance.

Resilient: Any spell you cast as a mythic spell can also be cast in a resilient form that is harder to dispel or counterspell. Expend one additional use of mythic power; any check attempted in order to dispel the spell then takes a -4 penalty, and the spell can't be countered unless the opposing caster also expends a use of mythic power to overcome your spell's resilience (in which case the normal rules for counterspelling apply).

You may combine the potent and resilient forms of a spell; to do so, you must expend a total of two additional uses of mythic power. You can cast potent and resilient forms of augmented mythic spells in the same manner.

Tiers in Mythic Spell Descriptions: Unless otherwise stated, any reference to tier in a mythic spell description refers to the tier of the creature casting the spell. Whenever a mythic spell refers to half your tier, the minimum is 1 (meaning you still get a benefit at 1st tier).

Source: The name of the book in which the original spell's description appears is listed here. If no source line is included, the original spell appears in the *Pathfinder RPG Core Rulebook*.

SPELL LISTS

The following lists summarize all the mythic versions of existing spells presented in this book, as well as new spells that draw upon, grant, or steal mythic power.

Order of Presentation: In the spell lists and the short descriptions that follow them, the spells are presented in alphabetical order by name except for those belonging to certain spell chains. When a spell's name begins with "lesser," "greater," or "mass," the spell is alphabetized under the second word of the spell name instead.

Hit Dice: The term "Hit Dice" is used synonymously with "character levels" for effects that affect a specific number of Hit Dice of creatures.

Caster Level: A spell's power often depends on caster level, which is defined as the caster's class level for the purpose of casting a particular spell.

Creatures and Characters: "Creature" and "character" are used synonymously in the spell descriptions.

New Spells: An asterisk (*) after a spell name indicates a new spell presented in this chapter, starting on page 113.

Augmented Mythic Spells: A superscript "A" appearing at the end of a spell's name in these lists indicates the spell has an augmented effect (see page 80) when the caster expends additional uses of mythic power. See the individual spell descriptions for information on the augmented effect.

Alchemist Mythic Formulae

1st-Level Alchemist Mythic Formulae—*anticipate peril*^{UM}, *cure light wounds*, *endure elements*, *enlarge person*, *expeditious retreat*, *reduce person*, *true strike*^A.

2nd-Level Alchemist Mythic Formulae—*ablative barrier*^{UC}, *animal aspect*^{UC}, *barkskin*^A, *blistering invective*^{A, UC}, *cure moderate wounds*, *false life*, *invisibility*^A, *levitate*^A, *protection from arrows*, *resist energy*, *spider climb*, *touch injection*^{UC}.

3rd-Level Alchemist Mythic Formulae—*battle trance*^{A, ARG}, *beast shape I*^A, *burrow*^{A, UM}, *cure serious wounds*, *draconic reservoir*^{A, APG}, *fly*^A, *gaseous form*^A, *haste*^A, *heroism*^A, *monstrous physique I*^{A, UM}, *vomit twin*^{A, ARG}.

4th-Level Alchemist Mythic Formulae—*beast shape II*^A, *cure critical wounds*, *deathless*^{A, *}, *dragon's breath*^{APG}, *elemental body I*^A, *fire shield*, *monstrous physique II*^{A, UM}, *scorching ash form*^{A, ARG}, *stoneskin*.

5th-Level Alchemist Mythic Formulae—*beast shape III*^A, *dream*, *elemental body II*^A, *monstrous physique III*^{A, UM}, *nightmare*^A, *sending*^A.

6th-Level Alchemist Mythic Formulae—*beast shape IV*^A, *elemental body III*^A, *form of the dragon I*^A, *heal*^A, *mislead*^A, *monstrous physique IV*^{A, UM}, *transformation*, *walk through space*^{UC}.

Antipaladin Mythic Spells

1st-Level Antipaladin Mythic Spells—*bane*, *command*, *death knell*^A, *inflict light wounds*, *murderous command*^{A, UM}, *protection from good/law*.

2nd-Level Antipaladin Mythic Spells—*blindness/deafness*, *darkness*, *desecrate*, *invisibility*^A, *pernicious poison*^{A, UM}, *silence*.

3rd-Level Antipaladin Mythic Spells—*animate dead*^A, *battle trance*^{A, ARG}, *contagion*^A, *defile armor*^{A, APG}, *dispel magic*, *inflict moderate wounds*, *magic weapon (greater)*^A, *vampiric touch*.

4th-Level Antipaladin Mythic Spells—*inflict serious wounds*.

Bard Mythic Spells

1st-Level Bard Mythic Spells—*anticipate peril*^{UM}, *chord of shards*^{UM}, *cure light wounds*, *ear-piercing scream*^{A, UM}, *expeditious retreat*, *feather fall*^A, *grease*^A, *hideous laughter*^A, *jitterbugs*^{ARG}, *memory lapse*^{A, APG}, *saving finale*^{APG}, *silent image*^A, *sleep*^A.

2nd-Level Bard Mythic Spells—*blindness/deafness*, *blistering invective*^{A, UC}, *boiling blood*^{A, UM}, *cure moderate wounds*, *darkness*, *dust of twilight*^{A, APG}, *heroism*^A, *invisibility*^A, *mirror image*, *shadow anchor*^{ARG}, *share glory*^{*}, *shatter*, *silence*, *suggestion*, *summon swarm*.

3rd-Level Bard Mythic Spells—*blink*^A, *confusion*^A, *cure serious wounds*, *daylight*, *deep slumber*^A, *dispel magic*, *divine favor*, *gaseous form*^A, *haste*^A, *phantom steed*^A, *restore mythic power*^{*}, *slow*.

4th-Level Bard Mythic Spells—*break enchantment*^A, *cure critical wounds*, *detect scrying*^A, *dimension door*, *discordant blast*^{APG}, *dominate person*, *lend path*^{*}, *modify memory*^A, *shout*.

5th-Level Bard Mythic Spells—*dream*, *mislead*^A, *nightmare*^A, *resonating word*^{UM}.

6th-Level Bard Mythic Spells—*animate objects*, *irresistible dance*.

Cleric Mythic Spells

1st-Level Cleric Mythic Spells—*bane*, *bless*, *command*, *cure light wounds*, *divine favor*, *endure elements*, *entropic shield*, *inflict light wounds*, *know the enemy*^{UM}, *mighty fist of the earth*^{ARG}, *murderous command*^{A, UM}, *obscuring mist*^A, *protection from chaos/evil/good/law*, *sanctuary*^A, *shield of faith*, *sun metal*^{UC}, *theft ward*^{ARG}.

2nd-Level Cleric Mythic Spells—*blinding ray*^{ARG}, *boiling blood*^{A, UM}, *consecrate*, *cure moderate wounds*, *darkness*, *death knell*^A, *desecrate*, *disfiguring touch*^{A, UM}, *inflict moderate wounds*, *make whole*, *resist energy*, *shatter*, *shield other*, *silence*, *spiritual weapon*, *surmount affliction*^{A, UM}.

3rd-Level Cleric Mythic Spells—*animate dead*^A, *bleed glory*^{*}, *blindness/deafness*, *contagion*^A, *cure serious wounds*, *daybreak arrow*^{UC}, *daylight*, *dispel magic*, *glyph of warding*, *inflict serious wounds*, *magic vestment*^A, *prayer*, *restore mythic power*^{*}, *sacred bond*^{A, APG}, *sands of time*^{A, UM}, *searing light*, *share glory*^{*}, *stone shape*.

4th-Level Cleric Mythic Spells—*battle trance*^{A, ARG}, *blessing of fervor*^{APG}, *blood crow strike*^{UM}, *chaos hammer*, *cure critical wounds*, *deathless*^{A, *}, *giant vermin*^A, *holy smite*, *inflict critical wounds*, *magic weapon (greater)*^A, *mythic severance*^{*}, *order's wrath*, *sending*^A, *unholy blight*.

5th-Level Cleric Mythic Spells—break enchantment^A, breath of life^A, flame strike, lend path*, pillar of life^{APG}, plane shift^A, steal power*, wall of stone^A.

6th-Level Cleric Mythic Spells—animate objects, blade barrier^A, harm^A, heal^A.

7th-Level Cleric Mythic Spells—blasphemy, control weather^A, dictum, holy word, regenerate, terraform*, word of chaos.

8th-Level Cleric Mythic Spells—antimagic field, dimensional lock^A, earthquake^A, fire storm^A, orb of the void^{A,UM}.

9th-Level Cleric Mythic Spells—ascension*, storm of vengeance^A.

Druid Mythic Spells

1st-Level Druid Mythic Spells—call animal^{APG}, cure light wounds, endure elements, entangle, faerie fire^A, goodberry^A, hydraulic push^{APG}, magic fang, mighty fist of the earth^{ARG}, obscuring mist^A.

2nd-Level Druid Mythic Spells—animal aspect^{UC}, barkskin^A, burning gaze^{A,APG}, chill metal, feast of ashes^{APG}, flame blade^A, fog cloud^A, gust of wind^A, heat metal, pernicious poison^{A,UM}, pox pustules^{APG}, resist energy, spider climb, summon swarm, unshakable chill^{A,UM}.

3rd-Level Druid Mythic Spells—burrow^{A,UM}, call lightning, companion mind link^{UC}, contagion^A, cup of dust^{APG}, cure moderate wounds, daylight, hydraulic torrent^{A,APG}, magic fang (greater)^A, share glory*, stone shape.

4th-Level Druid Mythic Spells—arboreal hammer^{A,UM}, cape of wasps^{UM}, cure serious wounds, dispel magic, flame strike, giant vermin^A, ice storm^A, spike stones, true form^{A,APG}.

5th-Level Druid Mythic Spells—baleful polymorph^A, cure critical wounds, fire snake^{A,APG}, lend path*, stonesskin, wall of fire^A, wall of thorns^A.

6th-Level Druid Mythic Spells—fire seeds, move earth, repel wood^A, terraform*, wall of stone^A.

7th-Level Druid Mythic Spells—animate plants, black mark^{ARG}, changestaff^A, control weather^A, fire storm^A, heal^A, scouring winds^{A,UM}, sunbeam^A.

8th-Level Druid Mythic Spells—earthquake^A, finger of death, reverse gravity^A, whirlwind^A.

9th-Level Druid Mythic Spells—ascension*, foresight, regenerate, storm of vengeance^A, tsunami^{A,APG}.

Inquisitor Mythic Spells

1st-Level Inquisitor Mythic Spells—bane, bless, command, cure light wounds, divine favor, ear-piercing scream^{A,UM}, expeditious retreat, hex ward^{A,UM}, inflict light wounds, know the enemy^{UM}, protection from chaos/evil/good/law, sanctuary^A, shield of faith, theft ward^{ARG}, true strike^A.

2nd-Level Inquisitor Mythic Spells—blistering invective^{A,UC}, consecrate, cure moderate wounds, darkness, death knell^A, desecrate, flames of the faithful^{APG}, inflict moderate wounds, invisibility^A, knock^A, resist energy, sacred bond^{A,APG}, shield other, silence, spiritual weapon, surmount affliction^{A,UM}.

3rd-Level Inquisitor Mythic Spells—battle trance^{A,ARG}, blinding ray^{ARG}, cure serious wounds, daybreak arrow^{UC}, daylight, dispel magic, glyph of warding, heroism^A, inflict serious wounds, magic vestment^A, magic weapon (greater)^A, mythic severance*, prayer, searing light.

4th-Level Inquisitor Mythic Spells—battlemind link^{UM}, chaos hammer, cure critical wounds, deathless^{A,*}, defile armor^{A,APG}, detect scrying^A, holy smite, inflict critical wounds, named bullet^{A,UC}, order's wrath, sanctify armor^{A,APG}, sending^A, stonesskin, unholy blight.

5th-Level Inquisitor Mythic Spells—break enchantment^A, divine pursuit^{UM}, flame strike.

6th-Level Inquisitor Mythic Spells—blade barrier^A, blasphemy, circle of death^A, dictum, harm^A, heal^A, holy word, word of chaos.

Magus Mythic Spells

1st-Level Magus Mythic Spells—burning hands, color spray, enlarge person, expeditious retreat, feather fall^A, floating disk, grease^A, hydraulic push^{APG}, magic missile^A, obscuring mist^A, ray of enfeeblement, reduce person, shocking grasp^A, silent image^A, true strike^A.

2nd-Level Magus Mythic Spells—ablative barrier^{UC}, animal aspect^{UC}, burning gaze^{A,APG}, darkness, fog cloud^A, gust of wind^A, invisibility^A, levitate^A, mirror image, scorching ray, shatter, spider climb, web^A.

3rd-Level Magus Mythic Spells—beast shape I^A, blink^A, daylight, dispel magic, fireball^A, firestream^{A,ARG}, fly^A, force punch^{A,UM}, gaseous form^A, haste^A, hydraulic torrent^{A,APG}, lightning bolt^A, magic weapon (greater)^A, monstrous physique I^{A,UM}, phantom steed^A, slow, stinking cloud, vampiric touch, vomit twin^{A,ARG}.

4th-Level Magus Mythic Spells—beast shape II^A, black tentacles^A, dimension door, dragon's breath^{APG}, elemental body I^A, fire shield, ice storm^A, lend path*, monstrous physique II^{A,UM}, phantasmal killer^A, shout, solid fog^A, stonesskin, wall of fire^A, wall of ice^A.

5th-Level Magus Mythic Spells—baleful polymorph^A, beast shape III^A, cloudkill^A, cone of cold^A, elemental body II^A, fire snake^{A,APG}, monstrous physique III^{A,UM}, telekinesis, wall of force, wall of stone^A.

6th-Level Magus Mythic Spells—beast shape IV^A, chain lightning, disintegrate^A, elemental body III^A, flesh to stone^A, form of the dragon I^A, mislead^A, monstrous physique IV^{A,UM}, transformation, walk through space^{UC}, wall of iron^A.

Paladin Mythic Spells

1st-Level Paladin Mythic Spells—bless, cure light wounds, divine favor, endure elements, know the enemy^{UM}, protection from chaos/evil, sun metal^{UC}.

2nd-Level Paladin Mythic Spells—blinding ray^{ARG}, resist energy, sacred bond^{A,APG}, shield other.

3rd-Level Paladin Mythic Spells—cure moderate wounds, daybreak arrow^{UC}, daylight, dispel magic, magic weapon (greater)^A, prayer, sanctify armor^{A,APG}.

4th-Level Paladin Mythic Spells—break enchantment^A, cure serious wounds, oath of peace^{APG}.

Ranger Mythic Spells

1st-Level Ranger Mythic Spells—anticipate peril^{UM}, call animal^{APG}, endure elements, entangle, know the enemy^{UM}, magic fang, resist energy, sun metal^{UC}.

2nd-Level Ranger Mythic Spells—animal aspect^{UC}, animate dead^A, cure light wounds, barkskin^A, ricochet shot^{A,UC}.

3rd-Level Ranger Mythic Spells—battle trance^{A,ARG}, burrow^{A,UM}, companion mind link^{UC}, cure moderate wounds, magic fang (greater)^A, named bullet^{A,UC}.

4th-Level Ranger Mythic Spells—cure serious wounds.

Sorcerer/Wizard Mythic Spells

1st-Level Sorcerer/Wizard Mythic Spells—anticipate peril^{UM}, break^{A,APG}, burning hands, color spray, ear-piercing scream^{A,UM}, endure elements, enlarge person, expeditious retreat, feather fall^A, floating disk, grease^A, hold portal, hydraulic push^{APG}, mage armor, magic missile^A, memory lapse^{A,APG}, obscuring mist^A, protection from chaos/evil/good/law, ray of enfeeblement, reduce person, shadow weapon^{UM}, shocking grasp^A, silent image^A, sleep^A, theft ward^{ARG}, true strike^A.

2nd-Level Sorcerer/Wizard Mythic Spells—animal aspect^{UC}, blindness/deafness, boiling blood^{A,UM}, burning gaze^{A,APG}, darkness, disfiguring touch^{A,UM}, dust of twilight^{A,APG}, false life, fog cloud^A, gust of wind^A, hideous laughter^A, invisibility^A, jitterbugs^{ARG}, knock^A, levitate^A, make whole, mirror image, pernicious poison^{A,UM}, protection from arrows, resist energy, ricochet shot^{A,UC}, scorching ray, shadow anchor^{ARG}, shatter, spider climb, summon swarm, unshakable chill^{A,UM}, web^A.

3rd-Level Sorcerer/Wizard Mythic Spells—ablative barrier^{UC}, beast shape I^A, bleed glory*, blink^A, burrow^{A,UM}, daylight, deep slumber^A, devolution^{APG}, dispel magic, draconic reservoir^{A,APG}, fireball^A, firestream^{A,ARG}, fly^A, force punch^{A,UM}, gaseous form^A, haste^A, healing thief^{A,UC}, heroism^A, hydraulic torrent^{A,APG}, lightning bolt^A, magic weapon (greater)^A, monstrous physique I^{A,UM}, phantom steed^A, restore mythic power*, sands of time^{A,UM}, share glory*, slow, stinking cloud, strangling hair^{UM}, suggestion, touch injection^{UC}, vampiric touch.

4th-Level Sorcerer/Wizard Mythic Spells—animate dead^A, beast shape II^A, black tentacles^A, confusion^A, contagion^A, deathless^{A,*}, detect scrying^A, dimension door, dragon's breath^{APG}, elemental body I^A, enervation^A, fire shield, ice storm^A, monstrous physique II^{A,UM}, mythic severance*, named bullet^{A,UC}, phantasmal killer^A, scorching ash form^{A,ARG}, shout, solid fog^A, stone shape, stonesskin, true form^{A,APG}, vomit twin^{A,ARG}, wall of fire^A, wall of ice^A.

5th-Level Sorcerer/Wizard Mythic Spells—baleful polymorph^A, beast shape III^A, break enchantment^A, cloudkill^A, cone of cold^A, damnation stride^{A,ARG}, dominate person, dream, elemental body II^A, fire snake^{A,APG}, lend path*, lightning arc^{A,UM}, monstrous physique III^{A,UM}, nightmare^A, sending^A, steal power*, telekinesis, wall of force, wall of stone^A.

6th-Level Sorcerer/Wizard Mythic Spells—antimagick field, battlemind link^{UM}, beast shape IV^A, chain lightning, circle of death^A, conjure black pudding^{A,UM}, contingency^A, disintegrate^A, elemental body III^A, enemy hammer^{A,APG}, flesh to stone^A, form of the dragon I^A, globe of invulnerability, guards and wards^A, mislead^A, monstrous physique IV^{A,UM}, move earth, transformation, wall of iron^A.

7th-Level Sorcerer/Wizard Mythic Spells—arcane cannon^{UC}, control weather^A, elemental body IV^A, finger of death, form of the dragon II^A, limited wish^A, plane shift^A, power word blind^A, prismatic spray^A, resonating word^{UM}, reverse gravity^A, scouring winds^{A,UM}, terraform*, walk through space^{UC}.

8th-Level Sorcerer/Wizard Mythic Spells—dimensional lock^A, form of the dragon III^A, irresistible dance, maze, orb of the void^{A,UM}, polar ray, power word stun^A.

9th-Level Sorcerer/Wizard Mythic Spells—ascension*, foresight, mage's disjunction, meteor swarm^A, power word kill^A, prismatic sphere, time stop^A, tsunami^{A,APG}, wish^A.

Summoner Mythic Spells

1st-Level Summoner Mythic Spells—endure elements, enlarge person, expeditious retreat, feather fall^A, grease^A, mage armor, magic fang, protection from chaos/evil/good/law, reduce person.

2nd-Level Summoner Mythic Spells—ablative barrier^{UC}, barkskin^A, haste^A, invisibility^A, levitate^A, phantom steed^A, protection from arrows, resist energy, share glory*, slow, spider climb, summon swarm.

3rd-Level Summoner Mythic Spells—black tentacles^A, devolution^{APG}, dimension door, dispel magic, fire shield, fly^A, heroism^A, magic fang (greater)^A, stonesskin, vomit twin^{A,ARG}, wall of fire^A, wall of ice^A.

4th-Level Summoner Mythic Spells—baleful polymorph^A, damnation stride^{A,ARG}, lend path*, sending^A, wall of stone^A.

5th-Level Summoner Mythic Spells—conjure black pudding^{A,UM}, plane shift^A, wall of iron^A.

6th-Level Summoner Mythic Spells—dimensional lock^A, maze, walk through space^{UC}.

Witch Mythic Spells

1st-Level Witch Mythic Spells—burning hands, command, cure light wounds, ear-piercing scream^{A,UM}, enlarge person, hex ward^{A,UM}, ill omen^{A,APG}, inflict light wounds, mage armor, obscuring mist^A, ray of enfeeblement, reduce person, shadow weapon^{UM}, sleep^A, theft ward^{ARG}.

2nd-Level Witch Mythic Spells—blindness/deafness, boiling blood^{A,UM}, burning gaze^{A,APG}, cure moderate wounds, death knell^A, disfiguring touch^{A,UM}, false life, feast of ashes^{APG}, fog cloud^A, inflict moderate wounds, levitate^A, pernicious poison^{A,UM}, pox pustules^{APG}, shadow anchor^{ARG}, summon swarm, unshakable chill^{A,UM}, web^A.

3rd-Level Witch Mythic Spells—bleed glory*, cup of dust^{APG}, deep slumber^A, dispel magic, fly^A, glyph of warding, healing thief^{A,UC}, heroism^A, lightning bolt^A, restore mythic power*, sands of time^{A,UM}.

share glory*, stinking cloud, strangling hair^{UM}, suggestion, vampiric touch.

4th-Level Witch Mythic Spells—battle trance^{A, ARG}, black tentacles^A, cape of wasps^{UM}, confusion^A, cure serious wounds, deathless^{A, *}, detect scrying^A, dimension door, enervation^A, ice storm^A, inflict serious wounds, mythic severance*, named bullet^{A, UC}, phantasmal killer^A, solid fog^A.

5th-Level Witch Mythic Spells—baleful polymorph^A, break enchantment^A, cloudkill^A, cure critical wounds, damnation stride^{A, ARG}, dominate person, inflict critical wounds, lend path*, steal power*.

6th-Level Witch Mythic Spells—animate objects, cone of cold^A, flesh to stone^A, guards and wards^A, transformation.

7th-Level Witch Mythic Spells—black mark^{ARG}, chain lightning, control weather^A, harm^A, heal^A, plane shift^A, power word blind^A, regenerate, scouring winds^{A, UM}, terraform*, walk through space^{UC}.

8th-Level Witch Mythic Spells—irresistible dance, maze, power word stun^A.

9th-Level Witch Mythic Spells—ascension*, foresight, power word kill^A, storm of vengeance^A.

MYTHIC SPELL DESCRIPTIONS

The following are enhanced versions of existing spells.

ABLATIVE BARRIER

Source *Pathfinder RPG Ultimate Combat*

Add half your tier to the spell's armor bonus. Add half your tier to the amount of lethal damage from each attack that is converted to nonlethal damage and to the DR against nonlethal damage. Add half your tier to your caster level when determining how much damage the spell converts before it's discharged.

ANIMAL ASPECT

Source *Ultimate Combat*

You gain low-light vision, a +2 size bonus to the physical ability score of your choice, and a +1 enhancement bonus to your natural armor. Alternatively, you may cast the non-mythic form of this spell on a touched willing creature.

ANIMATE DEAD

Add your tier to your caster level when determining how many Hit Dice of undead you can animate with a single casting of this spell. This doesn't increase the total number of Hit Dice worth of undead you can control. By expending a second use of mythic power, you can ignore the spell's material component cost.

Augmented (6th): If you expend two uses of mythic power, any skeletons or zombies you create gain either the agile (see page 224) or savage (see page 224) mythic template. This template lasts for a number of days equal to your tier.

Alternatively, if you're 8th tier and expend 10 uses of mythic power, any skeletons you create permanently gain the mythic skeleton template (see page 216).

ANIMATE OBJECTS

Animated objects you create with this spell get the maximum number of hit points per level, gain a +4 bonus to their Strength ability scores, and have 1-1/2 times the normal number of construction points.

ANIMATE PLANTS

As *animate objects*.

ANTICIPATE PERIL

Source *Pathfinder RPG Ultimate Magic*

Add your tier to the spell's initiative bonus and the maximum initiative bonus the spell can grant.

ANTIMAGIC FIELD

Select a number of spell schools equal to half your tier. Spells and effects of the chosen schools are unaffected by the *antimagic field*.

ARBOREAL HAMMER

Source *Ultimate Magic*

You animate two branches instead of one, allowing the tree to attack twice per round. Add your tier to your caster level when determining the tree's Strength score. A creature struck by both slam attacks in the same round must succeed at a Fortitude save against the spell's DC or be staggered for 1 round.

Augmented (7th): If you expend two uses of mythic power, the tree attempts three slam attacks per round and its slams bypass all damage reduction. A creature struck by all three slam attacks in the same round is stunned for 1 round and staggered for 1d4 rounds after the stun ends. A successful Fortitude save negates the stun and reduces the duration of being staggered by half.

ARCANE CANNON

Source *Ultimate Combat*

The cannon deals 6d10 points of damage on a successful hit. Add your tier to the cannon's hardness and your tier × 5 to its hit points. Its *conductive* property can channel any spell with a range of touch (you have to expend only one spell for this, not two). You may cast a spell with an energy descriptor on the cannon. If you do, for a number of rounds equal to the spell's level, half the cannon's damage is untyped damage and the other half is energy damage of the spell's type. Casting a spell with a different energy descriptor onto the cannon replaces its current energy type with that of the new spell.

BALEFUL POLYMORPH

The saving throw changes to Fortitude (partial) and Will (partial). A creature that fails the Fortitude save automatically fails the Will save. A target with the shapechanger subtype that fails its save can't use its shapechanging to shift out of its new form. A creature that succeeds at the Fortitude save is partially transformed into the intended animal. For 1 minute per level,

it takes on cosmetic features appropriate to that animal and becomes one size category closer to the animal's size.

Augmented (9th): If you expend four uses of mythic power, the spell affects all other creatures with 8 Hit Dice or fewer in a 1-mile radius. Affected creatures transform into Small or smaller animals appropriate to the local environment. You can select a number of creatures up to your tier to not be affected.

BANE

The -1 penalty applies on attack rolls, weapon damage rolls, and all saving throws. Each affected creature must roll its next attack roll or saving throw twice and take the lower result.

BARKSKIN

The target also gains DR/magic equal to the double the enhancement bonus the spell provides to the target's natural armor bonus.

Augmented (6th): If you expend two uses of mythic power, the spell grants DR/epic rather than DR/magic.

BATTLE TRANCE

Source *Pathfinder RPG Advanced Race Guide*

The number of temporary hit points you gain increases to 2d6 + your caster level (maximum +10) + your tier. The morale bonus on saving throws against mind-affecting effects increases to +6.

Augmented (5th): If you expend two uses of mythic power, you gain a +4 morale bonus to Strength, immunity to non-mythic mind-affecting effects, and DR 5/epic.

BATTLEMIND LINK

Source *Ultimate Magic*

When you cast this spell, if your linked ally uses a mythic path ability against a creature, you can use the same path ability against that creature as if you had it yourself, and your linked ally can likewise use any path abilities you use against a creature (even if that ally isn't mythic). For example, if you're a champion attacking a frost giant using the precision path ability, your linked ally can use your precision ability when she attacks that frost giant. If a path ability requires expending uses of mythic power or any other cost, your linked ally must expend that cost for you to use the ability.

BEAST SHAPE (ALL)

Each *mythic beast shape* spell must be learned individually, and you must know the respective non-mythic *beast shape* spell to learn its mythic version. You don't have to learn them in order and are not required to know a lower-level *mythic beast shape* spell before you learn a higher-level one (for example, you can learn *mythic beast shape II* if you know *beast shape II*, even if you don't know *mythic beast shape I*). Each *mythic beast 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, and the ability score penalties decrease by 2 (minimum penalty of 0). Choose one natural attack type the animal 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, a number of times equal to your tier, you can act as if you had the Natural Spell feat for 1 round. For example, if you're 2nd tier, you can use the Natural Spell feat for 2 rounds per casting of *mythic beast shape*.

BLACK MARK

Source *Advanced Race Guide*

Any time the cursed creature travels on or in the water more than 1 mile from shore, each day it (or the vessel it's on) is attacked by one or more aquatic or water monsters, as if summoned by *summon nature's ally VII* (caster level 13th).

BLACK TENTACLES

Add your tier to the base attack bonus of the tentacles. The tentacles also deal an additional 2d6 points of acid damage with a successful grapple.

Augmented (6th): If you expend two uses of mythic power, the spell creates twice as many tentacles in the same area, meaning each creature in the area is attacked twice per round. The tentacles can grapple creatures that are immune to grappling if that immunity is from a non-mythic source, but combat maneuver checks to grapple such creatures take a -5 penalty.

BLADE BARRIER

You may cast this spell as an immediate action. The barrier's damage increases to 1d8 per caster level (maximum 20d8).

Augmented (3rd): If you expend two uses of mythic power, you can spend a move action to move the barrier up to 10 feet in any direction. The shape (flat or ring) and orientation (vertical or horizontal) of the wall must remain the same. If you move the barrier through a creature's space, it can attempt a saving throw to avoid the wall, as if you had created it where the creature is.

BLASPHEMY

When determining the spell's effect on non-mythic creatures, add your tier to your caster level. Nonevil creatures that fail the save take a -4 penalty on attack rolls and saving throws, and their spell resistance decreases by 5 for as long as the spell's other effects last.

BLESS

The +1 morale bonus applies on attack rolls, weapon damage rolls, and all saving throws. Once during the spell's duration, an affected creature can roll an attack roll or saving throw twice and take the higher result. The target must decide to use this ability before the first roll is attempted.



BLESSING OF FERVOR

Source *Advanced Player's Guide*

Affected creatures can choose two of the spell's bonuses each round rather than one.

BLINDING RAY

Source *Advanced Race Guide*

On a successful saving throw, the target is dazzled for 1 round. On a failed saving throw, the target is instead blinded for 1d4 rounds.

A target with light blindness, light sensitivity, or any other vulnerability to light is instead blinded for 1d4 rounds on a successful saving throw and permanently blinded on a failed saving throw.

BLINDNESS/DEAFNESS

You can cause the target to be both blinded and deafened at the same time. The target must attempt a saving throw against each effect separately.

BLINK

You may spend a move action to remain corporeal or incorporeal until the end of your turn (you automatically resume blinking at the end of your turn).

Augmented (3rd): If you expend two uses of mythic power, you can spend either a swift action or a move action to remain corporeal or incorporeal until the end of your turn.

BLISTERING INVECTIVE

Source *Ultimate Combat*

Enemies that are demoralized by your Intimidate check take 2d8 points of fire damage and catch fire (no saving throw). Any Reflex save attempted to extinguish the flames automatically fails as long as the creature remains demoralized by your Intimidate check.

Augmented (5th): If you expend two uses of mythic power, the spell doesn't have the language-dependent descriptor and you don't take a penalty on your Intimidate check to demoralize creatures that are larger than you.

BLOOD CROW STRIKE

Source *Ultimate Magic*

Unarmed strikes attempted with this spell are treated as if you had the Improved Critical (unarmed strike) feat. Use your tier plus your monk level (if any) when determining your unarmed strike damage for this spell. Fire damage from this spell bypasses fire resistance.

BOILING BLOOD

Source *Ultimate Magic*

A target that fails its save takes 1d3 points of fire damage per round. If a target has the orc subtype, it also gains fire resistance 5.

Augmented: If you expend two uses of mythic power, you can affect allies as though they had the orc subtype.

BREAK

Source *Pathfinder RPG Advanced Player's Guide*

You can target up to 1 Medium or smaller object per caster level.

Augmented (3rd): If you expend two uses of mythic power, target objects gain the broken condition on a successful save and are destroyed on a failed save. This doesn't affect mythic objects or objects held or carried by mythic creatures.

BREAK ENCHANTMENT

Against non-mythic effects, the spell automatically succeeds without requiring a caster level check. Against mythic effects, add your tier to your caster level check. The maximum level of spell this spell can remove is 5 + half your tier.

Augmented (7th): If you expend two uses of mythic power, you can apply a removed enchantment, transmutation, or curse to the creature that originally cast it. The creature must be a valid target of the spell and on the same plane as you, and it gets a saving throw at the effect's original DC.

BREATH OF LIFE

The spell heals 5d12 points of damage + 1 point per caster level (maximum +25). It can revive a creature that died of hp damage within the past 2 rounds. If the target was slain by a death effect that allows a saving throw, this spell allows the creature to attempt another save against that effect. If this save is successful, the creature is revived with -10 hp plus the amount healed by this spell.

Augmented (9th): If you expend two uses of mythic power, you can target up to one creature per caster level within 30 feet of you. Alternatively, you can target one creature that has been dead for a number of rounds up to your caster level.

BURNING GAZE

Source *Advanced Player's Guide*

You may focus your burning gaze on a creature or object as a move action instead of as a standard action. The target takes 1d8 points of fire damage for failing its save and for each round it's on fire.

Augmented: If you expend two uses of mythic power, once during the spell's duration you can, as a full-round action, direct your burning gaze at up to one creature per caster level.

BURNING HANDS

The range increases to 20 feet, and the damage dealt increases to 1d6 points of fire damage per caster level (maximum 5d6).

BURROW

Source *Ultimate Magic*

The target can breathe underground while burrowing. If you're 3rd tier, the burrow speed increases to 20 feet through sand, soil, or gravel, and to 10 feet through stone. At 6th tier, these speeds increase to 30 feet and 15 feet respectively. At 9th tier, these speeds increase to 40 feet and 20 feet.

Augmented (3rd): If you expend two uses of mythic power, the burrowing creature may leave behind an open tunnel with a diameter equal to half its space. When the spell's effect ends, this tunnel closes up immediately.

CALL ANIMAL

Source *Advanced Player's Guide*

You can call up to one animal per 2 caster levels. Animals that answer your call have a starting attitude of friendly. Add your tier to Handle Animal checks attempted to influence these animals.

You may use this spell to call magical beasts with Intelligence 1 or 2, but they can attempt Will saving throws (with a +4 bonus) to resist the spell.

CALL LIGHTNING

Each lightning bolt's damage increases to 3d10 points of damage (or 5d10 points outdoors in stormy weather). Half of this damage is electricity damage, and the other half is sonic. Creatures that succeed at their saving throws are dazzled and deafened for 1 round. Those that fail at their saving throws are dazzled and deafened for 1 minute.

CAPE OF WASPS

Source *Ultimate Magic*

The wasp swarm fills a 15-foot-by-15-foot space centered on you (or on 1 of your squares, if your space is larger than 1 square). Creatures in the area of the swarm are affected by it normally (including the swarm's distraction ability). Add your tier to the swarm's distraction DC.

When you use the swarm to fly, it fills only your space, your fly speed is 30 feet (average maneuverability), and the swarm still provides partial concealment against ranged attacks.

CHAIN LIGHTNING

This spell deals 1d10 points of damage per caster level (maximum 20d10) and the save DC isn't reduced for secondary targets. Secondary targets have to be within 30 feet of any other target, not necessarily the primary target.

CHANGESTAFF

The treant-like creature created with this spell is considered a mythic creature, and it gains DR 10/epic and slashing instead of gaining DR 10/slashing.

Augmented (7th): If you expend two uses of mythic power, the creature gains the savage mythic template (see page 224).

CHAOS HAMMER

The damage dealt to lawful outsiders increases to 1d10 points of damage per caster level (maximum 10d10), and the damage dealt to other lawful creatures increases to 1d12 points of damage per 2 caster levels (maximum 5d12). The duration of *slow* increases to 2d6 rounds. Lawful creatures that succeed at their saves are slowed for 1 round.

CHILL METAL

The damage dealt increases to 1d8 points of cold damage on rounds 2 and 6, and to 2d8 points of cold damage on rounds 3 through 5. Each round a creature takes cold damage from this spell, it also takes 1 point of Dexterity damage (Fortitude negates).

CHORD OF SHARDS

Source *Ultimate Magic*

The damage dealt increases to 2d8 points of piercing damage and bypasses all damage reduction. Any creature damaged by the shards takes 1d8 points of sonic damage.

CIRCLE OF DEATH

The number of Hit Dice worth of creatures killed by the spell increases to 1d6 per caster level (maximum 20d6). Add your tier to the maximum HD of creatures that can be affected by the spell. (For example, at 3rd tier, a creature with 12 HD cannot be affected.)

Augmented (6th): If you expend two uses of mythic power, creatures that succeed at their saves against this spell take 1d6 points of damage per tier.

CLOUDKILL

As a move action, you can move the cloud 10 feet in any direction. Add your tier to the spell's level and Hit Dice categories to determine its effect on creatures. (For example, at 3rd tier a creature with 6 or fewer HD gets no save, one with 7–9 HD must save or die, and one with 10 or more HD must save or take 1d4 points of Con damage.)

Augmented (6th): If you expend two uses of mythic power, the spell bypasses the poison immunity of living creatures.

COLOR SPRAY

The range increases to 30 feet. Add half your tier to the spell's Hit Dice categories to determine its effects on creatures. (At 3rd tier a creature with 3 or fewer HD is unconscious, blinded, and stunned; one with 4 or 5 HD is blinded and stunned, and one with 6 or more HD is stunned.)

Creatures that succeed at their saves are dazzled for 1 minute.

COMMAND

You can target up to one creature per level, each of which must receive the same command. Creatures that succeed at their saving throws are staggered for 1 round (this is a mind-affecting effect).

COMPANION MIND LINK

Source *Ultimate Combat*

Your animal companion understands complex instructions transmitted by the spell. It can perform any trick (even one it doesn't know) as well as any activity that could be understood by a creature with an Intelligence score of 8.



CONE OF COLD

The damage dealt increases to 1d10 points of cold damage per caster level (maximum 15d10). Any creature that fails its save is partially encased in ice, reducing its speed by half. Creatures with the cold or incorporeal subtype or immunity to being grappled are immune to this effect. The reduced movement lasts until the ice is destroyed. Destroying the ice requires a successful Strength or dispel check against the spell's DC, or dealing bludgeoning or fire damage equal to 1 point per caster level to the creature.

Augmented: You can expend two uses of mythic power to transform the spell's cold into a barrage of giant hailstones, icicles, or shards. Half the spell's damage is your choice of bludgeoning, piercing, or slashing damage, and the other half is cold damage.

CONFUSION

Roll on the table below instead of the non-mythic version at the start of each subject's turn to see what it does in that round.

d%	Behavior
01-25	Subject acts normally, but takes a -2 penalty on all attack rolls, skill checks, and ability checks until its next turn.
26-50	Subject does nothing but babble incoherently, and takes a -4 penalty to AC until its next turn.
51-75	Subject deals 2d8 points of damage + Str modifier to self with item in hand.
76-100	Subject attacks nearest ally (for this purpose, a familiar counts as an ally).

Augmented: If you expend two uses of mythic power when casting the spell, you force one affected creature per round to roll on the table twice and take the higher result.

CONJURE BLACK PUDDING

Source *Ultimate Magic*

The black pudding has fast healing equal to your tier, as do any puddings that split off from it. The black puddings from this spell never attack you, though they're otherwise uncontrolled and might attack your allies if there are no other obvious opponents.

Augmented (6th): If you expend two uses of mythic power, the pudding gains the savage mythic template (see page 224). Puddings that split off from the giant pudding don't gain the template.

CONSECRATE

Select one alignment component that you have (chaotic, good, or lawful). The spell's penalty on attack rolls, damage rolls, and saves also affects outsiders with the opposite alignment subtype as if they were undead.

CONTAGION

The affected target is highly contagious. Any creature it touches or that touches it with natural weapons or unarmed strikes must save or contract the disease. The save DC for these targets is equal to the spell's DC - 4. The target can't spread this disease to you.

Augmented (7th): If you expend five uses of mythic power, the spell targets every living creature within a 1-mile radius. You can select one creature per caster level within your line of sight; these creatures are unaffected by the spell.

CONTINGENCY

You can cast this spell on yourself or another willing creature as if the spell had a range of touch. A companion spell placed on another creature must be a spell from you, not from the creature, and affects that creature when triggered. The target can have only one *contingency* spell upon it at a time unless it also knows *mythic contingency*. The number of companion spells you can have on yourself is equal to 1 + half your tier.

Augmented (5th): If you expend two uses of mythic power, the casting time changes to 1 full round plus the casting time of the companion spell, but the duration of *mythic contingency* decreases to 1 hour per level or until discharged.

CONTROL WEATHER

The casting time changes to 1 standard action, and the duration doubles. The weather changes after a number of rounds equal to 11 - your tier.

Augmented (6th): If you expend two uses of mythic power, you can create weather of any type regardless of the season, and the weather changes after 1 round.

CUP OF DUST

Source *Advanced Player's Guide*

On a failed save, the target immediately takes 1d6 points of nonlethal damage per tier. Add your tier to the DC of any further Constitution checks the target attempts to resist dehydration as part of this spell's effects. While the curse is in effect, the target gains no benefit from any spell, effect, or item that requires drinking, such as potions and elixirs (though these are still used up when the target drinks them).

CURE CRITICAL WOUNDS

The damage cured increases to 8d8 points of damage + 2 points per caster level (maximum +40). The spell cures up to 4 points of ability damage if the target is a living creature. The target chooses what types of ability damage are cured.

CURE LIGHT WOUNDS

The damage cured increases to 2d8 points of damage + 2 points per caster level (maximum +10). The spell cures up to 1 point of ability damage if the target is a living creature. The target chooses what type of ability damage is cured.

CURE MODERATE WOUNDS

The damage cured increases to 4d8 points of damage + 2 points per caster level (maximum +20). The spell cures up to 2 points of ability damage if the target is a living creature. The target chooses what types of ability damage are cured.

CURE SERIOUS WOUNDS

The damage cured increases to 6d8 points of damage + 2 points per caster level (maximum +30). The spell cures up to 3 points of ability damage if the target is a living creature. The target chooses what types of ability damage are cured.

DAMNATION STRIDE

Source *Advanced Race Guide*

The burst of fire created reeks of sulfur and brimstone and also acts like *stinking cloud* (with the same duration as that spell and a separate Fortitude save).

Augmented (6th): If you expend two uses of mythic power, you bring one unwilling adjacent creature with you. You may bring additional creatures, but each must be adjacent to you and each requires you to expend one additional use of mythic power. These creatures must first attempt a saving throw against the burst of flame and *stinking cloud*, then can attempt a Will saving throw to resist being teleported with you.

DARKNESS

The illumination level in the area drops to darkness regardless of the existing lighting conditions. Non-mythic spells and effects can't increase the light level in the area. Creatures with darkvision and the power to see in darkness have difficulty seeing through this darkness, and can see as well as a human can in dim light. Creatures in the area of darkness take a -2 penalty on saves against fear.

DAYBREAK ARROW

Source *Ultimate Combat*

The additional damage to undead and creatures harmed by sunlight increases to 1d8. The affected ammunition is entirely composed of radiant energy, and bypasses all damage resistance from undead targets and those harmed by sunlight. The duration of the sunrod light effect increases to 1 minute.

DAYLIGHT

The illumination in the additional 60 foot radius increases to at least normal light regardless of the existing lighting conditions. Creatures that take penalties in bright light double those penalties while in the area of bright light produced by this spell. All other creatures in the area of bright light gain a +2 circumstance bonus on Perception checks and saves to resist fear.

DEATH KNELL

Increase the spell's range to close (25 feet + 5 feet per 2 caster levels). Increase the temporary hp gained from the spell to 2d8 and the enhancement bonuses to Strength to +4, and gain a +4 enhancement bonus to Dexterity.

Augmented (3rd): If you expend two uses of mythic power, the casting time decreases to 1 immediate action, and you may target a creature that you killed on your last turn as if it were still alive; the dead target gets no save.

DEEP SLUMBER

This spell works like *mythic sleep*, except that it affects up to 20 Hit Dice of creatures. Alternatively, you may target one creature rather than an area, increasing the duration to 1 hour per level.

Augmented (5th): If you expend two uses of mythic power, creatures affected by the spell can be awakened only by mythic effects. If you're 5th tier and expend three uses of mythic power, the duration increases to 10 years per tier. If you're 5th tier and expend four uses of mythic power, the spell has both augmented effects. Creatures sleeping for years because of this spell age and breathe as normal, but don't need to eat or drink while the spell lasts.

DEFILE ARMOR

Source *Advanced Player's Guide*

You gain DR 5/good while wearing the target armor. While using your judgment or smite ability, this improves to DR 10/good.

Augmented (3rd): If you expend two uses of mythic power, while you use your judgment or smite, add half your tier to your AC as a profane bonus.

DESECRATE

Select one alignment component that you have (chaotic, evil, or lawful). Outsiders with the opposite alignment subtype of the chosen alignment component take a -1 penalty on attack rolls, damage rolls, and saves in the area.

DETECT SCRYING

This spell automatically gives you a visual image of the creature scrying you. If it's using a non-mythic means of scrying, you also gain an accurate sense of its direction and distance from you. You automatically succeed at caster level checks to overcome *nondetection* or similar effects (other than *mind blank*) that block your ability to detect the creature.

If you learn the creature's direction and distance with this spell, you can, as an immediate action, cast a mind-affecting spell through the scrying sensor to target the creature. This spell affects only the scrying creature, even if the spell normally affects an area or multiple targets. You must expend a number of uses of mythic power equal to the level of the spell you wish to cast against the creature.

Augmented (6th): If you expend two uses of mythic power, even *mind blank* doesn't prevent you from detecting the scrying creature. If you teleport to the creature's location within 1 minute, you arrive on target (with no chance of error) and bypass non-mythic effects that block teleportation. Alternatively, you can compel the creature to attempt to teleport to you within 1 minute (Will negates, DC equal to 10 plus double your tier). It must use its own means of teleportation to do so, but you guarantee it arrives on target and bypasses non-mythic effects that block teleportation to your location.

DEVOLUTION

Source *Advanced Player's Guide*

The saving throw changes to Will (partial). If it succeeds at its save, the eidolon loses one evolution, chosen at random.

DICTUM

When determining the spell's effect on non-mythic creatures, add your tier to your caster level. Nonlawful creatures that fail their saves against the spell also take a -4 penalty on attack rolls and saving throws, and their spell resistance decreases by 5 for as long as the spell's other effects last.

DIMENSION DOOR

The duration of this spell changes to 1 round per 2 caster levels, and it creates a temporary, invisible, one-way portal in your square to your destination. You immediately pass through the portal and arrive at the destination, but you can't take any other creatures with you.

When casting the spell, you can designate a number of creatures equal to your caster level. These creatures can see and use the portal, passing through it to arrive at the destination (this isn't an action). A creature that passes through the portal can't take any other actions until its next turn.

DIMENSIONAL LOCK

The spell doesn't interfere with your extradimensional travel spells and effects.

Augmented (4th): You can augment *mythic dimensional lock* to redirect teleporting creatures to another location. If you expend two uses of mythic power, designate a location that you're very familiar with. This location must be on the same plane as you. Any creature attempting to use extradimensional travel from outside the spell's area into that area is instead redirected to this other location.

The creature can attempt a Spellcraft check against your caster level. If it succeeds, it's aware of the redirection (though not the destination) and can interrupt its spellcasting, losing the spell but not teleporting.



DISCORDANT BLAST

Source *Advanced Player's Guide*

The damage dealt increases to 5d6 points of sonic damage, and you gain a +2 bonus on combat maneuver checks to the bull rush opponents. The spell can penetrate non-mythic magical silence and dispels any non-mythic *silence* effect of 4th level or lower.

DISFIGURING TOUCH

Source *Ultimate Magic*

The target takes two different penalties (chosen from the same list) instead of one.

Augmented: If you expend two uses of mythic power, the target also gains the fatigued condition because of its painful disfigurement. If this fatigue is negated without removing the curse, it returns after 1 hour.

DISINTEGRATE

The damage dealt increases to 3d6 points of damage per caster level (maximum 60d6) plus 1d4 points of Constitution damage. A creature that succeeds at its saving throw takes 5d8 points of damage plus 1 point of Constitution damage.

A creature whose Constitution score is reduced to 0 by this spell is entirely disintegrated.

Augmented (7th): If you expend two uses of mythic power, you fire two rays.

Alternatively, you may fire only one ray, but if the target is a non-mythic creature and it fails its saving throw, it's automatically disintegrated regardless of its current hp.

DISPEL MAGIC

When used as a targeted dispel, this spell can end two spells affecting the target instead of just one. If the targeted dispel successfully dispels at least one spell, you heal 1d4 points of damage for every spell level of the dispelled spell. If you dispel two spells, this healing applies only to the highest-level spell dispelled. If you use this spell to counterspell, roll your dispel check twice and take the higher result.

DIVINE FAVOR

You also gain the luck bonus on saving throws and skill checks. Alternatively, you can cast this spell on another willing creature, changing the range to touch and target to living creature touched.

DIVINE PURSUIT

Source *Ultimate Magic*

The speed of the movement form provided by the spell increases by 30 feet. This adjustment is treated as an enhancement bonus. You gain a bonus on Perception and Survival skill checks attempted against the selected creature. This is a sacred bonus if you're good or a profane bonus if you're evil; if you're neutral, choose either the sacred or profane bonus.

DOMINATE PERSON

The Sense Motive DC to notice your target is dominated increases by double your tier. You can give orders to the target even if it's protected by non-mythic effects that block magical control, such as *protection from evil*. If the target is protected by a mythic effect, you can attempt to overcome this defense with a caster level check (DC 15 plus the caster level of the effect); add your tier to your roll and the opposing caster's tier to the DC. If the target succeeds at its Will save to break your control, as an immediate action you can expend one use of mythic power to force it to reroll the save and use the lower result.

DRACONIC RESERVOIR

Source *Advanced Player's Guide*

The amount of energy damage the spell absorbs increases to 10 points per caster level (maximum 100 points). The energy damage from the weapons improves as if using a *corrosive burst*, *flaming burst*, *icy burst*, or *shocking burst* weapon.

Augmented (3rd): If you expend two uses of mythic power, spending a swift action applies the energy damage to any number of creatures the target hits this round, not just the first.

DRAGON'S BREATH

Source *Advanced Player's Guide*

The spell's duration changes to 1 minute/level or until discharged. You can use the breath weapon up to three times during this duration. On the round you cast the spell, using the breath weapon is a free action; later uses require a standard action. You must wait 1d4 rounds between each use of the breath weapon. All uses for a particular casting have the same range, area, and energy type.

You can have only one *dragon's breath* spell in effect at a time; casting a new one ends the previous one.

DREAM

You or the messenger may gain information from the dreamer you contact by asking questions as if using *speak with dead* to speak with a corpse. An unwilling dreamer can attempt to resist this probing with a Will save (as *speak with dead*, using the DC *dream* would have if it allowed a saving throw). Answers to these questions are still generally brief and cryptic.

DUST OF TWILIGHT

Source *Advanced Player's Guide*

A creature that fails its Fortitude save against the spell must also succeed at a Will save at the same DC or fall asleep (as the *sleep* spell). Creatures that succeed at their saves are merely drowsy (as the *lullaby* spell).

Augmented: If you expend two uses of mythic power, add half your tier to the level of light spells *mythic dust of twilight* dispels.

EAR-PIERCING SCREAM

Source *Ultimate Magic*

The damage dealt increases to 1d8 points of sonic damage per 2 caster levels (maximum 5d8) and the duration that creatures in the area are dazed is a number of rounds equal to your tier.

Augmented (3rd): If you expend two uses of mythic power, the spell affects a 30-foot cone rather than a single target.

EARTHQUAKE

Increase the damage dealt to structures by 10 points of damage per tier. Increase the damage dealt by cave-ins and landslides to 10d8 points of damage. Increase the damage dealt to those pinned beneath rubble to 1d10 points per minute. Add your tier to the DC of concentration checks and Constitution checks attempted as a consequence of this spell.

Augmented (8th): If you expend two uses of mythic power, the spell lasts for an additional round and the spread's radius increases by 20 feet. Each round this spell is in effect, on your turn you may expend one use of mythic power to continue its duration for 1 round and increase its radius by another 20 feet.

ELEMENTAL BODY (ALL)

Each *mythic elemental body* spell must be learned individually, and you must know the respective non-mythic *elemental body* 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 elemental body* spell before you learn a higher-level one (for example, you can learn *mythic elemental body II* if you know *elemental body II*, even if you don't know *mythic elemental body I*). Each *mythic elemental body* 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, and the ability score penalties

decrease by 2 (minimum penalty of 0). There is a 50% chance any critical hit or sneak attack against you is treated as a normal hit, as if you were wearing *medium fortification* armor.

Augmented (3rd): If you expend two uses of mythic power, the ability score bonuses increase by an additional 2. You can also, a number of times equal to your tier, add half your tier to the DC of one spell you cast with an energy descriptor that matches your elemental type (air: electricity, earth: acid, fire: fire, water: cold).

ENDURE ELEMENTS

The target changes to one creature touched per level. Affected creatures gain cold resistance 5 and fire resistance 5. They're not slowed by snow, and ignore penalties on Perception checks and ranged weapon attacks from hail, rain, sleet, and snow. They treat wind as one category weaker.

ENEMY HAMMER

Source *Advanced Player's Guide*

The target becomes entangled whether or not it succeeds at its saving throw. When using the target as a weapon, add half your tier to your attack roll, and add your tier to the damage roll.

Augmented (3rd): If you expend two uses of mythic power, when you use the target to hit a creature, you can attempt a free bull rush combat maneuver against that creature. Your CMB for this maneuver is equal to your attack bonus for *mythic enemy hammer*, except you add your tier instead of half your tier.

ENERVATION

The number of negative levels inflicted increases to 1d6, and the target is sickened for 24 hours. An undead creature struck by the ray gains 1d6 × 5 temporary hit points for a number of hours equal to your caster level.

Augmented (3rd): If you expend two uses of mythic power, any creature attempting to remove the target's negative levels must succeed at a caster level check (DC 10 + your caster level + your tier).

ENLARGE PERSON

You can increase the target's size by up to two size categories, to a maximum of Huge. If the target grows two sizes, its weight increases by a factor of 25, it gains a +4 size bonus to Strength, and takes a -4 size penalty to Dexterity and a -2 penalty on attack rolls and to AC because of its increased size. A Medium humanoid creature whose size increases to Huge has a space of 15 feet and a natural reach of 10 feet. *Mythic enlarge person* counters and dispels *mythic reduce person*.

ENTANGLE

The spell functions in areas without any vegetation, causing plants to spring up out of the ground. These plants can reach creatures that are up to 10 feet in the air. Plants affected or created by the spell sprout thorns that deal 1d6 points of damage each round to creatures in the area.

ENTROPIC SHIELD

When a ranged attack misses because of this spell, there is a 50% chance that the attack is redirected back at the attacker rather than just being deflected harmlessly. The attack uses the same result as the attack roll the attacker made against you.

EXPEDITIOUS RETREAT

The speed bonus from the spell increases to 40 feet. Add your tier to Acrobatics checks to avoid attacks of opportunity from movement, and when your movement provokes an attack of opportunity, add your tier to your AC against that attack.

FAERIE FIRE

Outlined creatures are dazzled. The spell outlines figment illusions in the burst, revealing them as such. This effect applies only to figments with a caster level equal to or less than your tier.

Augmented (2nd): If you expend two uses of mythic power, each creature in the burst must succeed at a Fortitude save or be blinded for 1 round.

FALSE LIFE

The temporary hit points gained increase to 2d8 + 2 per caster level (maximum +20). As an immediate action, you can dismiss the remaining duration of the spell to prevent 1 point of Strength, Dexterity, or Constitution damage per 10 temporary hit points remaining from the spell. This takes effect after the attack hits you and the damage is rolled, but before you take the damage. For example, if you have 22 temporary hit points from *mythic false life* and a wyvern stings you for 3 points of Constitution damage, you can dismiss the spell to prevent 2 points of Constitution damage from that attack.

FEAST OF ASHES

Source *Advanced Player's Guide*

On a failed save, the target immediately takes 1d6 points of nonlethal damage per tier. Add your tier to the DC of any further Constitution checks the target attempts to resist the effects of starvation as part of this spell's effects. While the curse is in effect, the target gains no benefit from any spell, effect, or item that requires eating, such as the food from a *heroes' feast* spell (though the food is still used up when the target eats it).

FEATHER FALL

The spell affects one additional target per level. The targets don't have to be within 20 feet of each other.

Augmented (4th): If you expend two uses of mythic power, the spell absorbs the targets' velocity and transforms it into a concussive blast. Targets fall at the normal rate (not slowed) but land safely. When a target lands, it creates a 10-foot-radius burst of force that deals 1d6 points of damage per caster level (maximum 5d6, Reflex half, DC equal to the DC of *feather fall*). The targets of this spell are unaffected by these concussive blasts.

FINGER OF DEATH

The damage dealt increases to 15 points of damage per caster level plus 1d8 points of Constitution damage. A creature that succeeds at its saving throw takes 3d8 points of damage + 1 point per caster level, takes 1d4 points of Constitution damage, and is staggered for 1 round.

FIRE SEEDS

Each acorn's damage increases to 1d6 points of fire damage per caster level (maximum 20d6 for all acorns, no more than 10d6 for any particular acorn). Each holly berry's damage increases to 2d6 points of fire damage + 2 points per caster level. Any creature that fails its Reflex save against an acorn or holly berry catches on fire (*Core Rulebook* 444), taking 2d6 points of fire damage each round until the fire is extinguished. Attempts to extinguish this fire use the spell's save DC.

FIRE SHIELD

The damage dealt to your attackers increases to 1d8 points of damage + 1 point per caster level (maximum +15). A chill shield gives you fire immunity. A warm shield gives you cold immunity.

FIRE SNAKE

Source *Advanced Player's Guide*

The damage dealt increases to 1d10 points of damage per level (maximum 15d10). Any creature that fails its saving throw against the spell is grappled by a snake made of fire that lasts for 1 round per caster level. The snake can be dispelled, but not attacked. A grappled creature takes 1d10 points of fire damage on your turn each round. The snake's CMB is equal to your caster level plus your tier, and its CMD is equal to its CMB + 10.

Augmented (6th): If you expend two uses of mythic power, the maximum damage increases to 20d10, and any creature that fails its saving throw against the spell is pinned instead of grappled.

FIRE STORM

The damage dealt increases to 1d8 points of damage per caster level (maximum 20d8). Half of this damage is fire damage, and the other half is divine energy that bypasses fire resistance and fire immunity. You can exclude any number of animals from damage just as you can plant creatures.

Augmented (8th): If you expend two uses of mythic power, choose one creature type (and subtype, if humanoid or outsider) to exclude from the effects of the spell. For each additional use of mythic power you expend when casting the spell, exclude another creature type. For example, if you expend two uses of mythic power and choose magical beasts, you can exclude from damage any number of magical beasts in the spell's area.

FIREBALL

The damage dealt increases to 1d10 points of fire damage per caster level (maximum 10d10). Any creature that fails its Reflex saving throw catches on fire (*Core Rulebook* 444), taking 2d6

points of fire damage each round until the fire is extinguished. Attempts to extinguish this fire use the spell's save DC.

Augmented (6th): If you expend two uses of mythic power, the maximum damage increases to 20d10, the area increases to a 40-foot radius spread, and any fire damage dealt by the spell bypasses fire resistance and fire immunity.

FIRESTREAM

Source *Advanced Race Guide*

The damage dealt increases to 2d10 points of fire damage. Any creature that fails its saving throw also catches fire (*Core Rulebook* 444). The continuous line of fire pushes against all creatures, making them treat the spell's area as difficult terrain.

Augmented (4th): If you expend two uses of mythic power, you create a second line of fire using your other hand. If you overlap the lines, creatures in the overlap must attempt two saving throws and take the lower result, but don't take damage from both lines. You may stop either line of fire as a free action on your turn, but once you stop maintaining a line, you must cast *mythic firestream* again to recreate it.

FLAME BLADE

The blade's damage increases to 2d6 points of fire damage + 1 point per caster level (maximum +20). The blade threatens a critical hit on a natural 18–20 as if it were an actual scimitar.

Augmented (3rd): If you expend two uses of mythic power, the blade threatens a critical hit on a natural 15–20, and bypasses hardness, fire resistance, and fire immunity.

FLAME STRIKE

The damage dealt increases to 1d8 per caster level (maximum 15d8). The area increases to a 20-foot-radius, 40-foot-high cylinder. You may have the divine half of the damage affect only one specific creature type (as the *bane* weapon quality).

FLAMES OF THE FAITHFUL

Source *Advanced Player's Guide*

The fire damage dealt by this spell bypasses fire resistance and fire immunity. On a successful critical hit, the target catches on fire (*Core Rulebook* 444).

FLESH TO STONE

A creature that succeeds at its saving throw is partially petrified, becoming slowed (as the *slow* spell) for a number of rounds equal to your tier. The creature can end this effect early by spending a full-round action breaking away its own petrified flesh, dealing 5d10 points of damage to itself. Any effect that removes or reverses petrification negates this partial petrification and the *slow* effect.

The spell can affect objects and undead, as long as the target is primarily made of flesh or bone, such as a corpse or zombie. The spell doesn't affect the target's gear. If cast on a creature with equipment, the creature transforms into stone but its gear doesn't.



Augmented (9th): If you expend two uses of mythic power, any Large or smaller creature fully petrified by the spell immediately animates and follows your commands, as if you had cast *animate objects*.

FLOATING DISK

The disk created by this spell lasts for 2 hours per caster level and can carry up to 200 pounds of weight per caster level.

The disk accompanies you regardless of your speed, always catching up no matter how far you move. If you stand or sit on the disk, as a move action you can direct it to travel up to 30 feet in any direction.

Any objects resting on the disk count as weightless parts of your gear for the purpose of teleportation effects (allowing these items to go with you when you teleport despite the weight limit of the *teleportation* spell).

As a free action, you can transform the plane of force from a concave disk into a bucket-like shape that holds up to 4 gallons (or transform it from the bucket-like form back to its normal disk form).

FLY

The fly speed changes to 120 feet (or 80 feet if the target is wearing medium or heavy armor, or carrying a medium or heavy load) with perfect maneuverability. When the duration expires, the target is protected by *feather fall* for a number of rounds equal to your caster level.

Augmented (3rd): If you expend two uses of mythic power, the target adds your tier on Reflex saves and as a dodge bonus to AC. It gains these bonuses only while flying.

FOG CLOUD

The radius of the fog increases to 50 feet.

Augmented (3rd): If you expend two uses of mythic power, the fog's radius changes to 500 feet, and its height changes to 100 feet. Winds can't dissipate the fog unless the area of the wind affects the entire area of the augmented *mythic fog cloud*.

If you're at least 6th tier and instead expend three uses of mythic power, the range increases to 1 mile, the fog's radius changes to 1 mile, and its height changes to 500 feet. The cloud is as resistant to wind as the 3rd-tier augmented version.

FORCE PUNCH

Source *Ultimate Magic*

The damage dealt increases to 1d6 points of force damage per caster level (maximum 10d6). If moving the target would push it into another creature's space and it has at least 10 feet of distance remaining, you can attempt to overrun the other creature, adding your tier on the combat maneuver check. For each creature you overrun with the target, reduce the distance the target moves by 5 feet. If moving the target would push it into a solid obstacle (such as a wall or tree), the target takes damage as if it had fallen the distance pushed.

Augmented (3rd): If you expend two uses of mythic power, you can cast this spell as a ranged touch attack with a range of close (25 feet + 5 feet per 2 caster levels), and the target is treated as two size categories smaller for the purpose of determining the total distance pushed.

FORESIGHT

The spell's insight bonus increases to +3. If you cast the spell on another creature, you and the target are simultaneously warned by the spell, and the target gains the spell's insight bonuses.

FORM OF THE DRAGON (ALL)

Each *mythic form of the dragon* spell must be learned individually, and you must know the respective non-mythic *form of the dragon* 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 form of the dragon* spell before you learn a higher-level one (for example, you can learn *mythic form of the dragon II* if you know *form of the dragon II*, even if you don't know *mythic form of the dragon I*). Each *mythic form of the dragon* 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, and the breath weapon damage increases to 10d6. All of the dragon form's natural attacks increase by one step (see Improved Natural Attack on page 315 of the *Pathfinder RPG Bestiary*).

Augmented (3rd): 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 revert to your normal form or back to your dragon form without ending the spell a number of times equal to your tier.

GASEOUS FORM

The damage reduction changes to DR 10/epic and magic, and the fly speed increases to 30 feet. The target can expand itself as a free action, filling an area equal to double its normal space and height (a Medium creature fills a 10-foot-by-10-foot space to a height of about 10 feet) and blocking vision as *obscuring mist*. Returning from expanded to normal size is also a free action.

Augmented: If you expend two uses of mythic power, the target can shift into or out of gaseous form as a move action.

GIANT VERMIN

The vermin you transform with this spell gain DR 5/magic and either the advanced creature template or the giant creature template (*Pathfinder RPG Bestiary* 294, 295).

Augmented (6th): If you expend two uses of mythic power, any vermin you transform also gains either the agile (see page 224) or savage mythic template (see page 224) while the spell lasts.

If you're at least 9th tier and expend three uses of mythic power, the duration changes to instantaneous, meaning the vermin retain their giant size. After a number of days equal to your tier, you lose control over the vermin unless you have some other way of controlling them, and they lose the agile or savage mythic template but retain the advanced or giant creature template.

GLOBE OF INVULNERABILITY

Add half your tier to the level of non-mythic spells the globe excludes. The globe excludes mythic spells of 4th level or lower.

GLYPH OF WARDING

Add your tier to the DC to detect or disable the glyph. Blast glyph damage increases to 1d6 points of damage per caster level (maximum 20d6). Add half your tier to the maximum spell level you can store in a spell glyph.

GOODBERRY

Each berry provides a full day's nourishment and counts as 1 hour of complete rest for the purpose of removing exhaustion, fatigue, or nonlethal damage.

Augmented (2nd): You can cast the spell to affect only one berry, imbuing into that berry any harmless druid spell you have prepared. The spell remains stored in the berry for the duration of the *goodberry* spell or until the berry is consumed. A creature that eats the berry gains the benefits of that spell as if you had cast it upon her. The maximum level of the imbued spell is equal to half your tier, and you must expend one use of mythic power for each spell level of the imbued spell (in addition to the one use needed to cast *mythic goodberry*). Similar to *imbue with spell ability*, you can't prepare a spell in that spell's slot until the berry is consumed or the *mythic goodberry* spell ends.

GREASE

If you cast *mythic grease* on an area, add your tier to the Acrobatics DC to move within or through the area. If you cast it on a creature's armor or clothing, add your tier to its Escape Artist checks and combat maneuver checks attempted to escape a grapple and to its CMD to avoid being grappled.

Augmented: You can expend two uses of mythic power to make the grease flammable. It ignites from any fire at least the size of a candle flame. If a greased area is ignited, any creature in the area on your turn takes 1d3 points of fire damage and might catch on fire (*Core Rulebook* 444). If a greased creature is ignited, it takes 2d6 points of fire damage, and might catch on fire; add your tier to the save DC.

GUARDS AND WARDS

You are alerted whenever any creature enters the warded area as if by a mental *alarm* spell as long as you're on the same plane as the warded area. At will, you can concentrate to observe the warded area as if using *arcane eye*. When you start concentrating, the sensor always appears at a point you designate when you cast the spell. You can place two of the five effects listed in the spell (*dancing lights* and so on) instead of one.

Augmented (3rd): You can place the following effects anywhere within the warded area by expending one additional use of mythic power per effect.

6. *Black tentacles* in one place, returning after 10 minutes if dispelled.

7. *Dispel magic* in one place. You select an area up to 5 feet square, and any creature that enters or passes through the area is targeted by the spell. *Saving Throw:* Will negates. *Spell Resistance:* yes.

8. *Entangle* in four places, returning in 10 minutes if dispelled.

9. *Explosive runes* in three places, returning in 10 minutes if activated or dispelled.

10. *Slow* in three places, returning in 10 minutes if dispelled.

GUST OF WIND

The force of the wind increases to windstorm (approximately 70 mph; *Core Rulebook* 439). All effects described in the spell affect creatures one size larger. Ranged attacks can't be attempted in the area of the spell. The wind automatically blows out unprotected flames and has a 75% chance of blowing out protected flames.

Augmented (2nd): If you expend two uses of mythic power, the spell lasts for 1 additional round and the range increases by 30 feet. As a swift action at the start of your turn, you can expend another use of mythic power to extend the duration by 1 round and the range by another 30 feet.

HARM

The damage dealt increases to 15 points of damage per caster level (maximum 225 points).

Augmented: If you expend two uses of mythic power, the spell also acts as *poison*.

HASTE

Affected creatures gain an additional move action each round. The movement speed increase changes to 50 feet, to a maximum of three times the creature's normal speed for that movement type.

Augmented (3rd): If you expend two uses of mythic power, the movement speed increase changes to 70 feet, with no limit based on the creature's normal speed. If an affected creature moves at least 30 feet on its turn, it can travel across liquid as if the liquid were solid. If the liquid deals damage on contact, the creature takes only half damage from moving across it.

HEAL

The damage cured increases to 15 points of damage per caster level (maximum 225 points).

Augmented: If you expend two uses of mythic power, the spell also acts as *restoration*.

HEALING THIEF

Source *Ultimate Combat*

Instead of stealing half the target's healing, you steal all of it. The amount of damage you steal before the spell is discharged increases to 10 points per caster level (maximum 100 points).

Augmented (3rd): If you expend two uses of mythic power, the range of the spell changes to close (25 feet + 5 feet per 2 caster levels). If the target has fast healing or regeneration, you steal half of its fast healing or regeneration. Healing from these abilities count toward the maximum healing stolen before the spell is discharged.

HEAT METAL

The damage dealt increases to 1d8 points of fire damage on rounds 2 and 6 and to 2d8 points of fire damage per round on rounds 3 through 5. On any round in which a creature takes fire damage from this spell, that creature must succeed at a Reflex save or catch on fire (*Core Rulebook* 444).



HEROISM

The morale bonus increases to +4 and applies on all checks, attack rolls, saves, and weapon damage rolls. Allies adjacent to the target gain a +4 morale bonus on saves against fear effects.

Augmented (3rd): If you expend two uses of mythic power, the target can attempt one additional attack per round when taking a full attack action (as if using a *haste* spell). The target can use this additional attack ability a number of times equal to your tier.

HEX WARD

Source *Ultimate Magic*

The target gains immunity to one witch hex (but not a major hex or grand hex) of your choice.

Augmented (3rd): If you expend two uses of mythic power, instead of granting immunity to one witch hex, you can grant immunity to two hexes or one major hex.

If you're at least 6th tier and expend three uses of mythic power, you instead grant immunity to three hexes, two major hexes, or one grand hex.

HIDEOUS LAUGHTER

A creature of a type different than your own doesn't gain a bonus on its saving throws against this spell. The affected target laughs so hard it hurts, and takes 1d6 points of nonlethal damage each round it spends laughing.

If the target fails its initial save, it must succeed at two follow-up saving throws (each a full-round action that doesn't provoke attacks of opportunity) to end the spell. Succeeding at only one save means the spell no longer deals damage, but the target is still unable to take actions.

Augmented: If you expend two uses of mythic power, the target's laughter becomes contagious. When the target's allies are within 30 feet and can hear the laugh, they must successfully save against the spell or be sickened until the target stops laughing. The sickened effect ends if the ally moves more than 30 feet from the target or is unable to hear the target's laughter for an entire round.

HOLD PORTAL

The target portal can be as large as 30 square feet per caster level. A creature attempting to force open the portal must first succeed at a Will save against the spell's DC. This is a mind-affecting effect. Failure means the creature can't open the door while the spell is in effect.

HOLY SMITE

The damage dealt to evil outsiders increases to 1d10 points of damage per caster level (maximum 10d10) and the damage dealt to other evil creatures increases to 1d12 points of damage per 2 caster levels (maximum 5d12). The duration that creatures in the area are blinded increases to 2 rounds. On a successful save, an evil creature is blinded for 1 round.

HOLY WORD

When determining the spell's effect on non-mythic creatures, add your tier to your caster level. Nongood creatures that fail their saves also take a -4 penalty on attack rolls and saving throws, and their spell resistance decreases by 5 for as long as the spell's other effects last.

HYDRAULIC PUSH

Source *Advanced Player's Guide*

The water is boiling hot or freezing cold, dealing 1d6 points of fire or cold damage per 2 caster levels. Add your tier to your CMB for the spell.

HYDRAULIC TORRENT

Source *Advanced Player's Guide*

The water is boiling hot or freezing cold, dealing 1d6 points of fire or cold damage per 2 caster levels. Add your tier to your CMB for the spell and on the Strength check to destroy immovable targets.

Augmented (3rd): If you expend two uses of mythic power, the spell can extinguish magical fires as if using a targeted *dispel magic*. Freezing cold water hardens into ice on the ground (*Core Rulebook* 442), lasting as long as prevailing conditions allow. Boiling hot water turns into steam, creating an area of concealing mist (equivalent to *obscuring mist*) that fills the affected squares and all squares adjacent to the line of the spell.

ICE STORM

The bludgeoning damage increases to 4d8 points of damage and the cold damage increases to 3d6 points of damage. The ground in the area is covered in ice and hailstones, acting as though a *grease* spell were cast on it. Dealing 5 or more points of fire damage to a square melts the ice and hail, negating the *grease* effect.

Augmented (6th): If you expend two uses of mythic power, one creature in the area is paralyzed (as if by *hold person*) and gains vulnerability to fire as long as it's paralyzed.

ILL OMEN

Source *Advanced Player's Guide*

For the target's unlucky d20 rolls, it must roll three times and take the lowest result. Spending a move action to utter a prayer or good luck charm allows the target to roll twice instead of three times.

Augmented (4th): If you expend two uses of mythic power, you afflict the target with especially foul luck. Any natural 20 it rolls counts as a natural 1 instead.

INFLECT CRITICAL WOUNDS

The damage dealt increases to 8d8 points of damage + 2 points per caster level (maximum +40). A living target is sickened for 1 round per caster level (maximum 20 rounds) if it fails its saving throw.

INFLECT LIGHT WOUNDS

The damage dealt increases to 2d8 points of damage + 2 points per caster level (maximum +10). A living target is sickened for 1 round per caster level (maximum 5 rounds) if it fails its saving throw.

INFLECT MODERATE WOUNDS

The damage dealt increases to 4d8 points of damage + 2 points per caster level (maximum +20). A living target is sickened for 1 round per caster level (maximum 10 rounds) if it fails its saving throw.

INFLECT SERIOUS WOUNDS

The damage dealt increases to 6d8 points of damage + 2 points per caster level (maximum +30). A living target is sickened for 1 round per caster level (maximum 15 rounds) if it fails its saving throw.

INVISIBILITY

The invisible target can't be detected with *detect magic* or other spells that detect magic auras. The invisibility can't be penetrated, revealed, or dispelled by spells of 2nd level or lower (such as *see invisibility* or *glitterdust*), though *true seeing* and *dust of appearance* can reveal the invisible target's presence.

Augmented (3rd): If you expend two uses of mythic power, the invisible target is undetectable by blindsense, blindsight, scent, and tremorsense.

IRRESISTIBLE DANCE

When casting the spell, you can choose to make the dance either an unending dance or a dance of death.

A target affected by unending dance receives a new saving throw at the end of each round of dancing, even if its initial save was successful. If the save fails, the duration of the spell increases by 1 round.

A target affected by the dance of death suffers excruciating pain that inflicts a -4 penalty on attack rolls, saving throws, and skill checks, and it takes 1d4 points of Constitution damage each round it spends dancing.

With either form, you can direct the creature like a marionette as a move action, causing it to take a single move action at half its speed along the path you specify. You must have line of sight to the target and be within Medium range (100 feet + 10 feet per caster level) to command its movement. This movement provokes attacks of opportunity as normal, and doesn't count against the target's movement on its turn. You can't move a target that succeeded at its initial save against the spell.

JITTERBUGS

Source *Advanced Race Guide*

Starting on the second round of the spell, the affected target must succeed at a Fortitude save on your turn or be nauseated for 1 round, as if distracted by an actual swarm.

KNOCK

The spell unlocks up to three means of closure instead of two. The spell automatically opens locks of simple or average quality, without requiring a caster level check to do so). If used on a door locked with *arcane lock*, you can attempt a free dispel check against it as if using a targeted *dispel magic*, adding your tier to the check.

Augmented (3rd): You can expend two uses of mythic power to target one locked item per tier, unlocking up to four means of closure on each, allowing a free dispel against an *arcane lock* on each, and automatically opening locks of up to good quality (no caster level check needed).

If the door has a trap that triggers when opened, you become aware of the trap and its general nature, and the door is unlocked but doesn't automatically open.

The spell can raise a barred gate, portcullis, or similar impediment, but each one counts as two locked doors.

KNOW THE ENEMY

Source *Ultimate Magic*

The insight bonus increases to +15 plus your tier. If the check is successful, you gain a +5 insight bonus on your next attack roll or saving throw against a creature of that type, as long as the roll occurs within 24 hours of casting the spell.

LEVITATE

Instead of affecting one creature, you can affect a number of targets up to your caster level, but the total weight supported can be no more than 100 pounds per caster level. You can spend a move action to mentally direct all targets, but you must move all of them identically.

Augmented (8th): If you expend 10 uses of mythic power, you permanently levitate a 5-foot cube of rock, which you can move 20 feet vertically or horizontally as a move action.

If you have created multiple cubes and they are physically touching each other, you can direct them all as a single move action (as if they were one object), even if some of them are out of range. Each levitating cube can support approximately 1,000 pounds of weight, allowing you to use it as a portion of the foundation for a bridge, floating castle, or similar construction project.

LIGHTNING ARC

Source *Ultimate Magic*

The damage dealt increases to 1d8 points of electricity damage per caster level (maximum 15d8). A target that fails its save is blinded by the flash for 1 round and deafened by thunder for 1d4 rounds.

Augmented (6th): If you expend two uses of mythic power, the two targets can be up to 120 feet apart, the lightning can turn once up to 90 degrees to connect the targets, and the spell's electrical damage bypasses electricity resistance and electricity immunity.

LIGHTNING BOLT

The damage dealt increases to 1d8 points of electricity damage per caster level (maximum 10d8). Any creature that fails its save is staggered for 1 round.

Augmented (3rd): If you expend two uses of mythic power, you can bend the line of the spell once up to 90 degrees. Any creature that fails its save is stunned for 1 round.

LIMITED WISH

When using *mythic limited wish* to duplicate another spell, you can duplicate a mythic spell you know (if you're a spontaneous caster) or have prepared (if you're a caster who prepares spells). If you don't know or haven't prepared the mythic spell, you can expend a second use of mythic power duplicate the mythic version of the desired spell.

Augmented: If you expend two uses of mythic power, you can cast a silent, stilled *mythic limited wish*, even if you're helpless or couldn't otherwise take actions (but not unconscious).

MAGE ARMOR

The armor bonus increases to +6. There is a 50% chance that any critical hit or sneak attack made against the target is negated and treated as a normal hit, as if the target were wearing *moderate fortification* armor.

MAGE'S DISJUNCTION

The duration increases to 10 minutes per caster level. The chance to destroy an *antimagic field* increases to 2% per caster level.

MAGIC FANG

The spell affects an additional number of the target's natural weapons equal to your tier. For example, if you're 3rd tier, it could affect two claws and one bite).

MAGIC FANG, GREATER

This functions like *mythic magic fang*. You can add one of the following weapon special abilities to natural attacks or unarmed strikes affected by the spell: *flaming, frost, keen, merciful, shock, or thundering*. You must choose only one with each casting of the spell. For example, you can't add *flaming* to a tiger's bite and *keen* to its claws with the same casting. If the target has an Intelligence score less than 3, these abilities are always on (the target can't activate or deactivate the effect) and it might react with fear if its attacks make noise or create visible energy.

Augmented (5th): If you expend two uses of mythic power, you can reduce the granted enhancement bonuses by 1 to add two of the above abilities or one of the following abilities: *flaming burst, icy burst, or shocking burst*.

MAGIC MISSILE

The damage dealt by each missile increases to 2d4+1. The missiles bypass the *shield* spell and similar effects that block the non-mythic version of this spell.

Augmented (4th): If you expend two uses of mythic power, the spell creates double the normal number of missiles (affecting up to 10 creatures), its range increases to line of sight, and it bypasses the targets' spell resistance and spell immunity.

MAGIC VESTMENT

You can add one armor special ability to the target if it's armor or one shield special ability if it's a shield. The special ability must have a base price modifier no greater than a +1 enhancement bonus or 4,000 gp.

Augmented (3rd): If you expend two uses of mythic power, you can add any number of special abilities with a total base price modifier no greater than a +2 enhancement bonus or 15,000 gp.

MAGIC WEAPON, GREATER

You can add one of the following weapon special abilities to the weapon: *flaming, frost, keen, merciful, shock, or thundering*.

Augmented (5th): If you expend two uses of mythic power, you can reduce the granted enhancement bonus by 1 to add two of the above abilities or one of the following abilities: *anarchic, axiomatic, flaming burst, holy, icy burst, shocking burst, or unholy*.

MAKE WHOLE

The damage the spell repairs increases to 2d6 points of damage per caster level when cast on a construct creature (maximum 10d6). A construct repaired with this spell gains a +2 enhancement bonus on an ability score of your choice for the next 24 hours. To repair a magic item, your caster level has to equal to only the caster level of the magic item, not double the caster level.

MAZE

A spectral minotaur hunts the target trapped in the maze. Every round the creature fails to escape from the maze, it takes 2d8 + your tier points of piercing and slashing damage from this phantom opponent.

MEMORY LAPSE

Source *Advanced Player's Guide*

The target forgets an additional round, back to the beginning of the turn before its last turn.

Augmented (3rd): If you expend two uses of mythic power, you can spend 1 round implanting a false memory in the affected target. This false memory is limited to events that could have occurred during the time it just forgot, as if using *modify memory* but limited to that short period of time. For example, you couldn't implant the memory of a lengthy conversation, as that couldn't happen in the forgotten length of time.

The target can attempt a Will saving throw (DC equal to the *mythic memory lapse* DC plus your tier) to resist this implanted memory. Success means no memory is implanted, but the target still forgets the allotted time.



METEOR SWARM

The meteors created by this spell deal bludgeoning damage in a line extending from you to the target destination where it explodes. Creatures in the path of a meteor take 2d10 points of bludgeoning damage and must succeed at a Fortitude save or be knocked prone. The damage from the exploding meteors increases to 6d10 points of fire damage. Creatures that fail their Reflex saves against the fire damage are also knocked prone and deafened for 1d4 rounds.

Augmented (10th): If you expend two uses of mythic power, creatures in the path of a meteor also take 4d10 points of fire damage and the damage from the exploding meteors increases to 10d10 points of fire damage; this fire damage bypasses fire resistance and fire immunity.

MIGHTY FIST OF THE EARTH

Source *Advanced Race Guide*

Add your tier to the rock's attack roll and damage roll. Increase the critical multiplier of the attack by 1 (maximum ×4).

MIRROR IMAGE

The maximum number of images generated by this spell increases to 12. Destroying an image creates a flash of light. Any creature that destroys an image must succeed at a Will save or be dazzled for 1 round.

MISLEAD

You create one illusory double per 5 caster levels, each of which appears in your square or in an unoccupied square adjacent to yours. When you cast the spell, you can give each of these doubles a simple programmed task as a telepathic command, such as "walk south," "beg for mercy," or "follow that troll."

You can change or modify a single illusory double's programmed task by spending a swift, move, or standard action; this requires concentration.

Augmented (4th): If you expend two uses of mythic power, this spell also grants you the benefits of augmented *mythic invisibility* instead of *greater invisibility*.

MODIFY MEMORY

You can modify an additional 5 minutes of the subject's memory per tier. You may affect multiple memories with one casting of the spell, as long as the total number of minutes doesn't exceed this limit. Each affected memory counts as a minimum of 5 minutes. For example, you could implant a memory of having a brief meeting with the mayor before lunch and another brief meeting just after dinner, even though the two events would have been hours apart.

Augmented (8th): If you expend four uses of mythic power, instead of altering the target's memories, you alter all other creatures' memories of the target (only the target gets a saving throw against the spell). All creatures on the same plane as the target forget his name, their relationship to him, and everything he has done; he is essentially a stranger to them. Any important acts by the target are attributed to someone else. Everyone's memories of history are rewritten to incorporate this change. The target's memories are unaffected. You can exclude a number of other creatures up to your tier from the effects of this spell (so they remember the truth), including yourself if you wish. Written records are unchanged unless you expend an additional six uses of mythic power when you cast the spell, and written records on other planes remain unchanged regardless.

MONSTROUS PHYSIQUE (ALL)

Source *Ultimate Magic*

Each *mythic monstrous physique* spell must be learned individually, and you must know the respective non-mythic *monstrous physique* 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 monstrous physique* spell before you learn a higher-level one (for example, you can learn *mythic monstrous physique II* if you know *monstrous physique II*, even if you don't know *mythic monstrous physique I*). Each *mythic monstrous physique* spell adds the following benefits to its respective non-mythic version.

The spell's bonuses to ability scores increase by 2 each, the natural armor bonus increases by 1, and the ability score penalties decrease by 2 each (minimum penalty of 0). Alternatively, you can cast this spell on another willing creature, changing the range to touch and the target to one creature.

Augmented (4th): If you expend two uses of mythic power, the ability score bonuses increase by an additional 2. Additionally, you can cast this spell on other willing creatures, changing the range to touch and the target to one creature per tier.

MOVE EARTH

This spell can move earth much more quickly, with each full round of casting allowing you to reshape a 25-foot-square area up to 10 feet deep. All creatures on or under the ground within that area are knocked prone and moved to the closest square outside the area being shaped. A successful Reflex save prevents a creature from being knocked prone, but it's still moved.

MURDEROUS COMMAND

Source *Ultimate Magic*

This spell lasts for a number of rounds equal to your tier. Each round after the first, the target can attempt a new saving throw at the beginning of its turn to break free of the spell.

Augmented: If you expend two uses of mythic power, the target attacks its nearest ally with its most powerful spell, spell-like ability, or supernatural ability. If it has no such ability, it attacks the ally with a melee weapon or natural weapon as normal and gains a +4 morale bonus on the attack and damage rolls.

NAMED BULLET

Source *Ultimate Combat*

Increase the critical multiplier of the target weapon by 1 (maximum $\times 4$).

Augmented (2nd): If you expend two uses of mythic power, the target ammunition or weapon returns to the creature that shot or threw it just before that creature's next turn (similar to a *returning* weapon). The spell isn't discharged until the target is used to attempt a second attack against the named creature. Ammunition that hits is destroyed and doesn't return.

NIGHTMARE

The spell's damage increases to 4d6 points of damage, and the target is also shaken for 24 hours.

Augmented (6th): You can deliver a mind-affecting spell through a *mythic nightmare*. The maximum level of the delivered spell is equal to half your tier, and you must expend one use of mythic power for each spell level of the imbued spell in addition to the one use needed to cast *mythic nightmare*. You choose whether the delivered spell affects the creature immediately or when it awakens. The delivered spell affects only the target, even if it normally affects multiple creatures or an area.

OATH OF PEACE

Source *Advanced Player's Guide*

You don't provoke attacks of opportunity when you attempt Heal checks, cast targeted spells with the harmless descriptor, or use positive energy effects to heal living creatures.

OBSCURING MIST

The range increases to 50 feet, and the cloud's radius and height both increase to 50 feet.

Augmented (3rd): If you expend two uses of mythic power, the range increases to 500 feet. The cloud's radius increases to 500 feet, and its height increases to 100 feet. Winds can't dissipate the mist unless the area of the wind affects the entire area of this spell. Areas of mist burned away by fire spells become obscured again 1d4 rounds after the fire effect ends.

If you're at least 6th tier and expend three uses of mythic power, the range increases to 1 mile, the cloud radius increases to 1 mile, and its height increases to 500 feet. The cloud is as resistant to wind and fire effects as the 3rd-tier version.

ORB OF THE VOID

Source *Ultimate Magic*

A creature that fails its save against the orb gains 2 negative levels rather than 1. A successful Fortitude save reduces this to 1 negative level.

Augmented (6th): If you expend two uses of mythic power, the orb doesn't automatically stop when it enters a space with a living creature, but the saving throw DC decreases by 2 for each creature after the first it affects each round.

An individual creature can be affected by the *orb of the void* only once per round, even if the orb moves through its space more than once.

ORDER'S WRATH

The damage dealt to chaotic outsiders increases to 1d10 points of damage per caster level (maximum 10d10) and the damage to other chaotic creatures increases to 1d12 points of damage per 2 caster levels (maximum 5d12). The duration that creatures in the area are dazed increases to 2 rounds. Chaotic creatures that succeed at their saves are dazed for 1 round.

PERNICIOUS POISON

Source *Ultimate Magic*

The number of successful saving throws needed to cure a poison increases by one. If the poison deals ability damage on a failed saving throw, that ability damage increases by 1.

Augmented (6th): If you expend two uses of mythic power, the target's penalty on saves against poison increases to -8, and the penalty for attempting to cure the target with skill or magic increases to -8.

If you expend three uses of mythic power, the poison bypasses the creature's poison immunity (this doesn't affect poison immunity from not having a Constitution score).

PHANTASMAL KILLER

If the target fails its Will save but succeeds at its Fortitude save, the phantasmal killer persists in the target's mind, giving it the dazed condition until your next turn. On your next turn, the target must attempt another Fortitude save against the phantasm. Success means it takes 3d6 points of damage; failure means it dies from fear.

Augmented (6th): If you expend two uses of mythic power, the spell can affect a living target that is immune to fear, illusions, or mind-affecting effects.

PHANTOM STEED

The steed's rider automatically succeeds at Ride checks to remain mounted. The mount's hit points increase to 10 plus 2 per caster level, and its speed increases to 30 feet per 2 caster levels (maximum 150 feet).

Augmented (3rd): If you expend two uses of mythic power, the phantom steed is incorporeal, but its rider can interact with it normally.

PILLAR OF LIFE

Source *Advanced Player's Guide*

The damage healed increases to 3d8 points of damage + 1 point per caster level (maximum +20). The damage dealt to undead increases to 1d8 points of damage per caster level (maximum 10d8), or 2d6 points of damage per caster level for undead vulnerable to bright light (maximum 20d6). If a dead creature is brought into the pillar's square and that creature could be revived by *breath of life*, the *pillar of life* ends and the creature returns to life as per *breath of life*.

PLANE SHIFT

If you've been to the destination plane and are familiar with a location there, you may choose that location and arrive on target at that location with anyone else you transport with the spell.

Augmented: If you expend two uses of mythic power, you grant transported creatures the effects of a *planar adaptation* spell (*Advanced Player's Guide* 236) upon arrival, lasting for 1 hour.

POLAR RAY

The damage dealt increases to 1d8 points of cold damage per caster level (maximum 25d8) and 1d6 points of Dexterity drain. If the target takes damage from this spell, it becomes partially encased in ice, reducing its speed by half. Creatures with the cold or incorporeal subtypes or immunity to being grappled are immune to this effect. The reduced movement lasts until the ice is destroyed. Destroying the ice requires a successful Strength or dispel check against the spell's DC or dealing 1 point of bludgeoning or fire damage per caster level to the target.

POWER WORD BLIND

Treat the target's current hit point total as though it were lowered by 5 times your tier. For example, a 3rd-tier archmage casting *mythic power word blind* would affect a creature with 60 hp as though it had 45 hp, and the spell would permanently blind the target.

You can target a creature with more hit points than this spell could normally affect, causing it to treat all opponents as though they had concealment (20% miss chance) for 1d4 rounds.

Augmented (3rd): If you expend two uses of mythic power, the magic of the word lingers around the target. Until the beginning of your next turn, if the target's hit points are reduced enough to put it in a lower category for the spell's effects, the spell affects the creature according to its new hit point total. For example, a creature in the 101-200 hp category reduced to 80 hp immediately becomes blinded for 1d4+1 minutes instead of 1d4+1 rounds. The spell's effects don't diminish if the target regains hit points.

POWER WORD KILL

Treat the target's current hit point total as though it were lowered by 5 times your tier. For example, a 3rd-tier archmage casting *mythic power word kill* would instantly kill a creature with 85 hit points or fewer.

You can target a creature with more hit points than this spell could normally affect, causing it to become exhausted.

Augmented (6th): If you expend four uses of mythic power, the magic of the word lingers around the target. Until the beginning of your next turn, if the target's hit point total drops to the point that this spell would have killed it upon casting, it's instantly slain.

POWER WORD STUN

Treat the target's current hit point total as though it were lowered by 5 times your tier. For example, a 3rd-tier archmage casting this spell would affect a creature with 60 hp as though it had 45 hp, and the spell would last an additional 2d4 rounds.

You can target a creature with more hit points than this spell could normally affect, causing it to become dazed for 1 round.

Augmented (6th): If you expend three uses of mythic power, the magic of the word lingers around the target. Until the beginning of your next turn, if the target's hit points are reduced enough to put it in a lower category for the spell's effects, the

spell affects the creature according to its new hit point total. For example, a creature in the 101–150 hp category reduced to 80 hp is immediately stunned for an additional 1d4 rounds. The spell's effects don't diminish if the target regains hit points.

POX PUSTULES

Source *Advanced Player's Guide*

The Dexterity penalty increases to –6. The target takes 1 point of bleed damage each round. If the target spends a move action scratching, increase its bleed damage each round by 1. If the bleeding is stopped, scratching causes it to start again at 1 point of bleed per round.

PRAYER

The spell's luck bonus increases to +2, and the penalty for enemies changes to –2. When you cast the spell, your affected allies heal an amount of hit point damage equal to double your tier, and affected enemies take an amount of damage equal to double your tier.

PRISMATIC SPHERE

When you cast the spell, you simultaneously create a *prismatic spray* that originates from one point on the sphere and radiates directly away from you. The save DC of this *prismatic spray* is the same as that of your *mythic prismatic sphere*.

PRISMATIC SPRAY

The spell automatically blinds creatures with up to 12 Hit Dice instead of 8 Hit Dice. Attempt one bull rush combat maneuver and apply its results to each creature in the area. Your CMB for this bull rush is equal to your caster level plus your Intelligence, Wisdom, or Charisma modifier, whichever is highest. This bull rush doesn't provoke an attack of opportunity.

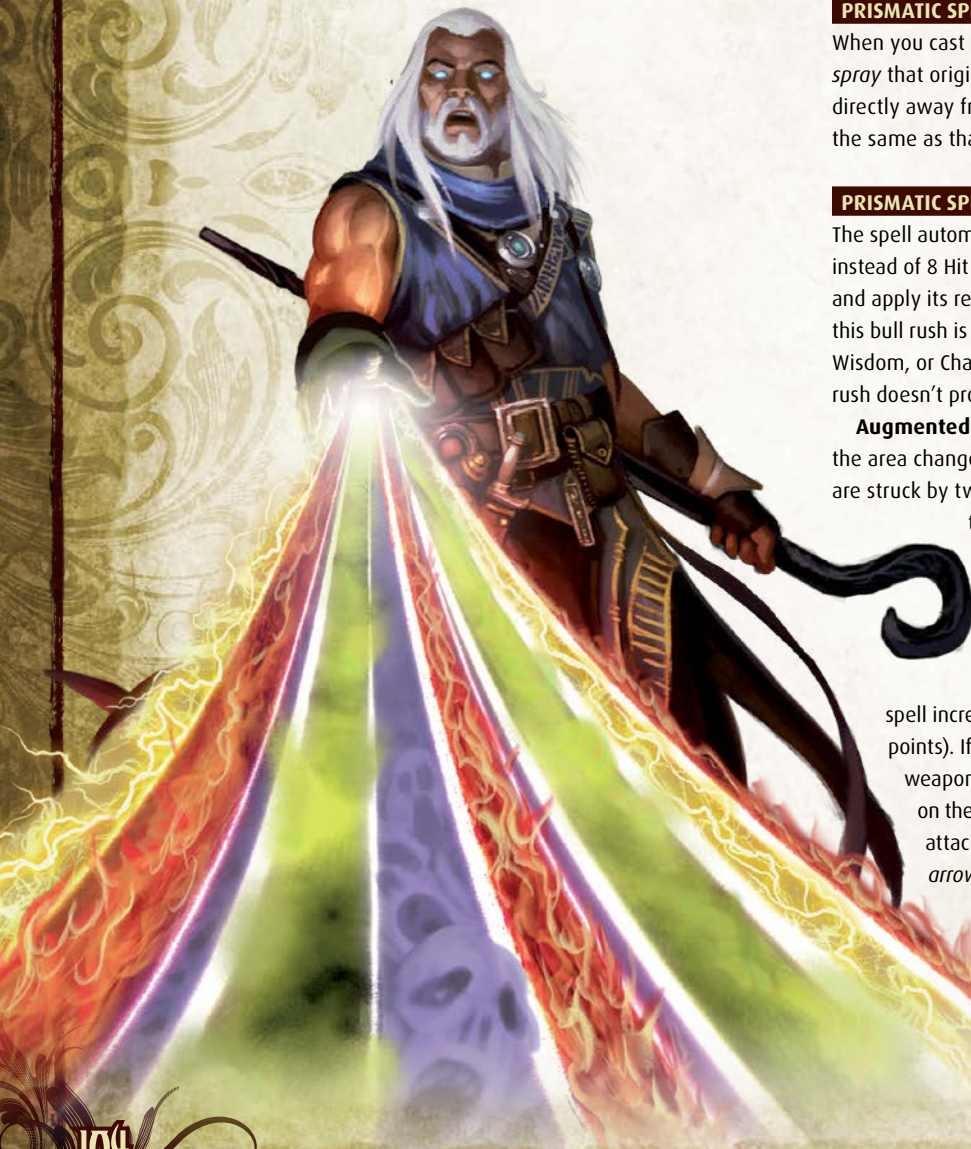
Augmented (6th): If you expend two uses of mythic power, the area changes from a cone into a line. Creatures in the line are struck by two beams (or three, if the creature rolls an 8 on the table). The spell bypasses energy resistance and immunity.

PROTECTION FROM ARROWS

The damage reduction increases to 15/magic. The maximum damage prevented by the spell increases to 15 points per caster level (maximum 150 points). If the spell prevents all damage from a ranged weapon attack, it turns the projectile or weapon back on the attacker, using the same attack roll result. If the attacker is also protected by *mythic protection from arrows* and its spell completely prevents the damage from the rebounded attack, the weapon or projectile is destroyed.

PROTECTION FROM CHAOS

As *mythic protection from evil*, except against chaotic creatures.



PROTECTION FROM EVIL

The bonuses to AC and on saves increase to +4. Any evil creature attempting to possess or exercise mental control over the target must attempt a Will save against this spell. If it fails, the creature takes 1d6 points of damage per 2 caster levels (maximum 5d6) from mental feedback. An evil creature that uses spell resistance to bypass the spell's protection against contact must successfully save or take this damage once each round it attacks the protected target.

PROTECTION FROM GOOD

As *mythic protection from evil*, except against good creatures.

PROTECTION FROM LAW

As *mythic protection from evil*, except against lawful creatures.

RAY OF ENFEEBLEMENT

The Strength penalty increases to 1d8 + 1 per 2 caster levels (maximum +10). If the target fails its save, it's fatigued.

REDUCE PERSON

You can decrease the target's size by up to two categories, to a minimum of Tiny. If the target shrinks two sizes, its weight decreases by a factor of 16 and it gains a +4 size bonus to Dexterity, a -4 size penalty to Strength, and a +2 bonus on attack rolls and to AC because of its decreased size. A Medium or Small humanoid creature whose size decreases to Tiny has a space of 2-1/2 feet and a natural reach of 0 feet.

Mythic reduce person counters and dispels *mythic enlarge person*.

REGENERATE

The casting time changes to 1 standard action and the target changes to 1 living creature or corpse touched. The spell removes the blinded, dazed, and deafened conditions. The target gains regeneration equal to your tier (overcome by acid and fire) for 1 round per caster level. If the target was killed by amputation or decapitation (such as from a *vorpal* weapon) within the past 1 round, the spell regenerates lost body parts and brings the creature back to life (as *breath of life*), treating it as if it had negative hp equal to its Constitution score.

REPEL WOOD

The casting time changes to 1 immediate action. You may cause one affected wooden object up to 5 inches in diameter to splinter and break.

Augmented (3rd): If you expend two uses of mythic power, the area changes to a 60-foot, cone-shaped emanation from you.

RESIST ENERGY

The target gains a +4 bonus on saves against effects that deal damage of the selected energy type. Once each round as a free action, the target can choose one adjacent ally to gain energy resistance 5 against the chosen energy type for 1 round. This increases to energy resistance 10 at caster level 7 and energy resistance 15 at caster level 11.

RESONATING WORD

Source *Ultimate Magic*

The damage dealt increases to 8d6 points on the 1st and 2nd rounds and 15d6 on the 3rd round. The target takes a -4 penalty on saving throws against all sonic effects.

REVERSE GRAVITY

Creatures in the area or that enter the area must succeed at a Fortitude save or be nauseated.



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Augmented (8th): If you expend three uses of mythic power, once per round as a move action you may select one secured creature (one that succeeded at its Reflex save) or attached object (such as a tree or cottage) and force it to attempt a Fortitude save against the spell. The selected creature or object can weigh no more than 100 pounds per caster level. If it fails the save, it's pulled free and falls upward.

RICOCHET SHOT

Source *Ultimate Combat*

If the attack hits the secondary target, the wielder can select a tertiary target within 20 feet of the secondary target. This functions like a ricochet off the primary target. The tertiary target must be a different creature than the primary target.

Augmented (3rd): If you expend two uses of mythic power, the secondary and tertiary attacks gain the enhancement bonus and magic qualities of the attack against the primary target.

SACRED BOND

Source *Advanced Player's Guide*

The range at which you and the target can cast conjuration (healing) spells on each other increases to medium (100 feet + 10 feet per caster level). When you or the target uses the *sacred bond* to cast a healing spell on the other, the caster also heals a number of hit points equal to the minimum amount the spell can heal.

Augmented (6th): If you expend two uses of mythic power, casting a healing spell through the link heals the caster the normal amount instead of the minimum amount.

You and the target can use the link to heal each other with targeted healing abilities such as lay on hands. Unlike with healing spells, a character using a healing ability in this way doesn't heal herself.

SANCTIFY ARMOR

Source *Advanced Player's Guide*

You gain DR 5/evil while wearing the target armor. While you're using your judgment or smite ability, this improves to DR 10/evil.

Augmented (3rd): If you expend two uses of mythic power, when you use judgment or smite, add half your tier to your AC as a sacred bonus.

SANCTUARY

If an attacker succeeds at its Will save to attack the protected target, add your tier to the target's AC against the attack. If the target uses a healing spell or ability on another creature, that creature gains the benefit of non-mythic *sanctuary* for 1 round. If the creature breaks the non-mythic *sanctuary* by attacking, subsequent healing by the target doesn't create another non-mythic *sanctuary* effect on the creature.

Augmented (2nd): If you expend two uses of mythic power, select a number of additional creatures equal to half your tier that are within reach. These creatures gain the benefit of non-mythic *sanctuary*.

SANDS OF TIME

Source *Ultimate Magic*

You age the target by two categories instead of one. The damage dealt to objects, constructs, and undead increases to 5d6 points of damage + 1 point per caster level (maximum +20).

Augmented (8th): If you expend four uses of mythic power, the duration changes to instantaneous. If the target is a living creature, its age increases to venerable, regardless of its current age. A non-mythic creature receives no saving throw against this, but a mythic creature can attempt a Fortitude save against the spell's DC to reduce the duration to 10 minutes per level and the effect to two age categories instead of automatically changing to venerable.

If the target is an object, construct, or undead, it takes 30 points of damage per caster level. A mythic creature that succeeds at a Fortitude takes only half damage.

SAVING FINALE

Source *Advanced Player's Guide*

Add your tier as a bonus on the saving throw reroll.

SCORCHING ASH FORM

Source *Advanced Race Guide*

The damage dealt increases to 3d6 points of fire damage. This otherwise makes the same changes as *mythic gaseous form*.

Augmented: If you expend two uses of mythic power, the target can shift into or out of *scorching ash form* as a move action.

SCORCHING RAY

Each ray's damage increases to 6d6 points of fire damage. The first ray bypasses fire resistance and immunity.

SCOURING WINDS

Source *Ultimate Magic*

The spell's damage increases to 4d8 points of piercing damage. Any creature in the area at the start of your turn must succeed at a Reflex save or be blinded for as long as it remains in the area and for 1d4 rounds after it leaves.

Augmented (5th): If you expend two uses of mythic power, the sandstorm's radius and height each increase to 40 feet, and

the damage dealt increases to 6d8 points of piercing damage. Each round, you can either move the storm up to 50 feet as a move action or up to 10 feet as a swift action.

SEARING LIGHT

The spell's damage increases to 1d6 per caster level (maximum 10d6). The damage dealt to an undead creature increases to 1d8 points of damage per caster level (maximum 10d8), or 2d6 per caster level (maximum 20d6) if the undead is vulnerable to bright light. The damage dealt to constructs increases to 1d8 points of damage per 2 caster levels (maximum 5d8). If a creature struck has light sensitivity or light blindness, it takes the penalty from that weakness for 1 round after being struck by the light.

SENDING

You can contact a number of additional creatures equal to your tier. Each creature must receive the same message, and can communicate back only to you.

Augmented (3rd): If you expend two uses of mythic power, you can send the message to unfamiliar creatures (using the same number of creatures as non-augmented *mythic sending*). You must either describe the intended recipients in general or specific terms (such as "orcs," "the queen of this country," or "left-handed half-elven males") or specify restrictions such as range, creature type, and alignment (such as "all good-aligned humanoids in the castle on the hill"). If a greater number of creatures meet your description than the maximum number you can send to, the closest ones to you receive the message.

SHADOW ANCHOR

Source *Advanced Race Guide*

Add your tier to the CMD of the shadow tether. A creature attempting to escape the shadow tether using planar travel or teleportation must succeed at a Will saving throw or be shunted to the Plane of Shadow instead of its intended destination, as if it had cast *shadow walk* (if the target could not reach the Shadow Plane from its current location using *shadow walk*, this aspect of the spell has no effect).

SHADOW WEAPON

Source *Ultimate Magic*

Add your tier to your caster level when determining what enhancement bonus or weapon special abilities the weapon can have. The weapon deals half damage to creatures that disbelieve in it and to objects, instead of only 1 point.

You can spend a swift action to transform the weapon into a dull black metal ring on your finger, or to return it from its ring form to its weapon form in your hand.

SHATTER

Add your tier to your caster level when determining the maximum object weight you can affect. When targeting a

crystalline creature, the spell's damage increases to 1d8 points of sonic damage per caster level (maximum 10d8). You may damage a single magical object as if it were a crystalline creature. If the spell destroys an object or damages a crystalline creature, broken shards litter the spell area or creature's space and act as caltrops.

SHIELD OF FAITH

Add half your tier to the spell's deflection bonus.

SHIELD OTHER

Increase the range to long (400 feet + 40 feet per caster level). Subtract your tier from any damage transmitted to you through the mystical connection before applying the damage (minimum 1 hp of damage).

When you use your surge ability to modify a saving throw against an effect that also affects your linked ally, the ally also applies your surge bonus die result to the ally's saving throw. If the ally also uses its own surge ability, it takes either your result or its result, whichever is higher.

SHOCKING GRASP

The spell's damage increases to 1d8 points of electricity damage per caster level (maximum 5d8). If the target is wearing metal armor or is made of metal, you may attempt a free grapple combat maneuver against the target.

Alternatively, if the target is carrying a metal weapon, you may attempt a free disarm combat maneuver against that weapon. This free combat maneuver doesn't provoke attacks of opportunity.

Augmented: If you expend two uses of mythic power and the free grapple or disarm combat maneuver is successful, the target is staggered until your next turn. This is an electricity effect.

SHOUT

The duration that creatures in the area are deafened increases to 4d6 rounds, and the damage dealt increases to 5d8 points of sonic damage. The damage dealt to crystalline creatures and exposed brittle or crystalline objects

increases to 1d8 points of sonic damage per caster level (maximum 15d8). Crystalline creatures reverberate with sonic energy, taking 4 points of sonic damage on your turn for a number of rounds equal to your tier.

SILENCE

This spell also applies to telepathy, cutting off any mental communication within the area. At the time of casting, you can choose to be immune to your own *mythic silence* effect and can designate up to one creature per tier to also gain this immunity. Creatures immune to the *mythic silence* are subject to sonic effects as normal.

SILENT IMAGE

The duration increases to concentration + 1 round per caster level,

and the effect increases to a visual figment that can't extend beyond eight 10-foot cubes + 1 10-foot cube per caster level.

Augmented (6th): If you expend two uses of mythic power, the duration changes to concentration + 1 minute per caster level and the effect changes to a visual figment no larger than a 50-foot emanation. An augmented *mythic silent image* can't move.

SLEEP

The spell affects up to 8 Hit Dice of creatures, and you can choose the order in which creatures are affected by the spell. Any effect that would automatically awaken a sleeping creature instead allows it to attempt a new Will saving throw to awaken.

Augmented (8th): If you expend three uses of mythic power, you can target all living creatures other than you that have 8 Hit Dice or fewer in a 1-mile radius centered on you. Creatures that fail their saving throws fall asleep for a number of days equal to your tier.

You can select a number of creatures up to your tier to not be affected by the spell.



SLOW

The penalty on attack rolls, on Reflex saves, and to AC increases to -2, and affected creatures move at one-fourth speed. Select one affected creature; this creature is denied its Dexterity bonus to AC.

SOLID FOG

The penalty on melee attack and damage rolls increases to -4. The cloud's radius and height both increase to 50 feet.

Augmented: The augmented version of *mythic solid fog* has the same additional benefits as the augmented version of *mythic fog cloud*.

SPIDER CLIMB

The target gains a climb speed equal to its base land speed or 30 feet, whichever is higher. The target can take the run action while climbing and needs only one hand free to climb.

The target can move freely across spider webs (including giant spider webs), *web* spells, and similar adhesives of 2nd level or less (including tanglefoot bags) as if it were using *freedom of movement*.

SPIKE STONES

The damage dealt increases to 2d6 points of piercing damage plus 1 point of bleed damage. Add your tier to the DC to detect the magical trap.

SPIRITUAL WEAPON

The weapon gains your choice of one of the following magic weapon special abilities: *flaming*, *frost*, *keen*, *merciful*, *shock*, or *thundering*. Before or after the weapon attempts all of its attacks for the round, you can redirect it to a different target as a swift action instead of a move action.

STINKING CLOUD

Creatures that succeed at their saves are sickened while they remain in the cloud and for 1d4+1 rounds after they leave. Creatures that fail their saves continue to be sickened for 1 hour after leaving the cloud.

STONE SHAPE

The duration changes to 1 round/level and instantaneous (see text). Each round after the round you cast the spell, you can spend a standard action to shape up to 5 additional cubic feet of stone you touch. Shaped stone has an instantaneous duration (meaning it does not revert to its previous form when the spell ends).

STONESKIN

The target gains a +4 bonus on saving throws against disease, poison, and stun effects. There is a 50% chance any critical hit or sneak attack against the target is treated as a normal hit, as if the target were wearing *medium fortification* armor.

STORM OF VENGEANCE

The acid damage dealt increases to 1d8 points of acid damage. The lightning damage dealt increases to 10d8 points of electricity damage. You can call down a bolt of lightning on the 2nd and 4th rounds (equivalent to those on the 3rd round). You can strike the same target with a bolt more than once during the casting of the spell, but not more than once per round.

Augmented (7th): If you expend three uses of mythic power, the storm cloud's radius increases to 1,000 feet. Structures in the storm take 1d10 points of damage per round (this damage bypasses hardness). You can call down one additional bolt in the 2nd and 4th rounds, and three additional bolts in the 3rd round.

STRANGLING HAIR

Source *Ultimate Magic*

You may use your hair to attempt dirty trick, disarm, steal, or trip combat maneuvers instead of grapple combat maneuvers. Add your tier to combat maneuver checks attempted with your hair and to your hair's damage rolls made as part of a grapple.

SUGGESTION

Mythic suggestion loses the language-dependent descriptor, and can target one or more living creatures in a 10-foot-radius burst.

SUMMON SWARM

The swarm has the advanced simple template. A swarm of rats or spiders leaves behind a trail of filth or ichor when it moves, which has the effects of a *grease* spell for 1 round after the swarm passes through an area. Any creature that moves through the affected area is also subject to the swarm's disease or poison, as if attacked by the swarm. A prone creature in the affected area takes a -4 penalty on its saving throw against this affliction. A bat swarm leaves behind a similar trail that lasts for 2 rounds but doesn't have a disease or poison effect.

SUN METAL

Source *Ultimate Combat*

The additional damage dealt by the weapon increases to 1d6 points of fire damage. Any creature struck by the weapon is dazzled for 1 round (no saving throw). On a critical hit, the target is blinded for 1 round (Fortitude negates, DC equal to the DC of the spell).

SUNBEAM

You call forth one beam per 2 caster levels instead of per 3. The damage dealt increases to 4d8 points of damage. The damage dealt to undead creatures, fungi, mold, oozes, and slimes increases to 1d8 points of damage per caster level (maximum 20d8). Any creature that successfully saves against a beam is dazzled for 1 minute.

Augmented (9th): If you expend three uses of mythic power, the first beam you create has a duration of 1 round per 2 caster levels, and deals maximum damage on the round you cast it. Creatures in the beam can attempt saving throws to avoid blindness, but not the spell's damage.

SURMOUNT AFFLICTION

Source *Ultimate Magic*

You can cast this spell with no verbal or somatic component, and even if you're helpless (but not unconscious). You temporarily overcome a number of additional harmful conditions equal to half your tier.

Augmented (7th): If you expend three uses of mythic power, you become immune to all afflictions the spell can normally overcome. In addition, you overcome (but do not become immune to) one of the following conditions: exhausted, nauseated, panicked, petrified, staggered, and stunned.

TELEKINESIS

The duration of this spell changes to 1 round per level. You may spend a move action to use the sustained force or combat maneuver effects of the spell.

When using sustained force, you can move a number of objects up to your tier. These must be in the same square and together must weigh no more than the weight limit of the spell.

Using the violent thrust effect ends the spell, but the weight restriction increases to 50 pounds per caster level (maximum 750 pounds).

THEFT WARD

Source *Advanced Race Guide*

Add your tier to the Perception check bonus. Add your tier to your CMD against disarm and steal combat maneuvers attempted against the item.

TIME STOP

Select a number of creatures equal to half your tier or fewer within close range (25 feet + 5 feet per 2 caster levels).

Mythic time stop has the same effect on these creatures as it does on you, allowing them to act for the same number of rounds of apparent time that you can. You and these creatures can all interact with one another normally while time appears to be stopped.

Augmented (10th): If you expend three uses of mythic power, the duration increases to 1 hour per level of apparent time. You and other affected creatures gain no benefit from rest or sleep while the spell is active.

TOUCH INJECTION

Source *Ultimate Combat*

Add half your tier to the DC of a poison or potion you inject into another creature with this spell. If you do this with a substance that grants a skill bonus, add your tier to that skill bonus.

TRANSFORMATION

You can still cast spells and use spell completion and spell trigger items, but the level of the spell you're casting or using must be equal to or less than your tier. You gain a number of temporary hit points equal to your caster level.

TRUE FORM

Source *Advanced Player's Guide*

The spell's target changes to up to one creature per 2 caster levels. If a target is a creature that has the ability to change shape between a specific set of forms (such as a barghest or lycanthrope), you may choose which form the creature takes. To force such a creature into a form, you must have either seen it in that form or succeeded at an appropriate Knowledge check to know the creature has the ability to take that form.

Augmented (6th): If you expend three uses of mythic power, the spell creates an area affecting all shapechanging creatures. The range changes to 30 feet and the spell affects all creatures in a 30-foot radius around you. Each creature must attempt a saving throw against the spell every round it remains in the area.

TRUE STRIKE

The affected attack bypasses all damage reduction.

Augmented (2nd): If you expend two uses of mythic power, you gain a +10 insight bonus on your second attack that round and a +5 insight bonus on your third attack that round. The second and third attacks can be on your turn or on another creature's turn before your next turn (such as when you attempt an attack of opportunity).

TSUNAMI

Source *Advanced Player's Guide*

The wave increases to 20 feet wide per caster level and 3 feet tall per caster level. The damage dealt to those struck by the wave increases to 12d6 points of bludgeoning damage. Add your tier to the wave's special combat maneuver check. The damage dealt to those that fail to escape the wave increases to 6d8 points of bludgeoning damage.

Augmented (5th): If you expend three uses of mythic power, you create a truly monstrous wave. The wave increases to 20 feet deep, 20 feet wide per caster level, and 5 feet tall per caster level. The duration of the effect increases to 10 rounds, and the speed of the wave increases to 120 feet per round on the surface of the water and 60 feet per round on land or underwater.

UNHOLY BLIGHT

The damage dealt to good outsiders increases to 1d10 points of damage per caster level (maximum 10d10) and the damage dealt to other good creatures increases to 1d12 points of damage per 2 caster levels (maximum 5d12). The duration that creatures within the area are sickened increases to 2d4 rounds. On a successful save, a good creature is slowed for 1 round.

UNSHAKABLE CHILL

Source *Ultimate Magic*

On a failed save, the target immediately takes 1d6 points of nonlethal cold damage per tier. Add your tier to the DC of any other Fortitude saves the target attempts to resist severe cold as

part of the spell's effects. The target also takes a -4 penalty on saves against spells or effects with the cold descriptor.

Augmented (5th): If you expend two uses of mythic power, the target gains vulnerability to fire (*Bestiary* 305).

VAMPIRIC TOUCH

The spell's damage increases to 1d8 points of damage per 2 caster levels (maximum 10d8). Your melee touch attack to deliver the spell threatens a critical hit on a 19 or 20. This expanded threat range doesn't stack with other effects or abilities that increase the threat range. If the damage kills the target, you gain fast healing 5 for a number of rounds equal to the Hit Dice of the target.

VOMIT TWIN

Source *Advanced Race Guide*

Any spell you cast that has a range of touch, close, medium, or long can originate from the twin instead of you. The twin gains a deflection bonus to AC equal to your tier, and has hit points equal to double your caster level. The twin can attempt attacks of opportunity using your base attack bonus, but has no ability score modifiers, skills, or feats. It threatens an area appropriate for your size and wields a copy of the weapon you were wielding when you cast *mythic vomit twin*. If the twin's weapon is destroyed or disarmed, on your turn the twin generates a new weapon from its own substance. Its attacks deal damage using that weapon's die type.

Augmented (5th): If you expend two uses of mythic power, you create two copies when you cast the spell, and both can be active at the same time. If you instead expend three uses of mythic power, you create three copies when you cast the spell, and all three can be active at the same time.

WALK THROUGH SPACE

Source *Ultimate Combat*

You can teleport as either a move action or a

swift action, but never more than once per round. If you expend a move action and a swift action, you may teleport up to 60 feet.

WALL OF FIRE

The wall's damage increases to 2d6 points of fire damage to creatures within 10 feet, 1d6 points of fire damage to those past 10 feet but within 20 feet, and 2d8 points of fire damage + 1 point of fire damage per caster level (maximum +20) to any creature passing through it. Any creature that passes through the wall or is within 5 feet of the wall when it's created must succeed at a Reflex save or catch fire. Attempts to extinguish this fire use the spell's save DC.

Augmented (5th): If you expend two uses of mythic power, you may move the wall 5 feet in any direction as a move action on your turn. Moving the wall into a fireproof barrier (such as a stone wall) destroys the part of the wall that overlaps the barrier.

WALL OF FORCE

The wall's hardness increases to 40, and its hit points increase to 30 per caster level. A non-mythic *disintegrate* spell or *rod of cancellation* negates a 10-foot-square section of a *mythic wall of force* for 1 round, after which the wall reforms at full strength.

One side of the wall (chosen by you) repels creatures within 5 feet as a *repulsion* spell (using the DC *wall of force* would have if it allowed a saving throw).

WALL OF ICE

The wall's hit points increase to 5 hit points per inch of thickness.

Add your tier to the Strength check DC to break through the wall. The damage dealt to those that step through the wall increases to 1d8 points of cold damage + 1 point per caster level. Any creature that passes through the wall must succeed at a Fortitude save or be staggered for 1d4 rounds; this is a cold effect.

Augmented (5th): If you expend two uses of mythic power, you cover the wall in sharp, protruding icicles. Any creature that touches, strikes, or breaks through the wall takes 1d6 points of cold damage, 1d6 points of piercing damage, and 1 point of bleed damage.

WALL OF IRON

The wall is 1 inch thick per 2 caster levels. If you create an unattached wall, you can weight it so there is a 75%



chance it falls on its own in the direction you want. Subtract 5 from the DC to push it in the direction you want, and add 5 to the DC to push the wall in the other direction.

Augmented (7th): If you expend two uses of mythic power, one side of the wall (your choice) has a powerful magnetic charge that attracts metal within 10 feet. The wall automatically attempts a combat maneuver check to pull once per round against any creature that comes in range wearing metal armor, wielding a metal weapon, or otherwise carrying a significant amount of metal.

The wall's CMB is equal to your caster level plus your tier. If the combat maneuver succeeds, the creature is pulled 5 feet closer to the wall. The wall gains a +5 bonus on its combat maneuver check if the creature is within 5 feet. If the wall succeeds at its check against a creature within 5 feet, the creature is pulled up against the wall and is treated as grappled.

Dropping metal items or removing metal armor allows a creature to free itself from the wall. The magnetic charge fades after 1 hour per tier. Wrenching an item away from the wall requires a successful Strength check (DC 10 + the wall's CMB).

WALL OF STONE

The wall is 1 inch thick per 2 caster levels. The wall's hardness increases to 12.

Augmented (7th): If you expend two uses of mythic power, the wall is impassable to ethereal travel and spells such as *passwall* and *phase door*. The wall is immune to non-mythic *disintegrate*, *shatter*, *sympathetic vibration*, and other non-mythic magical effects that specifically affect stone (including *earthquake*, *soften earth and stone*, and *transmute rock to mud*).

WALL OF THORNS

The damage dealt increases to 30 minus the creature's AC. Any creature adjacent to the wall is automatically grappled by it. Any creature that begins its turn grappled by the wall takes 2d6 points of damage. Half of this damage is bludgeoning, and the other half is piercing. For the purpose of escaping this grapple, the wall's CMD is 10 + your caster level + your tier.

Augmented (6th): If you expend two uses of mythic power, the wall automatically grapples creatures other than you within 10 feet. Any creature grappled by the wall takes 2d6 points of bleed damage. If a creature doesn't escape the wall's grapple, on its next turn the wall automatically pins it.

WEB

The webs are filled with spider swarms (one spider swarm for each 10-foot-by-10-foot area covered in webs). Any creature caught in or moving through the webs is attacked by a spider swarm (or multiple swarms, if it passes through the space of more than one swarm). The spiders don't leave the area of webbing. Destroying the web in an area destroys the swarm there as well, and completely destroying the web destroys all the swarms.

Augmented (5th): If you expend two uses of mythic power, the webs increase to a 50-foot-radius spread. Webs span any

gaps between available anchor points in the area, possibly creating multiple non-contiguous webbed areas. Non-mythic abilities that make creatures immune to webs (such as *freedom of movement*) instead give them a +5 bonus on saves, combat maneuver checks, and Escape Artist checks against *mythic web*.

WHIRLWIND

The cyclone becomes 15 feet wide at the base, 40 feet wide at the top, and 40 feet tall. The cyclone's effect on Large or smaller creatures also applies to Huge creatures, and its damage increases to 3d8 points of damage. The effect on Medium or smaller creatures also applies to Large creatures, and the damage it deals each turn increases to 2d6 points of damage.

Augmented (8th): If you expend three uses of mythic power, the cyclone's size increases to 50 feet wide at the base, 150 feet wide at the top, and 150 feet tall. Creatures and objects of all sizes touched by the whirlwind take 8d8 points of damage (Reflex negates), and the damage dealt to those trapped in the cyclone increases to 6d6 points of damage per round. Additionally, unattended objects smaller than 30 feet to a side are swept up in the effect. The area within 20 feet of the whirlwind is treated as severe wind (*Core Rulebook* 439), and within 40 feet it is treated as strong wind.

WISH

When using *mythic wish* to duplicate another spell, you can duplicate a mythic spell you know (if you're a spontaneous caster) or have prepared (if you're a caster who prepares spells). If you don't know or haven't prepared the mythic spell, you can expend a second use of mythic power to duplicate the mythic version of the desired spell.

You can also produce any one of the following effects that modify or replace effects listed in the non-mythic *wish* spell description:

- If you use *mythic wish* to remove injuries and afflictions, you can expend a number of uses of mythic power to remove that number of additional afflictions from all affected creatures.
- If you use *mythic wish* to revive the dead, you can expend a second use of mythic power to negate the target's permanent negative level from the *resurrection*.
- Alter fate. By expending a second use of mythic power, you can cast *mythic wish* as an immediate action before a 1d20 roll is attempted and choose what number you want to come up on the die.

Augmented: If you expend two uses of mythic power, you can cast a silent, stilled *mythic wish*, even if you're helpless or couldn't otherwise take actions (but not unconscious).

WORD OF CHAOS

When determining the spell's effect on non-mythic creatures, add your tier to your caster level. Non-chaotic creatures that fail their saves against the spell also take a -4 penalty on attack rolls and saving throws, and their spell resistance decreases by 5 for as long as the spell's other effects last.

New Spells

The following are new spells that affect the mythic rules or mythic creatures in some way. Unlike the mythic spells presented earlier in this chapter, you don't need a mythic tier to cast most of these spells.

Mythic: Some of these spells have mythic versions just as preexisting spells like *animate dead* and *fireball* do. Rather than listing the information for the mythic version in the earlier section of this chapter, it's included in the new spell's description.

Augmented: As with the mythic spell entries, if a spell has an augmented version, it's listed in the spell description.

ASCENSION

School universal; **Level** cleric 9, druid 9, sorcerer/wizard 9, witch 9

Casting Time 1 hour

Components V, S, F (minor artifact), M (10,000 gp in rare herbs, gems, and other exotic materials)

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

Target one non-mythic creature/3 levels

Duration 2 hours/level; see text

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

You imbue a number of creatures with mythic power, granting each of them 1st tier in a mythic path of its choice. The creatures immediately gain the benefits of their chosen paths. Divide the duration evenly among all targets.

The targets retain their mythic tier only while they're within 100 feet of the spell's focus component. A target that goes outside this range loses its mythic tier, but instantly regains it if it moves into range again. If the focus component is destroyed while the spell is in effect, the spell immediately ends and all targets gain 1d4 permanent negative levels.

Mythic: If you expend one use of mythic power when casting this spell, the duration increases to 1 day per level, and you can use yourself as the focus for this spell instead of a lesser artifact. If you're the focus, the targets retain their mythic tier only while they're within 100 feet of you, and if you die, the spell immediately ends and all targets gain 1d4 permanent negative levels.

BLEED GLORY

School necromancy [curse]; **Level** cleric 3, sorcerer/wizard 3, witch 3

Casting Time 1 standard action

Components V, S

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

Target one mythic creature

Duration 1 minute/level

Saving Throw Will negates; **Spell Resistance** yes

The mythic power cost for all path abilities, feats, spells, and other effects used by the target increases by 1.

DEATHLESS

School necromancy; **Level** alchemist 4, cleric 4, inquisitor 4, sorcerer/wizard 4, witch 4

Casting Time 1 standard action

Components V, S

Range touch

Target living creature touched

Duration 1 round/level

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

The target's soul is strongly anchored to its body, preventing death from hit point damage. No matter how



low the target's hit points get, it remains alive (though not necessarily conscious).

This spell doesn't prevent death from sources other than hit point damage—such as Constitution damage or drain, death effects, or energy drain. Spells that cure hit points affect the creature normally.

Mythic: If you expend one use of mythic power when you cast the spell, you become an anchor for the souls of you and your cohorts. The range increases to 30 feet, and instead of affecting one creature, it affects all allies within a 30-foot-radius emanation centered on you.

Augmented (8th): If you expend three uses of mythic power, the range increases to 1 mile, and the area to a 1-mile-radius emanation centered on you.

LEND PATH

School transmutation; **Level** bard 4, cleric 5, druid 5, magus 4, sorcerer/wizard 5, summoner 4, witch 5

Casting Time 1 standard action

Components V, S

Range touch

Target creature touched

Duration 10 minutes/level (D)

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

You temporarily transfer one of your mythic path abilities to another creature, which can use it as if it were part of the creature's own path. If the target is unable to expend mythic power, it can't activate any part of the ability that requires expending uses of mythic power, but the ability otherwise functions as if the creature were 1st tier.

While your path ability is transferred in this way, you can't use it yourself (even if it's an automatic ability or one that doesn't require expending uses of mythic power).

MYTHIC SEVERANCE

School necromancy [curse]; **Level** cleric 4, inquisitor 3, sorcerer/wizard 4, witch 4

Casting Time 1 standard action

Components V, S

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

Target one creature

Duration permanent

Saving Throw Will negates; **Spell Resistance** yes

You restrict the target's access to its mythic power. Each time the target attempts to cast a mythic spell, expend mythic power to activate a path ability, or use any other effect that requires expending uses of mythic power, it must attempt a Will saving throw against the DC of this spell. If it fails this saving throw, the creature loses its action and the ability it was attempting to use has no effect.

This spell has no effect on mythic abilities that don't require the target to expend mythic power.

RESTORE MYTHIC POWER

School transmutation; **Level** bard 3, cleric 3, sorcerer/wizard 3, witch 3

Casting Time 1 standard action

Components V, S

Range touch

Targets you and one mythic creature

Duration instantaneous

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

By laying your hands on the target, you're able to transfer some of your mythic essence to the target. You expend three uses of your mythic power to restore one use of the target's mythic power.

SHARE GLORY

School transmutation; **Level** bard 2, cleric 3, druid 3, sorcerer/wizard 3, summoner 2, witch 3

Casting Time 1 standard action

Components V, S

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

Target one non-mythic creature/3 levels

Duration 1 minute/level

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

You imbue the targets with a fraction of your mythic nature. They count as mythic creatures for the purpose of path abilities, spells, and other effects that function differently for mythic creatures. This doesn't grant the targets mythic tiers or any uses of mythic power; it merely gives them a greater advantage when others use abilities that work differently for mythic creatures. You must be at least a 1st-tier mythic character to cast this spell.

STEAL POWER

School necromancy; **Level** cleric 5, sorcerer/wizard 5, witch 5

Casting Time 1 standard action

Components V, S

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

Target one mythic creature

Duration instantaneous

Saving Throw Will negates; **Spell Resistance** yes

You sap the power from a mythic creature, using it to restore your own. The target loses 1d4 uses of mythic power. If you have the ability to expend mythic power, you regain one use for each use the target loses.

TERRAFORM

School transmutation; **Level** cleric 7, druid 6, sorcerer/wizard 7, witch 7

Casting Time 1 hour

Components V, S, M (10,000 gp worth of precious minerals, see text)

Range 100 feet

Area 100-foot-radius emanation, centered on you



Duration 1 day/level (see text)

Saving Throw none; **Spell Resistance** no

You alter the area's terrain and climate to a new terrain and climate type appropriate to the planet or plane. For example, you might transform a desert to plains. To cast this spell, you must expend 10 uses of mythic power along with the material cost. This magically alters the area's climate and normal plants to those appropriate to the new terrain, but doesn't affect creatures or the configuration of the earth. Transforming rocky hills into forested areas converts grasses into shrubs and small trees, but doesn't flatten the hills or change the animals to suit the new environment.

You can alter the climate by one step (warm, temperate, or cold). The maximum extent of the terrain change is up to the GM, but in general is to a similar terrain type or one step within that terrain type (such as from a typical forest to a forest with massive trees or light undergrowth, from a shallow bog to a deep bog, and so on). You might be able to shift the land to a similar terrain type, such as turning a sparse forest into a relatively dry swamp. Local creatures adversely affected by these alterations either flee the

area or quickly die, depending on their mobility and awareness of the change.

Multiple castings of the spell in the same area can create an area with radically different terrain and climate than the surrounding land. The GM can decide that certain terrain shifts are unsustainable and shorten the duration, or that some are suitable for the area and extend the duration.

This spell could have many secondary effects based on the nature of the change, the type of bordering terrain, and so on; these should be determined by the GM on a case-by-case basis. For example, transforming a desert requires drawing water up from underground to sustain the plants, which could deplete the water table in nearby areas. Creating a warm desert in the middle of a snowy tundra will create a bordering area of mud and frequent storms from the clash of hot and cold air fronts.

If you're at least 8th tier, you can expend 20 uses of mythic power instead of 10 to increase the range to 1 mile, the area to a 1-mile-radius emanation centered on you, and the duration to 1 month per caster level.



4 RUNNING A MYTHIC GAME



A tree?" Harsk's head shook in disbelief. "Who builds their temple in a blasted tree?"

"I think it's beautiful," Lini said. "Not everyone needs to live in a dugout under a rock."

"But it's totally indefensible!" Harsk hefted his crossbow. "One good fire arrow, and the whole place would go up in an instant!"

"True enough," Lini noted. "But I think whoever lived here had bigger problems than a little fire. Or don't those look like bite marks to you, on the ends of those pillars?"

Harsk squinted, then spat. "That they do, girl. Now get your kitten—we've got work to do before whatever did this returns..."

Running a mythic game has many similarities to running other games. The PCs still go on adventures, fight monsters, discover treasure, and gain experience. The difference is that mythic games have an added level of drama, theater, and tension. Compared to non-mythic parties of the same character level, a mythic party's adventures feature incredibly difficult foes and far greater challenges. Of course, there are also splendid rewards for the bold mythic adventurer (see Chapter 5: Mythic Magic Items).

This chapter gives guidelines for running a mythic campaign, including a discussion of what makes a game mythic, types of mythic games, rules for adjudicating the difficulty of encounters, and guidelines for advancing play and fulfilling trials.

Making a Mythic Atmosphere

For a game to feel mythic, it must evoke wonder and awe in the GM and the players. It represents a power shrouded in mystery and beyond the reach of mortals. When characters encounter the mythic, they should feel as though they've just received a glimpse into an unseen world, promising so much more if they're bold enough to explore its wonders and face its dangers. A mythic atmosphere involves legends coming to life, and the characters will have a part to play in shaping these myths. If they succeed, they'll be the subject of tales and epic ballads for generations to come.

Running a mythic game requires more than just allowing the players to have mythic power and face off against mythic foes. While that is certainly part of it, creating a mythic atmosphere is just as important. The world itself and the structure of the story need to change to make room for the mythic to exist alongside the normal. This change doesn't require you to reinvent the world, but mythic creatures and their environments should feel as if they are part of the world; they may be hidden, but they should still be tied to the mundane events and lands around them.

Contrasting the mythic with the normal world is crucial to conveying an atmosphere of legend and mystery. The extraordinary only seems that way if it's in sharp contrast with the mundane. For example, a flying castle with a 1,000-foot-tall tower at its heart, drifting through the air on a thunderous storm cloud, is certainly a dramatic sight, but only when compared to the pastoral farmland and grime-covered town in its shadow. Picture the same floating castle in a world of towering volcanoes, and 500-foot-tall fortresses and the castle just becomes another extreme element in a world of extremes. If your game is set on Golarion (or some other established world), inserting contrasting mythic elements is easy, since the world already has a specific feel. Making your game mythic simply requires you to push beyond the boundaries of the

setting, identifying hidden places where mythic elements have always dwelled, waiting to be discovered.

Different Scales of Mythic Campaigns

The mythic rules can be used in a number of ways to add truly fantastic elements to your game, from simply including a mythic foe at the end of an adventure to allowing the PCs to play mythic characters for their entire adventuring careers, taking on other mythic foes and rivaling the power of the gods. Ultimately, it's up to the GM to decide how much influence these rules have on the campaign and world as a whole. The following types of scale are provided to give GMs an easy guideline for incorporating mythic rules into their games.

Rare: At this scale, mythic creatures live only in remote parts of the world, content to be bygones of a lost age. People speak of them in stories, but none have actually encountered them. The PCs are not themselves mythic in this type of campaign, but throughout their travels, they may be up against a mythic creature at the conclusion of a noteworthy quest. Alternatively, a mythic creature might be forced into the world to terrorize the land, driving the PCs to find a way to deal with such a powerful threat.

Limited: At the limited scale, the PCs get a taste of mythic power through some extraordinary event, albeit only for a short time. For the duration of an adventure or short campaign arc, they can wield this power to further their goals. Unfortunately, it's fleeting, and they soon become normal once again, perhaps with a few remnants of power they might call on in a future time of need. Perhaps their power will return at a later date—possibly even regularly according to some mysterious cycle, allowing them to plan out when they take on more difficult challenges coinciding with their resurgence of power.

Uncommon: Mythic creatures and characters are uncommon in this scale of game, but not wholly resigned to the whispers of legend. The PCs also get mythic power, but their advancement in tier is slow. The GM can control this by limiting the number of trials that are presented. Likewise, mythic foes are still not pervasive, but are found with some regularity—leading secret cabals, harassing quiet villages on the edge of civilization, and dwelling in the dark places of the world.

Common: In the common scale, mythic characters and monsters are an everyday part of life. This doesn't mean that every town has a group of mythic heroes defending it, but that such characters are known to exist and their deeds are common knowledge. Nobles, priests, and other powerful people call upon the PCs for help against those dangerous monsters and villains others are powerless to fight. In this type of campaign, the PCs begin play with mythic power and see it grow as they gain levels, roughly at the rate of one mythic tier per two character levels.



MYTHIC STORY STRUCTURE

Campaigns and adventures come in many forms, taking shape organically with the whims of the players and the needs of the Game Master, but the key to running a successful mythic campaign or adventure involves a little more planning. The following structure is a guide to help GMs in planning out their mythic experience, regardless of length. This formula can work for a single session, where the PCs gain mythic power at the beginning and lose it by the end. Or you can apply it to an entire campaign, where the PCs gain mythic power early on and retire after of dozens of adventures.

Many mythic stories follow a common narrative structure (see *The Monomyth* sidebar on page 123). This structure is divided into five parts: the contact, the awakening, the journey, the return, and the life after. In the contact, the PCs encounter a threat too great for them to handle. In the awakening, they're granted mythic power to handle this threat. In the journey, the heroes quest to increase that

power and gain what they need to vanquish that threat. In the return, they finally encounter the threats as equals (or near-equals) and have the opportunity to forever right the world. In the life after, the mythic heroes deal with the aftermath of their trials, and either become normal characters once again or hold onto their new power.

This structure isn't set in stone. GMs should improvise details to suit the campaign. The steps represent story ideas that might reveal themselves in one or more encounters.

Contact

At the start of the campaign, the PCs should be normal adventurers, developing and advancing without the aid of mythic power. This gives them a chance to experience life as mundane heroes, struggling to earn enough gold to keep themselves fed and allowing them to explore the normal world around them.

When the PCs first come in contact with something truly wondrous, the mythic campaign starts in earnest. They learn

THE IMPORTANCE OF FAILURE

In a mythic game, failure can play an important role in motivating the characters. Failure doesn't need to mean death, but instead that the PCs' efforts aren't enough to solve all problems before them. They might win the battle, but find that around them the town was destroyed, or someone close to them died during the conflict. This failure is a story opportunity—it can be used as motivation to continue on their journey, even against loss and extreme adversity. This also illustrates that the PCs' enemies have power similar to theirs, and that challenges ahead will test the heroes' limits and resolve.

that there's much more to the world around them than they first realized. This can take the form of some great, emerging danger that the PCs cannot hope to defeat as they currently are. Perhaps an incredibly powerful dragon threatens the land, a long-dead god returns to the world, or the fearsome tarrasque reawakens. The PCs are drawn into this story as their lives are forever changed by this unchallengeable threat. These low-level characters should not combat such a beast, but they might be in a town ravaged by the threat, leaving them with no choice but to flee along with everyone else or perish. After that event, they're linked to the threat, but right now have no means of dealing with it.

Awakening

The next step is for the PCs to receive the aid they need, in the form of mythic power. The actual means by which the PCs receive this power may vary (see *Mythic Themes* on page 123), even between PCs in the same game. By the end of this part of the story, the PCs have had their moment of ascension (page 10), whether together or separately, and are now mythic. They are not yet ready to face their primary challenge, but the first steps down the path to victory should be revealed at this point.

Often, the source of this power gives them a clue to their journey. For example, the tarrasque is tearing through the countryside, devouring entire towns. The PCs are forced to flee into a secluded valley near where the beast was slumbering, only to find that the valley contains an ancient seal recently broken. A guardian spirit explains to them that it has failed in its duty to keep the beast contained, and beseeches the PCs to intervene if they are brave enough. Giving the last of its strength, the spirit imbues the PCs with mythic power. As the spirit fades away, it tells them to seek out a legendary blade capable of ending the tarrasque.

After receiving aid, the PCs are ready to begin their journey, but first they must leave their old world behind. Make this a painful choice for them, as the PCs must leave loved ones and comfort to venture into the unknown and ready themselves against true danger. This is a good time to present their first major challenge, so they can fully grasp the power they now command. The GM should also mark this point with some sort of loss or setback, to emphasize the gravity of the situation and the need for the PCs to undertake their quest. In the example

above, the PCs might leave the valley only to find that their hometown is completely gone, devoured by the tarrasque. Before the PCs have a chance to mourn, they're beset by a group of cultists who helped to weaken the seal. After a deadly fight, the PCs see that they must leave to retrieve the blade if they're going to save other towns from this horrible fate.

Journey

The second part of the mythic structure is the journey. This part of the story can be nearly any length, from composing the middle of one session to encompassing dozens of sessions. The PCs, now enhanced with mythic power, must contend with various trials and dangers. Although these tests can take many different forms, there are some common types.

One type of test is that of the heart, compelling the PCs to struggle for something they care about other than themselves. These tests provide the PCs with



a goal other than their own well-being and power. There should be something threatened if they fail, which serves to give the PCs resolve, a reason to carry on. As they visit a city in the path of the monster, the PCs might encounter people who remind them of home, or of friends lost. Or they could find a child in the clutches of an enemy, only to learn that he's the key to their diabolical plan, and the PCs must succeed if they're to save him in time. If the threat is powerful enough, the PCs may even come to learn that their own survival is secondary their quest's completion.

Temptation is another type of test, one that has different twists. Some temptations are obvious, and you expect the heroes to refuse, such as discovering a bucolic valley where they could forgo their journey and retire in peace, or a dubious stranger offering them a shortcut through a cursed forest. Such temptations are important to a mythic tale because refusal defines the characters and shows us their limits. Then there are the subtle temptations, ones that heroes might actually consider—either because the price seems small (or even nonexistent) compared to the gain or because the source seems trustworthy: taking food from an evil witch after starving for days, or choosing to give up a child they're protecting in exchange for an entire city's safety. Keep in mind that forces of good and evil are equally likely to test the heroes, to either reveal their mettle or lead them down the path of corruption. In any case, the PCs might be tempted a number of times along their journey and they must find the resolve to carry on and stay on the path.

The PCs will eventually come to a point where they must confront the source of their own power, which provides another form of test. During their travels, they learn more and more about that source, ultimately revealing the truth about its nature. This might lead to a confrontation with the source of their power, after which the PCs feel they are equals to this source rather than its servants. For example, the PCs might learn their power comes from a divine source, and that deity is using them for its own ends. At great risk, they confront an aspect of the god to find answers. At the conclusion of the conflict, the PCs realize that while they're only a piece of the god's grand scheme, they're no mere pawns. Just as the god is using them to achieve her ends, they're using the god to achieve theirs.

At the end of their journey, the PCs find their ultimate goal just within reach. Achieving this should be their most difficult test yet. Some foes are there to cull the unworthy, while others are agents of evil set to destroy the PCs. This last step in the journey should include a reward the likes of which the PCs have never seen, the culmination of their entire journey. With our earlier example, the PCs arrive at the resting place of the legendary sword capable of ending the tarrasque. Retrieving the sword from its ancient tomb is no easy task though, as the weapon is guarded by a host

STARTING OFF MYTHIC

A key part of the mythic narrative is that the characters don't start out as mythic heroes. Even if they gain their powers during the opening scenes of their first adventure, each character has an ordinary life before their ascension. This helps to ground them in the world and gives them a framework by which they can understand the magnitude of this change within them. That's not to say the seed of mythic power couldn't have been a part of them since birth, but such latent power should be hidden from them until the appropriate time.

of mythic monsters and deadly traps. With the sword in hand, they must return to defeat the danger.

Return

The trip back can be just as perilous as the journey to achieve their goal. The heroes are at the height of their power, but they are now beset on all sides by those who would see them fail. Their enemies should be aware of this quest, and go to any means to put an end to the PCs. The mythic characters have the tools necessary, however, to brush aside such lesser threats and travel back to the beginning of their journey. This gives them a chance to fully appreciate their power, and use it to defeat foes that would have been truly dangerous not long ago.

During the journey back, the PCs can take a different path than before. They might travel the planes, use a magic carpet, or use some other wondrous means to expedite their trip. Or they simply take a more direct route, no longer needing to roam about the land searching for clues. They might receive aid from their patron should they get lost or need help tracking down the monster that started their journey. Regardless of their method of travel, they should get a sense that they are leaving the mythical world behind, returning to the mundane. They are returning home changed and ready to take on the challenge that awaits them.

At the conclusion of the mythic game, the heroes face their ultimate foe. This final encounter will be their greatest challenge, one that might even claim their lives. By now, if properly motivated, the PCs will make the sacrifice gladly to end the threat. When the conflict is over and the threat has been dealt with, the PCs' journey is finally complete.

Life Afterward

The GM and players must decide what happens to the PCs' power, once all is well again. Do they transcend ordinary life to continue down the path of a mythic hero, to go on other journeys, facing even greater threats? Do

they find their mythic power fleeting, leaving them with the difficult task of returning to a mundane life? Many of these decisions will be guided by the needs of the story and your campaign.

If this was only a short mythic session, in which the PCs gained and lost mythic power in a single evening, the transition will be simpler than if it was at the end of an arc lasting for many months. If mythic power was a central theme of the entire campaign, this might be the logical end to it. The next campaign might take place in the same world, years or even generations later, where the player's previous characters have faded into legend and their new characters grew up hearing tales of those mythic heroes.

Elements of a Mythic Adventure

Beyond the story, there are a wide variety of elements you can add to give your campaign a mythic feel. These elements are different ways of looking at various parts of an adventure. A mythic adventure should contain some of these, though not necessarily all at once.

Cunning Foes: The enemies mythic characters face should be cunning and devious in their plans. Unlike normal monsters that tend to wait around to be fought, a cunning foe is proactive in its efforts to defeat the PCs. Such enemies use the environment to their benefit, utilize their abilities to the fullest, and have at least one contingency plan. Cunning foes frequently escape a losing battle to regroup and prepare another attack. After the PCs' first encounter with a cunning enemy, their foe learns from that experience and uses new tricks and tactics to neutralize the PCs' strengths. The foe might even do research or conduct reconnaissance before the fight, pitting the PCs against her minions while she watches silently, noting the PCs' capabilities.

Hard Consequences: With all the incredible power at characters' fingertips, it's easy to forget that the heroes are still people—complicated and flawed. Mythic heroes suffer or witness dramatic consequences in stories all the time, and it's those moments that define a hero and help us connect with her. There are different ways to bring about consequences. Failure is one option, whether it is failing a combat or skill check or to failing to make the right decision (see *The Importance of Failure* on page 120). There are other ways to bring about consequences, though, such as having something unforeseen happen because of the PCs' actions. Imagine watching the countryside burn because you used a mythic *fireball* to defeat a foe. And there is always the classic story moment of presenting a hard choice, where no option is without cost. It's through suffering and reacting to such consequences that the true nature of these mythic heroes emerges.

Impressive Settings: The world of mythic adventures is enormous and dramatic. While a large keep is certainly

impressive, one with a 200-foot-tall tower at its heart is more suitably awe-inspiring. This applies to natural environments as well, such as an entire forest with plants five times the normal size, waterfalls more than 100 feet high, or an immense volcano erupting at its heart. This might also take the form of a location with supernatural effects, such as a lake that is perfectly calm even when disturbed, or a swamp that is preternaturally dark. These places should appeal to all the senses, making them vibrant and memorable.

Legendary Creatures: Some creatures the PCs face should be legends in their own rights. While those that are drawn from ancient myth (such as the minotaur and the medusa), are likely candidates, any monster can fit into this category given the proper backstory. A random encounter with a dire wolf in the wilderness isn't especially legendary, but if the PCs visit the nearby town first and learn that there's a feral monster that's been feeding on townsfolk for a decade, and there are many local myths about the beast, that same encounter gains a legendary quality. Defeating such foes adds to the mythic characters' story, making these moments important to a mythic adventure.

Otherworldly Influence: Whether from artifacts, ancient magic, or the gods, mythic power is beyond that of the mortal realm. When the PCs gain such power, they attract the attention of mysterious forces that seek to control or otherwise influence them. This can take many forms, from a deity speaking to them through a cryptic seer, a strange sign from the stars, or gifts left in a tranquil glade to aid the heroes on their journey. Not all such influences will be beneficial—the PCs might be hammered by powerful storms, led astray by a constantly changing map, or attacked by agents of an evil power. The PCs should feel like their quest has caught the attention of powerful forces, even if they do not understand their sources or motives.

Powerful Enemies: Foes should have powers and abilities far beyond those the PCs normally expect to face. Through their mythic abilities, the PCs have the tools to defeat these challenges, but such foes are powerful and dangerous nonetheless—more than capable of bringing pain to the world if not defeated. Battles with powerful foes make it clear that the PCs truly need their mythic power to survive. Of course, not every fight should be against a powerful foe; lesser foes give the PCs a chance to show off their talents.

Supernatural Events: Strange and wonderful events surround mythic characters, events that twist and alter the world around them. Such events might be local (a perpetual blizzard in a small valley) or they might cover a vast area (a gloom that covers the sun). These supernatural events are in some way tied to the story of the characters. Perhaps the blizzard is the sign of a mystical frozen water elemental seer who is trying to get the heroes' attention. Or the gloom covering the sun is caused by a mythic demon seeking to bring ruin to the surface world.

The World's Reaction

Amazing powers and impressive foes are only part of a mythic story. The world's reaction to such heroes is also a significant part of making a campaign actually feel mythic. The NPCs encountered in a mythic game should have a sense—possibly vague, possibly unmistakable—that the PCs are marked with grandeur.

When portraying the PCs' mythic origins and powers, the GM has a few options. The mythic nature could be apparent to everyone in some visible way, like a glowing brand or faint aura. This could be always visible, or manifest only as a character uses mythic power. Alternatively its nature could be subtle and felt rather than seen. Of course, it could start as something subtle at lower tiers, and become more pronounced as a mythic character progresses. Regardless of what direction you take, the people in the world should not mistake mythic characters for normal people.

The way that common people talk to these heroes needs to be different from the way they would talk to other characters. Mythic PCs should never be “tasked” or “ordered” to do anything (except perhaps by a demanding foe in a momentary position of power). Beings, even rulers or powerful planar allies, should address the mythic characters as peers or possibly entreat them as supplicants.

Likewise, when NPCs are in the presence of such greatness, they should not waste time asking for trivial favors. That's what normal low-level adventurers are for. Even a 1st-level/1st-tier character is worthy of respect. That doesn't mean you have to throw away the quests you've planned, but you should present them to the PCs (and players) as something worth a mythic character's time and energy.

The true powers in the world, whether the raw power of angels and demons or the political power of kingdoms and churches, recognize the potential in the mythic heroes. Wise ones know to be polite to low-tier heroes today, because in the future they will be formidable allies or devastating foes.

On the flip side, mythic power is an alienating force. Very few people have it, and many of those who do are threats, not friends. So the people the heroes encounter will look at them with reverence, fear, or even resentment, but never with familiarity and ease. In some ways, mythic characters are the ultimate outsiders, saving a world that they don't quite fit in anymore.

MYTHIC THEMES

Mythic adventures can gain their legendary powers in a variety of ways, from a gift from the gods, to the influence of ancient magic thought lost to the world, to traveling to a distant land filled with power. Such themes describe the source of mythic power in a given campaign and give general guidelines about how it functions. Some

THE MONOMYTH

The structure of a mythic game is drawn from the concept of the “monomyth,” outlined in Joseph Campbell's book, *The Hero with a Thousand Faces*. This pattern is found throughout countless modern and ancient mythological tales, from the Bible to *The Lord of the Rings*. You won't have to search hard to find examples in books and films. Game Masters are encouraged to read up on the monomyth in more detail, as well as examine other stories and media that use this pervasive narrative structure.

campaigns will focus on one theme to tell a mythic story, and others will include multiple themes—although the GM should be careful when using more than one theme, as this might muddle the story behind such power. In some cases, merging various themes will make more dramatic sense than using one theme alone.

The following themes are just a few types that the GM can work into the world when introducing the mythic rules into her campaign. These are generally compatible with any type of mythic game. Each one includes the following sections.

Description: This gives a basic overview of the theme.

Scope: This describes how much of an impact the mythic elements have on the campaign, indicating how those elements change the tone of the game.

Ascension: This includes some sample ways the PCs might become mythic using this theme.

Story: This describes the types of adventures and campaigns that work well with this mythic theme.

Challenges: This lists some types of mythic challenges relating to this theme that the PCs will likely face.

Ending: This describes a few ways the campaign might reach its mythic climax.

Eldritch Magic

An ancient artifact, forgotten spell, or fantastic magical event grants the PCs mythic powers. Regardless of its particular source, this power comes from the very fabric of magic itself, a power few dare to harness.

Scope: While the scope of a campaign featuring eldritch magic can be broad, since this power comes from a particular item or event, the powers should be tied to it. Perhaps the ancients created a sacred seal to be broken if certain signs presented themselves, such as a week of a blood-red moon or three comets in the sky at the same time. In this way, the mythic rules have an impact on the entire setting, but their direct influence can be limited by the source of the power.

Ascension: Rumors persist of books that, once read, unlock potential hidden deep within the mind and body. An ancient seer possesses these volumes and offers the heroes a chance to read one that will grant them mythic power, but only if they will defeat a creature terrorizing the city.

While exploring a long-forgotten valley, the PCs encounter a strange stone monument with an ancient spell carved upon it. They discover that this is a relic from a bygone age of magic, and that it grants mythic power. Unfortunately, they aren't the only ones who've found it, and now this power has been loosed upon the world.



Deep inside a forgotten dungeon, the PCs discover a room sealed by a series of complicated mundane and powerful arcane locks. Promises of great treasure led the PCs to this spot. As they break the seal on the door, a blast of arcane energy emanates from the door, knocking out the heroes and imbuing them with mythic powers. While the heroes are stunned, a creature bashes through the doors with such force that it breaks the hinges and escapes. When the PCs come to, a guardian spirit waits over them, imploring them to recapture the monstrosity they unleashed.

The PCs realize that each of them inherited a curved piece of metal inscribed with symbols in an archaic script. By placing the pieces together, they form a circle. When the circle is complete, the PCs each feel energy pulse through them that causes them to ascend.

Story: Adventures using this theme are always tied to the source of power, either by those who wield it or those who seek to steal such power away for themselves. The PCs are drawn into this struggle and must prevent such power from falling into the wrong hands... possibly even realizing that those hands are their own.

Ancient artifacts and items from distant planes carry secrets and abilities rarely accessible to those living today. Interacting with such items is dangerous, and will forever change the wielder in unforeseen ways. These items find their ways into the collections of great and long-living creatures, such as dragons and liches, or are buried in the most remote areas beyond the known world. Not only will interacting with these items change a character, but the power released is a beacon for frightening entities linked into that same source.

Some of these items are part of a set or pieces of a larger item. Collecting the various pieces will increase the PCs' powers and give them further insight into the world of mythic creatures that surrounds them. But such items are jealously guarded, and it may cost the PCs even more than they expect to attain this greater power.

Challenges: The PCs must face off against foes who have harnessed the same power they have, or who seek to take it from them. If the PCs' power stems from an event, perhaps they are not the only ones to gain power in this way. If their power comes from an artifact, perhaps there are other relics granting power to their enemies. In either case, the PCs must deal with foes who not only understand their power (possibly better than the PCs do), but wield it as well.

Ending: The heroes take on an ancient mythic creature, the very one that has been placing challenges before them. It does this not to defeat the PCs, but to force them to gain more power—power it seeks to rip from them. This foe has designs upon the power that the PCs possess and wishes to either take it all for itself or remove the threat of that power from the world.

Legendary Encounter

After the heroes achieve a monumental task thought to be too much for them, the essence of the mythic world bows to their achievement and fills them. This could come from destroying a plane-shattering artifact, defeating a legendary monster, or surviving a deadly journey to a wondrous location.

Scope: The scope of this campaign can be quite far-ranging. The experience that grants the heroes mythic powers could occur anywhere in the campaign world (though that could be merely one of many such moments happening all around the world). Events related to the experience could send the heroes to distant lands—perhaps the heroes gain their powers from destroying an evil artifact, and learn of other such artifacts hidden in dungeons around the world.

Ascension: An NPC begs the heroes to destroy an artifact that's corrupting the land. After a deadly adventure, the PCs finally manage to destroy the object, but in doing so release a wave of energy that grants them mythic power.

Reports of an ancient dragon ravaging an entire valley reach the heroes' ears. When they battle the beast, they find themselves vastly outmatched, but through cunning and luck, they manage to slay the dragon. Upon its death, its blood washes over them, infusing them with mythic power.

While traveling overland, the heroes become lost in a wild storm. For hours, they're battered by sheets of rain, and surrounded by unnaturally thick mist that refuses to be dispersed. When the storm lifts, the heroes find themselves on the rim of an ancient, enchanted valley—one told of in many tales but few people believed to truly exist.

Story: Any sort of adventure could appeal to parties of legendary origin. The nature of their mythic powers could inspire certain storylines, such as recovering pieces of an artifact or hunting down the source of a pack of mythic monsters. The heroes may realize that if their experience granted them power, it could do the same for others, including those with sinister or chaotic motives. The mythic power in the heroes' bodies seems attuned to other such sources of power, and the main campaign arc involves the heroes tracking down these sources and keeping them from becoming tools of evil.

Challenges: Since many different experiences, objects, and places in the world can be sources of mythic power, mythic villains and monsters could appear frequently. If the PCs destroyed an artifact or killed an ancient beast to gain their power, others may seek revenge for that act.

Ending: At the end of their journey, the heroes should come full circle, perhaps even returning to the place where they first gained their mythic power. They might have to face off against the villain that precipitated their journey, or maybe even the source of their power itself. In the end, they should feel like their legend has closure, even if they keep their mythic power.

Lost Inheritance

Mythic power comes from a lost age when mythic creatures and characters were common. That power has faded from this world, but once an age, when the time is right, mythic power returns for a short time.

Scope: In this theme, mythic power is a rarity, held only by a few who often hide from the world and those who would seek to take it from them. To widen the scope, mythic power might be returning to the world, heralded by some grand conjunction of events.

Ascension: A celestial event marks the return of mythic power to the world. Possibly by accident, the PCs are standing in just the right place at the time of this omen, and are imbued with such power. The PCs are not alone, however—others were also at different places of power at the same time.

At the conclusion of an adventure, the PCs learn that their births had been carefully arranged over the past 100 years in an attempt to recreate a powerful, mythic lineage long thought to be lost. With this discovery, they also find the means to unlocking their potential.

Exploring a fabled lost city, the PCs learn its inhabitants held power far beyond that of their modern cousins. The secret to this magic came from a special ritual that could only be performed once every 1,000 years, but it came at a terrible price and with a great deal of risk. The next ritual is fast approaching, presenting an opportunity for the PCs to become mythic if they choose to pursue this dangerous path.

Story: With these adventures, mythic power itself is the story. They contain a great deal of mystery, as there are few in the world who know about mythic power and what perils come along with wielding it. The PCs travel around the world, seeking knowledge of its origins, what caused its downfall, and how it can be used. Of course, others have also learned about this power, and they intend to use it for nefarious ends.

Challenges: The PCs aren't the only ones to gain mythic power from this source. Perhaps there are others of this bloodline, or other creatures that discover a way to awaken power within them. Most mysterious, however, are creatures from the lost age, returned to the world to take back what they see as rightfully theirs—whether that's the mythic power or the whole world.

Ending: As events draw to a conclusion, the PCs must choose whether this power remains in the world. Keeping it for themselves means the power can be taken by other villains, and the heroes will need to keep constant vigil for the sake of their mythic nature. Or they can let this power fade away, even knowing there are other threats out there that could use their mythic talents. Alternatively, there may be no choice in the matter; the power has returned and the PCs must find a way to deal with it. In any case, the

villains that seek to abuse this power must be stopped, no matter the cost.

Planar Might

Upon traveling to another plane, the PCs acquire mythic power. These powers might last only as long as the PCs are on this plane, or the PCs may be forever transformed by the visit.

Scope: This might only apply to one plane of existence, with the power fading immediately when the heroes leave and resurging the moment they return. The scope can be extended by making the campaign about a group of planes somehow mythically connected. Or the powers last beyond the visit, but fade over time, requiring return trips for the heroes so they may drink from the mythic wellspring and renew their powers.

Ascension: Before a powerful wizard ally can complete an important ritual to save the country, a strange creature steps through a nearby mirror and steals him away. The mirror portal remains open behind it, allowing the PCs to follow. They emerge onto an unknown plane, and the physics of this place are nothing like those of home. As a result, the PCs now have access to a wide range of abilities they once considered unthinkable.

A messenger of the gods appears to the PCs, asking them to deliver a relic to a plane where even the gods fear to tread. It gives them each a blessing that, upon entering this fearsome plane, provides protections through ascension.

Found guilty of high treason for a crime they didn't commit, the PCs are sentenced by a tribunal to wander the endless planes, wearing the "collars of judgment," until they prove themselves worthy to return. They now jump from plane to plane, attempting to defeat other threats to their homeland. The collars around their necks give them access to mythic powers and transport them to their next labor when they finish their current one. Hopefully their last will be against the one who framed them.

Story: While some planes function much like the Material Plane—in that they have gravity, breathable air, etc.—other planes have truly alien environs. Several of the latter augment those who enter to allow them to survive; this power sometimes lasts only while a visitor is on that plane, while other times it's permanent. (Some believe this augmentation occurs when latent abilities that reside in all life forms are triggered.) In other instances, special items or rituals grant these powers during travel through specific planes.

Challenges: The planes are full of unpredictable oddities and surreal monsters. Many of these creatures are incredibly powerful without being mythic at all, making them more than a match for the PCs. Despite their power, the PCs must tread lightly in the presence of archangels and demon princes. Ultimately, they will have to face such

beings, even if they start by challenging their minions and other, lesser agents.

Ending: At the end of their journey, the heroes must ultimately face some sort of gatekeeper that keeps them from going home. This creature might literally be preventing their travel, or it might be so great a threat that it must be defeated before the heroes can return to their ordinary lives. Even if the PCs traveled to the plane accidentally, there should be some incredibly powerful force standing in the way of their return to normal life.

Power of the Gods

A god grants the heroes mythic powers, either in response to deeds they have accomplished or in anticipation of deeds they have yet to perform. In this theme, mythic power is the provenance of the gods and only divine agents may wield such power.

Scope: Since the heroes' mythic powers come from a specific deity, their activities may occur in places where the deity is popularly worshiped or challenged. The heroes could function as champions of the deity, protecting lands their god has deemed only for the righteous. They could also be emissaries, traveling to distant lands where their god is unknown. A campaign could even take place in lands where worship of the heroes' god is strictly outlawed by the ruling religion.

In any case, the scope is somewhat defined by the gods' wishes, for what they give they can just as easily take away. (Or perhaps they can only bestow mythic powers, and are incapable of removing them, making ascending mortals a risky proposition.)

Ascension: The PCs are actually children of a god, the result of a pairing with a mortal. This is unknown to them until the appointed hour, when their divine heritage manifests. Using this hook, it's possible that all of the PCs are related, even if they don't realize it at first (each having been raised by a mortal surrogate parent).

During a vicious battle at an especially holy site, one of the heroes is slain. As her companions use resurrection magic to bring her back from the dead, the spell expands in a glowing aura that imbues all the heroes, including the newly risen one, with mythic powers.

The heroes fight bravely to defend or restore a site of worship. When the last enemy is slain and the site is reconsecrated, the heroes are filled with a sense of divine gratitude and blessed with mythic powers.

Story: In this theme, the gods take a much more active role in the world. They may be only able to act indirectly, and need heroes like the PCs to carry out their will. Or there are too many threats for even the gods to face, so they need champions to fight on other fronts.

A party with several members dedicated to the same god lends itself naturally to such a story. These heroes receive



occasional divine communications from their patron through dreams, omens, or visitations. While they may go on adventures unrelated to their deity, the overall arc of the campaign is guided by their faith and culminates in a battle against an enemy of their patron.

In a party of mixed faiths, the story could center on discovering the identity of the mysterious benefactor who gifted the PCs with mythic powers. Dreams and omens could still trigger adventures, but these are muddled and cloudy. In the end, the heroes could find their power came from one particular patron, or from an alliance of deities who have joined together against a particularly formidable villain.

Challenges: Rival gods can imbue their own champions with power, or create mythic monsters to oppose the heroes. While not every adventure needs to contain a mythic challenge, the major villains and ultimate challenge should be mythic in nature and diametrically opposed to the PCs' patrons.

Ending: The final stage of the journey for the heroes should center on the goals of their patron deity. A rival deity almost always opposes the goals, and will stop at nothing to see the PCs fail. The PCs might have to face off against a powerful agent of that rival or maybe even against some sort of avatar of the divine being itself. At the loftiest heights of power, the PCs might be tasked with going to the rivals' home realm and fighting the angry god directly. They might not survive such an encounter, but with the backing of their patron, they might still accomplish their goal—and their heroism may become a religious story to be told down through the ages.

Stolen Might

The PCs gain mythic power by taking it from another mythic creature, either by force, happenstance, or through some more elaborate ritual or ceremony. In this theme, the amount of mythic power is finite; to gain more, one must take it from another.

Scope: The amount of mythic power in the world is limited, but the actual amount can vary depending on the needs of the campaign. Maybe there are many mythic beings scattered throughout the world, some secret and others overt about their mythic nature. Or there are few such people in the world, but each one is a force to be reckoned with. Regardless, there are those with power who forever crave more, while others are merely content to possess what power they have and to use it wisely. The PCs must decide how to handle their power, whether or not to seek out more, and how to deal with those who come to take theirs away.

Ascension: After the heroes defeat a particularly powerful foe, a storm of lightning emerges from his body, washing over the PCs and granting them mythic power. They quickly learn that to gain additional tiers, they must defeat other mythic foes and harvest power from them.

The PCs are summoned to a lonely mountaintop where an ancient monk awaits. Before succumbing to old age, the monk grants them the mythic power that he's held for many years, entrusting them to guard it and carry on his legacy.

A strange messenger from a mysterious cult approaches the PCs and offers them membership. They're brought to a strange ritual and infused with mythic power stolen from a bound captive. They soon learn that the cult they have joined is in an eternal struggle with their rivals, both sides playing a centuries-long game of stealing power from the other using this ancient ritual.

After some chance omen, the PCs wake up with mythic power. They discover that this very power means they're now a part of a secret world, one where other mythic beings now hunt them down to kill them for what they possess. It's through a chance meeting with a friendly mythic character that the PCs understand what has befallen them.

Story: The PCs might go on plenty of regular adventures in this theme, but every encounter they have with a mythic creature or character is fraught with peril. These rivals might seek to steal their power, or help explain how their power might be used. The PCs will have to decide if taking it is something they can morally accept. If gaining mythic power requires the death of others who possess it, the power itself becomes a sort of curse, with villains around every corner seeking to end the PCs' lives and steal their mythic spark.

Challenges: Mythic foes will be relatively uncommon in this theme, because each successful encounter with one causes the PCs to increase in power. As they gain tiers, the PCs might discover that slaying a being of lesser tier is not enough to advance their power. Or perhaps the highest tiers are only possible to those willing to kill a great many mythic creatures, collecting all that power into one body. The PCs must constantly be vigilant for other mythic foes, both above them in power and below.

Ending: Ultimately, the PCs will reach the 10th tier and be left with no more to gain. From this lofty perch, they must defend themselves from all mythic threats seeking to steal what they have earned. Alternatively, those who reach that height of power might find there is only one more step to take—stealing more power from a deity or other source of immense power. Or there may be a grand reward awaiting those who capture all the mythic power in the world.

DESIGNING ENCOUNTERS

Designing a mythic encounter is a lot like designing an encounter in any other adventure. During play, the PCs will face a variety of challenges: monsters, NPCs, traps, and more. The difference is that during a mythic adventure, the challenges are far deadlier. It's important to stress to the players, through the encounters that they face, that these are dangers beyond what they might normally expect in the game. Much of this comes through the design of the encounters, which can vary greatly depending on the PCs and how you want to challenge them. In the most basic terms, the mythic rules can be used in one of two ways: to challenge normal PCs and to challenge mythic PCs.

Encounters for Normal PCs: If the PCs aren't mythic, then these rules can be used to present challenges of an unexpected nature. Mythic creatures and villains are more powerful than their normal counterparts, making encounters significantly more dangerous. See the Adjusting CR and Level sidebar.

Normal PCs should be rewarded with experience points and treasure based on this adjusted CR. This means the PCs will face creatures that would normally be below them in terms of their original CRs, but whose strange abilities make them true threats. Such encounters should generally be at least challenging in relation to the PCs' Average Party Level (APL; see Table 12–1 on page 397 of the *Core Rulebook*).

For example, a group of four 6th-level PCs is exploring an ancient crypt filled with undead. As they face a variety of normal undead foes, they also begin to discover a far greater evil dwelling within, sealed away centuries ago by a holy brotherhood. Upon breaching the final chamber, they face a pair of mythic mummies crackling with dark magic. The pair of mythic mummies has an adjusted CR of 8, making it a deadly threat to the 6th-level PCs.

Encounters for Mythic PCs: Mythic adventurers are ready for challenges beyond those normally expected for characters of their level. (See the Adjusting CR and Level sidebar.) When designing encounters to challenge these characters, roughly one-third of the encounters should use their adjusted APL, one-third should use the characters' original APL, and the remaining should fall somewhere between those two values.

Of course, individual encounters can vary from these numbers as normal (such as a challenging encounter

versus an easy encounter, as noted on Table 12–1 on page 397 of the *Core Rulebook*). When facing a mythic foe, add half its mythic rank to its original CR to determine the foe's adjusted CR (as above).

For example, when designing challenges for a group of four 12th-level, 6th-tier mythic PCs, approximately one-third of the encounters they face should be CR 12, one-third should be CR 15, and the remaining encounters should be CR 13 or 14. That means some of their encounters are rather easy (allowing them to dominate foes using their mythic power), some are of average difficulty, and some truly push them to their limits. The challenging encounters should be against other mythic foes, forcing the PCs to confront enemies with similar power.

Rewarding Mythic Characters

Mythic characters should be rewarded with experience points and treasure based on the higher overall CR of the encounters they face. In general, this means mythic characters will earn experience points and treasure at a faster rate than their normal counterparts. As a result, the GM is encouraged to use the medium or even slow experience point and treasure value progressions for such characters (see Table 3–1 on page 30 of the *Core Rulebook* and Table 12–5 on page 399 of the *Core Rulebook*). Note that mythic characters will face fewer encounters to reach their next character level, but their XP and treasure totals should still fall relatively close to those of a non-mythic character of the same level.

The *Core Rulebook* doesn't include XP rewards for encounters above CR 25 or treasure rewards for encounters above APL 20, but mythic characters might regularly face such challenges and gain such rewards. Table 4–1: High CR Experience Point Awards and Table 4–2: High CR Treasure per Encounter give you the XP and treasure rewards for encounters up to CR and APL 30.

MYTHIC TRIALS

The saga of mythic heroes is filled with wild adventures, deadly foes, and mysterious forces. For most, their journey is defined by such moments. These trials are the peaks of the story, turning points at which one wrong move or costly mistake might cause the entire quest to fail. In the game, these events denote the stages of the mythic character's journey. Think of trials as an important plot point, one that is intrinsically tied to the legend of the characters.

Mythic characters advance in two ways: they gain character levels by accumulating experience points, and they gain tiers by accomplishing a number of trials (see Table 1–2: Mythic Trials per Tier on page 13). These trials are the true tales of mythic heroism, representing the culmination of an entire adventure or campaign arc in which the PCs overcome a terrifying challenge or achieve

ADJUSTING CR AND LEVEL

Having mythic tiers changes the effective level of the character for the purposes of determining what threats they can face and what treasures they should earn. Likewise, having mythic tiers or ranks changes the effective CR of the foes heroes must contend with.

To adjust a character's level, add half his tier (minimum 1) to his total character level. So a 10th-level/5th-tier character is effectively a 12th-level character for challenge and reward purposes, and a 20th-level/10th-tier character is effectively a 25th-level character for those purposes.

To adjust a foe's CR, add half its tier or rank (minimum 1) to its CR. So a 2nd-rank minotaur is effectively a CR 6 monster, while a 6th-tier champion pit fiend would be CR 23. For the monsters presented in Chapter 6, this calculation has already been made.

some fantastic victory. The trial can be anything the GM imagines, but it's not accomplished until some major goal is completed—be it to defeat a monster, save a town, or recover an artifact. So while an entire adventure might be a trial, it does not count toward advancement until the heroes complete it.

The rate at which these trials are accomplished determines how quickly the PCs gain mythic tiers. As a guideline, the PCs should face a number of trials equal to the amount needed to gain a tier in the time it takes for them to gain two character levels. This should keep the character's mythic tier roughly equal to 1/2 the character's overall level. (Of course, the GM can alter this rate to suit the campaign.) That means if the PCs attain their first mythic tier at 1st level, they should probably face only a single greater trial by the time they reach 4th level, so that they reach 2nd tier at that time. Conversely, higher-level characters that gain mythic power later in their careers might face a number of trials in quick succession to gain tiers quickly, or they might even start with multiple tiers right away to get them closer to the average. Table 1–2 lists the number of trials a character must overcome to gain a new tier, but this number is subject to GM discretion and the needs of the story.

A GM might instead decide that every time the PCs complete a trial, they gain a tier. In this case, such trials are far less common. Alternatively, a GM might double the number of trials needed, and in turn make them more common. Either way, the rate of tier progression shouldn't feel much different from what would normally happen.

When designing a trial, GMs should keep the following points in mind. Trials represent important stories in the legend of mythic characters. Unlike an anecdote about

TABLE 4-1: HIGH CR EXPERIENCE POINT AWARDS

CR	Total XP	Individual XP		
		1-3	4-5	6+
26	2,457,600	820,000	614,400	409,600
27	3,276,800	1,092,000	819,200	546,000
28	4,915,200	1,640,000	1,228,800	819,200
29	6,553,600	2,184,000	1,638,400	1,092,000
30	9,830,400	3,280,000	2,457,600	1,638,400

TABLE 4-2: HIGH CR TREASURE PER ENCOUNTER

CR	Treasure per Encounter		
	Slow	Medium	Fast
21	55,000 gp	84,000 gp	125,000 gp
22	69,000 gp	104,000 gp	155,000 gp
23	85,000 gp	127,000 gp	190,000 gp
24	102,000 gp	155,000 gp	230,000 gp
25	125,000 gp	185,000 gp	275,000 gp
26	150,000 gp	220,000 gp	330,000 gp
27	175,000 gp	260,000 gp	390,000 gp
28	205,000 gp	305,000 gp	460,000 gp
29	240,000 gp	360,000 gp	540,000 gp
30	280,000 gp	420,000 gp	630,000 gp

a particularly nasty fight or dangerous trap, trials are lengthy tales of multiple dangerous encounters, against mythic foes and unimaginable adversity. A trial should be the culmination of an entire adventure or a short series of adventures.

In addition, each trial should include at least three of the elements noted in *Elements of a Mythic Adventure* on page 122. These elements define a trial as mythic and help the players understand that they're approaching a vital stage of their journey without directly telling them that a trial is forthcoming.

Sample Trials

The following trials should give GMs ideas of the various challenges mythic characters need to face to gain tiers. Use these as is or as inspiration for designing your own. Some of these suggest a mythic origin as well, but can be reworked for other mythic characters. Note that some of these are larger in scope and might represent an entire campaign arc. At the GM's discretion, such longer events might represent several trials.

A Noble's Mind Overthrown: A great king or emperor succumbs to a strange madness, either from some unforeseen disease or a villain's magical corruption. In the ensuing mania, the ruler declares war on followers of the major religions, hitherto great supporters of the crown and a boon to the common people. Not wanting to provoke outright war between the crown and the faiths, the mythic

characters are charged by their patron to discover the cure for their monarch's besieged mind.

Abyssal Parasite: A powerful interaction of multiple mythic spells destroyed the body of a powerful demon, but in its place created a vengeful spirit neither dead nor alive. The spirit is capable of possessing others and infusing its host with demonic powers, using this as an opportunity to gather evil allies and gain strength. A celestial being that opposes demonkind calls the upon PCs to stop the vile being. They must then track the demon spirit as it moves from victim to victim, until the heroes can eradicate the demonic shade.

Aftermath: The kingdom has been ravaged by a terrible battle with an invading force. The king's armies suffered a pyrrhic victory—the realm is all but destroyed. The PCs must help restore the domain to its former glory by rooting out remaining enemies, tending to the suffering people, rebuilding the cities, striking deals with neighboring nations for aid, and protecting the kingdom against further attack by emboldened foes.

First Steps: The PCs are normal adventurers who come to the aid of a strange creature beset by vicious enemies. Unfortunately, by the time the PCs fend off the attackers, the gravely wounded creature is drawing its last breaths. Just before dying, it bestows mythic power upon the heroes and entrusts them with a quest that it was not able to complete. With their new abilities, the PCs can finish the mission, avenge their fallen benefactor, and take their first steps into a larger world of challenges and foes greater than they ever knew existed.

For Those Who Must Follow: The PCs are heroes in the days before a coming apocalypse at the hands of a dark divine or even extraterrestrial power. Unlike a campaign where the PCs must stop a cataclysm, in this trial they have no hope of averting the impending disaster. Instead, they must draw on mythic power to lay a foundation for future heroes to save the world. Their adventures will lead them to create secret repositories containing knowledge and small slivers of their own mythic power. While doing this they also attempt to form deep alliances with disparate groups the world over, laying the groundwork for the heroes that will one day rise and change the fate of a world that they themselves had not time enough to save.

Into the Abyss: The PCs go on a quest to the Abyss, and must endure a harrowing expedition through the infinite layers of that chaotic evil realm. They're tasked to rescue an important mortal sold into demonic slavery, retrieve a soul that was condemned to the Abyss by mistake, or topple a particularly destructive demon lord. Whatever the reason, the adventurers face challenges that push their new abilities to the limit.

Lost Souls: The souls of the dead are not reaching their final destinations, but are instead trapped in a state of waiting. The PCs must discover what is powerful enough

to interfere with this cosmic process—and for what dark purpose. Worse, the denied souls are being twisted into monstrous forms, causing pockets of corruption and instability, and presenting other threats to the world. The PCs struggle to unravel the mystery and defeat the furtive villain behind it all.

Mirror through the Multiverse: A sudden magical event, like an arcane earthquake, shreds the barrier between parallel worlds. The divine powers of each realm perceive the others as threats and seek to do away with the rival “mockeries” of their own world through their ascended champions. The PCs are selected on behalf of their world’s pantheon of gods while searching out their opponents, some of whom might be eerily similar to them. GMs can offer players the choice of vanquishing their opponents or of allying with them in a joint effort to stop this cosmic bout.

Proving Grounds of the Great Beyond: The PCs are captured and taken to a grand arena where they must fight against other legendary creatures for the amusement of powerful planar entities. Each round of the competition proves more deadly than the last, as it becomes clear that only one team will survive this tournament. If the PCs are victorious, a great boon might be bestowed upon them, so when the chance to escape presents itself, they must decide whether or not to continue.

Redemption: Pursuing a once-strong champion of goodness like a fallen angel or an antipaladin, the PCs use mythic power not to oppose their enemy but to discover the source of his defection in the hopes of turning him back to the light. Or they must cleanse a relic that’s been polluted by some festering malignancy. The corruption is so deep-seated that the PCs must journey to a distant place of renown that can be reached only by heroes wielding the strongest of mythic powers.

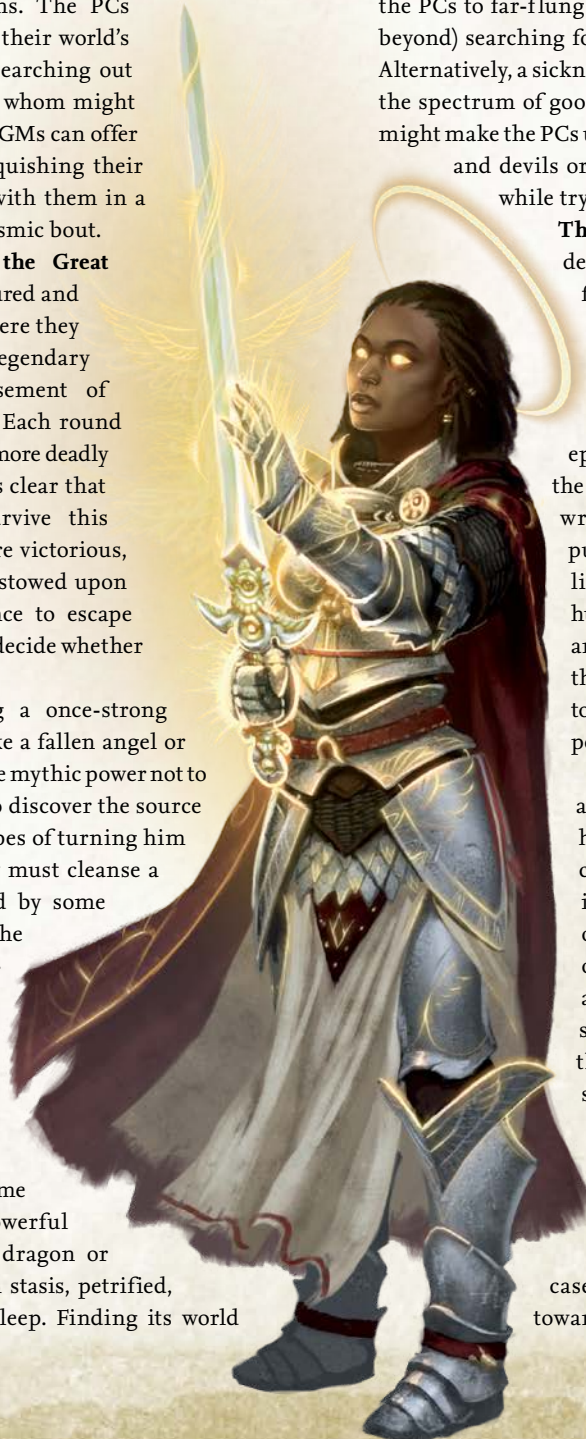
Revenge Unyielding: Some legendary warrior or powerful monster returns, like a dragon or giant once imprisoned in stasis, petrified, or under an enchanted sleep. Finding its world

gone and all of its family and kin perished at the hands of heroes long since past, its mind collapses into madness. The creature vows revenge on all its foes’ descendants, or perhaps even the entire world, and slaughters in blind rage. The heroes must find a way to stay the avenger’s madness or put the tormented soul to rest.

The Culling Plague: A rare disease has stricken one of the great races of the world. Giants, dragons, even outsiders might be victim to this debilitating plague. The oldest members of the afflicted species beseech the adventurers to stem this horrible contagion. Such a quest could take the PCs to far-flung parts of the world (and perhaps even beyond) searching for rare ingredients to concoct a cure. Alternatively, a sickness that strikes a species spread across the spectrum of good and evil, like outsiders or dragons, might make the PCs unlikely peace brokers between angels and devils or chromatic and metallic dragonkind while trying to find the cure.

The Giving Rain: The flensed flesh of a deity executed for unknowable crimes falls in a gory rain across the land. The areas with the highest concentration exhibit bizarre, troubling effects. The PCs, being close to one such place, gain mythic powers. Drawn to other epicenters as if pulled by the godflesh, the heroes must deal with the changes wrought by the storm. This includes putting down monsters that have likewise gained strange new abilities, hunting down masses of godflesh that are hidden deep underground or atop the highest peaks, and restoring peace to kingdoms that have gone to war over possession of these divine blessings.

The Old Guard: The PCs inherit a grand duty from a group of aging heroes with a sacred and momentous charge. This might be guarding a rift in the multiverse, manning the prison of a dreaded lich or even an elder god, or preserving the first teachings of arcane magic or a hallowed fighting style. The aging guardians deputize the PCs and charge them with a sacred quest to find others able to wield mythic power and take over for the august veterans when their time has come, or grant the PCs a chance to become the new guardians themselves. In the latter case, the older heroes direct the PCs toward quests and accomplishments that



will increase their mythic power to the levels needed to replace the retiring guardians. Perhaps the PCs don't even realize they're being vetted for this crucial role as they undergo their adventures.

To Challenge a God: An evil deity and its minions are making a play for ultimate power in the mortal realms. Other gods, prevented from interfering in the matter by a divine compact, task the characters to oppose the usurper. The PCs must disrupt the schemes of the deity's minions and work their way up through the ranks, breaking the chain one link at a time, until they finally confront the ambitious god.

Uniting the Armies: War rages across the land. Disparate humanoid and monstrous races fight with one another, oblivious to a rising threat that will soon endanger them all—and that might have orchestrated their conflicts in the first place to keep their armies occupied. The heroes alone learn the truth and must use their mythic powers to unite the warring groups—but doing so means facing a series of challenges of diplomacy, intrigue, and brute force. Only by banding together will the land be able to fight off their immense foe in the ultimate battle.

MYTHIC BOONS

Mythic boons are special rewards given for moments of dramatic achievement. Mythic PCs should repeatedly act in a heroic fashion, charging boldly into danger with confidence, and they should be rewarded for accomplishing such astonishing feats of daring, luck, and courage. Awarding mythic boons is one way for the GM to encourage the players to push their characters to their limits.

Granting a boon is simple: when the PCs accomplish an astounding feat of bravery, cunning, or luck, they should regain one use of their mythic power (but may not exceed their total uses). This can represent different things depending on the origin: the divine smiling upon the PCs, eldritch energy surging within, or even a character's pride made manifest as actual power.

When rewarding boons, the GM should reward all the PCs involved in that moment and keep these rewards balanced across the whole group. For example, if a barbarian champion charges forward and slays a powerful villain with a lucky critical hit with his axe, you might reward the barbarian, but don't neglect the rogue trickster flanking the villain with the barbarian and the bard marshal granting bonuses on the attack roll with his bardic performance as well. A character should get a boon no more than once per encounter, but the GM might waive this guideline in special circumstances.

Included below are example moments worthy of a boon. This is not an exhaustive list, as any situation can result in an extraordinary outcome. These should not be automatic; if a character is built to perform critical hits, he shouldn't be rewarded every time he scores three or more in one combat, but only when he does so in extreme circumstances.

Many of these boons require the character to perform the task against a mythic foe, but a suitably challenging normal foe might qualify as well, as determined by the GM. Unless otherwise specified, these moments must take place within the same encounter—the indestructible boon moment doesn't count if you survive two critical hits in one combat and one in the next, for instance.

Assassinate: With just a single melee or ranged attack, the character defeats a mythic creature that has its full hit point total.

Behind Me: The PCs defeat at least four or more creatures, but only one (or none) of the PCs takes any damage during the battle.

Bloodless Victory: The PCs defeat a mythic foe by dealing nonlethal damage only.

Calm Down: The character ends or prevents a combat against a mythic foe with a single skill check, most likely Diplomacy or Bluff.

Cling to Life: The character survives a single attack that deals massive damage to her (damage equal to or greater than half her maximum hit point total, minimum 50) and exceeds the DC of the subsequent Fortitude saving throw by 5 or more.



Close Call: The character defeats a creature that has him entangled, grappled, or swallowed whole.

Counter Caster: The character counterspells three or more spells from a single enemy spellcaster.

Critical Chain: Without failing any attack rolls, the character scores three critical hits in a row.

Deadly Dance: In 1 round, the character provokes four or more attacks of opportunity, but none of them hit.

Death's Door: The character confirms a critical hit against a mythic foe while at 0 or fewer hit points.

Deep Breath: The character defeats a mythic foe entirely while underwater, without the aid of any spells or abilities that allow the character to breathe.

Desperate Measures: The character starts a combat against a mythic foe without any uses of mythic power remaining (or confidence).

Distant Crit: The character scores a critical hit using a ranged weapon against a target who is in the maximum range increment for the weapon.

Final Gift: While at 0 hit points, the character uses a spell, item, or special ability to heal an ally instead of herself, causing her to fall unconscious and gain the dying condition.

First to Fall: The character defeats a mythic foe at the beginning of combat, before any other creature has a chance to act.

Indestructible: The character survives taking three critical hits.

Maneuver Display: The character successfully performs at least four different combat maneuvers.

Mass Obliteration: Using only one spell, the character defeats six or more creatures, ending the encounter.

Massive Attack: The character makes a single attack against a mythic creature that deals massive damage (equal to or greater than half its total hit points, minimum 50).

Massive Swing: The character deals damage to five or more creatures in a single round with melee or ranged attacks.

Master Healer: Using only a single spell, item, or ability, the character heals a dying creature to full hit points.

Mythic Challenge: In one day, the group defeats a number of mythic creatures with a combined total mythic tier equal to or greater than $3 \times$ the highest mythic tier among the characters in the party.

Outrageous Lie: Using Bluff, the character convinces a creature of a nearly impossible lie (-20 modifier to the check).

Overkill: The character uses a catapult, ballista, or ram to deal massive damage to a mythic creature (equal to or greater than half the creature's total hit points, minimum 50).

Performance Victory: The character uses bardic performance to inspire its allies for 8 or more rounds.

Pinpoint: The character makes three successful attacks against a creature that has total concealment from him.

Push On: The group overcomes six or more encounters without resting or regaining any abilities.

Resilient Caster: After sustaining a critical hit while casting a spell, the character succeeds at the concentration check and defeats a foe with that spell.

Return to Sender: The creature catches an arrow or other projectile from a ranged attack and uses it to make a successful hit on the attacker within 1 round.

Savant: The character succeeds at a skill check with a DC of 20 or higher when he rolled a natural 5 or lower.

School Display: The character casts at least one spell from each school of magic (not counting spells that are two or more levels below the highest level of spell he can cast).

Shield Ally: Using path abilities, the character prevents an ally from taking any damage from an attack at least three times.

Skill Supremacy: The character exceeds the DC of a skill check by 20 or more.

Solo Warrior: The character defeats a mythic creature without assistance from any allies, including animal companions, cohorts, etc.

Swift Doom: The character defeats a mythic creature with a single spell on the first round of combat, before it has a chance to act.

Swift Victory: The group defeats an encounter in a single round.

Tumbler: In 1 round, the character uses Acrobatics to move through the threatened areas of at least five foes without provoking any attacks of opportunity.

Undead Bane: With a single use of channel energy, the character defeats eight or more undead creatures or four or more mythic undead.

Unstoppable: The character suffers the effects of at least three of the following conditions at the same time while in combat with a mythic foe: blinded, confused, deafened, disabled, exhausted, frightened, nauseated, paralyzed, pinned, and stunned.

Wild Warrior: While using wild shape or some other polymorph effect, the character defeats a mythic foe.

Wrestler: The character reverses a grapple against a foe and pins that foe on the following turn.

RECURRING MYTHIC VILLAINS

Recurring villains are a staple of fantasy fiction and with a little careful planning you can make your mythic villains memorable opponents your players to remember and talk about for years to come. With the heroes possessing extraordinary power, the villains that defy them should also possess a measure of that power. A memorable, iconic villain will bump elbows with the PCs over and over again. Such a villain builds tension—for even as the PCs foil her plans, they're kept frustrated by failing to permanently stop this fiend. Creating such nasty villains is challenging as heroes grow stronger and get better at killing off persistent foes. To ensure the mythic villain survives, make use of noncombat

encounters, ensure your villain always has an escape plan, and don't be afraid to reintroduce her after the players think she's had been finished off.

Noncombat encounters help players develop a connection between their PCs and the villain in a way that doesn't risk the villain's life (or the PCs'). Early on, she can appear as a harmless or even helpful NPC. Or, if the PCs have already fought the villain, she can leave notes or use magic to taunt them. Various mythic powers, the Disguise skill, or even simple magic like *disguise self*, *glibness*, or *nondetection* can be used to help a villain blend in and rub elbows with the heroes all while seeming innocuous. Later, once the villain is revealed, she can work behind the scenes, using minions and other allies to accomplish her ends, all the while making it plain to the PCs that she's continuing to thwart them.

In a world where powerful creatures are hunting you, paranoia and the willingness to abandon plans and allies are key to survival. If you want your villain to fight the players, plan an early exit. It's okay for a villain to flee even if she might win a confrontation, as her plans are a long game and require that she survive to see them through. There are many spells, mythic powers, and class abilities that give the villain the ability to get away in a hurry. She should use more mundane escape methods when possible, concealing her iconic escapes as much as possible so they're more difficult for the PCs to counter.

Should the villain be killed, don't be afraid to have her revisit your campaign for a little posthumous mockery and mayhem. There are many ways to reintroduce a dead villain—sometimes it's as simple as having a minion cast *raise dead* or *resurrection*, but there are other, more sophisticated options. You can introduce a new recurring villain who tracks down one of the PCs' dead foes and brings him to some semblance of life in the form of an undead minion or possessed item, or who uses *speak with dead* to learn the deceased foe's secrets.

MYTHIC FLAWS

Mythic heroes, for all their might, are still people with troubles and flaws. Many such legendary beings have equally legendary flaws that are ultimately their undoing. Because of the heroes' great power,

these failings and weaknesses are also often dramatic, and if their enemies learn of these flaws, they will seek to exploit them.

The following mythic flaws are optional rules the GM may want to include in a mythic campaign in order to reflect heroes of old. They force characters to suffer a particular ailment in certain situations, one that they can't mitigate or work off over time—a flaw truly a part of their mythic nature.

Flaws don't provide great benefits to the characters—including them is purely for dramatic purposes, not to create an optimal character. The GM should carefully weigh whether or not to include them in the game, and decide if their addition is a benefit to the story as a whole and (more importantly) something the players will enjoy playing.

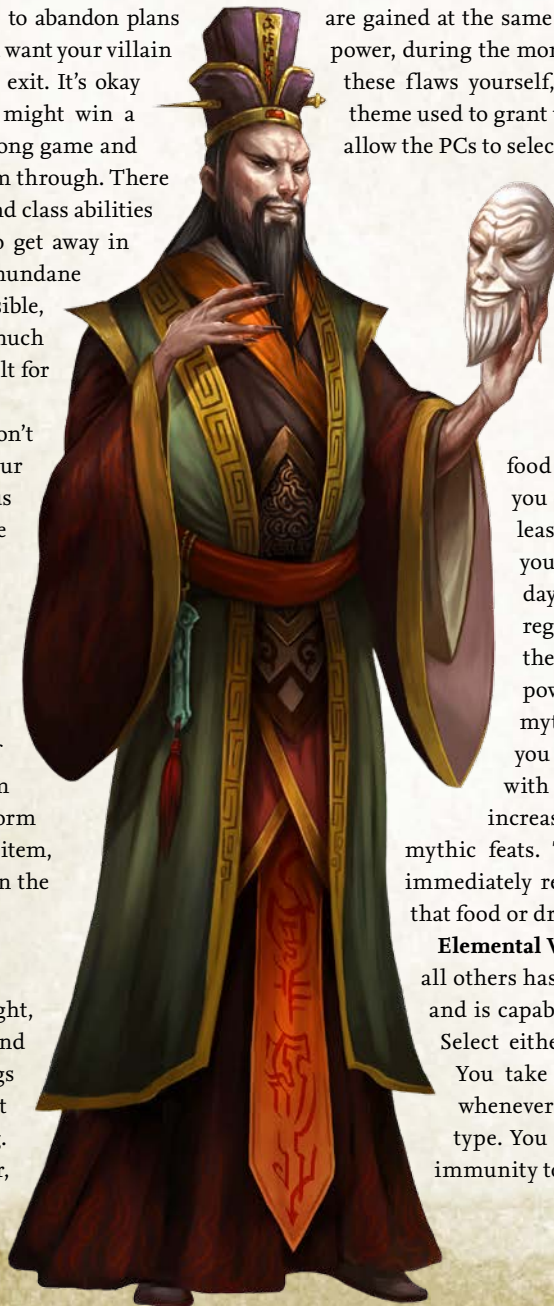
If you decide to include mythic flaws in the game, they are gained at the same time the character gains mythic power, during the moment of ascension. You can select these flaws yourself, making them an aspect of the theme used to grant the PCs mythic power, or you can allow the PCs to select them, integrating the flaws into

their backstories. The following mythic flaws are examples of the types of flaws you could include in your game.

Dependency: There is only one food or drink that can nourish your hero, and without it your powers fade.

Select one specific type of food or drink (other than water). If you don't ingest that food or drink at least once per day, you begin to lose your mythic powers. After the first day of absence, you can no longer regain uses of mythic power. After the second day, you lose all the powers and abilities granted by your mythic path. After the third day, you lose all of your mythic abilities, with the exception of ability score increases, bonus hit points, and bonus mythic feats. These powers and abilities are immediately restored as soon as you consume that food or drink.

Elemental Vulnerability: One element above all others has an adverse effect on your power and is capable of harming you like no other. Select either acid, cold, electricity, or fire. You take double the amount of damage whenever that damage is of the selected type. You never benefit from resistance or immunity to that element. When an effect of



that type is used against you, it is always treated as though it's from a mythic source.

Furious Rage: Your rage is a beast, one that you can barely control. Whenever you are hit by a critical hit or demoralized by the Intimidate skill, you go into an uncontrollable rage. This functions like the barbarian's rage class feature, but you don't gain a bonus to your Strength or Constitution score (even if you have the rage class feature). This limits the actions you can perform and gives you a -2 penalty to Armor Class. The rage lasts for a number of rounds equal to 1d4 plus your mythic tier, but you aren't fatigued after this duration expires. If you have the rage class feature, this does not count toward your uses of that feature. If you are raging when this flaw is triggered, that rage immediately ends and this effect begins.

Hubris: You are first, best, and above all others. Your power is unrivaled and you know it. You receive a +4 morale bonus on saving throws against fear. Whenever you succeed at a saving throw against an effect that would have caused you to gain the shaken, frightened, or panicked condition, you instead gain the staggered condition for a duration equal to the duration of the effect that you saved against, as you spend part of each round boasting about your prowess. If you instead fail a saving throw against such an effect, that effect's duration is doubled as you're also confronted with doubt or shame.

Material Weakness: There is one material that can penetrate even your toughest defenses. Select cold iron, silver, or wood. Weapons made primarily from that material automatically confirm all critical hits against you and the critical multiplier is increased by 1 (to a maximum of $\times 4$). If you have damage reduction, weapons made primarily of that type always bypass that reduction.

Mercurial Mind: The power that you wield speaks to you, and it befuddles your mind at critical moments. Whenever you're hit by a critical hit or fail a saving throw against a mind-affecting spell or special ability, you also gain the confused condition for 1d4 rounds.

School Aversion: Despite your power, there is one type of magic that is foretold to be your undoing. Those that wield it are of great danger to you. Select one school of magic (except divination). Whenever you attempt a saving throw against a spell or effect of that school, you take a -4 penalty on the saving throw. The effects of such spells (if harmful) last twice as long if you fail the saving throw. In addition, all spells and effects of that school used against you are always treated as though they're from a mythic source. You also may not benefit from spells and effects from the selected school, subject to GM discretion.

Weapon Weakness: The prophecies say that one weapon will be your doom. Select one group of weapons from the list of fighter weapons. Weapons from the selected group gain a +4 bonus on attack and damage rolls against you.

If a weapon from the selected group scores a critical hit against you, the critical multiplier is increased by 1 (to a maximum of $\times 4$). If you have damage reduction, weapons from that group always bypass that reduction.

IDEAS FOR MYTHIC ADVENTURES

Creating an adventure that feels mythic can be a daunting task, as there are a lot of factors to consider. The following ideas give you something to work with when designing your campaign. Each idea includes a basic synopsis of the plot, a list of some of the challenges the heroes could face, a look at the primary adversary, and ideas for further adventures. Some of these ideas imply the heroes' mythic origin, but they can easily be tailored for PCs who have already gone on other mythic adventures.

Eternal Gaze

Not too far from the city is a famous holy site dedicated to a powerful deity. Pilgrims constantly trek to the site to receive the god's blessing, but recently those pilgrims have been found turned to stone along the side of the road. The local clergy is deeply concerned, both for their parishioners' lives and for the sanctity of the site.

Challenges: The souls of the petrified pilgrims hover around their bodies. Frightened and confused, the spirits (manifesting as ghosts, spectres, or even will-o'-wisps) attack anyone who comes near. Destroying the spirits doesn't kill them, but drives them back into their bodies to lie quiescent.

The holy site was corrupted by cultists of an enemy to the deity. This place has always been dangerous to approach, seated atop a high peak reaching up to the heavens, but now some of the paths have been destroyed, forcing the heroes to take a far more perilous route to reach the summit.

Adversary: The cultists are led by a mythic medusa, once a devotee of this deity before being cursed and tortured into serving the rival power. The PCs are being used as pawns in this ancient struggle—but for the good of the pilgrims, they must defeat this menace and her cultists.

Further Adventures: Returning the pilgrims to life might be a difficult task, requiring the PCs to venture to faraway lands to recover the ingredients necessary to undo the petrification. The cult might seek revenge for ruining their plans. Or the church might ask the PCs to seek out and destroy the cult once and for all.

Falling Stars

A town has had a secretive mythic protector—a mythic phoenix—watching over it for the last few decades and keeping it from harm. When an ancient red dragon woke from its slumber and went on a rampage, this protector



had no choice but to act. The phoenix soared into the sky to meet the challenge, but in the ensuing battle, both were left crippled, falling back to earth. While the dragon was wounded and forced to flee back to its lair, the phoenix had the very fires of its being corrupted by the evil wyrm. Now it stalks the land, burning everything in its wake, mad with pain, its mind clouded by the dragon's magic.

Challenges: During the battle up above the town, the phoenix's tears rain down on the PCs, granting them mythic power and imbuing them each with a piece of its pure spirit. In the coming days, as the corrupted phoenix sets huge fires all around the realm, the PCs realize they must find a way to heal the creature, or at the very least put it out of its misery.

They must travel to its secret home to uncover all they can about the phoenix, all the while battling fires, protecting the community, and dealing with various monsters imbued with the phoenix's corrupted essence. Once they uncover the guardian's true nature, they must find a way to track it down and heal it, or put an end to it.

Adversary: The mythic phoenix is their foe, although not a traditional one. The PCs might wish to save it by purging the evil that has corrupted its fire. In doing so, they must find a way to approach and cure it without being destroyed. Or they see that the phoenix is too far gone, and choose instead to end it and take up its mantle of protector (and hope that their mythic powers remain after the phoenix is dead).

Further Adventures: The evil dragon is still out there, healing from its own wounds and biding its time to attack again. If the heroes heal the phoenix, it tells them about the dragon, and gives them information to help defeat it. The phoenix might reveal that the dragon has been its rival for countless years, and that they need to acquire some sort of legendary weapon if they ever hope to finally defeat it.

On the other hand, if the PCs do kill the phoenix, they could very well meet it again after its rebirth. Whether it will be grateful to the PCs for releasing it or angry at them is anyone's guess...

For Love of Sport

What was to be a joyous occasion, the naming ceremony for the king and queen's newborn child, quickly turned to a scene of horror. The doors to the grand chamber opened and an old woman playing an ancient silver pipe entered. The attendees froze in place, unable to resist the piper's tune. As she made her way to the throne, the shadows of the king and queen rose up and seized the newborn royal, carrying the prince out through the doors with the piper following the procession. Left behind was a note instructing the kingdom to send its finest champions to the great arena in the pit of the world "and if they survive our gladiator games, so will your kingdom."

Challenges: The PCs are called upon to venture to the arena and return the missing prince by any means necessary. Upon arriving, they realize that the arena is run by incredibly powerful devils and that the only way to succeed is to enter the games. Mythic creatures are perfect for these contests. Manticores, giants, hydras—nothing is out of reach of the organizers. The ring reforms itself for each match, reflecting the normal environs of the creature the heroes are pitted against. For one match, the environment might be a swamp, the perfect home for a hydra. For the next match, it might be a graveyard, full of fresh bodies for a talented necromancer. Another match might fill the ring with shifting sands, perfect for a mummy intent on seeking revenge against the living.

There's more than one way to win, however. If the heroes convince the other contestants to band together, it's possible they could overthrow the devils, rescue the captured prince, and return home.

Adversary: A powerful group of devils has organized these games, ostensibly to pass the time torturing mortals by forcing them to fight for the fiends' amusement. The devils, however, have a secret agenda. Powerful auguries have told them that the heroes will be a great threat to their kind and they kidnapped the prince to lure them here. They have no actual care for the prince or his kingdom, hoping instead only to slay the heroes before they can become a threat. While the PCs may never fight the devils directly, winning in the arena ruins the fiends' plans.

Further Adventures: Some of the devils don't appreciate watching as their prized possessions lose in the ring. They may seek revenge against the heroes at a later date, or attempt to capture them for a repeat performance. There's still the matter of the heroes and their destiny, and it may turn out that luring them to the arena is what sets them on the course to defeating the devils.

Legacy of Earth

For centuries, a stretch of fertile land has been tended by several small settlements of halfling farmers. These halflings have developed a mystical bond with the land,

MOMENTS OF POWERLESSNESS

Many stories in novels, comic books, television shows, and movies involve powerful characters losing their abilities for a short time. It's tempting for many GMs to make that a part of a mythic campaign. While you can certainly use such a plot device in your game, the loss of power must be handled carefully to avoid turning an otherwise fun string of adventures into something no one wants to play anymore. Here are a few tips to make this idea work in a fun way.

To start with, this is only a good option when the characters are in the middle tiers (between 4th and 7th tier). If the heroes are of a lower tier, they haven't used their mythic power enough to make the powerlessness storyline interesting. If they're of a higher tier, the gulf between their mythic story and the story being told now is so great that it may break the flow of the story.

Powerlessness arcs should last no more than a couple sessions, lest the temporary loss of power start to seem like a permanent disability.

Causes of the PCs' powerlessness need to be explainable—and either the characters know about it beforehand or someone informs them of the cause after they've lost their powers. It could be an event that comes to pass, like a lunar eclipse or a great volcano's eruption disrupting the flow of power in the world. Or a foe might enact a ritual to nullify the heroes' power. The PCs might even be responsible for their own loss of power, especially if the divine being who granted the powers doesn't approve of their recent activities.

Solutions to the PCs' plight should make sense from a story perspective. Events pass, reinstating the PCs' mythic power (in which case, the PCs need merely to wait, and possibly fight to survive until then). The foe's rituals are undone by the temporarily normal PCs. Or penance can be granted as the PCs show that they're still worthy.

Drama happens between the cause and solution: foes that should have been easy before become challenges again, and those the heroes have angered can now retaliate, whether they are monstrous foes or slighted townsfolk. The rewards acquired during this time should reflect the difficulty of the challenges the PCs face.

creating a birthright of governance they pass down from generation to generation. Just recently, this bond was rudely severed by forces unknown. The land blighted, the crops withered, and the fields fell fallow.

Challenges: To make matters worse, vicious carnivorous plants have sprung up in the once verdant fields. Aggressive mythic plant creatures wander the area in droves, and a yellow musk creeper spawns unusually powerful and

relentless zombies. The halflings beg the heroes to find the root of the problem and restore the natural balance.

Adversary: The destructive plants are being orchestrated by an evil mythic druid. The druid lives in a series of underground tunnels reinforced by giant, slimy roots. Dire rats and badgers, bat swarms, and venomous snake swarms could all guard the druid. Once confronted, the druid turns out to be an evil fey creature—a forlarren. Destroying it isn't enough to cleanse the land, though. The tunnels may stretch even deeper, leading to a strange cavern lair housing a terrible threat: a band of myceloids worshipping a mythic myceloid leader, or even worse, a sard. Destroying these toxic creatures returns the birthright of the land back to the halflings.

Further Adventures: As they finish the last of the evil creatures, the heroes gain the ability to create the type of mystical bond that joins the halflings with the land. They can teach this secret to others and may even consider it their duty to pass on this knowledge to farming communities in difficult areas. Evidence in the underground cavern may also point to more of these evil colonies in other parts of the world.

The Nascent Sphere

The heroes come upon a portion of the world left unmade. Whether an oversight of the creator, natural forces of the world, or unique arcane phenomena, this zone is a roiling mass of primeval matter that proves dangerous. Violent creatures of chaos drift in the mutable depths, and other powerful individuals with less noble intentions seek to control what sages term the Nascent Sphere. The heroes must learn to master and shape the primeval matter while keeping ill-meaning forces from encroaching. If the heroes lose control of the Nascent Sphere, a mythic villain may step forward to create a literal hell on the face of the world.

Challenges: The Nascent Sphere is a place of pure chaos and creation. Its mythic denizens include chaos beasts with the savage template (see page 224), howlers, and elementals. A community of proteans, led by a powerful keketar, live within the Nascent Sphere and claim it as their territory, but aren't immediately hostile to the heroes. The proteans are also not strong enough to defend the Nascent Sphere against evil attackers, including a band of vicious demodands. The arrival of a powerful azata emissary, perhaps a brijidine, complicates matters when she levies as much suspicion on the heroes as she does on the demodands.

Adversary: If the heroes can navigate the dangers of the Nascent Sphere, defeat the demodands, and either destroy or gain the aid of the proteans and the azata, they may finally reach the heart of the Nascent Sphere. There they find the source of the Nascent Sphere's creative forces and also its final guardian—a mythic hekatonkheires titan, exiled to the mortal world long ago and nearly able to free itself.

Further Adventures: Once the heroes choose a form for the Nascent Sphere, it permanently assumes that shape. However, the thwarted demodands believe they can reverse the process and turn the entire area into seething chaos. Demodand assassins lurk in the shadows, ready to strike when the heroes least suspect it. Archons visit from Heaven, believing that the heroes' new home holds the key to bringing order to chaos, and may be a weapon against the legions of the Abyss. The archons are insistent in their studies and suspicious of any reluctance on the heroes' part to house their divine visitors. Peasants and mercenaries flock to the heroes' new home, looking for land and work, and if the heroes take on citizens, they may find themselves suddenly rulers of a nation and unwittingly infringing on sovereign borders. (See *Pathfinder RPG Ultimate Campaign* for more on kingdom building.)

Perilous Peaks

An ancient civilization once dominated a valley, but its citizens have since degenerated into savagery. Still, vestiges of the civilization remain. Rumors reach the heroes that vast treasures and ancient magic reside on three mountain peaks surrounding the valley.

Challenges: The modern descendants of the civilization remain in the area, but they are brutal and xenophobic. These antagonists could be athachs, hill giants, or lamia. They roam in packs on the lower mountain reaches, attacking intruders on sight, and craft pit traps and falling-rock traps. The upper reaches of the mountains are home to giant eagles, mythic leucrottas, mythic rocs, and yrthaks.

The peak of each mountain holds a different challenge. One peak holds the lair of a mythic crag linnorm. Among its treasure is a golden crown of the ancient civilization. A second peak holds a deep cavern, where a fearsome mythic neothelid dwells. Its treasure includes a heavy tome written in an ancient language containing the collected wisdom of long-ago rulers who lived through difficult challenges and recorded their thoughts and decisions. When the heroes descend from the second peak, they may encounter the bulk of the valley's inhabitants, led by a ferocious barbarian with guardian tiers. The third peak is clouded in perpetual storms and home to a mythic thunderbird. Once the thunderbird is slain, the clouds clear to reveal that the top of the mountain bears a carved stone throne.

Adversary: The true threat here is the degenerate race that might be returned to greatness if only the PCs can convince them to leave their barbaric ways behind. If the heroes can get the leader up to the stone throne, and sit him there with the book on his lap and the crown on his head, a spark of enlightenment lights within him and all his people. The heroes have started the race on a path back to greatness. Accomplishing this might require them to defeat

the leader in single combat, or perhaps even the leader and his personal guard.

Further Adventures: If the heroes destroyed all the valley dwellers before uncovering the secret of the three peaks, they may go in search of other members of the race to sit upon the throne. If the heroes restored the civilization, they become valuable allies who may provide further adventuring opportunities.

Unexpected Travels

After spending the night in a hollow, the heroes waken to a feeling of unease. The trees appear to have moved during the night, the road is missing, and the hill giant that just wandered into camp seems to think the heroes are creatures from childhood tales. Here, humans, dwarves, elves, halflings, and all the other common races are all thought to have been extinguished from the land long ago. The PCs also realize that they have newfound powers in this strange land. Little did they know that they camped near a mystical artifact that transported them to this new world due to unknown conditions that just happened to be right.

Challenges: To get back, the group must either locate a specific artifact—the twin of the one that transported them in the first place—or find another way to create a portal back. Many of the denizens tell the PCs about a wise woman who might be able to show them a way they could return, but lament that the queen captured her long ago.

Survival in a land where the heroes are considered to be legendary, extinct creatures presents interesting opportunities for interaction. Groups might seek a favor or two before providing much needed information to the heroes. Normally hostile groups might worship the newcomers. Others that would have called them allies back home might instead view them as a threat, especially since the information and insights the newcomers bring threaten the balance of power and the land's fragile peace.

If the heroes make their way to the queen's gigantic fortress, they find a new challenge before them, as every inhabitant is over twice their size. The queen's familiar, an enormous black cat, becomes a truly terrifying beast as it plays with new prey.

Adversary: For the PCs to rescue the wise woman, they must defeat the queen (who could be based on a type of mythic giant). For her part, she does not necessarily want the PCs dead right away, but instead wants to learn more about their world so that she can expand her domain.

Further Adventures: Other creatures might seek out the heroes' home world now that they know it exists. If the PCs don't kill the queen in her world, she may seek revenge in theirs. The PCs might learn that the queen sent the artifacts to other worlds and that she has many other captives who need the PCs' help. Perhaps the mythic power even remains when the PCs return home, only to discover their returning has awakened long-dormant mythic power across their world, unleashing many perils.





5 MYTHIC MAGIC ITEMS



It doesn't look evil to me."
Merisiel stretched out a hand. "It's so bright!"

"Of course." Lem knocked her arm aside with a swipe of his flute. "Never mind the fact that it's in the middle of a creepy pit that we reached by walking through a giant skull. No, I'm sure everything's just fine, because nothing evil could possibly be shiny!" He laughed. "It's amazing you elves manage to live so long..."

Merisiel turned with a glare. "Look, half-size, if you think I came all this way to leave without any compensation—"

But Lem cut her off. "Shh! Do you hear that?"

From deep below them in the darkness rose the sound of a thousand skittering legs...

Just as their non-mythic counterparts, mythic characters use magic to aid them in their daring quests, but they can utilize some magic items in more powerful ways. In addition, mythic characters encounter artifacts somewhat more often, as such legendary items are often intertwined in their sagas.

MAGIC ITEMS

Though most items associated with mythic characters and monsters are artifacts in their own right, lesser magic items still help mythic creatures with their powers or aid normal creatures in resisting the power of mythic foes.

Armor and Shield Special Abilities

The following armor special abilities feature additional effects that triggers on the use of mythic power.

DEFLECTING		PRICE +3 BONUS
AURA strong abjuration	CL 13th	WEIGHT —

Three times per day, the wearer of a shield with this ability can cause a group of two dozen small, shiny metal plates to dislodge from the shield and orbit his immediate area. These metal plates protect the wearer and his allies from attacks, granting him and all allies within 10 feet a deflection bonus to AC. This bonus is equal to the shield's enhancement bonus. This ability lasts for 1 minute or until dismissed as a free action. A mythic wearer can expend one use of mythic power when using this ability to increase the deflection bonus granted by the shield by half his mythic tier (minimum 1). This ability can be applied only to steel shields.

CONSTRUCTION REQUIREMENTS	COST +3 bonus
Craft Magic Arms and Armor, Mythic Crafter, <i>deflection</i> ^{APG}	

DENYING		PRICE +4 BONUS
AURA strong abjuration	CL 13th	WEIGHT —

Once per day, when this armor's wearer is subject to either a critical hit or a sneak attack made with a melee weapon, she can automatically negate that critical or sneak attack and make it a normal attack. If the attack is both a sneak attack and a critical hit, the wearer must decide which of those she wants to negate before the damage is rolled. One use of this special ability doesn't negate both. A mythic wearer can expend two uses of mythic power to use this ability an additional time per day, and can even expend two more uses of mythic power to negate both a critical hit and sneak attack from the same attack. This ability can be applied only to heavy armors.

CONSTRUCTION REQUIREMENTS	COST +4 bonus
Craft Magic Arms and Armor, Mythic Crafter, <i>limited wish</i> or <i>miracle</i>	

RESONATING		PRICE +1 BONUS
AURA moderate abjuration	CL 7th	WEIGHT —

Three times per day, when the wearer expends at least one use of mythic power on his turn, this armor surges with sympathetic power. Its enhancement bonus increases by 2, and any damage reduction the wearer has increases by 5. This lasts for a number of rounds equal to the wearer's tier, and doesn't stack with itself.

CONSTRUCTION REQUIREMENTS	COST +1 bonus
Craft Magic Arms and Armor, Mythic Crafter, <i>lend power</i>	

Specific Armors and Shields

These armors can be used by anyone, but have greater function when worn by a mythic creature.

BASTION OF THE INHERITOR		PRICE 22,170 GP
SLOT shield	CL 5th	WEIGHT 15 lbs.
AURA faint abjuration		



This +1 rallying^{UE} heavy steel shield prominently displays the sword emblem of the god Iomedae, and functions as a holy symbol for her worshipers. When using this shield, the wearer reduces the extra damage she takes from *anarchic* weapons, smite good, smite law,

and *unholy* weapons by her tier, to a minimum of 0. When its wearer uses the smite evil class feature, she can expend one use of mythic power to extend the deflection bonus to AC she gains against her target to all allies in a 10-foot-radius burst centered on her. This bonus lasts for 1 minute or until the smite evil ends, whichever comes first.

CONSTRUCTION REQUIREMENTS	COST 11,170 GP
Craft Magic Arms and Armor, Mythic Crafter, <i>magic circle against evil</i> , <i>remove fear</i> , <i>sanctify armor</i> ^{APG}	

SPIRITWALK ARMOR		PRICE 25,160 GP
SLOT armor	CL 11th	WEIGHT 15 lbs.
AURA strong illusion and transmutation		



This +2 improved shadow leather armor is attractive, yet eerie. It grants its wearer the ability to use *vanish*^{APG} as a quickened spell-like ability five times per day. If a mythic wearer uses the *vanish* ability, he can expend one use of mythic power to also make himself incorporeal for

CONSTRUCTION REQUIREMENTS	COST 12,660 GP
Craft Magic Arms and Armor, Mythic Crafter, <i>vanish</i> , <i>ethereal jaunt</i>	

STALWART BREASTPLATE		PRICE
		22,350 GP
SLOT armor	CL 13th	WEIGHT 40 lbs.
AURA strong abjuration		

The burden of this weighty *+1 light fortification breastplate* gives it an armor check penalty of -5 . As an immediate action, the wearer can negate the effects of a successful combat maneuver made to bull rush, overrun, or trip her. As a swift action, the wearer can expend one use of mythic power to gain immunity to ability damage, ability drain, critical hits, and sneak attacks. This effect lasts for 1 round per mythic tier the wearer possesses.

CONSTRUCTION REQUIREMENTS	COST 11,350 GP
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Craft Magic Arms and Armor, Mythic Crafter, *iron body*, either *limited wish* or *miracle*

Weapon Special Abilities

These weapon special abilities either enhance or interact with mythic creatures. Some can steal mythic power or block the ability to use it.

DISJOINING		PRICE
		+1 BONUS
AURA moderate necromancy	CL 7th	WEIGHT —

These weapons were first created by deities and given to mortals so that they could combat mythic foes. When the wielder confirms a critical hit against a mythic creature with a *disjoining* weapon, the target loses the ability to expend its mythic power for 1d4 rounds. A mythic creature wielding a *disjoining* weapon loses the ability to expend uses of mythic power for as long as he wields the weapon. Only melee weapons can have this ability.

CONSTRUCTION REQUIREMENTS	COST +1 bonus
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Craft Magic Arms and Armor, Mythic Crafter, *mythic severance*

HARVESTING		PRICE
		+2 BONUS
AURA moderate necromancy	CL 9th	WEIGHT —

A *harvesting* weapon siphons away mythic power from one mythic creature to empower another. Whenever a mythic wielder confirms a critical hit against another mythic creature, the weapon leeches away one use of the target's mythic power and transfers it to the wielder. If the wielder already has her maximum number of uses of mythic power, the target's use of mythic power is still leeched, but the wielder doesn't gain it. The weapon can do this a number of times per day equal to the enhancement bonus of the weapon.

If the *harvesting* weapon is a legendary item (see page 169), the wielder can have the mythic power that is leeched replenish one of that weapon's uses of legendary power. Only melee weapons can have this ability.

CONSTRUCTION REQUIREMENTS	COST +2 bonus
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Craft Magic Arms and Armor, Mythic Crafter, *steal power*

MYTHIC BANE		PRICE
		+1 BONUS
AURA moderate evocation	CL 8th	WEIGHT —

A *mythic bane* weapon works exactly like a *bane* weapon, except it has a higher bonus and deals extra damage against any creature with the mythic subtype. This ability stacks with the *bane* weapon special ability.

CONSTRUCTION REQUIREMENTS	COST +1 bonus
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Craft Magic Arms and Armor, Mythic Crafter, *divine favor*

POTENT		PRICE
		+2 BONUS
AURA strong transmutation	CL 12th	WEIGHT —

As a swift action, the wielder can expend one use of mythic power to increase the weapon's enhancement bonus by half his mythic tier (minimum 1, to a maximum of a +6 enhancement bonus) and give it the ability to bypass damage reduction. These benefits last for 1 round. Melee and ranged weapons can have this ability, but not ammunition.

CONSTRUCTION REQUIREMENTS	COST +2 bonus
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Craft Magic Arms and Armor, Mythic Crafter, *greater heroism*, *greater magic weapon*

SACROSANCT		PRICE
		+5,000 GP
AURA moderate evocation	CL 8th	WEIGHT —

Taking the form of a deity's favored weapon, a *sacrosanct* weapon serves as both a martial implement and the corresponding deity's holy (or unholy) symbol. Once per day when the wielder uses the *sacrosanct* weapon to channel energy, she can increase the radius of the channel energy to 40 feet. They wielder must be able to channel positive or negative energy to use this ability.

Alternatively, the wielder can expend one use of mythic power to use this ability instead of expending its daily use. When using mythic power to activate this ability, it can be done at will.

CONSTRUCTION REQUIREMENTS	COST +5,000 GP
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Craft Magic Arms and Armor, Mythic Crafter, the crafter must be able to channel energy

Specific Weapons

These majestic weapons are fit for mythic creatures.

BOW OF ERASTIL		PRICE
		38,000 GP
SLOT none	CL 15th	WEIGHT 5 lbs.
AURA strong transmutation		

This golden *+1 endless ammunition^{UE} distance composite longbow* (+6 Str) produces a golden arrow whenever it's drawn. By expending one use of mythic power, the bow's wielder can make a single attack and compare the result against every enemy within 60 feet of her. The wielder rolls damage only

once, and applies it to all foes hit by the attack. If the attack is a critical threat, the wielder chooses only one enemy hit and attempts to confirm the critical against that enemy.

CONSTRUCTION REQUIREMENTS	COST 19,500 GP
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Craft Magic Arms and Armor, Mythic Crafter, *clairaudience/clairvoyance, haste*

BRUTAL AXE		PRICE 21,320 GP
SLOT none	CL 11th	WEIGHT 12 lbs.
AURA moderate transmutation		

The haft of this +1 *adamantine greataxe* is carved from the limb of a treant slain by fire. While wielding this axe, a creature is considered to have the Improved Sunder feat. It also deals an additional 1d12 points of damage when used to sunder. If the wielder already has Improved Sunder, the axe grants Greater Sunder; and if the wielder already has Greater Sunder, it instead provides a further +2 bonus on sunder combat maneuver checks.

As an immediate action after making a successful attack with the axe, the wielder can expend one use of mythic power to make a combat maneuver check to sunder a single item being used by the creature he just successfully attacked. This sunder attempt deals double damage and uses the wielder's full base attack bonus. If the item is destroyed by this sunder attempt, no excess damage is applied to the item's wielder or other items.

CONSTRUCTION REQUIREMENTS	COST 12,320 GP
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Craft Magic Arms and Armor, Mythic Crafter, *bull's strength, ironwood*

CHAOS HAMMER		PRICE 38,312 GP
SLOT none	CL 9th	WEIGHT 10 lbs.
AURA moderate evocation [chaotic]		



This oversized hammer crackles with chaotic energy. Once per day as a standard action, the wielder of this +1 *anarchic warhammer* can strike the ground to create the effects of the *chaos hammer* spell (Will DC 16, CL 9th) that bursts out from the warhammer's wielder. A mythic creature wielding

this weapon can expend one use of mythic power to activate this ability without using up its daily use.

CONSTRUCTION REQUIREMENTS	COST 19,312 GP
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Craft Wondrous Item, Mythic Crafter, *align weapon, chaos hammer, creator must be chaotic*

DAGGER OF A THOUSAND BITES		PRICE 24,502 GP
SLOT none	CL 18th	WEIGHT 1/2 lb.
AURA strong conjuration		

This +1 *keen returning mithral dagger* is bleached pale white like some sort of giant tooth. The wielder can expend one

use of mythic power when throwing the dagger. When the dagger is thrown in this fashion and hits its target, it can be directed to strike a different target within 30 feet of the first. The new target must still be within the attacker's line of sight. This additional attack is made using the same attack bonus as the first, though range penalties apply based on the total distance the dagger flies.

The dagger's wielder can continue selecting additional targets within his line of sight until the dagger misses, though no creature can be targeted by the dagger more than once in the same round.

CONSTRUCTION REQUIREMENTS	COST 12,502 GP
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Craft Magic Arms and Armor, Mythic Crafter, *greater magic weapon, keen edge, telekinesis*

DRAGONBREATH BOW		PRICE 50,375 GP
SLOT none	CL 14th	WEIGHT 3 lbs.
AURA strong evocation		



This +2 *flaming burst longbow's* arrow rest is shaped like a dragon's head with its mouth agape—as if about to unleash its breath weapon. A mythic wielder can expend one use of mythic power when drawing back the bow to create an arrow of pure flame. This flame arrow acts as a ranged touch attack that can target only creatures within the first

range increment of the bow. When it hits its target, this flame arrow deals 3d10+2 points of fire damage. This damage stacks with the bow's *flaming burst* special ability.

CONSTRUCTION REQUIREMENTS	COST 25,375 GP
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Craft Magic Arms and Armor, Mythic Crafter, *flame strike, scorching ray*

FIRE GODDESS'S BLADE		PRICE 33,315 GP
SLOT none	CL 18th	WEIGHT 4 lbs.
AURA strong conjuration and transmutation		

This +1 *flaming scimitar* has golden flames embossed along the blade, which flicker and glow even when the sword's flames are extinguished. Three times per day as a swift action, its wielder can transform the sword into a blade of pure flame. In this form, the blade deals 1d8+9 points of fire damage (as the *flame blade* spell).

Once per day, the sword's wielder can expend one use of mythic power to transform the blade into a Large fire elemental for 10 minutes. When the duration ends or the fire elemental is defeated, the blade reappears in its owner's hands.

CONSTRUCTION REQUIREMENTS	COST 16,815 GP
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Craft Wondrous Item, Mythic Crafter, *flame blade, greater magic weapon*

GUN WITH NO NAME		PRICE
		98,300 GP
SLOT none	CL 9th	WEIGHT 5 lbs.
AURA moderate abjuration and conjuration		



Though the green, glowing runes on this firearm denote it as magical, otherwise this +2 *mythic bane greater lucky^{UE} pepperbox^{UE}* appears beat up and nearly useless. This weapon can be reloaded normally, but if its wielder

expends either one use of mythic power or 1 grit point as a swift action, each of the firearm's empty barrels magically reloads with either black powder and a bullet or with a flare alchemical cartridge (the wielder chooses, and she can mix and match the ammunition type with each barrel). While carrying this firearm, the wielder is immune to scrying and any form of divination that attempts to ascertain her location, thoughts, or alignment. The firearm itself is immune to *locate object* and similar effects.

CONSTRUCTION REQUIREMENTS	COST 50,800 GP
Craft Magic Arms and Armor, Mythic Crafter, <i>divine favor</i> , <i>nondetection</i>	

PICK OF STONECLEAVING		PRICE
		11,308 GP
SLOT none	CL 5th	WEIGHT 6 lbs.
AURA faint evocation		

When this +1 *adamantine heavy pick* is used to damage unattended objects, it deals an additional 2d6 points of damage. If the wielder expends one use of mythic power when making such an attack, the pick bypasses the object's hardness and deals 4d6 additional damage instead of 2d6.

CONSTRUCTION REQUIREMENTS	COST 7,308 GP
Craft Wondrous Item, Mythic Crafter, <i>shatter</i>	

SACRED AVENGER		PRICE
		202,630 GP
SLOT none	CL 20th	WEIGHT 4 lbs.
AURA strong abjuration		

This +3 *cold iron longsword* becomes a +5 *holy defiant^{UE} cold iron longsword* in the hands of a paladin or a lawful good mythic creature. If the creature wielding this weapon is a paladin with mythic tiers, she can also grant the weapon the *brilliant energy* special ability on command. Dismissing the *brilliant energy* ability is a free action.

When wielded by a paladin or a lawful good mythic creature, this weapon provides spell resistance equal to 5 + the character's paladin class level (if any) + the character's mythic tier (if any) to the wielder and anyone within 10 feet of her. It also enables the wielder to use *mythic greater dispel magic* once per round as a standard action, with a caster level equal to either the wielder's paladin class level or double her mythic tier, whichever is higher. *Mythic greater dispel magic* functions as *greater dispel magic* including the benefits of

the *mythic dispel magic* spell, but when the wielder dispels a spell, she heals 1d6 points of damage for every spell level of the dispelled spell instead of healing 1d4 points of damage.

CONSTRUCTION REQUIREMENTS	COST 102,630 GP
Craft Magic Arms and Armor, Mythic Crafter, <i>gaseous form</i> , <i>greater dispel magic</i> , <i>holy aura</i> , creator must be good	

SHADOW SPIKE		PRICE
		96,600 GP
SLOT none	CL 12th	WEIGHT 4 lbs.
AURA strong conjuration		

This +2/+2 *cruel quarterstaff* is made of polished ebony, and features a blackened metal spike on its bottom end. As a standard action, the wielder can drive the spike into the ground on either the Material Plane or the Shadow Plane, creating a rift merging those two planes. This rift is 30 feet in diameter, lasts for 1 minute, and can be created once per day. If the creature that drives the *shadow spike* into the ground expends one use of mythic power when doing so, the effect lasts until the *shadow spike* is pulled out of the ground (which takes a standard action).

The rift's area acts as the *deeper darkness* spell. Spells with the darkness or shadow descriptors cast within the rift have +1 caster level, and are affected as if cast with the Extend Spell feat. As a standard action, any mythic creature within the area can expend three uses of mythic power to *plane shift* to the Shadow Plane (if on the Material Plane) or to the Material Plane (if on the Shadow Plane). If a mythic creature *plane shifts* while holding the *shadow spike*, the weapon teleports with that creature, ending the effect.

CONSTRUCTION REQUIREMENTS	COST 48,600 GP
Craft Wondrous Item, Mythic Crafter, <i>cause fear</i> , <i>death knell</i> , <i>deeper darkness</i> , <i>plane shift</i>	

SHADOW'S TOUCH		PRICE
		102,962 GP
SLOT none	CL 13th	WEIGHT 1/2 lb.
AURA strong illusion		

Amazingly light, this ebon +2 *keen dagger* fades into near intangibility at its tip. It ignores bonuses to AC provided by deflection and force effects, and deals 2 points of Strength damage on a confirmed critical hit. By expending one use of mythic power while attacking, the wielder can strike a force effect and *disintegrate* it as a touch attack. This effect also automatically dispels force effects that can be dispelled whether or not they're subject to *disintegrate*.

As a standard action, the wielder can expend a use of mythic power while slashing at the air to open up a rift to the Shadow Plane. This functions as *shadow walk*, except that a maximum number of creatures equal to double the wielder's tier can pass through before the rift closes.

CONSTRUCTION REQUIREMENTS	COST 51,632 GP
Craft Magic Arms and Armor, Mythic Crafter, <i>shadow walk</i> , <i>shadow weapon^{UM}</i>	

SKIRMISHING SPEAR		PRICE
		19,502 GP
SLOT none	CL 7th	WEIGHT 6 lbs.
AURA moderate conjuration		



When thrown, this *+1 returning spear* is considered a one-handed weapon and gains a +2 bonus on the attack roll. If the spear hits when thrown, the wielder can, as an immediate action, expend one use of mythic power to teleport to an unoccupied

space adjacent to the creature struck. This effect is treated as *dimension door*, except the wielder can act after teleporting. The spear comes back to its wielder's hand when he appears. If he hadn't taken a move action prior to throwing the spear, he can continue a full attack with the spear.

CONSTRUCTION REQUIREMENTS	COST
Craft Magic Arms and Armor, Mythic Crafter, <i>dimension door</i> , <i>telekinesis</i>	9,902 GP

SPELLBREAKER		PRICE
		71,600 GP
SLOT none	CL 12th	WEIGHT 4 lbs.
AURA strong abjuration		

Only one end of this iron-shod *+3 quarterstaff* has an enhancement bonus. The enhanced end acts as a *bane* weapon against any creature with the ability to cast spells or use spell-like abilities. As a standard action, the wielder can strike the unenhanced end against the ground while expending one use of mythic power to produce an *antimagic field* centered on the staff. This effect has a duration of 2 hours. Anyone striking the staff against the ground a second time dismisses the effect. The *antimagic field* remains in effect if the staff is dropped or disarmed. The staff retains its enhancement bonus and extra damage against spellcasters inside any *antimagic field*.

CONSTRUCTION REQUIREMENTS	COST
Craft Magic Arms and Armor, Mythic Crafter, <i>antimagic field</i>	36,100 GP

STORMCALLER		PRICE
		98,302 GP
SLOT none	CL 13th	WEIGHT 6 lbs.
AURA strong evocation [electricity]		

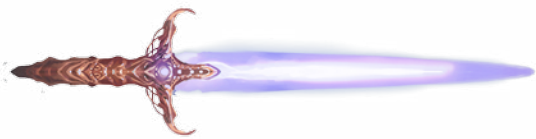
This *+1 keen shock spear* constantly flickers and sparks with power. When casting spells with the electricity descriptor, the spear's wielder adds 1 to her effective caster level. (This doesn't stack with other effects or feats that increase caster level.) Once per week, the wielder can cast *control weather* for the purposes of summoning a storm or increasing the severity of an existing storm.

As a full-round action, the wielder can expend one use of mythic power to call lightning down on foes he hits. This works like the *call lightning* spell (CL 13th), with the following differences. Rather than being directed as a

move action, for 13 rounds the lightning is called down on the first opponent hit by the spear each round. This effect bypasses lightning resistance and treats lightning immunity as lightning resistance 10. If the wielder confirms a critical hit on an attack that calls down a lightning bolt, the lightning also deals double damage.

CONSTRUCTION REQUIREMENTS	COST
Craft Wondrous Item, Mythic Crafter, <i>call lightning</i> , <i>control weather</i>	49,302 GP

SWORD OF INNER FIRE		PRICE
		151,315 GP
SLOT none	CL 16th	WEIGHT 4 lbs.
AURA strong transmutation [fire]		



This *+1 flaming burst brilliant energy longsword* has a burnished copper hilt and burns with blue and white flame. In the hands of a mythic wielder, the sword's fire damage bypasses fire resistance and fire immunity. As a swift action, the wielder can expend one use of mythic power to enable the *sword of inner fire* to damage nonliving creatures (such as constructs and undead) for 1 round, though the sword still can't damage inanimate objects.

A wielder of at least 3rd tier can absorb the *sword of inner fire* into her body as a swift action, and call it back to hand with another swift action. While the sword is stored in this way, her eyes burn with orange flame and she gains a +5 deflection bonus to AC and a +2 luck bonus on all saving throws.

CONSTRUCTION REQUIREMENTS	COST
Craft Magic Arms and Armor, Mythic Crafter, <i>flame strike</i> , <i>gaseous form</i> , <i>instant summons</i> , <i>shield of faith</i>	75,815 GP

Other Magic Items

The following items' abilities interact with mythic creatures.

AMBROSIA		PRICE
		10,000 GP
SLOT none	CL 18th	WEIGHT 1 lb.
AURA strong conjuration		

This divine food comes in many forms, from a light and airy honeyed cake to a deep, rich chocolate. A mythic creature that eats this food is restored and replenished. Eating this food takes 1 minute, and when the meal is done, the consumer regains all her uses of mythic power for the day. If a non-mythic creature consumes *ambrosia*, that creature is subject to *neutralize poison*, *remove curse*, and *remove disease*, each at caster level 10th. A mythic creature can choose to either gain this effect instead of regaining mythic power.

CONSTRUCTION REQUIREMENTS	COST
Craft Wondrous Item, Mythic Crafter, <i>greater heroism</i> , <i>heal</i>	5,000 GP

ANCHORING BELT		PRICE
		60,000 GP
SLOT belt	CL 9th	WEIGHT 10 lbs.
AURA moderate abjuration		

This belt looks like nothing more than iron chains connecting large pieces of slate. It grants its wearer a +5 inherent bonus to combat maneuver defense against bull rush, drag, grapple, overrun, reposition, and trip combat maneuvers and a +5 inherent bonus on saving throws against any effect that attempts to move the wearer with physical force or energy. Furthermore, if the wearer is a mythic creature and targeted by an effect that would teleport her, she can choose whether or not she wishes to be teleported.

As a standard action, the wearer can expend one use of mythic power to create a 30-foot-radius aura that affects all enemy creatures within it as though they were subject to a *dimensional anchor* spell. This aura lasts for a number of rounds equal to the wearer's mythic tier.

CONSTRUCTION REQUIREMENTS	COST 30,000 GP
Craft Wondrous Item, Mythic Crafter, <i>bull's strength</i> , <i>dimensional anchor</i>	

BLIND HELM		PRICE
		85,000 GP
SLOT head	CL 13th	WEIGHT 3 lbs.
AURA strong divination		

This plain steel helm completely covers the face, lacking even eyeholes or a slit to peer out of. Its wearer is blinded by the helm, but gains blindsense with a range of 60 feet. As a swift action, the wearer can expend one use of mythic power to gain blindsight with a range of 60 feet for 1 minute, or instead expend two uses of mythic power to gain blindsight with a range of 120 feet for 1 minute. The wearer can expend three uses of mythic power to gain the effects of *truesight* for 1 minute.

CONSTRUCTION REQUIREMENTS	COST 42,500 GP
Craft Wondrous Item, Mythic Crafter, <i>echolocation</i> , <i>true seeing</i>	

BOOK OF BANISHING		PRICE
		50,000 GP
SLOT none	CL 18th	WEIGHT 2 lbs.
AURA strong abjuration		



This immense tome contains dozens of banishing rituals, each written in an ever-changing mix of languages. It can be read only by way of *comprehend languages* or a similar translating effect. As a full-round

action, a mythic creature can flip to and read an appropriate ritual of *banishment* for a particular category of extraplanar creatures, such as angels or devils. Creatures not of that category are unaffected. The reader's caster level for this ritual is double her mythic tier.

Once the ritual is read, the book counts as an object that the chosen creatures hate and fear, granting a +2 bonus on the reader's caster level check to overcome the chosen creatures' spell resistance. If other objects and substances that can affect the caster level check to overcome spell resistance are available, the book's user can apply those objects and substances when using the *banishment* ritual, further increasing her bonus.

A *book of banishing* can be safely read once per day. If read additional times during that period (regardless of who reads it), the reader must succeed at a DC 20 Will save or suffer the effects of a *feeblemind* spell. This save DC increases by 5 each additional time the book is read that day.

CONSTRUCTION REQUIREMENTS	COST 25,000 GP
Craft Wondrous Item, Mythic Creator, <i>banishment</i> , any one of <i>cloak of chaos</i> , <i>holy aura</i> , <i>shield of law</i> , or <i>unholy aura</i>	

BOOK OF PERFECT JOKES		PRICE
		27,000 GP
SLOT none	CL 8th	WEIGHT 1 lb.
AURA moderate enchantment		

This small, weathered journal contains 10,000 jokes that change to be perfectly suited for particular audiences. The book grants its owner a +5 bonus on any Diplomacy check to influence the attitude of a creature. Additionally, up to three times per day the book can be used to cast *hideous laughter* (Will DC 13 negates).

By expending one use of mythic power as a standard action, the book's reader can make a brutal verbal tirade mocking a creature. The target creature is enraged per the *rage* spell, and all other enemies within 30 feet of the target begin laughing uncontrollably, as *hideous laughter* (Will DC 14 negates either effect). The book contains only one perfect joke for any given creature, so attempting to use the book on a creature a second time yields no effect.

CONSTRUCTION REQUIREMENTS	COST 13,500 GP
Craft Wondrous Item, Mythic Crafter, <i>hideous laughter</i> , <i>rage</i>	

BOOTS OF EARTH AND WIND		PRICE
		20,000 GP
SLOT feet	CL 9th	WEIGHT 3 lbs.
AURA moderate transmutation		



These strange, heavy, leather-and-steel boots feature a pair of ever-fluttering wings on each side. These boots function like *winged boots*, but also grant a +5 bonus to CMD against bull rush, overrun, and reposition combat maneuvers as long as the wearer

is standing on solid ground. A mythic creature can expend one use of mythic power when commanding the boots to fly to gain the bonus to CMD for as long as she uses the boots to fly.

CONSTRUCTION REQUIREMENTS	COST 10,000 GP
Craft Magic Arms and Armor, Mythic Crafter, <i>entangle</i> , <i>fly</i>	

BOUNTIFUL BOTTLE

PRICE
4,000 GP

SLOT none

CL 6th

WEIGHT 1 lb.

AURA moderate transmutation



This oddly shaped, transparent bottle has one chamber nested inside the other and two separate spouts, one leading into the smaller inner bottle, and the other into the outer bottle. To use the bottle, the inner chamber is filled with a potion and the outer chamber filled with water.

When left alone for 24 hours, the water in the outer chamber slowly takes on the properties of the potion in the inner chamber, creating a second dose of the potion (though the bottle is unable to replicate potions with expensive material components). The second dose of created potion must be quaffed from the *bountiful bottle* to be effective, and loses its potency if transferred to another container. By expending one use of mythic power, the time it takes to transform a potion is shortened to a full-round action.

CONSTRUCTION REQUIREMENTS

COST 2,000 GP

Craft Wondrous Item, Mythic Crafter, *universal formula*^{APG}

BRACERS OF MIGHT

PRICE
10,000 GP

SLOT wrists

CL 10th

WEIGHT 1/2 lb.

AURA moderate transmutation

These golden bracers are sculpted to depict a pair of mighty stags rearing up in triumph. They grant a +4 bonus on all Strength ability checks and Strength-based skill checks. As a swift action up to three times per day, the wearer can call upon the power of these bracers to gain a +4 sacred bonus to Strength for 1 round. The wearer can expend one use of mythic power to treat one Strength ability check or Strength-based skill check as if he rolled a natural 20.

CONSTRUCTION REQUIREMENTS

COST 5,000 GP

Craft Wondrous Item, Mythic Crafter, *bull's strength*

BRACERS OF THE SHIELD MATES

PRICE
40,000 GP

SLOT wrists

CL 7th

WEIGHT 2 lbs.

AURA moderate conjuration

These heavy, bronze bracers depict scenes of epic battle and heroic sacrifice. When worn together, they provide no benefit. When two individuals each wear a single bracer, each wearer gains a +2 shield bonus to AC as long as the two remain within 100 feet of each other.

By expending one use of mythic power as a swift action, the wearer of one of the bracers can teleport up to 100 feet per mythic tier to any unoccupied space adjacent to the other wearer. The wearer acts normally for the remainder of her turn, then immediately teleports back to her original space when

her turn ends. Effects that prevent dimensional travel either from the wearer's space or to her destination block this ability.

CONSTRUCTION REQUIREMENTS

20,000 GP

Craft Wondrous Item, Mythic Creator, *dimension door*, *shield*

CANOPIC JAR

PRICE
24,000 GP

SLOT none

CL 13th

WEIGHT 2 lbs.

AURA strong necromancy



This clay burial jar is designed to hold viscera from a corpse. A creature can spend 10 minutes and make a DC 15 Heal check to harvest the intact intestine, liver, lungs, or stomach from a Tiny to Large corpse and preserve it inside the jar. The corpse must be fresh (dead for no longer than 1 hour) and of the animal, dragon, or humanoid type. A full jar weighs 5 pounds.

Up to three times per day, the bearer can gain any one of the following abilities that the creature possessed in life for 10 minutes at a value no greater than the creature had: climb speed, darkvision (up to 60 feet), resist energy, fly speed, low-light vision, scent, or swim speed. Movement abilities are limited to a speed of no more than 60 feet, and flight can be of no greater than good maneuverability. Energy resistance can be gained in any single energy type the creature was resistant or immune to, to a maximum of 20 points (if the creature had immunity, the user gains resistance 20 to that energy type).

By expending one use of mythic power, the bearer can instead take the form of the creature for 10 minutes, as if using *alter self*, *beast shape II*, *form of the dragon II*, or *giant form I*, as appropriate. The bearer resembles the original creature as it appeared in life, as though he were impersonating that creature with a Disguise check result of 20. To use the jar's abilities, it only has to be carried on the bearer's person. In addition to these properties, the *canopic jar* preserves its contents for an indefinite period, similar to *gentle repose*. The organs are suitable remains for *resurrection*, but insufficient for *raise dead*.

CONSTRUCTION REQUIREMENTS

COST 12,000 GP

Craft Wondrous Item, Mythic Crafter, *gentle repose*, *polymorph*

CAPE OF FREE WILL

PRICE
VARIES

+1 bonus/+2 Will	1,500 GP
+2 bonus/+3 Will	6,000 GP
+3 bonus/+4 Will	13,500 GP
+4 bonus/+5 Will	24,000 GP
+5 bonus/+6 Will	37,500 GP
SLOT shoulders	CL 7th
WEIGHT 1 lb.	

AURA moderate abjuration

The wearer of this brightly colored patchwork cape gains a bonus on all saving throws, as with a *cloak of resistance*, but the resistance bonus on Will saves is one greater. Furthermore,

if the wearer fails a Will saving throw, he can expend one use of mythic power as an immediate action to reroll that saving throw. If the wearer fails the saving throw on the reroll, he can't use this ability again for 24 hours.

CONSTRUCTION REQUIREMENTS	COST VARIES
+1 bonus/+2 Will	750 GP
+2 bonus/+3 Will	3,000 GP
+3 bonus/+4 Will	6,750 GP
+4 bonus/+5 Will	12,000 GP
+5 bonus/+6 Will	18,750 GP

Craft Wondrous Item, Mythic Crafter, *resistance*, the creator must have the mythic saves ability

CAYDEN'S CUP		PRICE
		16,500 GP
SLOT none	CL 5th	WEIGHT 1 lb.
AURA faint conjuration		

On command, this battered pewter tankard fills with ale perfectly matched to the bearer's taste and desire. Ale poured out the tankard quickly loses its flavor and virtue, becoming common swill within minutes. The tankard prevents most of the ill effects of excessive drinking, such as hangovers and blackouts, as long as it remains in its owner's possession. It also provides a +4 bonus on saving throws against poison.

Once per hour as a move action, by drinking the contents of the tankard and voicing a toast the imbiber gains a +2 morale bonus to Strength and Constitution, but takes a -2 penalty on Dexterity- and Intelligence-based ability and skill checks. These effects last for 10 minutes. If the tankard is empty, it must be filled prior to drinking. If the imbiber expends one use of mythic power while drinking from the cup, the morale bonus increase to +4, the penalties to -4, and the duration of the tankard's effects to 1 hour.

CONSTRUCTION REQUIREMENTS	COST 8,250 GP
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Craft wondrous Item, Mythic Crafter, *create food and water*, *heroism*, *neutralize poison*

CENSER OF SANCTUARY		PRICE
		18,000 GP
SLOT none	CL 3rd	WEIGHT 2 lbs.
AURA faint abjuration		



When a block of incense is placed inside this censer and ignited, the bearer gains the benefits of a heightened 2nd-level *sanctuary* spell for as long as the incense burns (1 hour per stick of incense) or until the bearer breaks the effect by attacking. Placing the incense is a move action,

and igniting it is a standard action. If *incense of meditation* is burned instead of normal incense, the *sanctuary* effect is heightened to 7th level.

While lighting the censer, the bearer can expend one use of mythic power to grant the benefits of the censer's *sanctuary*

to all allies within a 20-foot-radius emanation of the censer for 10 minutes. Allies who attack break the *sanctuary* effect only for themselves. The incense extinguishes 1 round after the bearer ceases to use. If *incense of meditation* is extinguished before 8 hours of burning, the remainder becomes normal incense.

CONSTRUCTION REQUIREMENTS	COST 9,000 GP
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Craft Wondrous Item, Heighten Spell, Mythic Crafter, *sanctuary*

CHIME OF DISILLUSIONMENT		PRICE
		35,000 GP
SLOT none	CL 9th	WEIGHT 2 lbs.
AURA moderate enchantment		

When struck, this heavy iron tube produces a discordant tone and draws the surrounding light in on itself. Within a 60-foot-radius burst centered on the point where the chime was struck, the illumination level drops one step, to a minimum of dim light. The echoes of the chime resonate for 1 minute, during which creatures in the area can't benefit from morale bonuses and gain a +4 bonus on Will saves made to disbelieve. After this period, the suppression of morale bonuses ends and the ambient light level returns to normal. If the bearer expends one use of mythic power while striking the chime, the area increases to a 120-foot-radius burst, and each mythic enemy within it loses one use of mythic power, in addition to the chime's normal effects. The chime can be struck three times per day. Additional strikes produce no sound or effect.

CONSTRUCTION REQUIREMENTS	COST 17,500 GP
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Craft Wondrous Item, Mythic Crafter, *calm emotions*, *darkness*

CLOAK OF QUICK REFLEXES		PRICE
		VARIES
+1 bonus/+2 Reflex	1,500 GP	
+2 bonus/+3 Reflex	6,000 GP	
+3 bonus/+4 Reflex	13,500 GP	
+4 bonus/+5 Reflex	24,000 GP	
+5 bonus/+6 Reflex	37,500 GP	
SLOT shoulders	CL 7th	WEIGHT 1 lb.
AURA moderate abjuration		

The wearer of this light, short cloak gains a bonus on all saving throws, as with a *cloak of resistance*, but the resistance bonus on Reflex saves is one greater. Furthermore, if the wearer fails a Reflex saving throw, she can expend one use of mythic power as an immediate action to reroll that saving throw. If the wearer fails the saving throw on the reroll, she can't use this ability again for 24 hours.

CONSTRUCTION REQUIREMENTS	COST VARIES
+1 bonus/+2 Reflex	750 GP
+2 bonus/+3 Reflex	3,000 GP
+3 bonus/+4 Reflex	6,750 GP
+4 bonus/+5 Reflex	12,000 GP
+5 bonus/+6 Reflex	18,750 GP

Craft Wondrous Item, Mythic Crafter, *resistance*, the creator must have the mythic saves ability

CLOAK OF THE HUNT

		PRICE 12,000 GP
SLOT shoulders	CL 12th	WEIGHT 1 lb.
AURA strong illusion		

This rough-spun green cloak is trimmed in wolf fur and fastened with a silver clasp. With the cloak drawn over his shoulders and the hood pulled up, the wearer becomes one with his surroundings, gaining a +5 bonus on Stealth checks and on Survival skill checks made to follow tracks. The cloak also renders the wearer immune to the scent ability.

If the wearer expends one use of mythic power, the cloak turns him invisible for 1 hour, as *greater invisibility*. If the wearer makes an attack, the effects last for 1 minute after the attack, then end. A character made invisible by this cloak can't be detected with *detect magic* or other spells or effects that detect magical auras. The *greater invisibility* can't be penetrated, revealed, or dispelled by spells of 2nd level or lower (such as *see invisibility* or *glitterdust*), though *true seeing* and dust of *appearance* can reveal the wearer's presence.

CONSTRUCTION REQUIREMENTS	COST 6,000 GP
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Craft Wondrous Item, Mythic Crafter, *greater invisibility*

CORNUCOPIA OF PLENTY

		PRICE 35,000 GP
SLOT none	CL 11th	WEIGHT 5 lbs.
AURA moderate conjuration		

This large container, crafted from an animal horn or woven of wicker, overflows with fruits, nuts, and vegetables. Up to three times per day, it can be inverted to pour forth delicious food equal to a casting of *create food and water* for up to six people. Though the cornucopia produces no water, the succulent fruits slake normal thirst.

If the user expends one use of mythic power when inverting the horn, it instead produces a *heroes' feast* that also refreshes the partakers as though they had rested for a full 8 hours sleep. Creatures with the recuperation ability (see page 12) who dine on this feast recover as though they had rested for the hour required by the recuperation ability, with no need to expend additional uses of mythic power. Eating more than one such feast within a single day provides no additional benefit.

CONSTRUCTION REQUIREMENTS	COST 17,500 GP
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Craft Wondrous Item, Mythic Crafter, *create food and water*, *heroes' feast*

DEATH WARDEN'S BANDOLIER

		PRICE 15,000 GP
SLOT chest	CL 11th	WEIGHT 3 lbs.
AURA moderate necromancy [good]		

This black leather bandolier is adorned with three brass bells of various sizes and shapes. Each bell can be rung to produce its own effect, or all can be rung at once to create a *death ward*. The *death warden's bandolier* can be used three times per day.

A mythic creature can expend one use mythic power to use the bandolier without expending one of the item's daily uses.

Undead Ward Bell: This long, thin bell produces a high-pitched, piercing ring. When it is rung as a standard action, it creates a 30-foot-burst aura that keeps out undead creatures. An undead creature can't enter the aura unless it succeeds at a DC 16 Will save. Undead within the aura take a -2 penalty on all attack rolls, combat maneuver checks, skill checks, and ability checks. The aura lasts for 5 rounds, but can be extended to 1 minute by expending one use of mythic power.

Channeling Bell: This large, bulbous bell creates a rich, reverberating tone. When it's rung as part of the action to channel positive energy to harm undead, it can take the place of the holy symbol needed for channeling. When it's used in such a manner, undead creatures within the area take an additional 2 points of damage per each die of the channelled energy. The undead take this extra damage even if they succeed at their Will saving throws.

Dirge Bell: The final, largest bell is cone-shaped. It creates a deep, bass chime. When rung, this bell creates an aura in a 30-foot-radius burst that causes incorporeal undead within it to become semi-physical for a period of time. While within the aura, undead take half damage from nonmagical attacks and full damage from magical attacks. The aura last for 5 rounds, but can be extended to 1 minute by expending one use of mythic power.

All Bells At Once: When all the bells are rung at once, the wearer and all of her allies within 30 feet are protected as if they were subject to a *death ward* spell (CL 11th). By expending one use of mythic power, the wearer can increase the duration of this effect to 24 hours.

CONSTRUCTION REQUIREMENTS	COST 7,500 GP
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Craft Wondrous Item, Mythic Crafter, *death ward*, *ghostbane dirge*, *holy smite*

DOLOROUS ROD

		PRICE 120,000 GP
SLOT none	CL 10th	WEIGHT 5 lbs.
AURA moderate enchantment and necromancy		

On command, this rod beats with a slow, steady pulse, sending a deep, almost inaudible thrum through the air. At the start of each successive round of holding the rod, its bearer takes 1d10 points of damage that can't be reduced in any way, and must succeed at a DC 20 Fortitude save or gain a permanent negative level. While the rod is held, creatures within 120 feet take a -2 penalty on attack rolls, saving throws, ability checks, skill checks, and weapon damage rolls. This is a mind-affecting emotion effect. While held by a mythic creature, the rod prevents all creatures of an equal or lower mythic tier within its radius from expending mythic power. Mythic abilities that don't require expending uses of mythic power are unaffected.

CONSTRUCTION REQUIREMENTS	COST 60,000 GP
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Craft Rod, Mythic Crafter, *bestow curse*, *crushing despair*

EVERBURNING LANTERN		PRICE
		3,000 GP
SLOT none	CL 6th	WEIGHT 2 lbs.
AURA moderate evocation		

This small, brass hooded lantern gives off light as a *daylight* spell. If the bearer expends one use of mythic power, the lantern gives off light as a *mythic daylight* spell for 1 hour. While giving off light as *mythic daylight*, the lantern automatically dispels all non-mythic *darkness* spells or effects that come within its light.

CONSTRUCTION REQUIREMENTS	COST
	1,500 GP

Craft Wondrous Item, Mythic Crafter, *mythic daylight*

EYE ORB		PRICE
		80,000 GP
SLOT none	CL 9th	WEIGHT 1 lb.
AURA moderate divination		

If a blind creature holds this orb, that creature can see with darkvision with a range of 120 feet, but also gains light sensitivity (*Pathfinder RPG Bestiary* 301). If a sighted creature holds this orb and holds his eyes shut for 1 minute, he gains the blinded condition until he opens his eyes (as a free action), but can see through the orb as if he were a blind creature.

By expending one use of mythic power, a creature using the *eye orb* can see as though using *true seeing*, and loses light sensitivity. These effects last for 1 minute or until he stops using the orb to see, whichever comes first.

CONSTRUCTION REQUIREMENTS	COST
	40,000 GP

Craft Wondrous Item, Mythic Crafter, *darkvision*, *true seeing*

FIGURINE OF WONDROUS POWER, BASALT DRAGON		PRICE
		60,000 GP
SLOT none	CL 20th	WEIGHT 1 lb.
AURA strong transmutation		

This fist-sized, carved dragon is sculpted from volcanic rock. It becomes either a pseudodragon or a flame drake (*Pathfinder RPG Bestiary* 2 106), depending on the command word used. The transformation can take place twice per day, with a maximum duration of 2 continuous hours. The pseudodragon can use its telepathy to communicate with its owner over any distance, but not across planes.

By expending one use of mythic power, the user of the figurine can instead transform the figurine into a young red dragon. If the user is at least 5th tier, she can instead expend two uses of mythic power to transform the figurine into an adult red dragon. If the user is at least 9th tier, she can instead expend four uses of mythic power to transform the figurine into an ancient red dragon. Transforming the figurine into a true dragon renders the figurine powerless for 1 week after the transformation ends.

CONSTRUCTION REQUIREMENTS	COST
	30,000 GP

Craft Wondrous Item, Mythic Crafter, *animate objects*, *form of the dragon III*, *telepathic bond*

GALLOWS ROPE		PRICE
		18,000 GP
SLOT neck	CL 9th	WEIGHT 4 lbs.
AURA moderate necromancy		



This grisly, knotted rope is tied into a noose, and at first glance appears to be nothing more than a gruesome memento of a hanging. While the noose is worn tightly around the neck, any time the wearer is reduced

below 0 hit points he gains DR 10/— and fast healing 5 until he regains consciousness. While the wearer is unconscious, his breathing stops and he appears dead. If the wearer would be killed due to hit point loss while wearing the noose, he can expend any number of uses of mythic power to heal 10 hit points per use spent. This doesn't require an action. If that healing would bring him above the threshold for death, the wearer doesn't die.

CONSTRUCTION REQUIREMENTS	COST
	9,000 GP

Craft Wondrous Item, Mythic Crafter, *mythic regenerate*

GLOVES OF DISTANT ACTION		PRICE
		20,000 GP
SLOT hands	CL 9th	WEIGHT —
AURA moderate transmutation		

As a move action, the wearer of these fine leather gloves can pick up an unattended object (weighing no more than 20 pounds) that is up to 30 feet away, and move it up to 30 feet. The object falls to the ground at the end of the movement unless the wearer of the gloves moves it into his hand. This action doesn't provoke attacks of opportunity.

By expending one use of mythic power as a free action on his turn, the wearer can focus the power of the gloves, allowing him to make unarmed strikes and combat maneuvers to bull rush, disarm, or trip against foes up to 30 feet away until the end of his turn. Treat these attacks as though the wearer had 30 feet of reach. When attacking a non-adjacent target in this manner, the wearer can't be affected by feats and abilities like *Strike Back* or *fire shield* that require touching or coming near the target. The gloves don't increase the wearer's threatened area.

CONSTRUCTION REQUIREMENTS	COST
	10,000 GP

Craft Wondrous Item, Mythic Crafter, *mage hand*, *telekinesis*

GLOVES OF SPELL SNARING		PRICE
		9,000 GP
SLOT hands	CL 13th	WEIGHT —
AURA strong abjuration		



These thin gloves are covered in reflective glyphs and sigils, and the palms are slightly tacky. Like *gloves of arrow snaring*, twice per day the wearer can act as if she had the *Snatch Arrow* feat, even if she

doesn't meet the prerequisites for that feat. In addition, the wearer can expend one of this item's uses per day to use the Snatch Arrows feat on a projectile targeting an ally in a space adjacent to her.

As an immediate action, the wearer can expend one use of mythic power and one of this item's uses per day to block a spell targeting her or an adjacent ally, as the parry spell guardian path ability (see page 30).

CONSTRUCTION REQUIREMENTS	COST 4,500 GP
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Craft Wondrous Item, Mythic Crafter, *shield, spell turning*, creator must have the parry spell path ability

GOLDEN HOLY SYMBOL		PRICE 10,000 GP
SLOT neck	CL 10th	WEIGHT 1 lb.
AURA moderate conjuration		

This holy symbol is always warm to the touch, and whenever it strikes metal it rings out with the sound of a choir of angels. When used as a divine focus for a divine spell, the symbol emits a bright light that heals its wearer of a number of points of damage equal to the spell's level.

If the wearer expends one use of mythic power when casting a divine spell that uses this holy symbol as its divine focus, the emblem glows for a number of rounds equal to the wearer's mythic tier, shedding light like a torch. Instead of this item's normal effect, at the start of each of the wearer's turns, she and all her allies within 30 feet heal a number of points of damage equal to 1d6 + the wearer's tier. This effect lasts as long as the light persists.

CONSTRUCTION REQUIREMENTS	COST 5,000 GP
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Craft Wondrous Item, Mythic Crafter, *cure critical wounds*

HEADBAND OF SEALED THOUGHTS		PRICE 150,000 GP
SLOT headband	CL 15th	WEIGHT 1 lb.
AURA strong abjuration		

Uncomfortably sharp protrusions bristle on the inner edge of this heavy, bronze headband. It grants its wearer a +4 enhancement bonus to Intelligence. Treat this as a temporary ability bonus for the first 24 hours the headband is worn. It also grants skill ranks as a *headband of vast intelligence* +4. The wearer is protected from all effects that gather information about her via divination, and gains a bonus equal to her mythic tier on saving throws against mind-affecting effects. This protection otherwise functions as *mind blank*, except the headband provides no protection against *limited wish*, *miracle*, and *wish*, and it doesn't grant a resistance bonus on saving throws.

When the wearer succeeds at a saving throw against a mind-affecting effect, she can rebound the effect onto the caster as an immediate action by expending one use of mythic power. Treat this as the original spell or effect, except the wearer is treated as the caster and the original

caster as the target. The rebounded spell affects only the original caster, and rebounding doesn't prevent the original spell from affecting targets other than the wearer of the *headband of sealed thoughts*.

CONSTRUCTION REQUIREMENTS	COST 75,000 GP
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Craft Wondrous Item, Mythic Crafter, *fox's cunning, mind blank, spell turning*

HELM OF THE SERPENT KING		PRICE 96,000 GP
SLOT head	CL 5th	WEIGHT 3 lbs.
AURA faint transmutation		



This helm is made of large, alchemically hardened snake scales, and is crafted in the shape of a stylized serpent mouth. Its wearer stares out through the serpent's eyes, and sees all things cast in a yellow tint. When worn, it grants the

following spell-like abilities to the wearer:

- *Hypnotism* (3/day)
- *Summon nature's ally III* (constrictor snake only, 3/day)
- *Beast shape III* (snake form only, 1/day)
- *Poison* (1/day)

A mythic creature can expend one use of mythic power when using the *beast shape III* spell-like ability to instead cast it as *mythic beast shape III*. Alternatively, he can expend two uses of mythic power to instead cast the augmented version of *mythic beast shape III*.

CONSTRUCTION REQUIREMENTS	COST 48,000 GP
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Craft Magic Arms and Armor, Mythic Crafter, *beast shape III, summon nature's ally III*

HERBS OF THE PRIMAL BEAST		PRICE 1,400 GP
SLOT none	CL 7th	WEIGHT 1/2 lb.
AURA moderate transmutation		

When a humanoid consumes these bitter herbs, they awaken the animal within him, no matter how civilized the consumer believes himself to be. They grant the partaker low-light vision and the scent ability for 1 hour. If the consumer has the rage class feature, he can expend one use of mythic power as part of entering a rage to take the form of an animal (as *beast shape II*) while gaining the usual benefits of rage. When the rage ends, any remaining duration of the herbs is lost.

A creature without the humanoid type, including a monstrous humanoid, gains no benefits from the herbs. It instead becomes nauseated for 1 round, then sickened for 1d4 rounds. A successful DC 13 Fortitude save leaves the creature sickened for 1 round and negates the nausea.

CONSTRUCTION REQUIREMENTS	COST 700 GP
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Craft Wondrous Item, Mythic Crafter, *beast shape II*

IMMOLATION CLOAK		PRICE
		65,000 GP
SLOT shoulders	CL 6th	WEIGHT 1 lb.
AURA moderate evocation		



An *immolation cloak* grants its wearer resist fire 20. As a swift action, the wearer can command the cloak to burst into flame, providing the benefits of a *fire shield* (warm flames only). The wearer can dismiss the flames as a free action. The cloak can be used for a maximum of 10 rounds per day, which don't have to be consecutive.

By expending one use of mythic power, the cloak's wearer can recharge its immolation abilities. In addition, the wearer can expend one use of mythic power to detonate in a fiery explosion, dealing 1d8 points of fire damage per character level in a 30-foot-radius spread. A successful Reflex save (DC 10 + the wearer's mythic tier + the wearer's Charisma modifier) halves this damage. Though apparently destroyed in the explosion, the wearer reforms just prior to the start of his next turn in the space he exploded in (or the nearest open space if that space is unavailable).

CONSTRUCTION REQUIREMENTS	COST 32,500 GP
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Craft Wondrous Item, Mythic Crafter, *detonate*^{APG}, *fire shield*, *resist fire*

INESCAPABLE GLOVES		PRICE
		9,000 GP
SLOT hands	CL 7th	WEIGHT 1 lb.
AURA moderate abjuration		

The palms of these light doeskin gloves are covered with supple ripples to augment the wearer's grip. The wearer gains a +4 competence bonus on combat maneuver checks to grapple. The wearer can expend one use of mythic power when a creature subject to *freedom of movement* or a similar effect attempts to escape the wearer's grapple with a combat maneuver check or Escape Artist check. That creature must attempt the check as normal instead of automatically succeeding at it. If a creature attempts use a non-mythic teleportation effect to escape the grapple, the wearer can expend two uses of mythic power to negate that effect.

CONSTRUCTION REQUIREMENTS	COST 4,500 GP
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Craft Wondrous Item, Mythic Crafter, *dimensional anchor*, *bull's strength*

LAUREL WREATH		PRICE
		19,000 GP
SLOT head	CL 5th	WEIGHT 1 lb.
AURA faint enchantment		

This crown of laurel leaves inspires its wearer to achieve mighty deeds. She gains a +4 morale bonus on saving throws against mind-affecting effects. If she succeeds at a saving

throw against a harmful mind-affecting effect, the surge of confidence gives her a +2 morale bonus on attack rolls, skill checks, and weapon damage rolls for 1 minute. If she fails such a saving throw, she is instead shaken for 1 minute, though this condition doesn't stack with other fear effects to make her frightened or panicked.

A mythic creature wearing the wreath gains 2 temporary hit points per tier at the start of each day. These temporary hit points are restored whenever the wearer rests 8 hours or otherwise gains the equivalent of doing so.

CONSTRUCTION REQUIREMENTS	COST 9,500 GP
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Craft Wondrous Item, Mythic Crafter, *false hope*, *good hope*

LYRE OF STORMS		PRICE
		65,000 GP
SLOT none	CL 7th	WEIGHT 5 lbs.
AURA moderate transmutation		

This finely made instrument is crafted of lovingly polished wood inlaid with mystic runes. When the lyre is played, sparks dance along its strings.

By succeeding at a DC 15 Perform (string instruments) check, the bearer can produce the following spells.

- *Gust of wind* (3/day)
- *Call lightning* (1/day)

By succeeding at a DC 25 Perform (string instruments) check and then expending one use of mythic power, the bearer can produce the mythic version of the spell instead. If the bearer fails her Perform check, her action is wasted, but she doesn't expend one of the item's uses per day or any mythic power.

If bearer has the appropriate mythic tier and the bardic performance ability, she can bring forth one of the following magical effects for as long as she uses the instrument as part of a bardic performance; she also gains the usual benefits of that performance. She must end the performance and start a new one to choose a new effect.

- 3rd tier or higher: *water walk*, shared with all the player's allies within 20 feet
- 4th tier or higher: *control winds* centered on the player, used only to decrease wind strength
- 5th tier or higher: *fickle winds*^{UM}, affecting the player only

CONSTRUCTION REQUIREMENTS	COST 32,500 GP
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Craft Wondrous Item, Mythic Crafter, *call lightning*, *control weather*, *water walk*

MANTLE OF THE FAITHFUL VESSEL		PRICE
		10,000 GP
SLOT chest	CL 3rd	WEIGHT 2 lbs.
AURA faint enchantment and necromancy		

This simple robe automatically shifts color and style to match the signature colors, fabrics, and symbols of the wearer's faith (if any) when she dons it.

When the wearer channels energy, any creatures healed by the energy gain the benefits of *bless* for 1 minute,

and any creatures harmed by the energy are subjected to *bane* (Will DC 11 negates) for 1 minute. The wearer adds her mythic tier to the damage dealt or healed when she channels energy.

CONSTRUCTION REQUIREMENTS	COST 5,000 GP
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Craft Wondrous Item, Mythic Crafter, *bestow curse*, *bles*, channel energy class feature

MIRRORING BELT		PRICE 36,000 GP
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SLOT belt	CL 6th	WEIGHT 2 lbs.
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AURA moderate illusion



This broad belt is constructed of steel plates polished to a gleaming finish. The belt grants its wearer a +2 enhancement bonus to Dexterity. Treat this as a temporary ability bonus for the first 24 hours the belt is worn.

Three times per day, the wearer can use *mirror image* to bring forth illusory duplicates that persist for 6 minutes or until destroyed. These function as normal images from that spell, except any ranged attack (including ranged touch spells) that strikes and destroys an image rebounds onto the attacker, using the attacker's original result to determine whether the attack hits.

If the wearer expends one use of mythic power to activate the belt, the mirror images replenish when the wearer is hit. This functions as above, except each time an attack hits the wearer instead of an image, the belt creates a new image, up to the spell's limit of eight images. Unlike *mirror image*, the effect doesn't end when the images are gone. If there are no more images, the belt continues to create new images for the effect's full duration.

CONSTRUCTION REQUIREMENTS	COST 18,000 GP
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Craft Wondrous Item, Mythic Crafter, *cat's grace*, *mirror image*

MITHRAL ROSE		PRICE 9,000 GP
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SLOT none	CL 5th	WEIGHT —
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AURA faint transmutation



This seemingly delicate silver rose is rigid and nearly unbreakable. When wearing the rose openly on his chest, the wearer treats all of his natural attacks, unarmed attacks, and weapon attacks as if they were made using silver weapons. The wearer can expend one use of mythic power when making a melee attack against an enemy that possesses DR/silver to negate that DR for a number of rounds equal to the wearer's mythic tier.

CONSTRUCTION REQUIREMENTS	COST 4,500 GP
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Craft Magic Arms and Armor, Mythic Crafter, *magic weapon*

MONOCLE OF UNVEILED AURAS		PRICE 12,700 GP
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SLOT eyes	CL 5th	WEIGHT —
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AURA faint divination

The wearer of this crystal monocle gains the ability to use *detect chaos*, *detect evil*, *detect good*, *detect magic*, or *detect law*, each at will for as long as he concentrates, but only one at a time. Any caster level checks to penetrate magical protections receive a +5 bonus, and use the higher of the item's caster level or the wearer's character level. The wearer can expend one use of mythic power to gain the benefits of *arcane sight* and see *invisibility* for 1 hour, or until the monocle is removed.

CONSTRUCTION REQUIREMENTS	COST 6,350 GP
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Craft Wondrous Item, Mythic Crafter, *arcane sight*, see *invisibility*, and any one of the following: *detect chaos*, *detect evil*, *detect good*, *detect law*, or *detect magic*

MOONSTONE CAT		PRICE 12,000 GP
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SLOT none	CL 7th	WEIGHT 1 lb.
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AURA moderate enchantment

This fist-sized statue of a curled-up cat is crafted from gleaming moonstone. When the statue is placed upon the chest of a helpless creature, it briefly animates and stretches like a real cat waking up from a fitful sleep, then curls up again. When this happens, the helpless creature is lulled into a deep sleep, and doesn't awaken until the cat is removed from its chest.

If the creature placing the cat expends three uses of mythic power while doing so, the helpless creature can't be awoken for a week, even if the cat is removed. If the user instead expends six uses of mythic power, the helpless creature can't be awoken for a month. If the user expends 10 uses, the helpless creature can't be awoken for a year. If the user expends 20 uses, the helpless creature can't be awoken for an entire century.

While in this sleep, the helpless creature's heart rate and breathing slow to a barely perceptible rate. It doesn't need to eat or drink, though it must still breathe and it ages normally while in this magical sleep. A *wish*, *miracle*, or *mythic break enchantment* can end this magical sleep.

CONSTRUCTION REQUIREMENTS	COST 6,000 GP
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Craft Wondrous Item, Mythic Crafter, *mythic deep slumber*

NECKLACE OF SPECTRAL STRIKES		PRICE 35,500 GP
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SLOT neck	CL 9th	WEIGHT —
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AURA moderate evocation



When worn, this silver-and-turquoise necklace melds with the skin, turning into an intricately patterned tattoo on the wearer's chest. It ignores any wearer with an Intelligence score lower than 3, failing to meld or function. The necklace can be removed as a full-round action

by concentrating on the tattoo to call the necklace back into existence. While in tattoo form, the amulet grants a +1 bonus on attack and damage rolls with unarmed strikes (but not natural weapons) and provides the benefits of the *ghost touch* weapon special ability on unarmed strikes. As a swift action, the wearer can spend a ki point to make one unarmed strike—whether as a single attack or part of a full attack—an incorporeal touch attack.

As an immediate action, the wearer can expend one use of mythic power to become incorporeal for 1 round. This lasts until either just before his next turn (if used during his turn) or at the end of his next turn (if used outside his turn). While incorporeal, the wearer has no Strength score, so his Dexterity modifier applies to his melee attacks, ranged attacks, and combat maneuver checks. Since the necklace provides the *ghost touch* ability, the wearer can make unarmed strikes against corporeal creatures while incorporeal. The wearer can remain inside solid objects as long as he continues expending mythic power to remain incorporeal. If he fails to do so, he materializes inside the object and instantly dies.

CONSTRUCTION REQUIREMENTS	COST 17,750 GP
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Craft Wondrous Item, Mythic Crafter, *magic weapon, plane shift*

NECTAR OF THE GODS		PRICE 5,000 GP
SLOT none	CL 12th	WEIGHT 1 lb.
AURA strong conjuration		

This fragrant mead is made from the purest honey gathered from sunny meadows, mixed with rare herbs in the moonlight, and fermented in earthen jars. Consuming *nectar of the gods* is a standard action that restores 1d4+1 uses of mythic power to a mythic creature (up to the creature's maximum). If a non-mythic creature consumes this drink, it works like the *heroism* spell, lasting for 1 day. A jar contains only a single draft of this potent beverage.

CONSTRUCTION REQUIREMENTS	COST 2,500 GP
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Craft Wondrous Item, Mythic Crafter, *heroism*

PAULDRONS OF UNFLINCHING FORTITUDE		PRICE VARIES
+1 bonus/+2 Fortitude		1,500 GP
+2 bonus/+3 Fortitude		6,000 GP
+3 bonus/+4 Fortitude		13,500 GP
+4 bonus/+5 Fortitude		24,000 GP
+5 bonus/+6 Fortitude		37,500 GP
SLOT shoulders	CL 7th	WEIGHT 1 lb.
AURA moderate abjuration		

The wearer of these elegant, polished steel pauldrons gains a bonus on all saving throws, as with a *cloak of resistance*, but the resistance bonus on Fortitude saves is one greater. Furthermore, if the wearer fails a Fortitude saving throw, he can expend one use of mythic power as an immediate action to reroll that saving throw. If the wearer fails the saving throw on the reroll, he can't use this ability again for 24 hours.

CONSTRUCTION REQUIREMENTS	COST VARIES
+1 bonus/+2 Fortitude	750 GP
+2 bonus/+3 Fortitude	3,000 GP
+3 bonus/+4 Fortitude	6,750 GP
+4 bonus/+5 Fortitude	12,000 GP
+5 bonus/+6 Fortitude	18,750 GP

Craft Wondrous Item, Mythic Crafter, *resistance*, the creator must have the mythic saves ability

PENITENT'S ROBES		PRICE 95,000 GP
SLOT body	CL 16th	WEIGHT 1 lb.
AURA strong varied		

This humble, threadbare robe grants a +1 resistance bonus on all saving throws. A mythic wearer can unlock additional powers by upholding vows. The wearer selects up to five vows, but no more than she has mythic tiers. For each vow taken, the wearer must expend one use of mythic power. This use can't be regained as long as the vow is kept and the wearer retains the robe. After 24 hours adhering to one or more vows, the wearer gains additional benefits from the robe.

- 1 vow: +2 resistance bonus on all saving throws, +1 competence bonus on all skill checks
- 2 vows: +3 resistance bonus on all saving throws, +4 armor bonus to AC
- 3 vows: +4 resistance bonus on all saving throws, +2 competence bonus on all skill checks
- 4 vows: +5 resistance bonus on all saving throws, +6 armor bonus to AC
- 5 vows: +8 armor bonus to AC, and all save DCs for the wearer's spells increase by 1

The wearer receives the bonuses from lower levels as well. For example, with 3 vows, the wearer receives a +4 resistance bonus on saving throws, a +2 competence bonus on all skill checks, and a +4 armor bonus to AC. The armor bonus provided by the robe can be further improved by *magic vestment* and similar spells.

The wearer can select from the following vows.

- Abstain from consuming meat and touching dead creatures.
- Abstain from consuming liquor, drugs, and similar substances, including any magic item that takes effect through eating or drinking.
- Carry nothing made of metal.
- Refrain from dealing lethal damage.
- Refrain from speaking.
- Refrain from touching others, including touching them with or through clothing.
- Speak and write only the truth.

If a vow is broken, the robe's benefits immediately drop to those granted by the number of vows still kept. Broken vows can be regained only by way of an *atonement* spell.

CONSTRUCTION REQUIREMENTS	COST 47,500 GP
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Craft Wondrous Item, Mythic Crafter, *magic vestment, prayer, resistance*

PHOENIX CLOAK

PRICE
55,000 GP

SLOT shoulders **CL** 9th **WEIGHT** 7 lbs.

AURA moderate transmutation



This cloak is made of tough leather, and is decorated with brilliant red and orange feathers. As a free action, the wearer can rub her hands together, setting them alight—thus granting her natural attacks and unarmed strikes the burn special ability (*Bestiary* 298; 1d6, Reflex DC

14). The wearer can use this ability for up to 10 rounds per day, which don't need to be consecutive.

If the wearer takes damage that would reduce her below 0 hit points, she can expend one use of mythic power to transform into a phoenix-like being. This doesn't require an action. When this happens, she is immediately affected as though targeted with a *breath of life* spell (CL 9th) and polymorphs into a bird-like creature made of flames (as *elemental body II*, CL 9; fire elemental only). While in this form, the wearer also gains a fly speed of 50 feet with good maneuverability, as well as a +4 bonus on Fly skill checks due to this maneuverability.

CONSTRUCTION REQUIREMENTS **COST** 27,500 GP

Craft Wondrous Item, Mythic Crafter, *breath of life*, *elemental body II*

RING OF ENERGY DAMPENING

PRICE
31,500 GP

SLOT ring **CL** 10th **WEIGHT** —

AURA moderate abjuration



When the wearer is about to take acid, cold, electricity, or fire damage, this band of braided copper and silver writhes like a snake. It provides resistance 5 to acid, cold, electricity, and fire. The wearer can expend one use of mythic power as an immediate action when taking damage

of one of these types to upgrade the resistance to immunity for that attack or effect only. Also, once per day when the wearer takes damage of one of these types, the wearer can grant resistance 5 to the energy type damaging him to all allies within 20 feet. This resistance lasts for 1 minute.

CONSTRUCTION REQUIREMENTS **COST** 15,750 GP

Forge Ring, Mythic Crafter, *protection from energy*, *shield other*

RING OF TRANSCENDENT SPELLS

PRICE
30,000 GP

SLOT ring **CL** 13th **WEIGHT** —

AURA strong universal

This jade ring is carved in the shape of an ouroboros. Three times per day, the wearer can use it to empower a spell she casts. This

grants her a +2 bonus on caster level checks to overcome spell resistance, and increases the save DC of the spell (if any) by 2.

While enhancing a spell this way, the caster can expend one use of mythic power plus an additional use per two spell levels (minimum two uses), to instead cast the mythic version of her spell (though not an augmented version of the mythic spell) as if she knew the mythic version of that spell. This has no effect if the spell doesn't have a mythic version. The save DC increase for being a potent mythic spell (see page 80) stacks with the save DC increase granted by using the ring's power.

For example, if the wearer enhances *fireball* with this ring, she can expend two uses of mythic power to cast *mythic fireball* instead (one use plus one use for a 3rd-level spell).

CONSTRUCTION REQUIREMENTS **COST** 15,000 GP

Forge Ring, Mythic Crafter *limited wish*, *mnemonic enhancer*

ROOT OF THE WORLD TREE

PRICE
VARIES

Lesser 300 GP
Normal 1,000 GP
Greater 2,500 GP

SLOT none **CL** 17th **WEIGHT** —

AURA strong conjuration

This fibrous powder is ground from bark harvested from the roots of trees growing across planar boundaries. When thrown in the air as part of casting a conjuration (summoning) spell, it grants the creatures summoned the advanced simple template. If the caster also expends one use of mythic power, the summoned creatures gain DR 5/epic, or DR 10/epic if they have at least 11 HD. Lesser root affects conjuration (summoning) spells up to 3rd level, normal root conjuration (summoning) spells up to 6th level, and greater root any conjuration (summoning) spell.

CONSTRUCTION REQUIREMENTS **COST** VARIES

Lesser 150 GP
Normal 500 GP
Greater 1,250 GP

Craft Wondrous Item, Mythic Crafter, Augment Summoning, *heroism*

SEVEN-LEAGUE BOOTS

PRICE
80,000 GP

SLOT feet **CL** 10th **WEIGHT** 1 lb.

AURA moderate transmutation



These well-worn boots act as *boots of speed* combined with *boots of striding and springing*. The wearer can expend one use of mythic power as a move action to take a 7-league step. The steps functions as teleportation with a 21-mile range, except the wearer must have an uninterrupted path to her intended destination, though

this path doesn't have to follow a straight line. Harmful

environments between the wearer and the destination cause her no harm.

If the wearer's path is blocked, her travel ends just short of the obstacle blocking her. If she tries to step too far, she appears in the closest available space to her destination without going beyond 21 miles of where she started.

CONSTRUCTION REQUIREMENTS	COST 40,000 GP
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Craft Wondrous Item, Mythic Crafter, *expeditious retreat*, *haste*

STONEFIST GLOVES		PRICE 10,000 GP
SLOT hands	CL 7th	WEIGHT 3 lbs.
AURA moderate transmutation		



These heavy, stone gloves feel surprisingly supple to anyone who puts them on. While a creature wears *stonefist gloves*, his unarmed strike damage is treated as if he were one size category larger, and bypasses hardness of 8 or lower. When a mythic creature uses these gloves to make a sunder combat maneuver, he adds half his tier as a bonus on the combat maneuver check.

CONSTRUCTION REQUIREMENTS	COST 5,000 GP
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Craft Magic Arms and Armor, Mythic Crafter, *stoneskin*

TORC OF TRUESPEECH		PRICE 60,000 GP
SLOT neck	CL 5th	WEIGHT 2 lbs.
AURA faint divination		

This heavy gold torc allows its wearer's words to be understood by any creature that speaks a language, as though his words were spoken in that creature's native tongue. Each creature listening hears the words in a language appropriate to itself. The wearer can understand all spoken languages as though using the *tongues* spell. A wearer who is at least 3rd tier can speak to and be understood by animals (as if using *speak with animals*), and one who is at least 6th tier can also speak to and be understood by plants (as if using *speak with plants*).

CONSTRUCTION REQUIREMENTS	COST 30,000 GP
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Craft Wondrous Item, Mythic Crafter, *speak with animals*, *speak with plants*, *tongues*

ARTIFACTS

Though all artifacts are objects of intense magical power, some can reach their full glory and potential only in the hands of mythic creatures.

Minor Artifacts

Minor artifacts are not necessarily unique items. Even so, they cannot be created by mortal means.

AEGIS

SLOT shield	CL 15th	WEIGHT 15 lbs.
AURA strong transmutation		

This +4 *determination*^{UE} *heavy steel shield* has the preserved head of a medusa mounted in its center, its eyes shut tight. It grants its wearer a +4 resistance bonus on saving throws and immunity to gaze attacks. When the wearer fights defensively or uses Combat Expertise, the shield's bonuses to AC and on saving throws increase to +6. When she's taking the total defense action, the bonuses increase to +10.

As a standard action, the wearer of the *aegis* can expend one use of mythic power to awaken the medusa's head, causing its serpentine hair to writhe and its glowing, red eyes to open. This unleashes a cone of widened *fear* in the direction of the wearer's choice. The head remains awakened for 1 round per tier the wearer possesses, during which the wearer gains a petrifying gaze like that of the medusa's (turn to stone permanently, 30 feet), except the effect is caused by meeting the gaze of the shield's mounted head rather than the bearer's gaze.

The save DC for both the fear and petrification effects is equal to 10 + the wearer's tier + the wearer's Charisma



modifier. While the medusa's head is awakened, the wearer can attempt to make an enemy look into its eyes as a standard action, using the normal rules for gaze attacks (*Bestiary* 300).

DESTRUCTION

The *aegis* is destroyed if the medusa whose head adorns it is brought back to life, and the awakened shield meets the gaze of this medusa.

BLACK IRON AXE

SLOT none **CL** 20th **WEIGHT** 12 lbs.

AURA strong transmutation



When a mythic creature uses this +6 *keen vorpal greataxe* forged from a dull black alloy to decapitate his foes, the axe's head glows with dozens of mysterious runes. The wielder of a *black iron axe* can claim any heads he decapitates with the artifact, and use them as batteries for mythic power.

The axe's wielder can place a single use of mythic power into the head as a full-round action for later use. A decapitated head rots and become useless in 1d6 days. Only the creature that placed the use of mythic power in a head can use the power stored within it, and she must be in physical contact with the head to do so. Each head weighs 10 pounds.

DESTRUCTION

If a mythic hero uses a *black iron axe* to decapitate herself, the artifact loses all of its magical properties and becomes a plain iron axe. The uses of mythic power remain in the affected heads after the *black iron axe* is destroyed.

BULLROARERS OF OUTBURST

SLOT none **CL** 20th **WEIGHT** 5 lbs.

AURA strong enchantment

These five oblong, wooden planks range in length from 5 inches to about 1 foot, and weigh 1 pound each. None is carved thicker than a finger, and their sides taper to form dull blades. Each is delicately carved with intricate, symmetrical designs of seemingly primitive origin. A long cord bound to the plank through a hole at the top of the blade allows the bearer to whirl the blade about in a circle, causing it to emit a low, growling tone with a strange warble that can be heard many miles away.

In the hands of a mythic creature, whirling bullroarers can induce powerful sonic waves that trigger profound emotional reactions in anyone they touch. A mythic creature can attempt to spin up to two bullroarers at a time, provided he has a free hand for each. Spinning more than two bullroarers creates a cacophony that causes their effects to cancel each other out. The penetrating sonic waves don't need to be audible to be

effective, however they can't affect creatures immune to mind-affecting effects.

The bullroarers affect mythic opponents within a radius of 60 feet plus 10 additional feet per the tier wielder possesses, and non-mythic creatures within double that range. The effect remains for as long as the artifact's owner swings the bullroarer, up to a maximum number of rounds equal to his mythic tier. The individual blades and their powers are listed below.

Blade of Courage: All allies within the area of effect are treated as if affected by of a *blessing of courage and life*^{APG} spell.

Blade of Castigation: All opponents within the area fall to their knees as if affected by a *castigate*^{APG} spell.

Blade of Despair: All opponents within the area of effect that hear the sound become saddened as if affected by a *crushing despair* spell.

Blade of Fear: All opponents within the area of effect that hear the sound become frightened as if affected by a *fear* spell.

Blade of Rage: All opponents within the area of effect that hear the sound become enraged as if affected by a *rage* spell.

DESTRUCTION

The bullroarers simultaneously shatter if all five are swung at the same time while their bearer stands within the eye of a massive hurricane.

ELEMENTAL CHAIN

SLOT none **CL** 20th **WEIGHT** 3 lbs.

AURA strong evocation

This looks to be just two plain steel rings. But when a mythic creature grasping them expends one use of mythic power as a swift action, they explode into a 10-foot-long spiked fighting chain formed from of the wielder's choice of acid, cold, fire, or electricity. The wielder can dismiss this effect as a free action. The chain is a +6 *spiked chain* that deals 4d6 points of damage of the chosen type instead of the normal damage typically done by a spiked chain. Once activated, the chain retains its shape for 1 hour or until the wielder dismisses the weapon, whichever comes first.

DESTRUCTION

Feeding its twin steel rings to an elemental lord destroys an *elemental chain*.

FLESHHOOK OF MYTHIC SUSTENANCE

SLOT none **CL** 20th **WEIGHT** 12 lbs.

AURA strong transmutation

The fleshhook is an ancient ceremonial artifact used by high priests to serve the sacred feast-meat from their cooking pots. This 4-foot-long wooden pole is wrapped with three metal bands etched with elaborate cygnets and ravens—one band at the base, one in the center, and one shaped into a headpiece that forks into four sharpened tines. When recreating the ancient feasting ritual, which takes 10 minutes, a mythic

creature can use the fleshhook to imbue the meat served upon its tines with his own mythic power. With each piece of meat served, the bearer can transfer one use of mythic power to the creature that eats the meat.

If eaten by a mythic creature, the meat replenishes one use of mythic power. If eaten by a non-mythic creature, it grants a single use of mythic power for 24 hours. For as long as that non-mythic creature holds this use of mythic power, it's considered a mythic creature for the purposes of spells and effects, and gains both the hard to kill and surge base mythic abilities. Once that use of mythic power is spent, the creature loses these abilities and is no longer considered mythic.

DESTRUCTION

A *fleshhook of mythic sustenance* snaps and become useless if used to serve the rotten flesh of a mythic creature to a powerful outsider.

FORTUNE'S ARROW		
SLOT none	CL 15th	WEIGHT 1/10 lb.
AURA strong evocation		



While this +3 *seeking arrow* is carried, it grants its bearer a +2 luck bonus on saving throws and skill checks. The wielder doubles her favored enemy bonus on attack and damage rolls against any creature of that type she attacks with the arrow.

When taking a full-round action to fire a single shot using the arrow, the wielder ignores all range penalties for that attack. By expending one use of mythic power while such an attack,

the wielder scores an automatic critical hit if the attack hits, and the arrow bypasses any damage reduction the target possesses.

Fortune's arrow can always be recovered if searched for. Even if lost, it finds its way back to its previous owner within 1d6 days as long as she still lives. *Fortune's arrow* fails to return to its owner only if she dies or freely gives it to another.

DESTRUCTION

Fortune's arrow can be destroyed by burying it within the heart of a being of pure chaos at the center of the realm of purest law.

GLABREZU CLAW		
SLOT none	CL 20th	WEIGHT 5 lbs.
AURA strong varied [evil]		



This gruesome artifact looks like the mummified, hollowed-out arm of a glabrezu. This graft contains an imprisoned parasitic demon that can be satiated only by mythic power. To use the artifact, the user must place his own naked arm into the hollow graft, which then permanently bonds

itself to his flesh and muscle. If placed upon the arm of a non-mythic character, the graft instead devours the limb, dealing 5d6 points of damage and amputating the arm.

Once attached, the *glabrezu claw* surrounds its wearer with a field of force. This provides a deflection bonus to AC equal to the wearer's mythic tier. The wearer also gains immunity to electricity and poison. In addition, the wearer can feed the *glabrezu claw* some of his mythic power in order to activate spell-like abilities. All these spell-like abilities have a caster level equivalent to the graft wearer's total class levels plus his mythic tier.

The graft wearer can expend one use of mythic power to gain telepathy with a range of 100 feet for 2 hours (*Bestiary* 300) or cast any of the following spells: *chaos hammer*, *confusion*, *dispel magic*, *mirror image*, *reverse gravity*, or *true seeing*.

By expending two uses, he can cast *greater teleport* (self plus 50 pounds of objects only), *veil* (self only), or *unholy blight*.

By expending three uses, he can cast *power word stun* or *summon* (level 4, either 1 glabrezu 30% or 1d2 vrocks 70%; *Bestiary* 300).

DESTRUCTION

A *glabrezu claw* crumbles to dust and the demon within is destroyed if placed upon arm of a formerly evil high priest who has atoned for his past and converted to worship a good deity.

HERMETIC FLASK		
SLOT none	CL 20th	WEIGHT 1 lb.
AURA strong transmutation		

This humble-looking, round-bottomed flask was used to purify one of the legendary *philosopher's stones*, and acquired some special properties as a side effect of this use. The *hermetic flask* and its creations function for only users with the alchemy class feature (*Pathfinder RPG Advanced Player's Guide* 26) and the ability to make extracts. Using the flask normally requires an alchemist's lab or crafting kit. Makeshift tools can be used, but result in a -5 penalty on all checks.

If a user spends 10 minutes and 100 gp, and succeeds at a DC 30 Craft (alchemy) check, the flask can distill one dose of alchemical essence. If the user expends one use of mythic power during the distilling process, 10 doses are made instead. Alchemical essence remains stable only as long as it's contained within the *hermetic flask*. As a standard action, an alchemist can pour forth a dose and immediately convert it into an alchemical item worth 100 gp or less, or into a poison worth 1,000 gp or less. He may throw it or apply it as part of the same standard action.

A weapon-like liquid, such as alchemist's fire, congeals into a fragile globule and remains stable until thrown or otherwise broken. Any such substance poured from the flask remains stable for 1 minute, and then dissolves harmlessly. The purity of the alchemical essence increases the effectiveness of alchemical items derived from it. Any save DCs associated with the item

increase by 2, and any damage caused or healed by it increases by 50% (including ability damage). The *hermetic flask* can hold a maximum of 10 doses of alchemical essence at a time.

The user can identify the properties of an unknown alchemical substance or poison by pouring it into an empty *hermetic flask* and succeeding at a DC 25 Craft (alchemy) check for a normal substance, or a DC 30 or 35 check for a rarer substance. This analysis takes 1 minute and doesn't destroy the substance. Poisons analyzed in the flask can be converted into an antidote as part of this check, consuming the poison in the process. Such an antidote automatically cures the poison in any creature currently suffering from it, and provides immunity to further exposure to that specific poison for 24 hours. The antidote remains stable for as long as it's within the flask, and for 1 minute after it's removed.

By expending one use of mythic power and using the flask as part of a Craft check, the user can halve the cost of materials needed to create an alchemical item or poison. This doesn't apply to the creation of alchemical essence.

DESTRUCTION

A *hermetic flask* can be destroyed by using it to analyze any of the products of a *philosopher's stone*. Such an act of hubris shatters the flask in a powerful explosion, dealing 25d6 points of fire damage in a 30-foot-radius spread. The person performing the experiment receives no saving throw. Other victims can halve the damage with a successful DC 30 Reflex save.

NEXUS CRYSTAL

SLOT none	CL 18th	WEIGHT 1 lb.
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AURA strong conjuration



These cloudy, white crystals are believed to form spontaneously—though extremely infrequently—when a region of planar chaos drifts near a lawfully oriented one. When carried by a non-mythic creature, a *nexus crystal* bestows the ability to

survive the conditions of a hostile plane as though the bearer were native to that plane. For example, the crystal would give immunity to the fires of the Plane of Fire and the life-draining radiation of the Negative Energy Plane. Any adaptation given protects only against the hazards of the plane itself, not the creatures within it—fire attacks from creatures on the Plane of Fire are still hazardous to the bearer. The crystal doesn't provide protection against extreme conditions not normally experienced by inhabitants of the given plane, such as the vacuum of space on the Material Plane.

When carried by a mythic creature, a *nexus crystal* has the following additional powers.

- As a standard action, the bearer can bestow the crystal's planar adaptation ability to another by touching the creature with the crystal and expending one use of mythic

power. The protection can be withdrawn over any distance on the same plane with a standard action. The use of mythic power can't be recovered while the protection remains in place. If another creature claims the crystal and uses this ability, any protection bestowed by the previous owner immediately ends.

- As a standard action, the bearer can use *plane shift* to move herself and up to seven other willing creatures to any plane she is familiar with by expending one use of mythic power. If traveling to a location she's already visited, she can reduce the inaccuracy of *plane shift* by expending two uses of mythic power when she does so, in which case she appears 1d6–1 miles (minimum 0 miles) from her destination.
- As a standard action, the bearer can touch another creature with the *nexus crystal* and expend three uses of mythic power to use *plane shift* to move the target to a random plane (Reflex DC 27 negates).
- As a standard action, the bearer can expend two uses of mythic power to create a widened *dimensional lock* centered on the crystal instead of on a point in space. The lock lasts for 24 hours or until dismissed.
- As a full-round action, the bearer can attempt to draw back other creatures that teleported away by expending four uses of mythic power. If she succeeds at a DC 40 Knowledge (planes) check, the bearer can draw back up to one creature per mythic tier she possesses that departed via a conjuration (teleportation) effect in the previous round. To draw back a creature, the bearer must be within 15 feet of the location the creature left from. If the creature resists, it can attempt a Will save (DC 25 + the bearer's tier) to avoid returning. The bearer can choose freely which creatures from a group to pull back, and can even pull back creatures that departed with different means or to different destinations, as long as their points of departure are within range.

DESTRUCTION

A *nexus crystal* can be destroyed by invoking its *plane shift* power as the bearer steps through a *gate*. Doing so destroys the crystal and the *gate*, and the resulting magical explosion causes 18d10 points of damage to creatures within a 2-mile-radius burst of either side of the *gate* (Reflex DC 27 for half damage). Permanent gates between planes could potentially be destroyed in this fashion, at the GM's discretion.

RING OF EQUILIBRIUM

SLOT ring	CL 20th	WEIGHT —
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AURA strong conjuration

A *ring of equilibrium* is a wooden ring carefully carved from core of an oak tree, decorated with delicate runes, and sanded and finished to be perfectly round, smooth, and symmetrical. When slipped on a finger, it sizes itself appropriately.

It's said the ring has a will of its own, but if it does, it evinces no obvious agenda. It favors wearers who possess

strong personality traits—either those with strong morals, who exemplify goodness and honor, or those utterly devoid of morals, with the vilest and blackest souls imaginable. The ring especially favors mythic creatures, and often refuses to slip onto the finger of a creature that lacks strong personality traits or isn't mythic.

The ring has no special power over the living, but when its wearer dies or it's placed on the finger of a dead creature it deems worthy, the corpse and equipment of the wearer remain where they are but the ring vanishes entirely. Within 24 hours, a tree grows in a location that's as close as possible to where the wearer died. The next day, the tree splits along the middle, revealing a cavity where the wearer has been resurrected whole and uninjured, with the ring still adorning her finger. If the wearer died in an unsafe place, the tree appears as close to that location as possible while still being relatively safe for the wearer.

This rebirth comes at a price. The wearer receives certain knowledge that somewhere in the world, another being has been resurrected along with her—an individual of an opposite alignment who is every bit as wretched as the wearer is good, or vice versa. The opposite has roughly the same level and power as the wearer. The wearer has no knowledge of this other party whatsoever, other than that it exists and is free to do whatever it wishes—perpetrate any crime or perform any good deed—thanks to the wearer. This opposite is always brought back a considerable distance from the wearer. If the wearer dies again but the opposite doesn't, the wearer is resurrected again, along with another creature of an opposed nature. This cycle continues indefinitely until the ring is discarded or it moves on.

DESTRUCTION

A *ring of equilibrium* is destroyed if the wearer commits suicide while wearing it and while her opposite is still alive and healthy.

ROD OF SPELL SUNDERING

SLOT none	CL 18th	WEIGHT 4 lbs.
AURA strong abjuration		

This 3-foot-long aspen rod bears glyphs of protection and abjuration. Each end is capped with a smooth copper sphere. While holding the rod, the bearer automatically perceives any spell cast (or spell-like ability used) within a 120-foot radius, even if she can't otherwise perceive the caster. Spells cast from spell completion and spell trigger items are automatically detected as well. The bearer immediately knows the specific spell cast, whether or not it was from a magic item, its level, the caster level, and whether the spell is arcane or divine.

When the bearer of the *rod of spell sundering* counters a spell, she can counterspell with any spell of equal or greater level she's prepared, automatically countering as if she'd cast the proper spell to counterspell. As an immediate action after countering a spell, the rod's wielder can expend one use of mythic power to reflect the spell back on the caster. The

rod's bearer must have line of effect to reflect a spell, unless the spell reflected doesn't require it. Treat the caster as the target, center, or origin of the spell's effect, as appropriate. Treat the spell as though cast by the rod's bearer on the caster. The power of the *rod of spell sundering* augments the spell, increasing the DC of any saving throws by 2 and the spell's caster level by the bearer's tier.

When used as a weapon, the *rod of spell sundering* functions as a masterwork light mace. On a successful attack, it targets the creature struck with *greater dispel magic*, with a caster level equal to its bearer's character level plus her mythic tier. This effect can also be delivered with a successful melee touch attack made using the rod.

DESTRUCTION

A *rod of spell sundering* can be destroyed by leaving it within an area devoid of all magic for a year and a day. After this, it must be broken across the knee of a spellcaster formerly capable of casting at least 5th-level spells who lost her powers by using *mage's disjunction* on an artifact.

SCREAMING SPEAR OF THE SUN

SLOT none	CL 20th	WEIGHT 4 lbs.
AURA strong divination and enchantment		

This +4 *wounding throwing longspear* has a 2-foot-long iron spearhead covered with over 30 cruel flesh barbs. On a critical hit, the barbs lodge in the victim's flesh and can be removed only by tearing the blade free. Yanking the blade free is a full-round action that requires a successful Strength check with a DC equal to the attack roll that struck the critical hit, and deals 3d6 points of damage to the victim.

In the hands of a mythic creature, the spear gains the *returning* special ability, and when thrown seemingly comes alive, screaming wickedly as it flies. When it hits a creature, it radiates *fear* (as the spell) in a 60-foot-radius burst surrounding the creature struck.

Each use of mythic power the wielder expends when throwing the spear increases the spear's throwing range by 100 feet.

DESTRUCTION

A *screaming spear of the sun* disintegrates if thrown into the flaming heart of a sun.

STAFF OF ELDRITCH SOVEREIGNTY

SLOT none	CL 20th	WEIGHT 5 lbs.
AURA strong varied		

Similar to the *staff of the magi*, this long ivory staff is inlaid with platinum sigils and burns with eldritch fire when its powers are called upon. Unlike a normal staff, a *staff of eldritch sovereignty* holds 50 charges and can't be recharged normally. Some of its powers use charges, and others don't. A *staff of eldritch sovereignty* doesn't lose its powers if it runs out of charges. The following powers don't use charges:

- Arcane lock
- Arcane sight
- Daylight
- Knock
- Mage armor
- Mage hand
- Touch of idiocy

The following powers drain 1 charge per use:

- Black tentacles
- Cone of cold (15d6 damage, Reflex DC 20 half)
- Fireball (10d6 damage, Reflex DC 18 half)
- Greater dispel magic
- Greater invisibility
- Greater teleport
- Lightning arc^{UM} (15d6 damage, Reflex DC 20 half)
- Major image (Will DC 18 disbelief)
- Suggestion (Will DC 18 negates)

These powers drain 2 charges per use:

- Summon monster IX (the summoned creatures receive the benefits of the Augment Summoning feat)
- Plane shift (Will DC 22 negates, arrive 2 to 200 miles from the intended destination)
- Prismatic sphere (DC 24)
- Prismatic spray (DC 22)

For 5 charges, the *staff of arcane sovereignty* creates a *gate*.

The *staff of eldritch sovereignty* has higher DCs than normal for a staff. The wielder still uses her own save DCs if they exceed those of the staff.

The wielder can use any of her metamagic feats on spells cast with the *staff of eldritch sovereignty* by expending 1 charge per increase in spell level, with a minimum of 1 charge spent. The adjusted level of the spell can't be increased above 9th level. For example, a user with Quicken Spell can spend 5 charges to cast a quickened *cone of cold* with the staff, but couldn't use it to cast quickened *greater teleport*.

The wielder can expend one use of mythic power to gain the benefit of a number of charges equal to her mythic tier. Any excess charges are lost. For example, a 5th-tier wielder with Empower Spell could expend one use of mythic power to cast an empowered *fireball* without consuming any charges from the staff. A wielder who knows the mythic version of one of the staff's spells can cast such spells from the staff by expending one use of mythic power. This can be combined with using mythic power to provide charges. Finally, the wielder can expend one use of mythic power to add 1 charge to the staff, with no risk of explosion if the staff is already fully charged.

A *staff of eldritch sovereignty* gives the wielder spell resistance equal to 23 plus her tier. If this is willingly lowered, however, the staff can be used to absorb arcane energy directed at its wielder, as a *rod of absorption* does. Unlike the rod, this staff converts spell levels into charges rather than retaining them as spell energy usable by a spellcaster. If the staff absorbs

enough energy to exceed its limit of 50 charges, it explodes as if the wielder had performed a retributive strike (see Destruction). The wielder has no idea how many spell levels are cast at her—the staff doesn't communicate this knowledge as a *rod of absorption* does. Thus, absorbing spells can be risky.

DESTRUCTION

A *staff of eldritch sovereignty* can be broken for a retributive strike. Such an act must be purposeful and declared by the wielder. All charges in the staff are released in a 30-foot-radius spread. Quadruple the wielder's tier and add this amount to the number of charges remaining in the staff. All creatures within 10 feet of the staff take an amount of damage equal to 10 times this number. A successful Reflex save with a DC equal to 23 plus the wielder's tier halves the damage.

Unlike with the *staff of the magi*, breaking a *staff of arcane sovereignty* invariably destroys the wielder (no saving throw).

SWORD OF THE MISTS

SLOT none	CL 20th	WEIGHT 12 lbs.
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AURA strong conjuration and transmutation

Forged by powerful fey from the primal word as a gift to mortal champions, a *sword of mists* is a +6 *defending greatsword* of gleaming blue steel with a stag's head pommel. Strange, ancient runic etchings encircle the rain guard, and the cross guard is fashioned in the shape of thorny vines. Anyone who wields the weapon gains low-light vision, resist nature's lure (as the druid class feature), and the ability to speak and understand Sylvan.

The wielder can expend one use of mythic power to imbue the blade for 1 minute with the ability to bypass the hardness of any solid object and cut through even the toughest material as if slicing through butter.

Once per week, the wielder can expend one use of mythic power to enter the primal world of fey from the Material Plane or vice versa.

DESTRUCTION

If bathed in the blood of its fey creators, a *sword of mists* mystically melts into a pool of useless lead.

TORC OF THE HEAVENS

SLOT neck	CL 20th	WEIGHT 1 lb.
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AURA strong divination and transmutation

This simple neck ring consists of a silver braid with matching ivory ends sculpted to resemble wolf's heads. The torc allows itself to be worn by only a mythic character who swears absolute service to his deity. Thereafter, the torc cannot be removed until its wearer dies. The wearer gains an enhancement bonus to his Charisma score equal to half his tier (minimum 1). Once per day, he can use the torc to cast *commune* for the purpose of contacting his deity. Lastly, he can expend one use of his mythic power to cast *legend lore*.

If the wearer violates his deity's code of ethics, the torc constricts and begins suffocating him until he dies or receives an *atonement* spell.

DESTRUCTION

Melting a *torc of the heavens* in a cauldron filled with the boiling blood of an ancient red dragon destroys it.

WITHERFANG

SLOT none **CL** 20th **WEIGHT** 2 lbs.

AURA strong necromancy and transmutation



While in the hands of a non-mythic creature, a *witherfang* functions as a +3 *kukri*. However, over time it begins to consume the life essence of its wielder. If the wielder is non-mythic, each week he must succeed

at a DC 20 Fortitude save or take 1d4 points of Constitution drain that can't be healed until 1 week after he stops wielding the weapon. The *witherfang* then converts the stolen life essence into mythic power. A *witherfang* can hold a maximum of 20 uses of mythic power.

A mythic character can use a *witherfang's* stolen mythic power to activate her own mythic abilities or to enhance the blade with the following abilities: *bane*, *dancing*, *speed*, and *wounding*. Each ability lasts for 24 hours, and only one can be applied to the blade within each 24-hour period. The wielder can increase the *witherfang's* enhancement bonus by 1 for each use of mythic power she expends. Alternately, the wielder can expend one use of mythic power to imbue the blade with the *bane* special ability, two uses to imbue it with the *wounding* special ability, three uses to imbue it with the *speed* special ability, or four uses to imbue it with the *dancing* special ability.

DESTRUCTION

A *witherfang* permanently loses its magical properties if plunged deep into the heart of a non-mythic humanoid that no longer possesses a soul.

Major Artifacts

The greatest of all artifacts are unique items, coveted by the most powerful beings in existence and capable of altering the course of entire worlds. Only one of each major artifact exists, and even the least of them will certainly alter the balance of any campaign. Major artifacts are not easily destroyed—each has only a single, specific means of destruction, noted in its description.

APOCALYPSE BOX

SLOT none **CL** 25th **WEIGHT** 2 lbs.

AURA overwhelming conjuration and necromancy

This small, innocuous, black wooden box appears randomly throughout the multiverse, drawn to great heroes, greedy

rulers, and desperate (and often morally ambiguous) mortals. The *Apocalypse Box* appears subtly, sometimes as a dusty old box on a shelf or a forgotten heirloom in a grandparent's attic. A creature looking upon the *Apocalypse Box* is struck with a sensation of nearly overwhelming avarice, and must succeed at a DC 30 Will save or be compelled to touch the box. This is a mind-affecting compulsion effect. If a creature touches the *Apocalypse Box*, she must succeed at another DC 30 Will save or fall under the box's curse. Cursed creatures are compelled to use any available means—including fleeing from or murdering friends and loved ones—to keep the box out of the hands of others. This curse can't be broken until the cursed creature dies or the box is destroyed. Additionally, if the cursed creature moves more than 10 feet away from the box, she immediately takes 1d4 points of Wisdom damage plus 1d4 points of Wisdom damage each subsequent day until she and the *Apocalypse Box* are reunited.

Only a creature bearing the *Apocalypse Box's* curse can open it. Once per day, the cursed creature can open the box and draw forth a single item her heart desires. The item must be nonmagical, weigh no more than 50 pounds, and be worth no more than 50,000 gp, but is otherwise limited only by the parameters of the *wish* spell. A mythic character can expend two uses of mythic power to draw forth a second such item each day.

Each time the *Apocalypse Box* is opened, there is a 50% chance that instead of granting a *wish*, the box summons a number of horrific monsters that immediately attack anyone in sight and remain to wreak havoc on the Material Plane for 1 week before returning to their plane of origin. Roll on Table 5-1 below to determine the monsters that appear.

The *Apocalypse Box* is quite tenacious in its desire for someone to open it. Each day, the cursed creature must succeed at a Will save or be compelled to open it. This is a mind-affecting compulsion effect. The save DC is initially 20, but increases by 2 each subsequent day the box isn't opened until the cursed creature fails the Will save, at which point she opens the box and the save DC resets to 20.

DESTRUCTION

The *Apocalypse Box* can be destroyed by being crushed under the claw of an ancient gold dragon after a creature cursed by the box defeats three groups of *Apocalypse Box* monsters in a single day. The act of crushing the box immediately slays the gold dragon, who can't be returned to life short of divine intervention.

TABLE 5-1: APOCALYPSE BOX MONSTERS

1d6	Monsters Summoned
1	Daemonic apocalypse: 1d4+1 olethrodaemons ^{B2}
2	Demonic invasion: 1 balor and 2d6 glabrezus
3	Infernal assault: 1 pit fiend and 2d6 barbed devils
4	Oni domination: 1 void yai ^{B3} and 2d6 fiendish cloud giants
5	Qlippoth infestation: 1 iathavos ^{B2} and 2d6 nyogoths ^{B2}
6	Unspeakable visitation: 1d4+3 shoggoths

DIADEM OF NOD

SLOT headband	CL 20th	WEIGHT —
AURA strong conjuration		

The *Diadem of Nod* is a slender, platinum headband adorned with a large, perfectly cut diamond that rests on its wearer's forehead. When the wearer sleeps, she can create a pocket dream dimension and move herself there. The qualities of the dream dimension can be chosen by the wearer, as the *create demiplane*^{UM} spell. Once inside the dream dimension, the wearer is considered awake and in control of her creation. The pocket dimension lasts for up to 7 days, whereupon it ends and the diadem must recharge for 1 week before it can be used again, regardless of the time spent inside.

There is one inherent risk in using the *Diadem of Nod*. The GM should roll a secret DC 20 Will save on behalf of the wearer each time the diadem is used. Failure indicates that some rogue element not of the wearer's creation or under her control has been added to the pocket dream dimension. This might be an animate dream (*Bestiary* 2 29) or some other outsider of any alignment that traffics the Ethereal and Astral planes. The rogue element is not necessarily hostile or unfriendly.

DESTRUCTION

The *Diadem of Nod* can be destroyed if its wearer uses it to create a dream inside of another pocket dream dimension. It can't be destroyed from within a dream it created.

EMPEROR'S MAMMOTH

SLOT none	CL 20th	WEIGHT 8 tons
AURA strong transmutation		

This strange construct vehicle looks like a giant woolly mammoth with a fortified palanquin mounted upon its back. Fashioned from rope, metal, wood, and bone, the *Emperor's Mammoth* stands nearly 15 feet tall at the shoulder. Four long, curved, wooden tusks protrude from its huge head, as does a thick trunk consisting of a score of segmented metal plates wrapped in hide and wood.

The mammoth can be animated and controlled by a golden crown; however, the wearer of the crown must retain at least one use of his mythic power in order to animate and control the vehicle. When activated, the mammoth has the statistics of a huge animated object with the constrict, grab, metal, and trample abilities.

If the crown's wearer runs out of uses of mythic power while the mammoth is active, he loses control of the mammoth and it goes berserk for the next 5d10 rounds. After this rampage, the mammoth becomes inanimate and ceases to move until it is reactivated.

DESTRUCTION

Placing the crown upon the head of an unworthy goblin dung-sweeper causes the *Emperor's Mammoth* to crumble into a thousand pieces.

FROZEN HEART OF COCYTUS

SLOT none	CL 15th	WEIGHT 2 lbs.
AURA strong divination		



At a glance, this object appears to be a hard, dark, roughly egg-shaped rock. Closer inspection reveals it's actually a humanoid heart—frozen hard, solid, and covered in smooth ice. When clenched in a fist, it feels like it throbs, though the organ remains unmoving and unyielding to the eye. It's said

to once have been the heart of a gelugon, and before that it was the heart of a human being. Staring at it causes the surface to gloss over with darkened ice and makes the observer's eyes swim. Once the holder knows to study it, the heart functions as a *crystal ball* with *telepathy*.

The heart has a more sinister secret ability. With practice, mythic creatures can use the heart to scry more than just individuals, but entire settlements and cities. As the owner does, her mind becomes flooded with information about the region. Initially this knowledge consists of facts about population size, local economy, agriculture, leaders, and popular deities worshiped in the area.

The owner feels a powerful desire to continue watching, and if she does so while taking no other breaks except to eat and sleep, the information continues unabated. Over the course of 1d10 days, the heart reveals much more: the subtle social, religious, and economic influences of the settlement; the strengths and weaknesses of its leaders; and all the many secrets both pedestrian and profane that could be used to manipulate and extort those with power over the location. At this point, the heart begins to communicate to its new owner, suggesting courses of action that would bring her a higher social station, wealth, and power in that area. The heart's advice is almost always sound, but also always driven toward an unfortunate and evil outcome for someone—just not necessarily its owner. If the owner refuses to heed its advice, eventually the heart vanishes, seeking a more pliant puppet to manipulate.

Legends suggest that those who never question the heart's orders or decline its gift of knowledge eventually disappear to whatever cold place from which the heart originated.

DESTRUCTION

The heart must be carried to the plane of Elysium and submerged for a day in the warm waters in the settlements of the azata. Once melted, a willing kiss from a brijidine^{B2} upon the now beating heart causes it to burst and turn to dust.

LEGENSBANE

SLOT none	CL 20th	WEIGHT 1 lb.
AURA strong necromancy		

This *+6 keen speed adamantine dagger* was constructed in defiance of the gods and their chosen mortal champions,

for *Legendsbane* was created to slay mythic creatures. *Legendsbane* bypasses all types of damage reduction, and deals an additional 3d6 points of damage to mythic creatures and to non-mythic creatures that have epic DR. This additional damage is multiplied for critical hits.

Non-mythic characters can wield *Legendsbane* normally. However, when a mythic character first attempts to wield the dagger, she must succeed at a DC 25 Fortitude save or suffer the effects of a *destruction* spell. If the mythic character survives, she can wield the dagger normally.

Legendsbane imparts upon its wielder the ability to track down mythic creatures she has hunted before. At will, the wielder can cast *locate creature* to find a specific mythic creature known to the wielder.

DESTRUCTION

Legendsbane can be destroyed if it's anointed in the blood of a slain 10th-rank mythic creature and then struck three times by a *vorpal* weapon. This act also destroys the *vorpal* weapon.

NETHERWORLD CAULDRON

SLOT none	CL 20th	WEIGHT 1/2 ton
AURA strong conjuration		

This huge cauldron forged from black iron serves as a dimensional gateway to a mythic netherworld where powerful entities come seeking to barter with, commune with, or corrupt mythic mortals. To activate the cauldron, a mythic creature must spill some of its own blood into the black basin as an offering of his mythic power. If the wound deals at least 4 points of damage, the cauldron drains one use of the individual's mythic power through it. Once activated, the cauldron fills with a strange red fog that remains for 1d20+10 minutes. During this time, mythic creatures can enter the cauldron and be transported to the crossroads. Non-mythic creatures that enter the cauldron take 4d6 points of damage per round until they climb out or die.

The netherworld is small, with an overall area of 1 square half-mile. Highly mutable, the netherworld's appearance is determined by the will of whatever outsider currently waits there. Only one outsider can inhabit the netherworld at any given time. The specifics of what entity resides in the netherworld, as well as that entity's desire, change frequently and therefore are left to the discretion of the GM.

Time in the netherworld passes out of sync with time in the Material Plane, thus a mythic creature can remain in the netherworld for as long as he wishes, and reemerges from the cauldron only a few minutes after his descent. The netherworld is a crossroads, coterminous with all planes. Outsiders can enter from any plane, but mortals can't travel to other planes from the netherworld.

DESTRUCTION

Using the *Netherworld Cauldron* to boil a mythic hero to death destroys it.

NIMBUS OF RADIANT TRUTH

SLOT headband	CL 20th	WEIGHT —
AURA strong evocation		

The *Nimbus of Radiant Truth* exists only when good has need of a great champion. Such a champion can attain it only through a perilous quest that tests mettle and righteousness. Rather than being a physical object, the *Nimbus of Radiant Truth* manifests as a glowing halo of light around the wearer's head. It's ordinarily as bright as *continual flame*, but in battle it brightens to the dazzling brilliance of *daylight*. Its radiance is treated as resulting from a 9th-level spell for purposes of interaction with other sources of light and darkness. The radiance of the nimbus can be suppressed or resumed as a standard action.

The *Nimbus of Radiant Truth* grants a +6 enhancement bonus to Wisdom and Charisma. Treat this as a temporary ability bonus for the first 24 hours the nimbus is worn. Its wearer can't deliberately utter a lie, though the nimbus doesn't prevent other forms of deception, evasiveness, and giving incomplete answers within the boundaries of the truth. All of the wearer's natural weapons and any weapons she wields overcome damage reduction as though they were good-aligned. In addition, the *Nimbus of Radiant Truth* has the following powers.

- The wearer can bring forth a *zone of truth* (DC 20) with a 40-foot radius at will. By expending one use of mythic power, the DC increases to 30.
- As an immediate action, the wearer can expend one use of mythic power to gain the benefits of freedom's call (as the Liberation domain power) or nimbus of light (as the Sun domain power) for 2 minutes. For purposes of this power, the wearer has a cleric level equal to her character level. Either power can be dismissed as a free action, but any unused duration is lost.
- Seven times per day, the wearer can *cure moderate wounds* as a cleric with a caster level equal to her character level. The wearer adds her mythic tier to the hit points healed.
- Three times per day, the wearer can unleash a *holy aura* (DC 25) or an empowered *holy smite* (DC 22).
- Once per day, the wearer can unleash a blast of righteous power. Treat this as *sunburst* (DC 27) centered on the wearer, except that it has no effect on good-aligned creatures and inflicts double damage to evil-aligned creatures. After this power is used, the nimbus fades to a barely visible glow for 1 hour, and the wearer loses access to all of its powers save its enhancement bonuses. She remains unable to lie.
- Once per week, the wearer can expend one use of mythic power to perform a *resurrection*.

The wearer of the *Nimbus of Radiant Truth* can remove it as though it were a physical item, and place it either on the head of another creature or on an inanimate object. When placed on an inanimate object, the *Nimbus of Radiant Truth* can be picked up. When placed on a living creature, it can't be removed except by the wearer's conscious choice.

When donned by a creature of evil alignment, the nimbus blasts the creature for 20d6 points of damage, then teleports 1d10×10 miles away in a random direction. However, if the wearer becomes evil some time after donning it, the *nimbus* retains its powers and doesn't damage the wearer. The nimbus cannot be deceived by any mortal means of masking alignment (including mythic abilities).

DESTRUCTION

The *Nimbus of Radiant Truth* can be destroyed by placing it on the head of a person who was once completely good and innocent, but is now corrupted into the vilest depths of evil and depravity.

PLAGUEBRINGER

SLOT none	CL 20th	WEIGHT —
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AURA strong necromancy

A twisted blend of artifact, disease, and malign intellect, the *Plaguebringer* isn't so much found as contracted. Once it infects a host, *Plaguebringer* renders him immune to the effects of any lesser disease. Despite this immunity, the host can still spread disease; indeed, his body becomes an incubator for the countless ailments of the mortal world. When exposed to a disease, the host automatically fails any saving throw to avoid contracting it, but suffers no ill effects. The host indefinitely remains an asymptomatic carrier for any diseases caught.

Plaguebringer also grants the following abilities:

- The host receives a +2 profane bonus on attack rolls, caster level checks, and saving throws.
- The host generates an aura of unlife in a 30-foot radius. All living creatures other than the host within this radius take 2d6 points of negative energy damage each round. Undead creatures gain fast healing 5 that stacks with any fast healing they already possess. This aura can be suppressed or resumed as a standard action.
- As part of using an ability that requires him to expend mythic power, the host can target a mythic creature within 30 feet. If that creature fails a DC 23 Fortitude save, it contracts a random disease (as *contagion*) and one use of its mythic power is stolen and granted to the host. If the host fails to steal mythic power, he must expend double the usual amount of his own mythic power or the ability fails.
- The host can use *contagion* heightened to 8th level (DC 23) at will.
- The host can use empowered *vampiric touch* three times per day.
- As a swift action, the host can expend one use of mythic power to gain the effects of *death ward*, *divine power*, and *spell resistance*. These effects last 1 round per tier he possesses and can't be dispelled.
- Once per day, the host can expend two uses of mythic power to summon a nightwing^{B2} to do his bidding for 1 hour. If the nightwing is slain, a new one can't be summoned for 1 week.

Plaguebringer is intelligent, with an Intelligence score of 15, a Wisdom of 10, and a Charisma of 20. It has a neutral evil alignment, communicates by empathy, and has an Ego of 30. It exists only to spread disease and cause suffering. It protects and aids hosts that please it. If infecting a host who resists these goals, it withholds its abilities and attempts to control the host. *Plaguebringer* can take a single standard or swift action on its host's turn to activate any of its powers that don't require a touch attack. It has five uses of mythic power available to expend each day. It can use its host's own mythic power by becoming dominant (*Pathfinder RPG Core Rulebook* 535).

When infecting a host, it has full access to its host's senses, along with darkvision and blindsense with a range of 120 feet. When not in a host, *Plaguebringer* has only limited awareness, with hearing and blindsense usable to a range of 30 feet and no vision. When not infecting a host, *Plaguebringer* is undetectable by normal vision due to its microscopic size, though *detect evil* reveals its presence. It can fly at a speed of 30 feet, and can infect a new host by entering its body. If the target fails a DC 30 Fortitude save, *Plaguebringer* infects it and the creature gains access to the artifact's powers. If the target succeeds, *Plaguebringer* can't attempt to infect it again for 1 month.

Plaguebringer can leave a host by becoming dominant and choosing to leave. Immediately after it leaves, the host is affected by multiple *contagion* effects (DC 30), one for each of the diseases listed in the spell.

DESTRUCTION

To be destroyed, *Plaguebringer* must first be forced or tricked into the body of an angel. The angel must then willingly sacrifice itself by dying at the heart of a star.

SCEPTER OF THE SHINING LORD

SLOT none	CL 20th	WEIGHT 4 lbs.
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AURA strong abjuration and enchantment

Fashioned from a single piece of black jade, this 3-foot-long scepter has a T-shaped handle carved to resemble the head of a horned crocodile. The scepter's other end curls and forms an eyehook, to which is tied a leather strap. Strung along this strap are four small, copper bells. Each bell signifies a single concept related to rulership: authority, banishment, dominion, and imprisonment.

An individual seeking to wield the scepter must first bond with the artifact by permanently offering it one use of her mythic power. Thereafter, the owner must always keep one use of power unspent to maintain the bond. If the owner expends all her mythic power, the bond breaks and the individual can no longer access any of the scepter's power until she reestablishes her bond of ownership.

Once bonded, the scepter can be wielded as a +6 *brilliant energy light mace* that grants a +4 enhancement bonus to its bonded owner's Charisma score. In addition, the owner can

expend one use of mythic power and ring the scepter's bells to produce the following effects:

- The wielder can ring the bell of authority to cast *command* targeting any non-mythic creature.
- The wielder can ring the bell of banishment to cast *dismissal* upon any non-mythic outsider with a CR at least 3 less than the wielder's total class level plus her tier.
- The wielder can ring the bell of dominion to cast *sanctuary* on any non-mythic creature.
- The wielder can ring the bell of imprisonment to cast *forcecage* on any non-mythic creature with a CR at least 3 less than the wielder's total class level plus her tier.

The caster level for all four effects is equal to the owner's total character level plus her tier. When she rings a bell, she can also expend an additional use of mythic power to increase the DC of the spell-like ability's saving throw by 10.

Lastly, the owner can use the scepter to appoint a mythic agent to be a protector and advocate of the owner's people. When she does so, she bestows 1d4 uses of mythic power upon that creature that last for 1 month if the creature is mythic, or until they are spent if the creature is non-mythic. If the agent is mythic, these points increase the agent's maximum number of mythic uses for the month. If the champion is non-mythic, as long as that agent retains at least one use of mythic power, it gains the hard to kill and surge base mythic abilities (see page 12).

DESTRUCTION

The *Scepter of the Shining Lord* explodes if its owner uses it to appoint a non-mythic queen, lord, or other ruler as an agent. This slays the scepter's owner and makes the ruler mythic.

SHADOWWRAITH HEART

SLOT none	CL 20th	WEIGHT 3 lbs.
AURA strong necromancy		

This strangely shaped, ebon-colored rock streaked with deep purple veins is actually the petrified heart of a long-forgotten mythic hero. Over the centuries, the heart has appeared as an amulet, the head of a staff, and a mace head. Regardless of its form, the *Shadowwraith Heart* functions the same. The heart seeks out the location of the nearest source of mythic power—either a creature or place—and when brought to the source devours its power. As soon as it comes within a 60-foot-radius of a mythic creature, it begins to leech off that creature's mythic power. Each round a mythic creature remains within the area of effect, it must succeed at a DC 25 Fortitude save or lose 1d4 uses of mythic power. If the heart drains a mythic creature of all its daily uses of mythic power, the creature loses a mythic tier. The tier loss is semi-permanent, remaining until the creature successfully completes one trial.

DESTRUCTION

Implanting the *Shadowwraith Heart* into the chest of a dying mythic hero reanimates the heart, restoring the hero as the *heal* spell (CL 15th), though the hero loses all mythic tiers.

SILVER MAIDEN

SLOT none	CL 30th	WEIGHT 500 tons
AURA overwhelming abjuration and transmutation		

With its shimmering, luminous silver-gray sails and tendency to briefly shift in and out of phase with the Material Plane, this star-faring sailing ship is often mistaken for a ghost ship. Though non-mythic creatures can board the ship as passengers, the *Silver Maiden* requires a mythic creature to be its captain. If the ship currently has no captain, a mythic character can claim the captaincy by touching the ship's wheel and stating her desire to be captain. The captain then serves until death or voluntarily retirement. Upon assuming the captaincy, the captain becomes aware of all of the ship's powers, and can propel the ship completely unaided from anywhere aboard the vessel, whether sailing the high seas of a terrestrial world or gliding through the vast blackness of deep space.

At will, the captain can expend two uses of mythic power to launch the *Silver Maiden* into outer space. Once in space, the ship can sail through the vacuum at incredible speeds. Although exact travel times vary, a voyage between two planets within a solar system takes 2d20 days, and a voyage to another star system takes 2d20 weeks (or more at the GM's discretion). The captain must know which world she wishes to travel to (as if the captain cast *greater teleport*). When the ship arrives at its destination, it slowly descends to the surface (as the *feather fall* spell), and typically lands in a body of water. Once earthbound, the ship moves as a standard sailing ship. If the planet has no water or comparable liquid, the ship lands on solid ground and is unable to move until the captain once again launches the ship back into space.

The *Silver Maiden* can also sail the Outer Planes. At will, the captain can expend three uses of mythic power to transport the ship to another plane, as the *plane shift* spell. When the ship arrives at its extraplanar destination, it appears in a body of water or comparable liquid, 1 to 100 miles from the captain's intended destination. If the plane has no water (such as the Plane of Earth) the ship appears on solid ground, and is unable to move until the captain transports it to another plane. If the plane has neither water nor a solid surface, such as the Plane of Air, the ship continues to slowly fall (as the *feather fall* spell) until the captain transports it to another plane.

The *Silver Maiden* protects its passengers from the environmental dangers of deep space and the outer planes, and can even sail the molten surface of a star. At all times, the ship simulates a comfortable temperature and gravity normal for its current captain's home world. This protection extends 10 feet from the exterior of the vessel.

DESTRUCTION

The *Silver Maiden* can be destroyed if its captain sails it into a black hole.

TARNHELM

SLOT head	CL 20th	WEIGHT 2 lbs.
AURA strong conjuration, illusion, and transmutation		



This mithral cap includes prominent guards for the eyes and nose. The helmet was forged under duress by a dwarven smith to further the ambitions of his mad brother. The *Tarnhelm* has the following powers.

- The wearer gains the shapechanger subtype.
- The wearer gains immunity to polymorph effects, except ones he chooses to allow to affect him.
- At will, the wearer can use *greater invisibility* as a spell-like ability for as long a duration as desired.
- At will, the wearer can change his appearance in the same fashion as a *hat of disguise*, with a DC 25 Will save required to disbelieve the illusion. If the *Tarnhelm* is used to create a disguise, the wearer receives a +25 bonus on the Disguise check.
- Three times per day, the wearer can use *greater teleport*, exactly as if he had cast the spell of the same name. The wearer can teleport additional times by expending one use of mythic power per teleport.

- Three times per day, the wearer can assume the form of an animal as though he had cast *beast shape IV*, except the duration lasts until the effect is dismissed or dispelled. The wearer can change shape additional times by expending one use of mythic power per transformation.
- By expending two uses of mythic power, the wearer can assume the form of Gargantuan chromatic or metallic dragon. The effect lasts until dispelled or dismissed. He gains a +14 size bonus to Strength, a +12 size bonus to Constitution, a +10 natural armor bonus, a fly speed of 150 feet (poor), blindsense 90 feet, darkvision 180 feet, a breath weapon, DR 15/magic, frightful presence (DC 23), one bite (4d6), two claws (2d8), two wing attacks (2d6), and one tail slap (2d8). All his breath weapons deal 16d8 points of damage and allow a Reflex save (DC 10 plus his tier plus his Constitution modifier) for half damage. This ability otherwise functions as *form of the dragon III*.

DESTRUCTION

The *Tarnhelm* can be destroyed by being struck by a succession by hammer blows from a dwarven smith wielding an adamantine hammer, a human smith with a steel hammer, and an elven smith using a hammer of spun glass. Each must succeed at a DC 30 Craft (armor) check when landing the blow. Failure destroys the hammer, disrupts the attempt to destroy the *Tarnhelm*, and deals 12d6 points of damage to the smith.

TRUEFORGE

SLOT none	CL 25th	WEIGHT 500 lbs.
AURA overwhelming transmutation		

Formed of meteoric adamantine, the massive anvil known as the *Trueforge* appears and vanishes according to unknowable whims—perhaps those of a greater power, perhaps its own. A creature with sufficient power and knowledge can bind the *Trueforge* to a fixed location to best take advantage of its power.

Labor at the *Trueforge* requires both supreme skill and mythic power. Non-mythic creatures are affected as the *feblemind* spell (DC 30) for daring to use the forge, and can't use the forge's abilities even if they succeed at their saving throws.

When toiling at the *Trueforge*, a mythic creature can create magical weapons and armor with a cost up to her mythic tier squared times 2,000 gp, ignoring the nonmagical cost of the item created. For example, a 10th-tier character could craft a magic weapon of a +10 enhancement equivalent, worth 200,000 gp plus the cost of the weapon itself. The item forged must be at least partially metal, such as a breastplate or spear. Creating such an item requires only half the usual value of raw materials. However, to create items involving exotic materials (such as adamantine), the creator must use and have access to the normal amount of the material.

Regardless of the materials involved, it takes 1 day of labor to forge a nonmagical light or one-handed



weapon, shield, or suit of light armor; 2 days to forge a suit of medium armor or two-handed weapon; and 3 days to forge a suit of heavy armor. For items with magical properties, square the number of days of labor and multiply by 1,000 to determine the total gold piece value. For example, completing an item with magical properties worth 144,000 gp or less requires 12 days of work. The crafter must labor continuously on the item, not sleeping until work is completed, though she's kept awake and vigorous through the magic of the forge. If the work is interrupted for more than 1 hour at a time or more than 2 hours in a single day, the item is ruined, and half the value of the raw materials wasted.

In addition to making normal and magical weapons and armor, the *Trueforge* can repair a broken magic item, generally in half the number of days it would take to make it from scratch. It can even repair or create an artifact, though such a task requires months of preparation to gather the proper materials followed by weeks of labor at the forge.

Only one person can work the forge at a time. As the crafter labors, the *Trueforge* feeds on her mythic power and life energy, drawing it into the item forged. Forging nonmagical items carries less risk. The crafter must succeed at a DC 25 Fortitude save at the start of each day of work or gain 2 permanent negative levels. For magic items, the save DC is equal to 25 plus the number of days worked thus far. At the start of each day of labor, the crafter must expend a number of uses of mythic power equal to the number of days worked so far plus one.

If the crafter accumulates a number of negative levels equal to her own character level or exhausts her mythic power, the labor proves fatal at the end of the day. Normally, this ruins the work in progress, but if this occurs on the final day of work, the crafter finishes the item as she dies. Her soul enters the item, making it an intelligent item with the crafter's personality—and likely some of her abilities, as determined by the GM.

Creatures immune to level drain, whether by innate nature or magical protection, can't use the *Trueforge*.

DESTRUCTION

The *Trueforge* can be destroyed by first destroying every object forged by it, then shattering the forge with a single blow from a *hammer of thunderbolts*.

LEGENDARY ITEMS

Mythic heroes are known for their trials and the incredible deeds they accomplish during those trials. These trials are often acts of great courage or defiance in the face of insurmountable adversity. Many legendary magic items become so intrinsically tied to a hero's trials that it's hard to separate the legend of the hero from the legend of the item.

Legendary items often start out as simple magic items, but can grow in power to become artifacts in their own right. Even long after their creators pass away, they

influence events, becoming instrumental in the creation of future legends.

Becoming Legendary

Legendary items are magic items that transcend mere magic and become tied to mythic destiny. Though all are powerful, some become even greater magical objects—minor and major artifacts.

Paralleling the trajectory of a mythic character, a legendary item begins as a normal magic item that ascends to something greater. Typically this ascension occurs when a character first takes the legendary item universal path ability (see page 50), but this isn't always the case. Deities, the servants of deities, peculiar chance, magical experimentation, and destiny can serve as catalysts for legendary item ascension. Such items can be bestowed upon the worthy or found by the lucky.

Legendary items are always non-consumable magic items, and are typically magic weapons, magic armor, or magic items that take up an item slot (though there are a few legendary items that don't take up slots). Even vehicles and siege weapons can become legendary items.

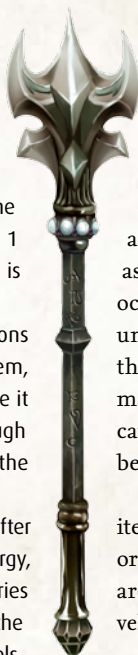
Legendary Artifacts

When a magic item ascends to legendary status, it gains the suite of base legendary abilities and can have up to three additional legendary abilities. By selecting the legendary item universal path ability more than once, a mythic creature can transform a normal legendary item into either a minor artifact (if the character chooses it a second time) or a major artifact (if the character chooses it a third time). A minor artifact legendary item can have up to six additional legendary abilities, and gains the difficult to destroy ability (see below). A major artifact legendary item can have up to 10 additional legendary abilities and gains the difficult to destroy ability.

Difficult to Destroy: An artifact can't be destroyed by normal means. Though a minor artifact has hit points and can be broken, it can't be destroyed by taking additional hit point damage. A major artifact is immune to hit point damage and can't gain the broken condition. Instead of being destroyed by taking hit point damage, both minor and major artifacts are instead destroyed when a creature successfully performs a very specific and often difficult task. The GM gets to determine what action is necessary to destroy the artifact, and should look to other artifacts' destruction entries for inspiration.

Base Legendary Abilities

Base legendary abilities affect the item's bearer, whether the item is wielded, worn, carried, or otherwise used. All legendary items have the following abilities, which don't



LEGENDARY SURGE

A legendary item's nature or purpose determines the rolls its legendary surge ability modifies. The following are rolls that legendary surge ability typically modifies based on item type, but these are merely guidelines. A GM who creates a legendary item can alter this ability based on the item's history or nature.

Armor: Saving throws

Belt: Strength- and Dexterity-based skill checks, and Constitution checks

Body: Strength- and Dexterity-based skill checks, and Constitution checks

Chest: Strength- and Dexterity-based skill checks and Constitution checks

Eyes: Intelligence-, Wisdom-, and Charisma-based skill checks

Feet: Dexterity-based skill checks, initiative checks, and Reflex saving throws

Hands: Attack rolls and combat maneuvers checks

Head: Intelligence-, Wisdom-, and Charisma-based skill checks

Headband: Intelligence-, Wisdom-, and Charisma-based skill checks

Neck: Saving throws

Ring: Either saving throws or both concentration checks and caster level checks

Rod: Concentration checks and caster level checks

Shield: Saving throws

Shoulders: Saving throws

Staff: Concentration checks and caster level checks

Weapons: Attack rolls and combat maneuver checks made while using the weapon

Wrists: Saving throws or ranged attack rolls

count against the maximum number of legendary abilities an item can have or the maximum number of abilities the item's bearer can use.

Mythic Bond: A legendary item is typically bonded to a single mythic creature. Others can pick up and use a legendary item for its basic functions (like hitting a foe with a legendary mace), but only the creature bonded to the item can utilize it fully.

A mythic creature can be bonded to only one legendary item at a time. If a mythic creature is already bonded to a legendary item, she can't become bonded to another item until the previous bond is broken. Likewise, a legendary item that is already bonded to a mythic creature can't be bonded to another until the former bond is broken.

Creatures that aren't bonded to the legendary item can typically use all of its special abilities that aren't legendary

item abilities. Such creatures can also use the item's legendary surge base legendary ability, but only by using the item's reservoir of legendary power. They can't use any other legendary item abilities requiring an expenditure of legendary power, though some legendary item abilities (such as intelligence) are persistent abilities, which means they continue to function whether the user is bonded to the item or not.

A mythic creature bonded to a legendary item can use a number of that item's legendary abilities equal to or less than her tier. If the legendary item has more legendary abilities than the bonded creature has tiers, the creature can select which abilities it gains access to when it first wields, wears, or possesses the item, but must select all of the persistent abilities first, after which it can select non-persistent abilities. For example, if a legendary item has the intelligence ability along with other non-persistent abilities, a 1st-tier character can't manifest any of its powers other than intelligence until she gains another tier.

If the bonded creature has taken the legendary item universal path ability a sufficient number of times, she can add legendary abilities to the item.

Lastly, a bonded creature can expend uses of her mythic power to activate an item's legendary abilities that otherwise require uses of legendary power. One use of the creature's mythic power counts as one use of the item's legendary power.

A mythic creature becomes bonded with an item either when she makes the item ascend using the legendary item universal path ability, or when she completes a trial while wielding, wearing, or carrying the item. The nature of the trial needed to bond with a legendary item and any other prerequisites for bonding are determined by the GM.

The bond between a mythic creature and a legendary item can be broken in the following ways. If the bonded creature dies, the bond is broken. If that creature comes back to life, the bond is typically not reinstated unless the item has the eternal bond ability. The bonded creature can also relinquish the bond. Doing so requires a special ritual that takes 24 hours to perform, though the GM might add other requirements. If the bonded creature becomes non-mythic, the bond is broken. Lastly, the bond is broken if a legendary item gains the broken condition.

Legendary Power: All legendary items contain a pool of power—at least two uses that recharge each day. This power is called legendary power, and it works differently than mythic power. Any creature bearing the item can expend the item's uses of legendary power, whether or not that creature is mythic. These uses of legendary power can be expended only to activate the legendary item's abilities. If the item's bearer isn't bonded to the item, she can expend the item's legendary power only to use its legendary surge ability.

Legendary Surge: All legendary items have a legendary surge ability, similar to a mythic character's surge ability (see page 170). It can be used only on specific rolls or checks based on the nature or purpose of the legendary item—see the Legendary Surge sidebar on page 170.

The legendary surge ability allows the bearer to add the result of a d6 to the appropriate type of roll or check. A mythic bearer can use her surge die type in place of the d6. If she's bonded to the item, she can increase that die type by one step.

Legendary Item Abilities

When a mythic creature creates a legendary item (using the legendary item universal path ability; see page 50), the item can have up to three additional abilities, but no more than the number of tiers possessed by the creature bonded to it. This maximum increases to six if the bonded creature selects the legendary item universal path ability twice, and then to 10 if the bonded creature selects the ability three times (again, the maximum cannot exceed the bonded creature's number of tiers). These abilities are added at the rate of one per day. Once selected, these abilities cannot be changed.

If a mythic creature bonds to an existing legendary item, it can use a number of the item's existing abilities equal to its tier, but cannot add abilities unless it possesses the legendary item universal path ability (subject to the limitations of that ability).

The following legendary abilities can be added to a legendary item.

Adroit: Choose a single skill that can be augmented by the item's legendary surge. As a swift action, the item's bonded creature can expend one use of legendary power to gain a +20 insight bonus on the next check she attempts with that skill before the end of her turn. The item must have a legendary surge that augments skill checks to have this ability.

Dedicated Bond: An item with this ability can't be used by anyone not bonded with it. Such creatures can't use the item's non-mythic special abilities, its legendary power, or its legendary surge. Furthermore, using a special ritual that takes 10 minutes to perform, the bonded creature can sequester the item in a solid object at least twice as large as the item (such as putting a sword in a stone or an oak tree). The item becomes impossible to remove by any creature not bonded to it unless by means of a *wish* or *miracle* cast by a mythic creature of higher tier than the bonded creature. If the bonded creature is at least 8th tier, she can instead perform this sequestering ritual and transfer the bond to another mythic creature she designates upon completing the ritual.

An item must be a minor or major artifact to have this ability. This is a persistent ability.

Eternal Bond: When this ability is taken, the item becomes intimately tied to the creature that gave it this ability. This item can't be bonded to another creature as long as the creature that gave it this ability is alive and mythic. If the creature that gave it this ability dies or becomes non-mythic, this item can be bonded to another creature, but that creature doesn't gain the benefit of this ability. If the creature who placed the eternal bond comes back to life or becomes mythic again, and this item is bonded to another, the bond reverts back to the eternally bonded creature at any time the eternally bonded creature wishes. Reinstating a bond in this way is a free action. If this item is broken, the bond is temporarily severed, but is reinstated when the item is repaired. Lastly, the bonded creature can't use the special ritual to relinquish the bond (see Mythic Bond on page 170).

An item must be a minor or major artifact to have this ability. This is a persistent ability.

Everlasting: This ability grants its bearer limited immortality. While in contact with this item, the bonded creature doesn't age; doesn't need to eat, drink, or breathe; and doesn't suffer any ill effects from extreme heat or extreme cold.

An item must be a major artifact to have this ability. This is a persistent ability.



Flexible Bond: The bonded creature can lend this item out with full utility to other creatures. As a standard action, the bonded creature can grant a temporary bond to a number of creatures equal to or less than her mythic tier. These creatures can be mythic or non-mythic. A creature with a temporary bond can fully utilize all of the item's legendary abilities, and if that creature has mythic power, he can expend it to use the item's legendary abilities that require legendary power use (including its legendary surge). This temporary bond ends either when the bonded creature wills it—a mental command requiring no action, which can be done at any time while she is conscious—or when the bond is broken between this item and its bonded creature.

Foe-Biting: When this item deals damage, its user can use mythic power to double the total amount of damage it deals. If the attack is a normal attack, the bearer can expend one use of legendary power to double the total amount of damage. If the attack is a confirmed critical hit, the bearer must instead expend two uses of legendary power to double the total damage. Damage from weapon special abilities (such as *flaming*) and precision-based damage are also doubled.

This ability can be applied only to weapons. An item must be a minor or major artifact to have this ability.

Intelligent: A legendary item with this ability becomes an intelligent magic item (*Core Rulebook* 523). When this ability is first selected, the legendary item starts with base Intelligence, Wisdom, and Charisma scores of 10. The item gains speech as a supernatural ability. It can speak Common plus a number of additional languages based on its Intelligence score. The additional languages can be any that the bonded creature wants, except for secret languages (such as Druidic). The item gains senses with a range of 30 feet. Furthermore, this item always has the alignment of the bonded creature who first selected this ability.

An intelligent legendary item has an Ego score, just like a non-mythic intelligent item, but it can never become dominant in its relationship with its bonded creature as long as the bonded creature's alignment corresponds to the item's (using the normal rules for intelligent items).

This is a persistent ability. An intelligent legendary item gains a +4 bonus to its Ego when interacting with non-mythic wielders.

You can select this ability more than once. Each time you do, you can increase its ability scores (to a maximum of 20 each) and select one of the following special abilities. You can increase all three of its ability scores by 2 points, or one of these ability scores by 4 points and one other ability score by 2 points.

The special abilities are listed below. Some have another ability as a prerequisite.

Animate: This item can sprout limbs and move with a speed of 10 feet.

Blindsense: This item gains blindsense with the same range as its other senses. The item must have the darkvision ability to have this ability.

Darkvision: This item gains darkvision with the same range as its other senses.

Expanded Senses (60 ft.): The range of this item's senses increases to 60 feet.

Expanded Senses (120 ft.): The range of this item's senses increases to 120 feet. The item must have expanded senses (60 ft.) to have this ability.

Fly: The item gains a fly speed of 30 feet with average maneuverability. The item must have the animate ability to have this ability.

Read Languages: This item can read script in any language regardless of its known languages.

Read Magic: This item can read magical writing and scrolls as if using *read magic*. This ability doesn't allow the item to activate scrolls or other spell-completion items. The item can suppress and resume this ability as a free action.

Shape Change: The item can change its shape into one other form of the same size.

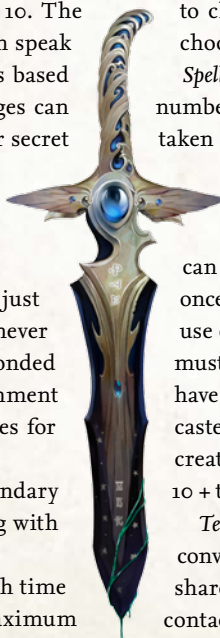
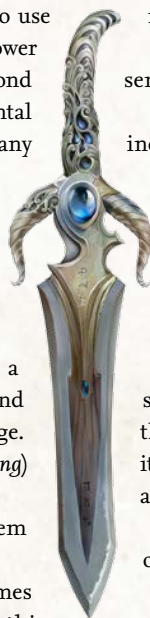
Skill Ranks: This item gains 10 ranks in one skill. This must be an Intelligence-, Wisdom-, or Charisma-based skill, unless the item has the animate ability (allowing it to choose Acrobatics) or the fly ability (allowing it to choose Fly).

Spellcasting: This item allows its bearer to cast a limited number of spells as spell-like abilities. This ability can be taken more than once. Each time it's taken, the bonded creature gains 5 points to spend on selecting what spells the item can cast. A spell costs a number of points equal to its level (minimum 1). The bearer can then activate the item to use each spell-like ability once per day. By spending double the cost, the bearer can use each spell-like ability three times per day. All spells must come from the same class's spell list. No spell can have a level higher than the bonded creature's tier. The caster level for these spells is equal to double the bonded creature's tier. The save DC for these spells is equal to 10 + the spell level + the bonded creature's tier.

Telepathy: This item can hold private mental conversations with its bearer, regardless of whether they share a known language. The item must be in physical contact with a creature to communicate this way.

Teleport: Once per day, the item can *teleport* as the spell. It must have either the spellcasting ability or the fly ability to have this ability.

Legendary Fortification: When a critical hit or sneak attack is scored against a creature wearing an item with this ability, the wearer can expend one use of legendary



power to negate the critical hit or sneak attack and instead take normal damage.

Only armor, shields, and worn items can have this ability.

Metamagician: This ability allows a spellcaster to apply a metamagic feat she knows to a spell as she casts it. She must expend a number of uses of legendary power equal to the increase of spell level the metamagic feat usually applies (minimum 1). This metamagic feat is applied spontaneously and without changing the casting time. This ability can be placed only on a head, headband, staff, ring, or rod legendary item.

Perfect Surge: This item's legendary surge can apply to any d20 roll. The surge adds a further +2 bonus when applied to one of the types of rolls initially chosen for it. A legendary item must be a major artifact to have this ability.

Powerful: An item with this ability has two additional uses of legendary power per day. This ability can be taken up to three times. The item must be a minor or major artifact to take this a second time, and a major artifact to take this a third time. This is a persistent ability.

Rejuvenating: The bearer of this item can expend uses of legendary power to rejuvenate her body. As a standard action, she can expend one use of legendary power to heal herself of 10 points of damage per mythic tier she possesses. Alternatively, as a standard action she can expend two uses of legendary power to remove a single condition affecting her.

A legendary item must be a minor or major artifact to have this ability.

Returning: The creature bonded to this item can expend one use of mythic power to teleport the item to her waiting hand, as if using *teleport object*. The item must be on the same plane as the bonded creature for this ability to function. This ability can be taken a second time, allowing the item to cross planes to return to the bonded creature. The item must be a major artifact to take this ability again.

Undetectable: This grants its bonded user the ability to become utterly undetectable while invisible. While invisible and in physical contact with this item, the bonded creature can't be detected or scryed by any method.

Unstoppable Strike: This weapon bypasses all armor. The wielder can expend one use of legendary power when attacking to make the attack against touch AC. If she instead expends two uses of legendary power, the weapon also bypasses any deflection bonus to AC the target has.

An item must be a weapon and be a minor or major artifact to have this ability.

Unyielding: A legendary item with this ability has double the hardness of a typical item of its type and triple the hit points. Furthermore, it's immune to all attempts to sunder it made by non-mythic creatures. This is a persistent ability.

Upgradable: This ability grants the bonded creature the ability to more easily increase the non-mythic magical power of the legendary item. If the base magic item has a version with a higher bonus or greater version (such as a +1 *longsword*, a +2 *light steel shield*, a *cloak of protection* +3, an *amulet of might fists* +4, or a *minor ring of inner fortitude*), the bonded creature can improve it by performing a special ritual. She must spend a number of gold pieces equal to half the difference between the cost of the legendary item's current, non-mythic base item and the greater version she wishes to upgrade the item into. For example, she would pay 3,000 gp to upgrade a +1 *longsword* into a +2 *longsword*.

This ritual takes 8 hours. When it's completed, the bonded creature transmutes the item's base version into the desired version. When upgraded in this fashion, the legendary item retains all legendary item abilities it had before the transmutation.





6 MYTHIC MONSTERS



The fire giant roared, his molten beard dripping down to scar the stones. Around him, the throne room of the great fortress lay in shambles, strewn with the steaming remains of those who had ruled it.

Seelah stood, sword at her side, and looked down at the carnage. She shook her head.

“Do you see?” she asked. “These were your rightful rulers—your own kin. And you killed them. So would your own minions kill you, given time. Thus does evil always consume itself in the end.”

The giant only roared again and raised his dripping blade.

Seelah raised her own sword in a salute, then put her head down and charged...

Just as mythic heroes can call upon power beyond reckoning, mythic monsters are greater than others of their kind. Some are empowered by deities or great magic and sent into the world to sow ruin and reap destruction. Others are instead relics of a bygone age when the power of creation itself flowed through the veins of every living being. Though not necessarily malevolent, these ancient creatures are a force to be respected and feared.

The rules in this book assume monsters that wield mythic power are rare in the world. Such creatures fall into one of two categories: powerful versions of existing monsters and entirely new breeds of monsters. You can easily create the first type of monster by using one of the mythic simple templates presented in this section (see page 224). Creating the second type of monster is more complicated, and requires adding the mythic subtype (see page 226) and custom abilities appropriate to the creature, with more powerful monsters gaining more abilities than weaker monsters.

This chapter includes over 40 example creatures—mythic versions of cyclopes, demons, dragons, elementals, giants, medusas, and other creatures of legend—each of which represents an ancient predecessor or powerful evolution of the non-mythic version found in the *Pathfinder RPG Bestiary*. Following these example monsters, this chapter continues with information on the mythic simple templates and mythic subtype, advice on how to create and balance new mythic monsters, and several new universal monster rules used by the monsters in this chapter.

MYTHIC MONSTER ORIGINS

Depending on your campaign, a mythic monster might be unique—the only one of a kind in the entire world or on all the planes—rare, or even relatively common. The following are some examples of how frequently mythic monsters could appear in a particular campaign.

- Some say there is only one mythic red dragon—the oldest living ancestor of all red dragons—and it sleeps for centuries at a time.
- A deadly pack of mythic trolls might rule over a hidden realm under the earth. Non-mythic trolls are the least of their kind, cast out because of their inborn weakness.
- There may be only two mythic medusas, both mourning their third sister who was slain by a hero centuries ago. They now breed giant snakes (with a mythic simple template) to send after the hero's descendants.
- A demon lord might imbue some of its servants with mythic power, making them captains and generals over the armies it's amassing to invade the mortal world.

How prevalent you want mythic creatures to be in your campaign is up to you, and their mythic abilities can be permanent or temporary.

MYTHIC RANK

A monster's mythic rank (MR) is a game statistic for monsters that's roughly equivalent to a mythic tier—monsters with only a little mythic power are 1st rank, and the greatest mythic monsters are 10th rank. Unlike PCs, monsters usually start with a specific mythic rank and that rank never changes. For example, a mythic troll is 2nd rank and is always going to be 2nd rank, unless the GM has a reason for its rank to increase—like if a tribe of trolls has an artifact that grants the trolls mythic power, and the longer it takes the PCs to deal with them, the more powerful the artifact makes these monsters.

In terms of power, mythic ranks and mythic tiers are similar, but not exactly the same. For any ability, spell, magic item, or other rule that requires a mythic tier or interfaces with the tier rules, a monster's mythic rank counts as its tier. For example, a sword that gains additional abilities when wielded by a character of 3rd tier or higher gains those bonuses when wielded by a monster of 3rd rank or higher. A few mythic monsters have mythic tier abilities identical to those available to PCs; a monster's mythic rank counts as its tier for any effects dependent on tier. For example, a monster with the parry spell guardian path ability (see page 30) uses its mythic rank to determine the level of spells it can parry with that ability.

It is possible for a low-CR creature to have a high mythic rank, or for a high-CR creature to have a low mythic rank. For a typical monster that's acquired mythic power, its rank is equal to half its original CR. For example, a CR 4 owlbear that becomes a mythic creature should be 2nd rank. To determine a mythic monster's final CR, add half its mythic rank to its original CR. For example, a 2nd rank mythic owlbear's final CR is 5 ($2 \times 1/2 + 4$). See Designing Encounters in Chapter 4 for more details (see page 128). All the monsters presented in this chapter use this typical MR value.

A creature shouldn't have both a mythic tier and a mythic rank. For example, a mythic creature that gains the vampire template (*Bestiary* 270) has a mythic tier, and a non-mythic creature that gains the mythic vampire template (see page 220) has a mythic rank, but a mythic creature that becomes a mythic vampire loses its tier and gains ranks instead, as explained in the mythic vampire template. Mythic templates and other effects that grant a creature a mythic rank should include information about what happens when a mythic creature gains that template or effect.

READING A MYTHIC MONSTER STAT BLOCK

Mythic monster stat blocks work just like non-mythic monster stat blocks, but have a few additional pieces of

information. The differences are summarized in the following section.

Name, CR, and MR: The monster's name is presented first, along with its challenge rating (CR), its mythic rank (MR), and three icons you can use to quickly identify the creature's role in the game. The monster's CR already factors in the CR increase it gets for having mythic ranks.

Init and Senses: Several mythic monsters have the Mythic Improved Initiative feat (see page 67), which allows the creature to expend one use of mythic power to treat its initiative roll as a 20. Because you rarely check the Feats entry for a monster when rolling initiative, it would be easy to forget that ability when using the monster. As a reminder of this ability, a monster with that feat has a superscript "M" after its initiative modifier. The listed initiative modifier already includes the additional bonus from the Mythic Improved Initiative feat.

Feats: The creature's feats are listed here. If a monster has a mythic feat from Chapter 2, that feat is identified with a superscript "M," such as "Improved Initiative^M" rather than "Mythic Improved Initiative." Most mythic feats improve non-mythic feats, and have the non-mythic feat as a prerequisite. In these cases, the non-mythic feat isn't listed along with the mythic feat—the superscript "M" indicates the creature has the mythic and non-mythic versions of that feat.

Special Attacks: All of the monsters presented in this chapter have the mythic subtype (see page 226), which grants them the mythic power universal monster ability (see page 227), allows them to expend uses of mythic power to add surge dice to d20 rolls, and may add other abilities as well. When running a monster with mythic power, always remember that it can use the surge ability—especially because some mythic creatures don't use mythic power for anything else, so that ability is necessary for the monster to keep up with and challenge mythic PCs. (Plus, part of the fun of using mythic rules is getting to use mythic surges, and the GM should get to do that, too.)

Environment: The mythic monsters presented here list the same environment as the non-mythic version of the creature—by default, mythic trolls prefer cold mountains like common trolls do, and mythic owlbears prefer temperate forests like common owlbears do. Of course, you can change the environment of a mythic monster to anything appropriate for your campaign, especially if the mythic monster is unique. For example, if you want the one mythic hydra in your world to live in the desert instead of in marshes like non-mythic hydras, that change serves to make the mythic hydra even more unusual and iconic.

Organization: The mythic monsters presented here list the same information on organization as the non-mythic versions of the creatures. These stat blocks make

no assumptions about the uniqueness or rarity of these mythic monsters in your campaign. This allows you to adapt existing encounters in printed adventures to a mythic campaign by replacing one, some, or all non-mythic creatures in a specific encounter with their mythic equivalents. For example, to challenge a group of mythic PCs in an adventure featuring an encounter with six trolls, you could replace any number of those trolls with mythic trolls—perhaps just the leader is a mythic troll, creating a slightly more difficult encounter, or perhaps all of them are mythic, resulting in a much harder challenge.

Treasure: Most of the mythic monsters presented here use the same treasure notation as their non-mythic counterparts. For example, trolls have standard treasure, so mythic trolls also have standard treasure. However, a mythic monster's CR will be higher than its non-mythic equivalent, so when awarding treasure you should account for the CR increase and adjust the monster's treasure accordingly. A mythic troll encountered with non-mythic trolls should have slightly better treasure because of its higher CR (just as a fiendish troll encountered with a gang of normal trolls should have better treasure). If a monster normally has NPC-type treasure (like an ogre does), the mythic version of that monster usually has better treasure than its non-mythic counterparts, since its CR is higher.

Mythic monsters—especially intelligent ones—may be more likely to use magical treasures found in their lairs, perhaps out of some instinctive cunning about the item or because the item was given to the monster by the entity that granted the monster its mythic power. For example, a mythic hydra with an *amulet of mighty fists* +1 in its treasure hoard could be a sacred guardian created by the god of snakes, and the amulet could have been granted to the hydra by the god, giving the creature the full benefit of the item.

Special Abilities: These monsters include descriptions of the non-mythic monster's special abilities, so you don't need to reference the non-mythic monster in another book to use the mythic monster. In some cases, these descriptions are simplified or shortened to make room for the mythic monster's new abilities. If you have questions about how a monster's special ability works, refer to the full text of the non-mythic monster's original description in the *Bestiary*.

Description: Rather than repeating information about the original, non-mythic monster, this section presents information on the mythic version of the monster, such as suggesting how its origin or its role in the game differs from that of a non-mythic creature of its type. Unless otherwise stated, a mythic monster lives and acts very much like its non-mythic counterpart.

ABOLETH

A foul mist surrounds this huge, three-eyed, tentacled fish creature, and plates of hardened slime guard its body.

MYTHIC ABOLETH

CR 9/MR 3



XP 6,400

LE Huge aberration (aquatic, mythic)

Init +8^M; **Senses** darkvision 60 ft.; Perception +15

Aura mucus cloud (5 feet)

DEFENSE

AC 23, touch 9, flat-footed 22 (+1 Dex, +14 natural, -2 size)

hp 118 (9d8+78)

Fort +9, **Ref** +6, **Will** +11

DR 5/epic

OFFENSE

Speed 10 ft., swim 60 ft.

Melee 4 tentacles +11 (1d8+5 plus slime)

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

Special Attacks mucus mist, mythic power (3/day, surge +1d6)

Spell-Like Abilities (CL 16th; concentration +20)

At will—*hypnotic pattern* (DC 16), *illusory wall* (DC 18), *mirage arcana* (DC 19), *persistent image* (DC 19), *programmed image* (DC 20), *project image* (DC 21), *veil* (DC 20)

3/day—*dominate monster* (DC 23)

STATISTICS

Str 20, **Dex** 12, **Con** 22, **Int** 15, **Wis** 17, **Cha** 19

Base Atk +6; **CMB** +13; **CMD** 24

Feats Combat Casting, Improved Initiative^M, Iron Will^M, Lightning Reflexes, Weapon Focus (tentacle)

Skills Bluff +13, Intimidate +16, Knowledge (any one) +14, Perception +15, Spellcraft +14, Swim +25

Languages Aboleth, Aklo, Aquan, Undercommon

SQ slime armor

ECOLOGY

Environment any aquatic

Organization solitary, pair, brood (3-6), or shoal (7-19)

Treasure double

SPECIAL ABILITIES

Mucus Cloud (Ex) While underwater, an aboleth exudes a cloud of transparent slime. All creatures adjacent to an aboleth must succeed at a DC 20 Fortitude save each round or lose the ability to breathe air (but gain the ability to breathe water) for 3 hours. Renewed contact with an aboleth's mucus cloud and failing another save extends the effect for another 3 hours. The save DC is Constitution-based.

Mucus Mist (Ex) When exposed to the air, a mythic aboleth can release its mucus as a fine mist. This obscures vision like *obscuring mist* and has the same properties as its mucus cloud. Creatures that breathe water are able to breathe normally while within the cloud. The mist moves with the aboleth.

Slime (Ex) A creature hit by an aboleth's tentacle must succeed at a DC 20 Fortitude save or its skin and flesh transform into a clear, slimy membrane over the course of 1d4 rounds. The creature's new "flesh" is soft and tender, reducing its Constitution score by 4 as long as the transformation persists. If the creature's flesh isn't kept moist, it dries quickly and the victim takes 1d12 points of damage every 10 minutes. *Remove disease* and similar effects can restore an afflicted creature to normal, but immunity to disease offers no protection from this attack. The save DC is Constitution-based.

Slime Armor (Ex) A mythic aboleth can spend 1 minute to create an armorlike carapace from hardened slime. This gives it a +4 armor bonus, reduces its swim speed to 30 feet, and increases its land speed to 30 feet. The aboleth can dissolve the armor as a full-round action.

A mythic aboleth has exceptional magic, usually gained by staying alive long enough to see some of its dark experiments through to fruition. Brooding and brilliant, it seeks to conquer the dry lands.



BARGHEST, GREATER

An eerie green fire emerges from the obscenely large mouth of this strange humanoid combination of bat and wolf.

MYTHIC GREATER BARGHEST CR 8/MR 2



XP 4,800

LE Large outsider (evil, extraplanar, lawful, mythic, shapechanger)

Init +8; **Senses** darkvision 60 ft., scent; Perception +16

DEFENSE

AC 22, touch 11, flat-footed 20 (+2 Dex, +11 natural, -1 size)

hp 105 (9d10+56)

Fort +9, **Ref** +10, **Will** +10

DR 10/epic and magic

OFFENSE

Speed 40 ft.

Melee *ghost touch bite* +15 (1d8+7/18-20/×3 plus burn and vorpal bite), 2 claws +15 (1d6+7)

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

Special Attacks burn (1d6, DC 18), goblin king, improved bite, mythic power (2/day, surge +1d6), vorpal bite

Spell-Like Abilities (CL 9th; concentration +13)

At will—*blink*, *invisibility sphere*, *levitate*, *misdirection*
1/day—*charm monster* (DC 18), *crushing despair* (DC 18),
dimension door, *mass bull's strength*, *mass enlarge*

STATISTICS

Str 25, **Dex** 15, **Con** 19, **Int** 18, **Wis** 18, **Cha** 18

Base Atk +9; **CMB** +17; **CMD** 29 (33 vs. trip)

Feats Combat Casting, Combat Reflexes, Great FortitudeSM, Improved Initiative, Lightning Reflexes

Skills Acrobatics +14 (+18 when jumping), Bluff +16, Climb +16, Diplomacy +16, Intimidate +16, Perception +16, Sense Motive +16, Stealth +10, Survival +16, Swim +16

Languages Common, Goblin, Infernal

SQ change shape (goblin or wolf, *polymorph*)

ECOLOGY

Environment any

Organization solitary or cult (1 plus goblin tribe)

Treasure standard

SPECIAL ABILITIES

Goblin King (Su) A mythic barghest has the inspire courage +2 and inspire competence +2 abilities of a 6th-level bard.

Goblins, goblin dogs, worgs, hell hounds, and barghests gain double the normal bonuses from this ability.

Improved Bite (Ex) A mythic barghest's bite has a critical threat range of 18-20 and critical multiplier of ×3.

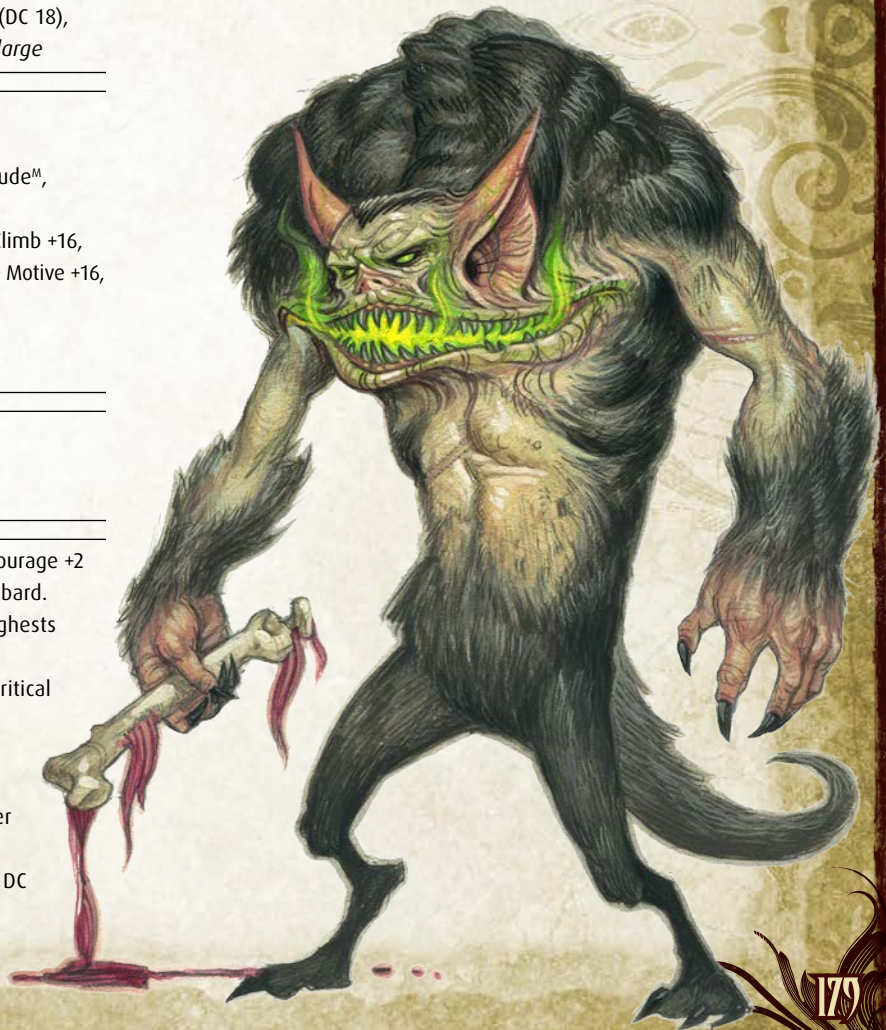
Vorpal Bite (Su) If a mythic greater barghest confirms a critical hit against a non-mythic opponent, it can expend one use of mythic power as a free action to bite off the opponent's head, instantly killing it (Fort DC 15 negates). The save DC is Constitution-based.

A mythic greater barghest is a near-divine offspring of one of the barghest gods. Infused with the power of foul planes, it leads great tribes of goblins, scaring their minions into something approaching discipline. Its presence is enough for hobgoblins and bugbears to treat goblins almost as equals, having seen the barghest's wrath at disobedience and infighting.

Mythic Barghest

Only exceptional barghests that feed on mythic humanoids can become mythic greater barghests. To create a mythic barghest, add the agile mythic simple template (see page 224) to a non-mythic barghest (*Pathfinder RPG Bestiary* 27).

If the mythic barghest uses its feed ability on a mythic humanoid's corpse, it gains a mythic growth point instead of a growth point. If a mythic barghest reaches 4 growth points, it transforms into a greater barghest with the agile mythic simple template and loses its mythic growth points. If a mythic barghest gains 4 mythic growth points, it transforms into a mythic greater barghest and loses the agile mythic simple template.



COCKATRICE

This beast is an unsettling combination of chicken and lizard, and its claws, beak, and wattles seem made of stone.

MYTHIC COCKATRICE

CR 4/MR 1



XP 1,200

N Small magical beast (mythic)

Init +3; **Senses** darkvision 60 ft., low-light vision; Perception +11

Aura petrification (30 feet)

DEFENSE

AC 17, touch 16, flat-footed 12 (+3 Dex, +2 dodge, +1 natural, +1 size)

hp 43 (6d10+10)

Fort +5, **Ref** +8, **Will** +3

Defensive Abilities stone plumage; **DR** 5/epic

OFFENSE

Speed 20 ft., fly 60 ft. (poor)

Melee bite +10 (1d4-2 plus petrification)

Special Attacks mythic power (1/day, surge +1d6)

STATISTICS

Str 6, **Dex** 17, **Con** 11, **Int** 2, **Wis** 13, **Cha** 8

Base Atk +6; **CMB** +3; **CMD** 17

Feats Dodge^M, Skill Focus (Perception), Weapon Finesse

Skills Fly +6, Perception +11

ECOLOGY

Environment temperate plains

Organization solitary, pair, flight (3-5), or flock (6-12)

Treasure none

SPECIAL ABILITIES

Petrification (Su) A mythic cockatrice's bite causes flesh to calcify and harden—multiple bites can cause a living creature to fossilize into stone. Each time a creature is damaged by a mythic cockatrice's bite attack, it must succeed at a DC 13 Fortitude save or take 1d6 points of Dexterity damage as its flesh and bones stiffen and harden. If a creature's Dexterity score is reduced to 0 by a cockatrice's bite, that creature immediately turns completely to stone, as if petrified by a *flesh to stone* spell. Every day, a creature petrified by a cockatrice in this manner can attempt a new DC 12 Fortitude save; if it succeeds, the victim recovers from the petrification with a Dexterity score of 1 (and thereafter can be restored to full Dexterity by natural healing or magic as normal). If a petrified creature fails three of these Fortitude saves in a row, the petrified state becomes permanent. A creature restored to flesh via magic has any Dexterity damage caused by cockatrice bites removed, but not any existing Dexterity damage from other sources. A cockatrice is immune to the petrification ability of itself and of other cockatrices, but other petrification attacks affect them normally. The save DC is Constitution-based.

Petrification Aura (Su) A creature within 30 feet of a mythic cockatrice on its turn must successfully save or be subjected by petrification as if it had been bitten.


Stone Plumage (Su) Any weapon that strikes a mythic cockatrice takes 1d6 points of damage that bypasses the weapon's hardness. Any creature attacking the cockatrice with natural weapons or unarmed strikes takes 1d6 points of damage.

A mythic cockatrice is infused with stone, perhaps because of some aspect of its aging process, or its body has absorbed minerals from countless stony foes, or its incessant grooming has slowly petrified its own flesh. Even more aggressive and territorial than non-mythic kin, a mythic cockatrice recklessly attacks anything that intrudes on its territory.



CYCLOPS, GREAT

This enormous one-eyed humanoid has a horn protruding from its forehead and fists the size of tree trunks.

MYTHIC GREAT CYCLOPS CR 15/MR 6 

XP 51,200

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CE Huge humanoid (giant, mythic)

Init +1; **Senses** low-light vision, see in darkness; Perception +22

Aura frightful presence (30 ft., DC 19)

DEFENSE

AC 32, touch 9, flat-footed 31 (+4 armor, +1 Dex, +19 natural, -2 size)

hp 243 (17d8+167)

Fort +12, **Ref** +6, **Will** +14

DR 10/epic; **Immune** electricity, fire

OFFENSE

Speed 35 ft. (50 ft. base)

Melee mwk greatclub +25/+20/+15 (3d8+21), gore +24 (1d8+14)

Ranged rock +12 (2d6+21)

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

Special Attacks contemptuous toss, earthquake, mythic power (6/day, surge +1d8), powerful charge (gore, 4d6+21), rock throwing (120 ft.)

Spell-Like Abilities (CL 12th; concentration +13) 1/day—*chain lightning* (DC 17)

STATISTICS

Str 38, **Dex** 13, **Con** 25, **Int** 7, **Wis** 14, **Cha** 12

Base Atk +12; **CMB** +28 (+30 bull rush or overrun); **CMD** 39 (41 vs. bull rush or overrun)

Feats Awesome Blow, CleaveSM, Critical FocusSM, Diehard, Endurance, Improved Bull Rush, Improved Overrun, Iron WillSM, Power Attack

Skills Perception +22

Languages Common, Cyclops, Giant

SQ flash of brutality

ECOLOGY

Environment any temperate or tropical

Organization solitary, colony (2-5), or tribe (6-14)

Treasure standard (mwk greatclub, hide armor, other treasure)

SPECIAL ABILITIES

Contemptuous Toss (Ex) When a mythic great cyclops uses Awesome Blow and expends a use of mythic power, its target flies up to 60 additional feet and takes 1d6 points of damage for every additional 20 feet traveled. If the cyclops uses its gore attack for this ability, it can hurl the target up to 60 feet upward instead of sideways.

Earthquake (Su) A mythic great cyclops can punch the ground and expend two uses of mythic power to cause an *earthquake*

(as the spell). Add the cyclops's rank to the save DCs for the earthquake's effects. Other mythic great cyclopes are not affected by the earthquake.


Flash of Brutality (Su) Once per day as a swift action, a great cyclops can gain a burst of savage inspiration. When it does, it doubles the threat range of all weapons, natural attacks, and rocks it attacks with until the start of its next turn. Once per day, when the cyclops reaches 0 or fewer hit points and is conscious because of its Diehard feat, this ability recharges, allowing it to use the ability a second time that same day.

Mythic great cyclopes are the first and oldest of their kind to succumb to visions of rage and destruction. Said to be the lost offspring of gods of lightning and the forge, they wield power over earth and energy, using it to blast open humanoid defenses so they can pluck out the tasty morsels within.



DEMON, MARILITH

This snake-bodied woman has six arms, yet her cruel weapons float in the air, glistening with poison.

MYTHIC MARILITH CR 21/MR 8 

XP 409,600

CE Large outsider (chaotic, demon, evil, extraplanar, mythic)

Init +4; **Senses** darkvision 60 ft., *true seeing*; **Perception** +31

Aura *unholy aura* (DC 26)

DEFENSE

AC 40, touch 17, flat-footed 36 (+4 deflection, +4 Dex, +23 natural, -1 size)

hp 344 (16d10+256); fast healing 5

Fort +25, **Ref** +18, **Will** +13

DR 10/cold iron and epic and good; **Immune** cold, fire, electricity, poison; **Resist** acid 10; **SR** 32

OFFENSE

Speed 40 ft.

Melee +2 *longsword* +28/+23/+18/+13 (2d6+12/16-20 plus poison), 5 +2 *longswords* +28 (2d6+7/16-20 plus poison), tail slap +20 (2d6+5 plus grab)

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

Special Attacks constrict (tail slap, 2d6+15 plus crushing coils), greater infuse weapon, multiweapon mastery, mythic power (8/day, surge +1d10), poisoned weapons

Spell-Like Abilities (CL 16th; concentration +24)

Constant—*true seeing*, *unholy aura* (DC 26)

At will—*greater teleport* (self plus 50 lbs. of objects only), *project image* (DC 25), *telekinesis* (DC 23)

3/day—*blade barrier* (DC 24), *fly*, *heal* (self only)

1/day—*summon* (level 5, 1 marilith 20%, 1 nalfeshnee 35%, or 1d4 hezrous 60%)

STATISTICS

Str 31, **Dex** 19, **Con** 32, **Int** 18, **Wis** 18, **Cha** 27

Base Atk +16; **CMB** +27 (+29 disarm, +31 grapple); **CMD** 45 (47 vs. disarm, can't be tripped)

Feats Bleeding CriticalSM, Combat ExpertiseSM, Combat Reflexes, Critical FocusSM, Improved Critical (longsword)SM, Improved Disarm, Power Attack, Weapon Focus (longsword)

Skills Acrobatics +23, Bluff +27, Diplomacy +27, Fly +18, Intimidate +27, Knowledge (engineering) +20, Perception +31, Sense Motive +23, Stealth +19, Use Magic Device +27; **Racial Modifiers** +8 Perception

Languages Abyssal, Celestial, Draconic; telepathy 100 ft.

SQ change shape (any animal, humanoid, or giant; *shapechange*)

ECOLOGY

Environment any (Abyss)

Organization solitary, pair, or platoon (1 marilith, 1-3 glabrezus, and 3-14 babaus)

Treasure double (6 mwk longswords, other treasure)

SPECIAL ABILITIES

Crushing Coils (Ex) A constricted creature must succeed at a DC 28 Fortitude save or lose consciousness for 1d8 rounds. The save DC is Strength-based.

Greater Infuse Weapon (Su) Any weapon a mythic marilith wields gains a +2 enhancement bonus and counts as a chaotic and evil cold iron weapon. She can expend two uses of mythic power as an immediate action to add the *dancing* special ability to all her manufactured weapons for 4 rounds.

Poisoned Weapons (Ex) As a swift action, a mythic marilith can lick one of her manufactured weapons to coat it with deathblade poison (*Pathfinder RPG Core Rulebook* 558).

A mythic marilith is a queen of chaos and evil, controlling a large territory in the Abyss and commanding a legion of demons.



DEMON, NALFESHNEE

This porcine demon has huge tusks and tiny wings, and its furred flesh oozes with greasy black-and-purple energy.

MYTHIC NALFESHNEE CR 17/MR 7

XP 102,400

CE Huge outsider (chaotic, demon, evil, extraplanar, mythic)
Init +12^M; **Senses** darkvision 60 ft., *true seeing*; Perception +32
Aura *unholy aura* (DC 25)

DEFENSE

AC 36, touch 13, flat-footed 35 (+4 deflection, +1 Dex, +23 natural, -2 size)
hp 287 (15d10+205); fast healing 5
Fort +22, **Ref** +10, **Will** +21
DR 10/epic and good; **Immune** fire, electricity, poison; **Resist** acid 10, cold 10; **SR** 28

OFFENSE

Speed 30 ft., fly 40 ft. (poor)
Melee bite +28 (3d8+15/18-20), 2 claws +28 (2d6+15/19-20 plus steal)
Space 15 ft.; **Reach** 15 ft.
Special Attacks demonic knowledge, mythic power (7/day, surge +1d10), touch of chaos, unholy nimbus
Spell-Like Abilities (CL 12th; concentration +19)
 Constant—*detect thoughts* (DC 19), *true seeing*, *unholy aura* (DC 25)
 At will—*call lightning* (DC 20), *feeblemind* (DC 22), *greater dispel magic*, *greater teleport* (self plus 50 lbs. of objects only), *move earth*, *slow* (DC 20), *stone shape*, *stone tell*
 3/day—*scrying*
 1/day—*contact other plane*, *summon* (level 5, 1 nalfeshnee 20%, 1d4 hezrous 40%, or 1d4 vrocks 50%)

STATISTICS

Str 40, **Dex** 13, **Con** 29, **Int** 23, **Wis** 22, **Cha** 24
Base Atk +15; **CMB** +32 (+34 bull rush); **CMD** 47 (49 vs. bull rush)
Feats Awesome Blow, Cleave, Improved Bull Rush, Improved Critical (bite)^M, Improved Critical (claws), Improved Initiative^M, Iron Will^M, Power Attack^M
Skills Bluff +25, Diplomacy +25, Fly +11, Intimidate +22, Knowledge (arcana) +24, Knowledge (planes) +24, Knowledge (any one other) +21, Perception +32, Sense Motive +24, Spellcraft +24, Stealth +11, Use Magic Device +25;
Racial Modifiers +8 Perception
Languages Abyssal, Celestial, Draconic; telepathy 100 ft.

ECOLOGY

Environment any (Abyss)

Organization solitary or warband (1 nalfeshnee, 1 hezrou, and 2-5 vrocks)

Treasure standard

SPECIAL ABILITIES

Demonic Knowledge (Su) By expending one use of mythic power as a free action, the demon learns one weakness, vulnerability, or special defense of an opponent within reach.

Touch of Chaos (Sp) This functions like the Chaos domain granted power (*Core Rulebook* 42), except the demon can expend one use of mythic power as a free action to use this ability when it hits with a natural attack.

Unholy Nimbus (Su) Three times per day as a free action, the demon can create writhing colored lights on its body. One round later, the light bursts in a 60-foot radius. Any non-demon caught within this area must succeed at a DC 24 Will save or be dazed for 1d10 rounds as visions of madness hound it. The save DC is Charisma-based.

A mythic nalfeshnee gains its power by tricking or forcing other mythic beings to imbue it. It hoards its many valuable secrets as a dragon hoards gold.



DEMON, VROCK

This vulture-headed demon has great filthy wings, and a beak and claws ready to rip and tear.

MYTHIC VROCK

CR 11/MR 4



XP 12,800

CE Large outsider (chaotic, demon, evil, extraplanar, mythic)

Init +7; **Senses** darkvision 60 ft.; Perception +23

DEFENSE

AC 27, touch 12, flat-footed 24 (+3 Dex, +15 natural, -1 size)

hp 152 (9d10+103)

Fort +13, **Ref** +11, **Will** +6

DR 10/epic and good; **Immune** electricity, poison; **Resist** acid 10, cold 10, fire 10; **SR** 22

OFFENSE

Speed 30 ft., fly 50 ft. (average)

Melee bite +14 (1d8+6 plus bleed), 2 claws +14 (2d6+6 plus bleed), 2 talons +14 (1d6+6 plus bleed)

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

Special Attacks bleed (1d6), entrapping vines, greater stunning screech, manic dance of ruin, mythic power (4/day, surge +1d8)

Spell-Like Abilities (CL 12th; concentration +15)

At will—*greater teleport* (self plus 50 lbs. of objects only), *telekinesis* (DC 18)

1/day—*heroism*, *mirror image*, *summon* (level 3, 1 vrock 35%)

STATISTICS

Str 23, **Dex** 17, **Con** 25, **Int** 14, **Wis** 16, **Cha** 16

Base Atk +9; **CMB** +16; **CMD** 29

Feats Cleave^M, Combat Reflexes^M, Improved Initiative, Lightning Reflexes, Power Attack, Stand Still^B

Skills Fly +13, Intimidate +15, Knowledge (planes) +14, Perception +23, Sense Motive +15, Spellcraft +14, Stealth +11, Survival +15; **Racial Modifiers** +8 Perception

Languages Abyssal, Celestial, Common; telepathy 100 ft.

ECOLOGY

Environment any (Abyss)

Organization solitary, pair, or gang (3-10)

Treasure standard

SPECIAL ABILITIES

Entrapping Vines (Ex) A mythic vrock can expend one use of mythic power as a swift action to release a cloud of spores from its body, affecting all adjacent non-demons. The spores deal 2d8 points of damage on the first round as they grow into ugly vines; for the next 10 rounds, they deal 1d6 points of damage and entrap the affected creatures (DC 21, 10 rounds, hardness 5, hp 10). The vines can be

destroyed by casting *bless* on the creatures or by sprinkling them with holy water. This is a disease effect. The save DC is Constitution-based.

Greater Stunning Screech (Su) Once per hour, a mythic vrock can emit a shrill screech. All non-demons within a 30-foot-radius spread must succeed at a DC 21 Fortitude save or be stunned for 1 round. If the vrock expends one use of mythic power, any creature that fails its save is staggered for 1d6 rounds after the stun ends. The save DC is Constitution-based.

Manic Dance of Ruin (Su) A mythic vrock can expend one use of mythic power to dance and chant as a full-round action, after which it releases a crackling wave of energy, dealing 5d6 points of electricity damage to all creatures within 100 feet (Reflex DC 17 for half). Each additional vrock that joins in the dance adds 1 to the DC and an additional 5d6 points of damage, up to a maximum of 20d6. The dance immediately ends and must be started anew if any of the participating vocks is slain, stunned, or otherwise prevented from dancing. The save DC is Charisma-based.

A mythic vrock is a violent creature of unrestrained rage that takes out its anger on anything weaker than itself.



DEVIL, BONE

Horns crown the skull of this winged, skeletal creature, and its long claws twitch like spider legs.

MYTHIC BONE DEVIL CR 11/MR 4

XP 12,800

LE Large outsider (devil, evil, extraplanar, lawful, mythic)
Init +13^M; **Senses** darkvision 60 ft., see in darkness; Perception +19
Aura fear (5 ft., DC 19, 1d6 rounds)

DEFENSE

AC 29, touch 14, flat-footed 24 (+5 Dex, +15 natural, -1 size)
hp 145 (10d10+90)
Fort +12, **Ref** +12, **Will** +7
DR 10/epic and good; **Immune** fire, poison; **Resist** acid 10, cold 10; **SR** 22

OFFENSE

Speed 40 ft., fly 60 ft. (good)
Melee bite +16 (1d8+7), 2 claws +16 (1d8+7 plus bleed), sting +16 (3d4+7 plus bleed and poison)
Space 10 ft.; **Reach** 10 ft.
Special Attacks bleed (1d6), bone eruption, mythic power (4/day, surge +1d8), pain blast, pounce, rend (2 claws, 1d8+10)
Spell-Like Abilities (CL 12th; concentration +16)
 Constant—fly
 At will—*dimensional anchor*, *greater teleport* (self plus 50 lbs. of objects only), *invisibility* (self only), *major image* (DC 17), *wall of ice*
 3/day—quicken *invisibility* (self only)
 1/day—*summon* (level 4, 1 bone devil 35%)

STATISTICS

Str 25, **Dex** 21, **Con** 20, **Int** 16, **Wis** 15, **Cha** 18
Base Atk +10; **CMB** +18; **CMD** 33
Feats Alertness, Combat Reflexes^M, Improved Initiative^M, Iron Will, Quicken Spell-Like Ability (*invisibility*)
Skills Bluff +17, Diplomacy +17, Fly +20, Intimidate +17, Knowledge (planes) +16, Perception +19, Sense Motive +19, Spellcraft +16, Stealth +14
Languages Celestial, Common, Draconic, Infernal; telepathy 100 ft.

ECOLOGY

Environment any (Hell)
Organization solitary, pair, or inquisition (3–10)
Treasure standard

SPECIAL ABILITIES

Bone Eruption (Su) As a standard action, a mythic bone devil can expend two uses of mythic power to call to the bones of all enemies within a 20-foot-radius burst. The bones shudder and twist within each creature, dealing 10d6 points of damage and giving each creature the sickened condition for 1d6 rounds. A successful DC 20 Fortitude save halves the

damage and negates the sickened condition. If this damage kills a creature, some of its bones tear free from its body and fuse with the bone devil, healing it for 1d6 points of damage per Hit Die of the slain creature. Creatures immune to critical hits are immune to this ability. The save DC is Constitution-based.

Pain Blast (Su) Once per round as a free action, a bone devil can stimulate extreme pain in one creature within its reach. The creature takes a -4 penalty on attack rolls, skill checks, and ability checks until the start of the devil's next turn or until it moves at least 60 feet away from the devil.

Poison (Ex) Sting—injury; *save* Fort DC 20; *frequency* 1/round for 6 rounds; *effect* 1d3 Str damage; *cure* 2 consecutive saves. The save DC is Constitution-based.

Forged from the souls of the first heretics and blasphemers, mythic devils have an ancient legacy of torture and using secrets to lure mortal diabolists into temptation. A mythic bone devil leads Hell's inquisitors in the efforts to root out disobedience among other devils. The authority it wields is even more powerful than its formidable magic, and it commands respect and fear from even pit fiends and dukes of Hell.



DEVIL, ICE

Frozen barbs cover the almost skeletal form of this mantis-like creature, and its icy eyes shine with fiendish intelligence.

MYTHIC ICE DEVIL

CR 16/MR 6



XP 76,800

LE Large outsider (devil, evil, extraplanar, lawful, mythic)

Init +15^M; **Senses** all-around vision, darkvision 60 ft., see in darkness; Perception +27

Aura fear (10 ft., DC 24)

DEFENSE

AC 38, touch 14, flat-footed 33 (+5 Dex, +24 natural, -1 size)

hp 221 (14d10+144); regeneration 5 (good spells, good weapons)

Fort +15, **Ref** +14, **Will** +12

Defensive Abilities cold logic; **DR** 10/epic and good; **Immune** cold, fire, poison; **Resist** acid 10; **SR** 27

OFFENSE

Speed 40 ft., fly 60 ft. (good), ice burrowing 30 ft.

Melee +2 *frost spear* +23/+18/+13 (2d6+12/×3 plus 1d6 cold plus ice shards plus slow), bite +15 (2d6+3), tail slap +15 (1d8+3 plus slow)

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

Special Attacks entrap (DC 23, 1d10 rounds, hardness 5, hp 10), favored enemy +6, mythic power (6/day, surge +1d8), pounce

Spell-Like Abilities (CL 13th; concentration +20)

Constant—*fly*

At will—*cone of cold* (DC 22), *ice storm*, *greater teleport* (self plus 50 lbs. of objects only), *persistent image* (DC 22), *wall of ice* (DC 21)

1/day—*summon* (level 4, 2 bone devils 50%)

STATISTICS

Str 25, **Dex** 21, **Con** 22, **Int** 25, **Wis** 22, **Cha** 24

Base Atk +14; **CMB** +22; **CMD** 37

Feats Alertness, Cleave, Combat Reflexes^M, Improved Initiative^M, Iron Will^M, Power Attack, Weapon Focus (spear)

Skills Acrobatics +22, Bluff +24, Diplomacy +24, Fly +13, Intimidate +21, Knowledge (planes) +24, Knowledge (any three others) +21, Perception +27, Sense Motive +27, Spellcraft +21, Stealth +18, Survival +23

Languages Celestial, Common, Draconic, Infernal; telepathy 100 ft.

ECOLOGY

Environment any (Hell)

Organization solitary, team (2–3), council (4–10), or contingent (1–3 ice devils, 2–6 horned devils, and 1–4 bone devils)

Treasure standard (+2 *frost spear*, other treasure)

SPECIAL ABILITIES

Cold Logic (Su) When a mythic ice devil's spell resistance protects it from a mind-affecting effect, it can expend one use of mythic power as an immediate action to turn that effect upon its source, as if using *spell turning*.

Favored Enemy (Ex) A mythic ice devil can expend one use of mythic power to gain a +6 favored enemy bonus

against one type of creature for 1 hour, as if it were a 14th-level ranger.

Ice Burrowing (Ex) This ability works like the burrow ability, but only through ice and snow (including magical ice such as a *wall of ice*).

Ice Shards (Su) A mythic ice devil's ice-tipped spear embeds jagged shards of supernaturally cold ice in its target. This functions as bleed (1d6), except the damage is cold damage. Dealing 5 or more points of fire damage to the target removes all ice shards. Creatures with the fire subtype are immune to this ability.


Slow (Su) A hit from a mythic ice devil's tail or spear induces numbing cold. The opponent must succeed at a DC 23 Fortitude save or be affected as though by a *slow* spell for 1d6 rounds. This effect comes from the devil, not its weapon; it is not a quality possessed by the spear itself. The save DC is Constitution-based.

A mythic ice devil is a master of strategy, able to adapt to the nature of its opponents and turn its enemy's attacks back at them. Its lean form and upright posture sets it apart from the stockier non-mythic ice devils.



DRAGON, BLACK

This sinuous and stinking dragon is covered in black scales, with massive horns curling up from its head.

MYTHIC MATURE ADULT BLACK DRAGON 

XP 51,200 CR 15/MR 6

CE Large dragon (mythic, water)

Init +11^M; **Senses** blindsense 60 ft., darkvision 120 ft., low-light vision, mistsight; **Perception** +26

Aura frightful presence (210 ft., DC 21), stench (DC 24, 10 rounds)

DEFENSE

AC 37, touch 10, flat-footed 36 (+1 Dex, +27 natural, -1 size)

hp 260 (16d12+156)

Fort +16, **Ref** +11, **Will** +13

Defensive Abilities dragon blood (1d6 acid); **DR** 10/epic and magic; **Immune** acid, dragon traits, paralysis, sleep; **SR** 26

OFFENSE

Speed 60 ft., fly 200 ft. (poor), swim 60 ft.

Melee bite +26 (2d6+13 plus grab), 2 claws +24 (1d8+9 plus bleed), tail slap +19 (1d8+13 plus bleed), 2 wings +19 (1d6+4 plus bleed)

Space 10 ft.; **Reach** 5 ft. (10 ft. with bite)

Special Attacks bleed (1d4), breath weapon (80-ft.

line, 14d6 acid damage, Reflex DC 24 half, usable every 1d4 rounds), corrupt water, dragon fury (1d6 acid). mythic power (6/day, surge +1d8), lingering breath (2d6 acid, 6 rounds), swallow whole (1d6+9 bludgeoning and 1d6 acid damage, AC 23, 26 hp)

Spell-Like Abilities (CL 16th; concentration +19)

Constant—*Speak with animals* (reptiles only)

At will—*darkness* (70-ft. radius)

Spells Known (CL 5th; concentration +8)

2nd (5)—*blur*, *invisibility*

1st (7)—*alarm*, *mage armor*, *magic missile*, *obscuring mist*

STATISTICS

Str 29, **Dex** 12, **Con** 23, **Int** 14, **Wis** 17, **Cha** 16

Base Atk +16; **CMB** +26 (+30 grapple); **CMD** 37 (41 vs. trip)

Feats Alertness, Flyby Attack, Improved Initiative^M, Improved Vital Strike, Power Attack^M, Skill Focus (Stealth), Vital Strike, Weapon Focus (bite)^M

Skills Fly +14, Handle Animal +19, Intimidate +22, Knowledge (arcana) +21, Perception +26, Sense Motive +5, Spellcraft +21, Stealth +22, Swim +36

Languages Common, Draconic, Giant

SQ dragon cantrips, swamp stride, water breathing

ECOLOGY

Environment warm marshes

Organization solitary

Treasure triple

SPECIAL ABILITIES

Corrupt Water (Sp) Once per day, a black dragon can stagnate 10 cubic feet of still water within 210 feet, making it foul and unable to support water-breathing life. The ability spoils liquids containing water. Liquid-based magic items (such as potions) and items in a creature's possession must succeed at a Will save (DC 21) or become ruined. This ability is the equivalent of a 1st-level spell.

Swamp Stride (Ex) A black dragon can move through bogs and quicksand without penalty at its normal speed.

Water Breathing (Ex) A black dragon can breathe underwater indefinitely and can freely use its breath weapon, spells, and other abilities while submerged.

A mythic black dragon eyes can pierce fog to find prey. Its very flesh and blood is infused with deadly acid, and like a snake it can gulp down an entire meal without chewing. A mythic black dragon enjoys regurgitating a swallowed opponent to let it rot for a few days before eating it as an actual meal, or repeats this cycle on a living creature as cruel torture.



DRAGON, BLUE

Miniature bolts of electricity and a cloud of swirling sand surround this dragon's hulking, blue-scaled body.

MYTHIC MATURE ADULT BLUE DRAGON



XP 102,400 CR 17/MR 7

LE Huge dragon (earth, mythic)

Init +12^M; **Senses** blindsense 60 ft., darkvision 120 ft., low-light vision; Perception +24

Aura frightful presence (210 ft., DC 22)

DEFENSE

AC 39, touch 9, flat-footed 38 (+1 Dex, +30 natural, -2 size)

hp 295 (18d12+178)

Fort +17, **Ref** +12, **Will** +14

Defensive Abilities dragon blood (1d8 electricity), dust cloud;

DR 10/epic and magic; **Immune** dragon traits, electricity, fire, paralysis, sleep; **SR** 28

OFFENSE

Speed 40 ft., burrow 20 ft., fly 200 ft. (poor), sand glide

Melee bite +26 (2d8+12/19-20), 2 claws +24 (2d6+8), tail slap +22 (2d6+12), 2 wings +22 (1d8+4)

Space 15 ft.; **Reach** 10 ft. (15 ft. with bite)

Special Attacks bend bolt, breath weapon (100-ft. line of electricity or 50-ft. cone of sand, 14d8 electricity or 14d8 piercing, Reflex DC 25 half, usable every 1d4 rounds), crush, desert thirst, dragon fury (1d8 electricity), mythic power (7/day, surge +1d10), persuasive whisper, wild arcana (see page 14)

Spell-Like Abilities (CL 18th; concentration +10)

At will—*ghost sound*, *minor image*

Sorcerer Spells Known (CL 5th; concentration +8)

2nd (5)—*invisibility*, *resist energy*

1st (5)—*alarm*, *mage armor*, *shield*, *true strike*

STATISTICS

Str 27, **Dex** 12, **Con** 23, **Int** 16, **Wis** 17, **Cha** 16

Base Atk +18; **CMB** +28; **CMD** 39 (43 vs. trip)

Feats Combat Casting, Dazzling Display^M, Deadly

Stroke^M, Hover, Improved Critical (bite), Improved Initiative^M, Multiattack, Shatter Defenses, Weapon Focus (bite)^M

Skills Bluff +24, Fly +14, Intimidate +24, Knowledge (arcana) +15,

Knowledge (geography) +24, Knowledge (history) +15,

Knowledge (local) +24, Perception +24, Spellcraft +15,

Stealth +14, Survival +15

Languages Auran, Common, Draconic, Ignan

SQ dragon cantrips, sound imitation

ECOLOGY

Environment warm deserts

Organization solitary

Treasure triple

SPECIAL ABILITIES

Bend Bolt (Su) By expending one use of mythic power, a mythic blue dragon can bend the line of

its breath weapon once up to 90 degrees, and cause any creature that fails its save against the breath weapon to be stunned for 1 round.

Desert Thirst (Su) A blue dragon can cast *create water* at will (CL equals its HD). Alternatively, it can destroy an equal amount of liquid in a 10-foot burst. Unattended liquids are instantly reduced to sand. Liquid-based magic items (such as potions) and items in a creature's possession must succeed at a DC 22 Will save or be destroyed. The save DC is Charisma-based.

Dust Cloud (Ex) Sand and dust swirls around a mythic blue dragon's body, attracted by its natural electrical charge. This provides the dragon with concealment but doesn't interfere with the dragon's senses or attacks in any way.

Persuasive Whisper (Sp) A mythic blue dragon can expend one use of mythic power to use *charm person* or *suggestion*. Its caster level for these abilities is equal to its Hit Dice.

Sound Imitation (Ex) A very young or older blue dragon can mimic any voice or sound it has heard by making a successful Bluff check against a listener's Sense Motive check.

A mythic blue dragon has powers over weaker minds, allowing it to influence events far from its lair. Its magic also influences sand and dust, giving it mastery over the aspects of its desert home.



DRAGON, GREEN

Strange shapes dart about within the acrid fog surrounding this green-scaled dragon, and a large horn rises from its snout.

MYTHIC VERY OLD GREEN DRAGON



XP 307,200 CR 20/MR 8

LE Gargantuan dragon (air, mythic)

Init -1; **Senses** blindsense 60 ft., darkvision 120 ft., low-light vision, greensight; Perception +32

Aura frightful presence (270 ft., DC 26)

DEFENSE

AC 41, touch 5, flat-footed 41 (-1 Dex, +36 natural, -4 size)

hp 342 (21d12+206); fast healing 5

Fort +18, **Ref** +11, **Will** +18

Defensive Abilities dragon blood (2d6 acid); **DR** 15/epic and magic; **Immune** acid, dragon traits, paralysis, poison, sleep; **SR** 31

OFFENSE

Speed 40 ft., fly 250 ft. (clumsy), swim 40 ft.

Melee bite +30 (4d6+19/18-20 plus grab), 2 claws +30 (2d8+13/18-20), tail slap +28 (2d8+19), 2 wings +28 (2d6+6)

Space 20 ft.; **Reach** 15 ft. (20 ft. with bite)

Special Attacks breath weapon (60-ft. cone, 18d6 acid damage, Reflex DC 26 half, usable every 1d4 rounds), crush, delirious breath, dragon fury (2d6 acid), mythic power (8/day, surge +1d10), swallow whole (2d6 bludgeoning and 2d6 acid damage, AC 24, 34 hp), tail sweep (DC 26, 2d6+19)

Spell-Like Abilities (CL 21st; concentration +27)

At will—*arcane eye*, *charm person* (DC 17), *entangle* (DC 17), *plant growth*, *suggestion* (DC 19)

Sorcerer Spells Known (CL 11th; concentration +17)

- 5th (5)—*polymorph*, *teleport*
- 4th (7)—*dimension door*, *ice storm*, *screaming* (DC 20)
- 3rd (7)—*dispel magic*, *displacement*, *haste*
- 2nd (8)—*alter self*, *detect thoughts* (DC 18), *locate object*, *mirror image*, *see invisibility*
- 1st (8)—*magic missile*, *shield*, *silent image* (DC 17), *summon monster I*, *ventriloquism* (DC 17)

STATISTICS

Str 37, **Dex** 8, **Con** 23, **Int** 18, **Wis** 19, **Cha** 22

Base Atk +21; **CMB** +38 (+42 grapple); **CMD** 47 (51 vs. trip)

Feats Alertness, Blinding Critical, Cleave, Critical FocusSM, Flyby Attack, Great Cleave, Improved Critical (bite)SM, Improved Critical (claws)SM, Iron WillSM, Multiattack, Power Attack

Skills Fly +9, Knowledge (arcana, local, and nature) +28, Perception +32, Sense Motive +6, Spellcraft +28, Stealth +11, Survival +28, Swim +45, Use Magic Device +30

Languages Common, Draconic, Elven, Giant, Sylvan

SQ camouflage, dragon cantrips, trackless step, water breathing, woodland stride

ECOLOGY

Environment temperate forests

Organization solitary

Treasure triple

SPECIAL ABILITIES

Camouflage (Ex) The dragon can use Stealth to hide in any sort of natural terrain, even if the terrain does not grant cover or concealment.

Delirious Breath (Su) Creatures who fail their saves against the dragon's breath weapon are either confused or nauseated for 1 round. The dragon chooses which effect to apply when it uses its breath weapon, and it can use only one effect per breath.

Water Breathing (Ex) A green dragon can breathe underwater indefinitely and can freely use its breath weapon, spells, and other abilities while submerged.

A mythic green dragon embodies the confusion and fear of becoming lost in a strange forest. It stalks its prey with surprising stealth and subterfuge, preferring the taste of terrified, maddened creatures.



DRAGON, RED

A ruddy glow emanates from beneath this dragon's red, gem-encrusted scales, like lava visible between cracks of cooling stone.

MYTHIC YOUNG RED DRAGON

XP 19,200 CR 12/MR 5

CE Large dragon (fire, mythic)

Init +10^M; **Senses** blindsense 60 ft., darkvision 120 ft., low-light vision, smoke vision, x-ray vision; Perception +15

DEFENSE

AC 27, touch 10, flat-footed 26 (+1 Dex, +17 natural, -1 size)

hp 165 (11d12+94); fast healing 5

Fort +11, **Ref** +8, **Will** +10

Defensive Abilities dragon blood (1d6 fire), fortification (50%);

DR 10/epic; **Immune** dragon traits, fire, paralysis, sleep

Weaknesses vulnerable to cold

OFFENSE

Speed 40 ft., fly 200 ft. (poor)

Melee bite +18 (2d6+10 plus grab), 2 claws +18 (1d8+8 plus grab), tail slap +13 (1d8+12), 2 wings +13 (1d6+4)

Space 10 ft.; **Reach** 5 ft. (10 ft. with bite)

Special Attacks breath weapon (40-ft. cone, 6d10 fire, Reflex DC 19 half, usable every 1d4 rounds), lingering breath (2d6 fire, 5 rounds), mythic power (5/day, surge +1d8), swallow whole (1d6 bludgeoning and 1d6 fire damage, AC 18, 16 hp)

Spell-Like Abilities (CL 11th; concentration +13)

At will—*detect magic*

Sorcerer Spells Known (CL 1st; concentration +3)

1st (3)—*shield*, *true strike*

0 (at will)—*mage hand*, *message*, *prestidigitation*, *read magic*

STATISTICS

Str 27, **Dex** 12, **Con** 19, **Int** 12, **Wis** 13, **Cha** 14

Base Atk +11; **CMB** +20 (+24 grapple); **CMD** 31 (35 vs. trip)

Feats Cleave, Improved Initiative^M, Improved Vital Strike, Iron Will^M, Power Attack^M, Vital Strike

Skills Appraise +15, Bluff +16, Fly +9, Intimidate +16, Perception +15, Sense Motive +15, Stealth +11

Languages Common, Draconic

SQ dragon cantrips

ECOLOGY

Environment warm mountains

Organization solitary

Treasure triple

SPECIAL ABILITIES

Smoke Vision (Ex) A very young red dragon can see perfectly in smoky conditions (such as those created by *pyrotechnics*).

A young mythic red dragon is the offspring of an older mythic dragon, inheriting its power and rage. It tends to gorge itself on livestock, then sleep for nearly a year, only to repeat this cycle when it awakens again.

MYTHIC WYRM RED DRAGON

XP 1,638,400 CR 25/MR 10

CE Gargantuan dragon (fire, mythic)

Init +12^M; **Senses** blindsight 60 ft., darkvision 120 ft., low-light vision, smoke vision, x-ray vision; Perception +35

Aura fire (10 ft., 2d6 fire), frightful presence (330 ft., DC 30)

DEFENSE

AC 50, touch 4, flat-footed 50 (-2 Dex, +46 natural, -4 size)

hp 518 (27d12+343); fast healing 5

Fort +24, **Ref** +13, **Will** +22

Defensive Abilities dragon blood (2d6 fire), fortification (50%); **DR** 20/epic and magic; **Immune** dragon traits, fire, paralysis, sleep; **SR** 36

Weaknesses vulnerable to cold

OFFENSE

Speed 40 ft., fly 250 ft. (clumsy)

Melee bite +40 (4d6+25/18-20 plus bleed and grab), 2 claws +40 (2d8+17/19-20 plus bleed and grab), 2 wings +38 (2d6+8), tail slap +38 (2d8+25)

Space 20 ft.; **Reach** 15 ft. (20 ft. with bite)

Special Attacks bleed (2d6), breath weapon (60-ft. cone, 22d10 fire damage, Reflex DC 32 half, usable every 1d4 rounds), crush, dragon fury (2d6 fire), lingering breath (4d6 fire, 10 rounds), manipulate flames, melt stone, mythic power (10/day, surge +1d12), sooty flame, swallow whole (2d6 bludgeoning and 2d6 fire damage, AC 28, 51 hp), tail sweep (DC 32, 2d6+25), wild arcana (see page 14)

Spell-Like Abilities (CL 27th; concentration +34)

At will—*detect magic*, *find the path*, *pyrotechnics* (DC 19), *suggestion* (DC 20), *wall of fire*

Sorcerer Spells Known (caster level 17th; concentration +24)

8th (4)—*discern location*, *iron body*

7th (7)—*insanity* (DC 24), *limited wish*^M, *spell turning*

6th (7)—*antimagic field*^M, *contingency*^M, *greater dispel magic*

5th (7)—*polymorph*, *telekinesis*, *teleport*, *wall of force*^M

4th (7)—*fear* (DC 21), *fire shield*, *greater invisibility*, *stoneskin*^M

3rd (8)—*dispel magic*^M, *displacement*, *haste*^M, *tongues*

2nd (8)—*alter self*, *detect thoughts* (DC 19), *misdirection*, *resist energy*^M, *see invisibility*

1st (8)—*alarm*, *grease*, *magic missile*^M, *shield*, *true strike*^M

M Mythic spell

STATISTICS

Str 45, **Dex** 6, **Con** 29, **Int** 20, **Wis** 21, **Cha** 24

Base Atk +27; **CMB** +48 (+52 grapple); **CMD** 56 (60 vs. trip)

Feats Cleave, Critical Focus^M, Greater Vital Strike, Improved Critical (bite)^M, Improved Critical (claws), Improved Initiative^M, Improved Iron Will, Improved Vital Strike, Iron Will^M, Multiattack, Power Attack^M, Quicken Spell, Staggering Critical, Vital Strike

Skills Appraise +35, Bluff +37, Diplomacy +37, Fly +14, Intimidate +37, Knowledge (arcana) +35, Knowledge (history) +35, Perception +35, Sense Motive +35, Spellcraft +35, Stealth +16

Languages Abyssal, Common, Draconic, Dwarven, Giant, Orc
SQ dragon cantrips, mythic spellcasting (see page 50)

ECOLOGY

Environment warm mountains

Organization solitary

Treasure triple

SPECIAL ABILITIES

Fire Aura (Su) A wyrm red dragon is surrounded by an aura of intense heat. All creatures within 10 feet take 2d6 points of fire damage at the beginning of the dragon's turn.

Manipulate Flames (Su) A wyrm red dragon can control any fire spell within 110 feet of the dragon as a standard action. This ability allows it to move any fire effect in the area, as if it were the caster. This ability also allows it to reposition a stationary fire effect, although the new placement must be one allowed by the spell. Finally, for 1 round following the use of this ability, the dragon can control any new fire spell cast within its area of control, as if it were the caster. It can make all decisions allowed to the caster, including canceling the spell if it so desires.

Melt Stone (Su) The dragon can use its breath weapon to melt rock at a range of 100 feet, affecting a 55-foot-radius area. The area becomes lava to a depth of 1 foot. Any creature in contact with the lava takes 20d6 points of fire damage on the first round, 10d6 on the second, and none thereafter as the lava hardens and cools. If used on a wall or ceiling, treat this ability as an avalanche that deals fire damage.

Few creatures inspire such dread as the magnificently wrathful red dragons, and the ones with mythic power are even more fearful. They are the embodiments of destruction, hatred, and draconic arrogance. Magnificent and utterly frightening to behold, mythic red dragons possess a fierce beauty that exceeds all other dragons. From their powerful jaws, capable of snapping iron bars and the masts of ships, to their muscular tails, which can crash through stone walls as easily as whips break skin, red dragons reflect predatory superiority and murderous perfection. A mythic red dragon's body has cordlike muscles that allow it to move more quickly and gracefully than a creature of its size should have a right to.

Villains of the worst kind, mythic red dragons are unflinchingly evil in ways rarely matched even by other mythic evil creatures.

Their destructive impulses and wrathful fiery rampages surprise and delight the most heinous demons. These legendary dragons demand annual royal sacrifices or tribute in slaves, and think nothing of working their underlings to death.

An older mythic red dragon spends little time out of its lair, and when it does emerge it prefers to attack humanoid settlements away from the immediate vicinity, burning down buildings, dropping peasants from great heights, and demanding coins and other treasures. This raiding pattern makes it difficult for would-be dragonslayers to find the creature's actual lair.

Mythic red dragons use their magic to protect their lairs with a variety of protective spells. A typical lair also contains slave-built mundane traps, environmental hazards such as steam vents poisonous fumes, and (if within an active volcano) molten rock as part of its defenses.



DRAGON, WHITE

This dragon's white, ice-encrusted scales glitter like diamonds as it effortlessly makes its way across the snow.

MYTHIC JUVENILE WHITE DRAGON

XP 6,400 CR 9/MR 3

CE Medium dragon (cold, mythic)

Init +6; **Senses** blindsense 60 ft., darkvision 120 ft., low-light vision, snow vision; Perception +15

DEFENSE

AC 26, touch 12, flat-footed 24 (+2 Dex, +14 natural)

hp 124 (9d12+66)

Fort +10, **Ref** +8, **Will** +7

Defensive Abilities dragon blood (1d4 cold); **DR** 5/epic;

Immune cold, dragon traits, paralysis, sleep

Weaknesses vulnerable to fire

OFFENSE

Speed 60 ft., burrow 30 ft., fly 150 ft. (average), swim 60 ft.

Melee bite +15 (1d8+9), 2 claws +15 (1d6+6), 2 wings +10 (1d4+3)

Special Attacks breath weapon (30-ft. cone, 8d4 cold damage, Reflex DC 18 half, usable every 1d4 rounds), dragon fury (1d4 cold), ice slick, mythic power (3/day, surge +1d6), power slide, trample (1d6+9, DC 20)

Spell-Like Abilities (CL 9th; concentration +9)
Constant—*fog cloud*

STATISTICS

Str 23, **Dex** 14, **Con** 19, **Int** 10, **Wis** 13, **Cha** 10

Base Atk +9; **CMB** +15; **CMD** 27 (31 vs. trip)

Feats Alertness, Flyby Attack, Improved Initiative, Power Attack^M, Vital Strike^M

Skills Fly +14, Intimidate +12, Perception +15, Sense Motive +15, Stealth +14, Swim +26

Languages Draconic

SQ ice shape, icewalking

ECOLOGY

Environment cold mountains

Organization solitary

Treasure triple

SPECIAL ABILITIES

Ice Shape (Su) A young white dragon can shape ice and snow at will. This ability functions as *stone shape*, but only targets ice and snow, not stone. A white dragon's caster level for this effect is equal to its Hit Dice.

Ice Slick (Ex) Ice and slush persists from a mythic juvenile white dragon's breath weapon, coating all surfaces in the area and turning the area into difficult terrain for 1 minute per age category. The dragon can breathe at a location beyond its breath weapon range, coating it in ice and slush, instead of damaging creatures, in a radius equal to half its breath weapon range and at a range of 30 feet per age category (a 15-foot burst up to 120 feet for a mythic juvenile white dragon).

Icwalking (Ex) This ability works like the *spider climb* spell, but the surfaces the dragon climbs must be icy. The dragon can move across icy surfaces without penalty and does not need to make Acrobatics checks to run or charge on ice.

Power Slide (Ex) If a mythic juvenile white dragon deals trample damage to one or more opponents on ice, snow, frozen tundra, or a similar slippery surface, it can expend one use of mythic power to attempt an awesome blow combat maneuver against each damaged target, as if it had the Awesome Blow monster feat (*Bestiary* 314).

Snow Vision (Ex) A very young white dragon learns to see perfectly well in snowy conditions. A white dragon does not take any penalties on Perception checks while in snow.

A mythic white dragon's powers over ice and snow make it a perfect predator for its environment. Its hunger is barely kept in check by its human-level intelligence. It is fond of crashing into enemies and knocking them into ravines so they can be found and eaten later.



ELEMENTAL, AIR

This living tornado draws in all the air that surrounds it, hurling unrestrained objects as it moves.

MYTHIC ELDER AIR ELEMENTAL



XP 38,400 CR 14/MR 5

N Huge outsider (air, elemental, extraplanar, mythic)

Init +15; **Senses** darkvision 60 ft.; Perception +20

DEFENSE

AC 33, touch 20, flat-footed 21 (+11 Dex, +1 dodge, +13 natural, -2 size)

hp 202 (16d10+114)

Fort +14, **Ref** +21, **Will** +8

Defensive Abilities air mastery; **DR** 10/—; **Immune** elemental traits

OFFENSE

Speed fly 100 ft. (perfect)

Melee 2 slams +25 (4d8+11 plus grab)

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

Special Attacks create vacuum, elevated ejection, fast swallow, mythic power (5/day, surge +1d8), swallow whole (2d8+9 bludgeoning damage, AC 14, 20 hp, DR 10/—), whirlwind (at will, 10–60 ft. high, 2d8+9 damage, DC 27)

STATISTICS

Str 28, **Dex** 33, **Con** 18, **Int** 12, **Wis** 13, **Cha** 11

Base Atk +16; **CMB** +27 (+31 grapple); **CMD** 49

Feats Blind-Fight, Cleave^M, Combat Reflexes, Dodge, Flyby Attack, Improved Initiative^B, Iron Will^M, Mobility, Power Attack, Weapon Finesse^{B, M}

Skills Acrobatics +30, Escape Artist +30, Fly +34, Knowledge (planes) +20, Perception +20, Sense Motive +20, Stealth +22

Languages Auran

ECOLOGY

Environment any (Plane of Air)

Organization solitary, pair, or gang (3–8)

Treasure none

SPECIAL ABILITIES

Air Mastery (Ex) Airborne creatures take a -1 penalty on attack and damage rolls against a mythic air elemental.

Create Vacuum (Ex) As a standard action, a mythic elder air elemental can suck the air out of the lungs of creatures it has swallowed or that are trapped in its whirlwind (Fortitude DC 27 negates). Creatures that fail the save take 2d6 points of damage

and must attempt Constitution checks each round as if they had run out of breath. An affected character can't speak, use breath weapons, cast spells with verbal components, or do anything else that requires breathing. A trapped creature that succeeds at its save must succeed at a concentration check to cast spells. The air elemental can maintain this vacuum as a move action. If it stops, the trapped or swallowed creatures can breathe again. The save DC is Strength-based.

Elevated Ejection (Ex) When a mythic air elemental in whirlwind form ejects a trapped creature, it can do so from any point up to the whirlwind's current height, dropping the creature into the whirlwind's space or within the elemental's normal reach. The creature takes falling damage as normal. If the elemental expends one use of mythic power, it can instead throw a trapped creature as if using the uncanny grapple path ability (see page 23) with no grapple check needed.

Swallow Whole (Ex) A mythic air elemental can use this ability on a creature it has grabbed. If a trapped creature cuts itself free, the hole heals itself closed at the start of the elemental's next turn, allowing it to use swallow whole again.

A mythic elder air elemental is pure fury and strength, capable of throwing wooden splinters through stone walls and tearing creatures apart with fists of solid wind. Its greatest speed is within its empty core, able to suffocate enemies in moments.



ELEMENTAL, EARTH

This humanoid mountain of stone and earth strides forward on legs like pillars, a vast grove covering its back.

MYTHIC ELDER EARTH ELEMENTAL

XP 38,400 CR 14/MR 5

N Huge outsider (earth, elemental, extraplanar, mythic)

Init -1; **Senses** darkvision 60 ft., tremorsense 60 ft.;

Perception +20

DEFENSE

AC 29, touch 7, flat-footed 29 (-1 Dex, +22 natural, -2 size)

hp 218 (16d10+130)

Fort +15, **Ref** +4, **Will** +11

Defensive Abilities trap weapon; **DR** 10/—; **Immune** elemental traits

OFFENSE

Speed 20 ft., burrow 20 ft., earth glide

Melee 2 slams +26 (4d6+18/18-20)

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

Special Attacks earth mastery, mythic power (5/day, surge +1d8), petrify, stun, trample (4d6+18, DC 30)

Spell-Like Abilities (CL 16th; concentration +16)

At will—*stone shape*

5/day—*transmute mud to rock* (DC 15)

STATISTICS

Str 34, **Dex** 8, **Con** 21, **Int** 12, **Wis** 13, **Cha** 11

Base Atk +16; **CMB** +30 (+34 bull rush or overrun, +32 sunder);

CMD 41 (43 vs. bull rush, overrun, or sunder)

Feats Awesome Blow, Cleave^M, Greater Bull Rush, Greater Overrun, Improved Bull Rush^B, Improved Critical (slam)^M, Improved Overrun, Improved Sunder, Power Attack^M

Skills Appraise +20, Climb +31, Knowledge (dungeoneering) +20, Knowledge (planes) +20, Perception +20, Sense Motive +20, Stealth +10

Languages Terran

SQ powerful blows (slam)

ECOLOGY

Environment any (Plane of Earth)

Organization solitary, pair, or gang (3-8)

Treasure none

SPECIAL ABILITIES

Earth Mastery (Ex) A earth elemental gains a +1 bonus on attack and damage rolls if both it and its foe are touching the ground. If an opponent is airborne or waterborne, the elemental takes a -4 penalty on attack and damage rolls. These modifiers apply to bull rush and overrun maneuvers, whether the elemental is initiating or resisting these kinds of attacks.

Petrify (Su) If it hits a target with a slam attack, a mythic earth elemental can

expend two uses of mythic power to permanently turn that target to stone. If the target succeeds at a DC 23 Fortitude save, it is slowed (as the spell) for 1d6 rounds instead of petrified. The save DC is Constitution-based.

Stun (Ex) If a mythic earth elemental strikes an opponent with two slams in 1 round, that creature must succeed at a DC 30 Fortitude save or be stunned for 1d6 rounds. The save DC is Strength-based.

Trap Weapon (Ex) A mythic earth elemental's body traps manufactured weapons that damage it. A manufactured weapon that deals hit point damage to the elemental (after subtracting its DR) is stuck fast unless the wielder succeeds at a DC 30 Reflex save. A creature can spend a standard action to attempt a DC 30 Strength check to remove a stuck weapon. Weapons that deal only bludgeoning damage are immune to this ability. The elemental can release any number of stuck weapons as a free action. The save DC is Strength-based.

Infused with the power and wisdom of the deepest, oldest stone, a mythic elder earth elemental is a rocky bulwark against progress and change. They use innate magic and their very bodies to block enemy advances and preserve treasures of the earth.



ELEMENTAL, FIRE

This blazing conflagration is vaguely humanoid in shape, its horned visage almost too bright to look upon.

MYTHIC ELDER FIRE ELEMENTAL



XP 38,400 CR 14/MR 5

N Huge outsider (elemental, extraplanar, fire, mythic)

Init +13; **Senses** darkvision 60 ft.; Perception +20

Aura frightful presence (60 ft., DC 18), shroud of flame (15 ft., 2d6 fire, DC 22), smoke cloud (10 ft., DC 22)

DEFENSE

AC 32, touch 19, flat-footed 21 (+9 Dex, +2 dodge, +13 natural, -2 size)

hp 202 (16d10+114)

Fort +14, **Ref** +19, **Will** +8

DR 10/—; **Immune** elemental traits, fire

Weaknesses vulnerable to cold

OFFENSE

Speed 60 ft.

Melee 2 slams +23 (2d8+8 plus burn)

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

Special Attacks blinding blaze, burn (2d10, DC 22), inferno, mythic power (5/day, surge +1d8)

Spell-Like Abilities (CL 16th; concentration +16)

At will—*produce flame*

5/day—*flame arrow, wall of fire*

STATISTICS

Str 26, **Dex** 29, **Con** 18, **Int** 12, **Wis** 13, **Cha** 11

Base Atk +16; **CMB** +26; **CMD** 47

Feats Blind-Fight, Combat Reflexes^M, Dodge^M, Improved Initiative^B, Iron Will^M, Lightning Stance, Mobility, Spring Attack, Weapon Finesse^B, Wind Stance

Skills Acrobatics +28 (+40 when jumping), Climb +27, Escape Artist +28, Intimidate +19, Knowledge (planes) +20, Perception +20, Sense Motive +20

Languages Ignan

ECOLOGY

Environment any (Plane of Fire)

Organization solitary, pair, or gang (3–8)

Treasure none

SPECIAL ABILITIES

Blinding Blaze (Su) A mythic fire elemental can expend one use of mythic power as a swift action to burn brightly, granting it a blinding gaze attack. This gaze causes permanent blindness and has a range of 60 feet. A creature that succeeds at a DC 22 Fortitude save is instead dazzled for 1 round. Fire elementals are immune to this blindness. The save DC is Constitution-based.

Inferno (Ex) A mythic fire elemental can expend one use of mythic power as an

immediate action to lose its vulnerability to cold for 1 round. During this time, any fire damage it deals ignores fire resistance and fire immunity.

Shroud of Flame (Ex) Any creature within a mythic fire elemental's reach must succeed at a DC 22 Reflex save at the start of its turn or take 2d6 points of fire damage. The elemental can suppress or reactivate this ability at will as a free action. The save DC is Constitution-based.

Smoke Cloud (Ex) As a swift action, a mythic fire elemental can create a choking cloud of smoke. This cloud is equivalent to that of *pyrotechnics* and lasts 1 minute. Fire elementals are immune to the effects of this ability.

A mythic elder fire elemental is a living fragment of the original fires at the heart of its home plane. Having learned the patience of a slow burn, it lacks both the recklessness of younger fire elementals and the urge to inspire fear in the hearts of flammable mortals. It enjoys using smoke to scatter opponents so it can chase them down and set them alight.



ELEMENTAL, WATER

Thousands of gallons of water rise up to become a tentaced face, a bulbous body, and four long tentacular appendages.

MYTHIC ELDER WATER ELEMENTAL

XP 38,400 CR 14/MR 5

N Huge outsider (elemental, extraplanar, mythic, water)

Init +6; Senses darkvision 60 ft.; Perception +20

DEFENSE

AC 30, touch 16, flat-footed 22 (+6 Dex, +2 dodge, +14 natural, -2 size)

hp 202 (16d10+114)

Fort +14, Ref +18, Will +6

DR 10/—; Immune elemental traits

OFFENSE

Speed 20 ft., swim 90 ft.

Melee 4 slams +24 (2d10+10/18-20 plus grab)

Space 15 ft.; Reach 15 ft.

Special Attacks drench, fast swallow, mythic power (5/day, surge +1d8), pressure wave, smother, swallow whole (2d10+10 bludgeoning damage, AC 14, 20 hp, DR 10/—), vortex (at will, 10-60 ft., 2d10+10 damage, DC 28), water mastery

STATISTICS

Str 30, Dex 22, Con 19, Int 12, Wis 13, Cha 11

Base Atk +16; CMB +28 (+30 bull rush or sunder, +32 grapple); CMD 48 (50 vs. bull rush or sunder)

Feats Cleave, Dodge^M, Great Cleave, Improved Bull Rush, Improved Critical (slam)^M, Improved Sunder, Lightning Reflexes, Power Attack^M

Skills Acrobatics +25, Escape Artist +25, Knowledge (planes) +20, Perception +20, Sense Motive +20, Stealth +17, Swim +37.

Languages Aquan

ECOLOGY

Environment any (Plane of Water)

Organization solitary, pair, or gang (3-8)

Treasure none

SPECIAL ABILITIES

Drench (Ex) The elemental's touch puts out nonmagical flames of Large size or smaller. The creature can dispel magical fire it touches as *dispel magic* (caster level 16th).

Pressure Wave (Su) A mythic water elemental can expend one use of mythic power to create a 60-foot-radius burst of pressurized water. Creatures in the area must attempt a DC 22 Fort save. Success means the creature is sickened for 1d4 rounds; failure means the creature is nauseated for 1d4 rounds and sickened for 1d4 rounds after that. If the elemental expends two uses of mythic power, creatures nauseated by this ability also take slam damage. Creatures with the aquatic or water subtypes are immune to this ability. The save DC is Constitution-based.

Swallow Whole (Ex) The elemental can use this ability on a creature it has grabbed. If a trapped creature cuts itself free, the hole heals itself closed at the start of the elemental's next turn, allowing it to use swallow whole again.

Vortex (Su) A water elemental can create a whirlpool as a standard action, at will (as a whirlwind [Bestiary 306]), but only underwater and cannot leave the water).


Water Mastery (Ex) If a water elemental and its opponent are touching water, the elemental gains a +1 bonus on attack rolls, damage rolls, and bull rush and overrun combat maneuver checks. If it or the opponent are touching the ground, the elemental takes a -4 penalty on attack rolls, on damage rolls, and to its CMD to resist bull rush and overrun attempts.

A mythic water elemental comes from the unknowable depths of its home plane, predating the current civilizations and gods. A witness to ancient and bizarre acts of life-creation, it is unconcerned about the interests of mortal creatures.



ETTIN

Flies buzz around this bestial, two-headed giant, and maggots squirm in the folds of its skin.

MYTHIC ETTIN CR 8/MR 3 

XP 4,800

CE Large humanoid (giant, mythic)

Init +3; **Senses** low-light vision; Perception +12

Aura stench (DC 17, 10 rounds)

DEFENSE

AC 22, touch 8, flat-footed 22 (+3 armor, -1 Dex, +11 natural, -1 size)

hp 89 (10d8+44)

Fort +9, **Ref** +2, **Will** +5

Defensive Abilities two brains; **DR** 5/epic

OFFENSE

Speed 40 ft.

Melee 2 flails +13/+13 (2d6+7)

Ranged 2 javelins +5 (1d8+7)

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

Special Attacks mythic power (3/day, surge +1d6), powerful charge (flail, 4d6+10), superior two-weapon fighting

STATISTICS

Str 25, **Dex** 8, **Con** 15, **Int** 6, **Wis** 10, **Cha** 11

Base Atk +7; **CMB** +15 (+17 overrun); **CMD** 24

Feats Cleave^M, Improved Initiative, Improved Overrun, Iron Will, Power Attack^M

Skills Handle Animal +8, Perception +12;

Racial Modifiers +4 Perception

Languages pidgin of Giant, Goblin, and Orc

ECOLOGY

Environment cold hills

Organization solitary, pair, gang (3-6), troupe (1-2 plus 1-2 brown bears), band (3-6 plus 1-2 brown bears), or colony (3-6 plus 1-2 brown bears and 7-12 orcs or 9-16 goblins)

Treasure standard (studded leather, 2 flails, 4 javelins, other treasure)

SPECIAL ABILITIES

Two Brains (Ex) Anytime a mythic ettin attempts a Will saving throw, it rolls twice and uses the better result.

A mythic ettin is descended from a sordid lineage of mythic hill giants, mythic stone giants, and at least one mythic orc. Angrier, filthier, and stronger than other ettins, it is a leader of its kind, and is better at keeping a band or colony together for months or years.

VARIANT MYTHIC ETTINS

Some mythic ettins are strongly related to one of their ancestral races, and have different mythic abilities.

Hillblood Ettin (CR 8/MR 3)

A hill-giant-dominant mythic ettin loses its powerful charge and stench abilities but gains a mythic hill giant's earth bond and ground pound abilities (see page 200).

Orcblood Ettin (CR 8/MR 3)

An orc-dominant mythic ettin loses its stench and two brains abilities, but gains blood rage and feral savagery (see page 227).


Stoneblood Ettin (CR 8/MR 3)

A stone giant-dominant mythic ettin loses its powerful charge and stench abilities, but gains a stone giant's improved rock catching (*Bestiary* 151) and rock throwing.



GARGOYLE

This living stone statue takes the shape of a horned and winged humanoid, and green acid drips from its mouth.

MYTHIC GARGOYLE CR 5/MR 2 

XP 1,600

CE Medium monstrous humanoid (earth, mythic)

Init +6; **Senses** darkvision 60 ft.; Perception +5

DEFENSE

AC 18, touch 12, flat-footed 16 (+2 Dex, +6 natural)

hp 62 (5d10+35)

Fort +4, **Ref** +6, **Will** +6

DR 10/epic and magic

OFFENSE

Speed 40 ft., fly 60 ft. (average)

Melee bite +8 (1d4+3), 2 claws +8 (1d6+3), gore +8 (1d4+3)

Special Attacks breath weapon (60-ft. line, 6d6 acid damage, Reflex DC 15 half, usable every 1d4 rounds), mythic power (2/day, surge +1d6)

STATISTICS

Str 17, **Dex** 14, **Con** 16, **Int** 6, **Wis** 11, **Cha** 7

Base Atk +5; **CMB** +8; **CMD** 20

Feats Improved Initiative, Iron Will^M, Skill Focus (Fly)

Skills Fly +12, Perception +5, Stealth +11 (+17 +6 in stony environs);

Racial Modifiers +2 Stealth (+8 +6 in stony environs)

Languages Common, Terran

SQ freeze, opportunistic movement, possess statue

ECOLOGY

Environment any

Organization solitary, pair, or wing (3–12)

Treasure standard

SPECIAL ABILITIES

Freeze (Ex) A gargoyle can hold itself so still it appears to be a statue. A gargoyle that uses freeze can take 20 on its Stealth check to hide in plain sight as a stone statue.

Opportunistic Movement (Ex) A mythic gargoyle can rapidly move to take advantage of an opponent's weakened defenses. When an opponent within 30 feet takes an action that provokes an attack of opportunity, as an immediate action the mythic gargoyle can expend one use of mythic power to move up to 40 feet, ending its movement next to the creature that provoked the attack of opportunity and making an attack of opportunity against that creature. The gargoyle's movement from this ability doesn't provoke attacks of opportunity.

Possess Statue (Su) A mythic gargoyle can expend one use of mythic power to possess and animate a Medium stone statue within 100 feet. The possessed statue functions as a non-mythic gargoyle and lasts as long as the statue is in range

and the gargoyle concentrates. When using this ability, the gargoyle's actual body is immobile (as if using its freeze ability) and helpless. It can stop using this ability as a move action. If the statue is destroyed, the gargoyle's life force returns to its own body.

A mythic gargoyle is a king or queen among its kind, usually gaining its power from an earth deity, a mythic gem embedded in its chest, or centuries of exposure to powerful magic. It has a distinct appearance, and other members of its wing slowly shift to match its look.


Mythic Kapoacinth

An aquatic mythic gargoyle is nearly identical to a mythic gargoyle, but usually has an electricity breath weapon instead of acid. Some have the ability to possess coral or wood statues instead of stone.



GIANT, FIRE

This giant's hair, beard, and skin are made of lava, and its armor and weapon glow with a dull heat.

MYTHIC FIRE GIANT CR 12/MR 5 

XP 19,200

LE Large humanoid (fire, giant, mythic)

Init -1; **Senses** low-light vision; Perception +14

Aura choking ash (10 ft., DC 23)

DEFENSE

AC 29, touch 8, flat-footed 29 (+8 armor, -1 Dex, +13 natural, -1 size)

hp 197 (15d8+130)

Fort +15, **Ref** +4, **Will** +9

Defensive Abilities backlash (see page 21), rock catching;

DR 10/epic; **Immune** fire

Weaknesses vulnerable to cold

OFFENSE

Speed 30 ft. (40 ft. base)

Melee greatsword +22/+17/+12 (3d6+16/19-20 plus 4d6 fire) or 2 slams +21 (1d6+11 plus 4d6 fire)

Ranged rock +10 (1d8+16 plus 4d6 fire)

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

Special Attacks fire vortex, lava weapons, precision (see page 24), mythic power (5/day, surge +1d8), rock throwing (120 ft.)

STATISTICS

Str 33, **Dex** 9, **Con** 23, **Int** 10, **Wis** 14, **Cha** 10

Base Atk +11; **CMB** +23 (+25 overrun or sunder); **CMD** 34 (36 vs. overrun or sunder)

Feats Cleave^M, Great Cleave, Improved Overrun, Improved Sunder, Iron Will^M, Martial Weapon Proficiency (greatsword), Power Attack^M, Weapon Focus (greatsword)

Skills Climb +15, Craft (any one) +8, Intimidate +11, Perception +14

Languages Common, Giant

ECOLOGY

Environment warm mountains

Organization solitary, gang (2-5), band (6-12 plus 35% noncombatants and 1 adept or cleric of 1st-2nd level), raiding party (6-12 plus 1 adept or sorcerer of 3rd-5th level, 2-5 hell hounds, and 2-3 trolls or ettins), or tribe (20-30 plus 1 adept, cleric, or sorcerer of 6th-7th level; 1 fighter or ranger of 8th-9th level as king; and 17-38 hell hounds, 12-22 trolls, 7-12 ettins, and 1-2 young red dragons)

Treasure standard (half-plate, greatsword, other treasure)

SPECIAL ABILITIES

Choking Ash (Su) Any creature that starts its turn in the giant's aura is nauseated for 1 round (Fortitude DC 23 negates). The ash provides the giant with 50% concealment against ranged attacks. Strong wind or fire-quenching magic disperse it for 1d4 rounds. The save DC is Constitution-based.

Fire Vortex (Su) A mythic fire giant can expend one use of mythic power to create a vortex of fire within 30 feet. The vortex is 5 feet wide at its base, 15 feet wide at the top, and 30 feet tall. Any creature starting its turn adjacent to the vortex takes 6d6 points of fire damage, and any creature passing through it takes 15d6 fire damage. A successful DC 23 Reflex saving throw halves this damage. The fire giant can move the vortex up to 20 feet as a move action. If the vortex moves through a creature, that creature must succeed at a saving throw against the vortex to avoid taking damage. The vortex lasts for 5 rounds. The save DC is Constitution-based.

Lava Weapons (Su) All melee and ranged attacks made by the fire giant deal an additional 4d6 points of fire damage. This ability replaces the heated rock ability of non-mythic fire giants.

A mythic fire giant burns like the heart of a volcano. Wielding weapons of flame and ash, it brands enemies with its fury and strength.



GIANT, HILL

Like barnacles made of rock, stone growths encrust the feet of this thick-bodied giant.

MYTHIC HILL GIANT

CR 9/MR 3



XP 6,400

CE Large humanoid (giant, mythic)

Init -1; **Senses** low-light vision; Perception +6

DEFENSE

AC 24, touch 8, flat-footed 24 (+4 armor, -1 Dex, +12 natural, -1 size)

hp 119 (10d8+74)

Fort +12, **Ref** +2, **Will** +3

Defensive Abilities dense mind, rock catching; **DR** 5/epic

OFFENSE

Speed 30 ft. (40 ft. base)

Melee greatclub +16/+11 (2d8+12 plus trip) or
2 slams +14 (1d8+8)

Ranged rock +6 (1d8+12)

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

Special Attacks ground pound, mythic power (3/day, surge +1d6), rock throwing (120 ft.), trip (greatclub)

STATISTICS

Str 27, **Dex** 8, **Con** 21, **Int** 8, **Wis** 10, **Cha** 7

Base Atk +7; **CMB** +16; **CMD** 25

Feats Cleave^M, Intimidating Prowess, Martial Weapon Proficiency (greatclub), Power Attack, Weapon Focus (greatclub)^M

Skills Climb +11, Intimidate +13, Perception +6

Languages Giant

SQ earth bond

ECOLOGY

Environment temperate hills

Organization solitary, gang (2-5), band (6-8), raiding party (9-12 plus 1d4 dire wolves), or tribe (13-30 plus 35% noncombatants plus 1 barbarian or fighter chief of 4th-6th level, 11-16 dire wolves, 1-4 ogres, and 13-20 orc slaves)

Treasure standard (hide armor, greatclub, other treasure)

SPECIAL ABILITIES

Dense Mind (Ex) If a mythic hill giant fails its saving throw against a hostile mind-affecting effect, at the start of its turn it automatically expends one use of mythic power (if it has any) as a free action to reroll its saving throw against the effect. It rerolls for each ongoing mind-affecting effect each turn.

Earth Bond (Ex) A mythic hill giant gains a +2 bonus on attack rolls, weapon damage rolls, and saves while touching the ground (including a stone or earthen floor in a building). As a standard action, a hill giant touching the ground can expend one use of mythic power to rejuvenate itself, gaining the benefits of *cure critical wounds* and *restoration*.

Ground Pound (Ex) As a standard action, a mythic hill giant can expend one use of mythic power and hit the ground with a bludgeoning weapon. Choose one intersection within reach; creatures touching the ground within a 20-foot burst centered on that intersection take double the damage normally dealt by that bludgeoning weapon (Reflex DC 23 for half). Creatures that fail their saves are knocked prone and moved 5 feet directly away from chosen intersection. This ability has no effect on creatures with the earth bond ability. The save DC is Strength-based.

A mythic hill giant is a relic from an earlier age, smarter than its degenerate kin and gifted with magic of stone and earth. Some seek to rule, creating tribes with their non-mythic kin and using smaller beings as serfs. Others prefer lives of solitude, intolerant of all other creatures.



GOLEM, FLESH

Electricity constantly arcs between the bolts and rivets that hold this amalgamated creature's flesh together.

MYTHIC FLESH GOLEM

CR 9/MR 3


XP 6,400

N Large construct (mythic)

Init -1; **Senses** darkvision 60 ft., low-light vision; Perception +10

DEFENSE

AC 23, touch 8, flat-footed 23 (-1 Dex, +15 natural, -1 size)

hp 145 (10d10+90); fast healing 5

Fort +3, **Ref** +2, **Will** +3

DR 5/adamantine and epic; **Immune** construct traits, magic

OFFENSE

Speed 30 ft.

Melee 2 slams +16 (2d8+6 plus 1d10 electricity plus sparking slams)

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

Special Attacks berserk, greater rage (10 rounds/day), mythic brawler, mythic power (3/day, surge +1d6)

STATISTICS

Str 22, **Dex** 9, **Con** —, **Int** 6, **Wis** 11, **Cha** 1

Base Atk +10; **CMB** +17; **CMD** 26

Feats Blind-Fight, Cleave, Power Attack^M, Toughness^M, Weapon Focus (slam)

Skills Perception +10

Languages none

ECOLOGY

Environment any

Organization solitary or gang (2-4)

Treasure none

SPECIAL ABILITIES

Berserk (Ex) When a mythic flesh golem enters combat, there is a cumulative 1% chance each round that the golem goes berserk. A berserk golem attacks the nearest living creature or smashes some object smaller than itself if no creature is within reach, then moves on to spread more destruction. If the golem's creator is within 60 feet and succeeds at a DC 20 Charisma check, she regains control of the golem by speaking firmly and persuasively to it. If the golem is inactive for 1 minute, its berserk chance resets to 0%.

Immunity to Magic (Ex) A mythic flesh golem is immune to any spell or spell-like ability that allows spell resistance. In addition, certain spells and effects function differently against the creature, as noted below.

- A mythic magical attack that deals cold or fire damage slows a mythic flesh golem (as the *slow* spell) for 2d6 rounds (no save).
- A magical attack that deals electricity damage (other than the golem's own sparking slam)

ends any slow effect on the golem and heals 1 point of damage for every 3 points of damage the attack would otherwise deal; (the golem gets no save against these attacks). If the amount of healing would cause the golem to exceed its full normal hit points, it gains any excess as temporary hit points.

Mythic Brawler (Ex) The mythic flesh golem can spend a use of its mythic power to attempt a combat maneuver as a swift action with no attack of opportunity for the attempt.

Sparking Slams (Su) If a mythic flesh golem strikes an opponent twice in 1 round with its slams, that creature takes an additional 2d10 points of electricity damage. A flesh golem cannot use its electricity attacks to deal electricity damage to itself.

A mythic flesh golem retains an unnatural level of electrical energy from the process that created it. This grants it limited intelligence, extra strength, and the ability to shock its opponents.



GRIFFON

This majestic beast combines the features of a sleek black eagle and the strong, lean musculature of a panther.

MYTHIC GRIFFON

CR 5/MR 2



XP 1,600

N Large magical beast (mythic)

Init +2; **Senses** darkvision 60 ft., low-light vision, scent; Perception +12

DEFENSE

AC 19, touch 11, flat-footed 17 (+2 Dex, +8 natural, -1 size)

hp 62 (5d10+35)

Fort +7, **Ref** +6, **Will** +4

DR 5/epic

OFFENSE

Speed 30 ft., fly 100 ft. (average)

Melee bite +8 (1d6+4 plus grab), 2 talons +10 (1d6+4)

Space 10 ft.; **Reach** 5 ft.

Special Attacks mythic power (2/day, surge +1d6), pounce, power dive, rake (2 claws +8, 1d4+4)

STATISTICS

Str 18, **Dex** 15, **Con** 16, **Int** 5, **Wis** 13, **Cha** 8

Base Atk +5; **CMB** +10 (+14 grapple); **CMD** 22 (26 vs. trip)

Feats Flyby Attack^R, Iron Will, Skill Focus (Perception), Weapon Focus (talons)^M

Skills Acrobatics +10, Fly +6, Perception +12; **Racial Modifiers** +4 Acrobatics, +4 Perception

Languages Common (cannot speak)

ECOLOGY

Environment temperate hills

Organization solitary, pair, or pride (6–10)

Treasure incidental

SPECIAL ABILITIES

Power Dive (Ex) A flying mythic

griffon can move up to four times its speed when it charges. If its charge begins 40 or more feet above its target, its first attack deals double damage. It must be flying downward at an angle of 45 degrees or steeper to use this ability.

A mythic griffon is a superior specimen—perhaps augmented by magic, blessed by a nature goddess, or the descendant of an exceptional line of mighty griffons dating back to the first of its kind. Stronger and faster than other griffons, it is aware of its superiority (even though it is no more intelligent than a non-mythic griffon) and will only consent to a truly heroic rider who respects it as an equal rather than as a mere steed.

If approached by a suitable rider, a mythic griffon is no more difficult to train than a non-mythic griffon. The eggs of a mythic griffon usually sell for twice as much as those of a common griffon, though there is no way to tell if a particular hatchling is mythic until it is several weeks or months old. Mythic griffons are extremely protective of their mates, eggs, and offspring, and may spend the rest of their lives in the search for vengeance against thieves or murderers—even working with lesser beings as allies or riders.

A mythic griffon who cannot find a suitable griffon mate may consort with unicorns, awakened horses, or mythic horses or unicorns. The offspring of such unions is usually a hippogriff (*Pathfinder RPG Bestiary* 2 156), but in rare cases is a mythic hippogriff. Because of prejudice against a hippogriff's animal-level intelligence, a mythic griffon usually leaves its offspring once they are grown.

A mythic griffon can carry up to 400 pounds as a light load, 800 pounds as a medium load, and 1,200 pounds as a heavy load.



HELL HOUND

This brawny hound is wreathed in flames, and its footsteps leave burning prints that sputter and smoke.

MYTHIC HELL HOUND

XP 1,200 CR 4/MR 1

LE Medium outsider (evil, extraplanar, fire, lawful, mythic)

Init +5; **Senses** darkvision 60 ft., scent; Perception +8

DEFENSE

AC 17, touch 11, flat-footed 16 (+1 Dex, +6 natural)

hp 47 (5d10+20)

Fort +6, **Ref** +5, **Will** +1

DR 5/epic; **Immune** fire

Weaknesses vulnerable to cold

OFFENSE

Speed 40 ft.

Melee bite +9 (2d6+3 plus burn)

Special Attacks breath weapon (10-ft. cone, 2d6 fire plus clinging flames, Reflex DC 14 half, usable every 1d4 rounds), burn (1d6, DC 14), mythic power (1/day, surge +1d6)

STATISTICS

Str 15, **Dex** 13, **Con** 15, **Int** 6, **Wis** 10, **Cha** 6

Base Atk +5; **CMB** +7; **CMD** 18 (22 vs. trip)

Feats Improved Initiative, Run, Weapon Focus (bite)^M

Skills Acrobatics +9 (+13 when jumping), Perception +8, Stealth +14, Survival +8; **Racial Modifiers** +5 Stealth

Languages Infernal (can't speak)

ECOLOGY

Environment any (Hell)

Organization solitary, pair, or pack (3-12)

Treasure incidental

SPECIAL ABILITIES

Clinging Flames (Ex) A creature that takes damage from a mythic hell hound's breath weapon also catches on fire (using the save DC for its burn ability).

MYTHIC NESSIAN WARHOUND

XP 12,800 CR 11/MR 4

LE Large outsider (evil, extraplanar, fire, lawful, mythic)

Init +6; **Senses** darkvision 60 ft., scent, see in darkness; Perception +14

DEFENSE

AC 28, touch 11, flat-footed 26 (+6 armor, +2 Dex, +11 natural, -1 size)

hp 166 (12d10+100)

Fort +13, **Ref** +10, **Will** +6

DR 10/epic; **Immune** fire

Weaknesses vulnerable to cold

OFFENSE

Speed 40 ft.

Melee bite +22 (2d8+9/18-20 plus burn plus trip), 2 claws +20 (2d6+9 plus burn)

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

Special Attacks breath weapon (30-ft. cone, 10d6 fire plus clinging flames, Reflex DC 21 half, usable every 1d4 rounds), burn (1d6, DC 21), mythic power (4/day, surge +1d8)

Spell-Like Abilities (CL 12th; concentration +10)
3/day—*dimension door*, *locate creature*

STATISTICS

Str 29, **Dex** 15, **Con** 21, **Int** 4, **Wis** 14, **Cha** 6

Base Atk +12; **CMB** +22; **CMD** 34 (38 vs. trip)

Feats Alertness, Improved Critical (bite)^M, Improved Initiative, Skill Focus (Stealth), Skill Focus (Survival), Weapon Focus (bite)^M

Skills Acrobatics +15 (+19 when jumping), Perception +14, Sense Motive +4, Stealth +17, Survival +17; **Racial Modifiers** +5 Stealth

Languages Infernal

ECOLOGY

Environment any (Hell)

Organization solitary, pair, or pack (3-6)

Treasure standard (+2 *chain shirt* *barding*)

A mythic hell hound is a prince among the wolves of Hell, feral but still subservient to the archdevils. Allowed to run wild, they are the original creatures from which the "tamer" common hell hounds were made.



HYDRA

This seven-headed serpent has serrated fangs, and moves with incredible speed despite its massive bulk.

MYTHIC HYDRA

CR 9/MR 3



XP 6,400

N Huge magical beast (mythic)

Init +1/-19, dual initiative; **Senses** darkvision 60 ft., low-light vision, scent; Perception +12

DEFENSE

AC 20, touch 9, flat-footed 19 (+1 Dex, +11 natural, -2 size)

hp 117 (7d10+79); fast healing 7

Fort +10, **Ref** +8, **Will** +4

DR 5/epic

OFFENSE

Speed 40 ft., swim 40 ft.

Melee 7 bites +8 (1d8+3 plus bleed)

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

Special Attacks bleed (1), mythic power (3/day, surge +1d6), pounce, push (bite, 10 ft.)

STATISTICS

Str 17, **Dex** 12, **Con** 20, **Int** 2, **Wis** 11, **Cha** 9

Base Atk +7; **CMB** +12; **CMD** 23 (can't be tripped)

Feats Combat Reflexes^M, Iron Will, Lightning Reflexes, Toughness^M

Skills Perception +12, Swim +11; **Racial Modifiers** +2 Perception

SQ hydra traits, regenerate head

ECOLOGY

Environment temperate marshes

Organization solitary

Treasure standard

SPECIAL ABILITIES

Fast Healing (Ex) A mythic hydra's fast healing ability is equal to its current number of heads (minimum fast healing 5). This fast healing applies only to damage dealt to the hydra's body.

Hydra Traits (Ex) A mythic hydra can be killed by severing all of its heads or slaying its body. Any attack that is not an attempt to sever a head affects the body, including area attacks or attacks that cause piercing or bludgeoning damage. To sever a head, an opponent must make a sunder attempt with a slashing weapon targeting a head. A head is considered a separate weapon with hardness 0 and hit points equal to the hydra's Hit Dice. To sever a head, an opponent must deal enough damage to reduce the head's hit points to 0 or fewer. Severing a head deals damage to the hydra's body equal to the hydra's current Hit Dice. A hydra can't attack with a severed head, but takes no other penalties.

Regenerate Head (Ex) When a mythic hydra's head is destroyed, two heads regrow in 1d4 rounds. A mythic hydra can't have more than twice its original number of heads at any one time. To prevent new heads from growing, at least 5 points of acid or fire damage must be dealt to the stump (a touch attack to hit) before they appear. Acid or fire damage from area attacks can affect stumps and the body simultaneously. A hydra doesn't die from losing heads until all its heads are cut off and the stumps are seared by acid or fire.

A mythic hydra is a deadly combination of bites, lunges, speed, and durability. Descended from the very first of its kind, it may run wild. Or created whole by some divine agent, it could be placed as a guardian of a sacred site or a portal to the underworld. Some mythic hydras are reputed to have poisonous breath and blood, or to be so toxic that they corrupt the ground they crawl upon.



LAMIA

This creature has the head and upper body of a beautiful woman, the lower body of a lion, and long, serpentine tail.

MYTHIC LAMIA CR 7/MR 3 

XP 3,200

CE Large monstrous humanoid (mythic, shapechanger)

Init +3; **Senses** darkvision 60 ft., low-light vision; Perception +15

Aura seduction (DC 16)

DEFENSE

AC 24, touch 14, flat-footed 19 (+3 Dex, +2 dodge, +10 natural, -1 size)

hp 97 (9d10+48)

Fort +7, **Ref** +9, **Will** +11

DR 5/epic

OFFENSE

Speed 60 ft.

Melee +1 scimitar +13/+8 (1d6+5/18-20), 2 claws +12 (1d4+2), touch +7 (1d4 Wisdom drain)

Space 10 ft.; **Reach** 5 ft.

Special Attacks mythic power (3/day, surge +1d6), pounce, Wisdom drain

Spell-Like Abilities (CL 9th; concentration +11)

- At will—*disguise self*, *ventriloquism*
- 3/day—*charm monster* (DC 16), *major image* (DC 15), *mirror image*, *suggestion* (DC 15)
- 1/day—*deep slumber* (DC 15)

Sorcerer Spells Known (CL 6th;

- concentration +8)
- 3rd (3)—*haste*
- 2nd (6)—*death knell* (DC 14), *invisibility*
- 1st (7)—*cure light wounds*, *divine favor*, *mage armor*, *magic missile*
- 0 (at will)—*dancing lights*, *daze* (DC 12), *detect magic*, *ghost sound* (DC 12), *mage hand*, *mending*, *prestidigitation*

STATISTICS

Str 18, **Dex** 16, **Con** 14, **Int** 13, **Wis** 17, **Cha** 15

Base Atk +9; **CMB** +14; **CMD** 28 (32 vs. trip)

Feats Dodge^M, Great Fortitude, Iron Will, Mobility, Spring Attack^M

Skills Bluff +10, Diplomacy +5, Disguise +7, Intimidate +11, Knowledge (religion) +4, Perception +15, Stealth +15, Survival +12;

Racial Modifiers +4 Bluff, +4 Stealth

Languages Abyssal, Common

SQ change shape (giant constrictor snake, lamia matriarch, or lion; *polymorph*), undersized weapons

ECOLOGY

Environment temperate desert

Organization solitary, pair, or cult (3-12)

Treasure double (+1 scimitar, other treasure)

SPECIAL ABILITIES

Aura of Seduction (Su) Any creature within 30 feet of a mythic lamia must succeed at a DC 16 Will save or become fascinated. A creature that succeeds at this save is immune to the lamia's aura for 24 hours. This is a mind-affecting effect. The save DC is Charisma-based.

Spells A mythic lamia casts spells as a 6th-level sorcerer, and can cast spells from the cleric list as well as those normally available to a sorcerer. Cleric spells are considered arcane spells for a mythic lamia.

Wisdom Drain (Su) A lamia drains 1d4 points of Wisdom each time she hits with her melee touch attack. (Unlike with other kinds of ability drain attacks, a lamia does not heal any damage when she uses her Wisdom drain.)

Lamias try to use this power early in an encounter to make foes more susceptible to *charm monster* and *suggestion*.

A mythic lamia dabbled in dark pacts or strange magic in an attempt to break the ancient curse that gives her a monstrous form, but instead gained the ability to change her shape as well as other magical abilities. Impressed by her progress but angered by her lack of complete success, she continues her research and plotting.

Lamia Matriarch

In most cases, a mythic lamia will permanently transform into a lamia matriarch (*Bestiary* 2175), losing her mythic power as she stabilizes in that form. A lamia matriarch that gains mythic power gains the mythic lamia's aura of seduction, a tail slap attack, grab, and constrict. She increases her sorcerer caster level to 8th and usually learns spells that aid her minions, such as *freedom of movement* and *rage*. She may use her touch attack to drain Wisdom or drain one use of mythic power from the target and regain one of her own uses of mythic power (save negates).



LICH

This armored undead human wields a heavy mace and wears the trappings of a devil-worshiper.

MYTHIC LICH

CR 17/MR 7



XP 102,400

Human lich cleric of Asmodeus 13

LE Medium undead (augmented humanoid, human, mythic)

Init +13^M; **Senses** darkvision 60 ft., spell perception; Perception +29

Aura fear (60 ft., DC 28)

DEFENSE

AC 36, touch 14, flat-footed 34 (+7 armor, +2 deflection, +2 Dex, +15 natural)

hp 209 (13d8+147)

Fort +16, **Ref** +9, **Will** +21

Defensive Abilities channel resistance +8, creeping paralysis;

DR 15/bludgeoning and epic and magic; **Immune** cold, electricity, undead traits; **SR** 32

OFFENSE

Speed 30 ft.

Melee +1 heavy mace +9/+4 (1d8), touch +3 (1d8+6 plus paralyzing touch)

Special Attacks channel negative energy 10/day (DC 23, 7d6), hand of the acolyte (11/day), inspired spell, mythic power (7/day, surge +1d10), mythic spells 2/day, paralyzing touch (DC 28), scythe of evil (6 rounds, 2/day)

Domain Spell-Like Abilities (CL 13th; concentration +21)

11/day—touch of evil (6 rounds)

2/day—dispelling touch

Cleric Spells Prepared (CL 13th; concentration +21)

7th—*blasphemy*^D (DC 25), *destruction* (DC 27), *ethereal jaunt*

6th—*antimagic field*^D, *blade barrier*^M (DC 24), *harm*^M (2, DC 26)

5th—*dispel good*^D, *flame strike*^M (DC 23), *greater command* (DC 23), *slay living* (2, DC 25)

4th—*chaos hammer*^M (DC 22), *freedom of movement*, *poison* (DC 24), *spell immunity*, *unholy blight*^{D, M} (2, DC 22)

3rd—*bestow curse* (2, DC 23), *contagion* (DC 23)^M, *dispel magic*^D, *invisibility purge*, *meld into stone*, *protection from energy*

2nd—*align weapon*^D (evil only), *calm emotions* (DC 20), *darkness*, *desecrate*, *hold person* (DC 20), *resist energy*, *spiritual weapon*^M

1st—*bane* (DC 19), *cause fear* (DC 21), *deathwatch*, *entropic shield*, *identify*^D, *obscuring mist* (2)

0 (at will)—*bleed* (DC 20), *detect magic*, *purify food and drink*, *read magic*

D Domain spell; **Domains** Evil, Magic; **M** Mythic spell

STATISTICS

Str 8, **Dex** 14, **Con** —, **Int** 15, **Wis** 26, **Cha** 20

Base Atk +9; **CMB** +8; **CMD** 22

Feats Combat Casting, Craft Wondrous Item, Extra Channel, Improved Channel^M, Improved Initiative^M, Iron Will, Mythic Spell Lore^B, Spell Focus (necromancy)^M, Toughness^M

Skills Heal +16, Intimidate +18, Knowledge (arcana, religion) +18, Perception +29, Sense Motive +27, Spellcraft +26, Stealth +9;

Racial Modifiers +8 Perception, +8 Sense Motive, +8 Spellcraft, +8 Stealth

Languages Abyssal, Common

SQ mythic phylactery, rejuvenation

Combat Gear

ECOLOGY

Environment any

Organization solitary

Treasure NPC gear (*potions of invisibility* [2], +3 chain shirt, +1 heavy mace, amulet of natural armor +3, belt of incredible dexterity +2, cloak of resistance +3, headband of mental prowess +4 [Wis, Cha], ring of protection +2, other treasure)

A mythic lich is an undead spellcaster who gave up standard mythic path abilities in favor of abilities that preserve her existence and enhance her unnatural power.

CREATING A MYTHIC LICH

“Mythic lich” is an acquired template that can be added to any creature with the lich template (referred to hereafter as the base lich). A mythic lich uses the base lich’s stats and abilities except as noted here.

Mythic Subtype: A mythic lich gains the mythic subtype, with a rank equal to half the CR of the base lich. A mythic lich gains additional abilities depending on the base lich’s CR instead of the mythic abilities it would get for having a rank. The mythic lich gains all other benefits of having the mythic subtype: ability score bonuses, bonus hit points, mythic feats, mythic power, natural armor bonus, and spell resistance increase (if any).

CR: Adjust the base lich’s CR according to its mythic rank (this template doesn’t increase the base lich’s CR other than from the mythic rank). Note that a mythic lich’s abilities on Table 6–1 depend on the base lich’s CR, not the final CR of the mythic lich.

Tier: A lich with mythic tiers that becomes a mythic lich loses its tiers (and all abilities from those tiers) and gains abilities from the mythic lich template, according to the base lich’s CR.

Channel Resistance (Su): A mythic lich’s channel resistance increases to +8. At 8th tier, it increases to +12. At 10th rank, the lich becomes immune to channeled energy from non-mythic sources (except when used to heal undead).

Creeping Paralysis (Su): A creature that strikes a mythic lich with a natural weapon, unarmed strike, or non-reach manufactured weapon, or otherwise touches the lich must save or be affected by the lich’s paralyzing touch ability. This triggers only once per round per creature.

Mythic Phylactery (Su): A mythic lich’s phylactery can’t be harmed by non-mythic sources. At 8th rank, the phylactery

TABLE 6-1: MYTHIC LICH ABILITIES

Base Lich's CR	Mythic Rank	Mythic Abilities
12-13	6th	Channel resistance +8, creeping paralysis, mythic phylactery, mythic potency, mythic spells, spell resistance
14-15	7th	Augmented spellcasting, spell perception
16-17	8th	Channel resistance +12, immediate counterspell
18-19	9th	Enhanced spellcasting, sustained by magic
20+	10th	Channel resistance (immunity), formidable animation

becomes a minor artifact, and can be destroyed by only one specific method.

Mythic Potency (Su): A mythic lich adds its rank to the save DCs for its fear aura and paralyzing touch abilities.

Mythic Spells (Su): A mythic lich gains Mythic Spell Lore as a bonus feat. The lich has a pool of magical power it can draw upon for casting mythic spells. Up to twice per day, it can use this power to cast a mythic spell without expending any uses of mythic power.

Spell Resistance (Su): A mythic lich gains spell resistance equal to 11 + the base lich's CR (before adding the lich's mythic rank to its SR from the mythic subtype).

Augmented Spellcasting (Su): At 7th rank, a mythic lich selects one of the following archmage or hierophant abilities: arcane surge (see page 14), inspired spell (see page 32), recalled blessing (see page 32), or wild arcana (see page 14). Once chosen, this selection can't be changed.

Spell Perception (Su): At 7th rank, a mythic lich automatically notices spellcasting within 60 feet. The lich automatically pinpoints the location of the caster, identifies the spell being cast, and knows the intended target or area of the spell.

Immediate Counterspell (Su): At 8th rank, a mythic lich can expend one use of mythic power as an immediate action to attempt to counter a spell. The lich must use a spell, spell slot, or dispel magic to counterspell as normal. This ability allows the lich to counterspell without first readying an action.

Enhanced Spellcasting (Su): At 9th rank, a mythic lich gains the ability to treat its 1st-level spells like cantrips or orisons. If the mythic lich is a spontaneous caster, its 1st-level spells known don't consume spell slots and can be used again. If the mythic lich prepares spells, its 1st-level spell slots aren't expended when cast and can be used again. Using metamagic feats or other abilities that alter the spell slot of a spell aren't affected by this ability (for example, a quickened *magic missile* uses a 5th-level spell slot and is expended when cast).

Sustained by Magic (Su) At 9th rank, each time a mythic lich casts a spell it regains hit points equal to three times the level of the spell slot used to cast the spell.

Formidable Animation (Su): At 10th rank, a mythic lich gains a +4 deflection bonus to AC and a +4 resistance bonus on saving throws. Any opponent attempting a dispel check against an effect on the lich rolls twice and uses the lower result. Anytime the lich attempts a dispel check, it rolls twice and uses the higher result.



MANTICORE

This fearsome creature has the body of a lion, the wings of a dragon, the face of a snarling man, and a tail of dripping spikes.

MYTHIC MANTICORE

CR 6/MR 2



XP 2,400

LE Large magical beast (mythic)

Init +2; **Senses** darkvision 60 ft., low-light vision, scent; Perception +9

DEFENSE

AC 19, touch 11, flat-footed 17 (+2 Dex, +8 natural, -1 size)

hp 77 (6d10+44)

Fort +9, **Ref** +7, **Will** +3

DR 5/epic

OFFENSE

Speed 30 ft., fly 50 ft. (clumsy)

Melee bite +11 (1d8+6), 2 claws +11 (2d4+6)

Ranged 4 spikes +9 (1d6+6 plus poison)

Space 10 ft.; **Reach** 5 ft.

Special Attacks mythic power (2/day, surge +1d6), poison, pounce, skewer

STATISTICS

Str 22, **Dex** 15, **Con** 18, **Int** 7, **Wis** 12, **Cha** 9

Base Atk +6; **CMB** +13; **CMD** 25 (29 vs. trip)

Feats Flyby Attack, Hover, Weapon Focus (spikes)SM

Skills Fly -3, Perception +9, Survival +4 (+8 when tracking); **Racial**

Modifiers +4 Perception, +4 Survival when tracking

Languages Common

ECOLOGY

Environment warm hills and marshes

Organization solitary, pair, or pride (3-6)

Treasure standard

SPECIAL ABILITIES

Poison (Ex) Spike—injury; *save* Fort DC 17; *frequency* 1/round for 6 rounds; *effect* 1d4 Str; *cure* 2 consecutive saves.

Skewer (Ex) If a mythic manticore confirms a critical hit with a spike, the spike pins the target to the ground or a nearby surface. If the target is using winged flight, the spike snares its wings. The target is considered grappled by the manticore (though the manticore is not considered to be grappling) and must escape the grapple to move from its square. A flying creature must escape on its turn or plummet to the ground. As a swift action, a mythic manticore can expend one use of mythic power to skewer all targets hit by its spikes that turn, even if the attacks weren't critical hits.

Spikes (Ex) With a snap of its tail, a mythic manticore can loose a volley of four spikes as a standard action (make an attack roll for

each spike). This attack has a range of 180 feet with no range increment. All targets must be within 30 feet of each other. The creature can launch only 24 spikes in any 24-hour period.




A mythic manticore is a nightmarish creature, perhaps the result of crossbreeding with poisonous drakes, decadent sphinxes, or aberrant chimeras. A voracious eater, a mythic manticore may devour an entire corpse, as well as its weapons and armor, leaving nothing but a bloody stain on the ground and a few organs it finds unpalatable. Any metal bits it eats are digested and used to grow its deadly spikes. Some are known to dine on giant venomous snakes and spiders with the intent of making their poison even more powerful.

A mythic manticore uses its thrown spikes to hold prey in place from a distance so it can leap upon it and tear it apart. It is especially fond of skewering the wings of a flying creature, forcing it to plummet to the ground where it becomes easy pickings. Its weakness-inducing poison makes it especially dangerous to winged mounts, as the poisoned creature may find itself unable to carry a rider.



MEDUSA

This unnatural woman has scaled skin, white bird wings, and long snake-hair that hangs past her feet.

MYTHIC MEDUSA CR 9/MR 3   

XP 6,400

LE Medium monstrous humanoid (mythic)

Init +10^M; **Senses** all-around vision, darkvision 60 ft.; Perception +18

DEFENSE

AC 23, touch 13, flat-footed 20 (+3 Dex, +10 natural)

hp 115 (9d10+66)

Fort +7, **Ref** +11, **Will** +8

DR 5/epic

OFFENSE

Speed 30 ft., fly 60 ft. (good)

Melee mwk bastard sword +10/+5 (1d10/19-20 plus poison), 2 snake bites +12 (1d6+3 plus poison)

Ranged mwk longbow +13/+8 (1d8/x3 plus poison)

Space 5 ft.; **Reach** 5 ft. (10 ft. with snake bite)

Special Attacks mythic power (3/day, surge +1d6), petrifying gaze, poison, poison weapons, summon snake, unpetrify

STATISTICS

Str 10, **Dex** 17, **Con** 18, **Int** 12, **Wis** 15, **Cha** 19

Base Atk +9; **CMB** +9; **CMD** 22

Feats Improved Initiative^M, Lightning Reflexes, Point-Blank Shot, Precise Shot, Weapon Finesse^M

Skills Bluff +13, Disguise +13, Fly +7, Intimidate +16, Perception +18, Stealth +15; **Racial Modifiers** +4 Perception

Languages Common

ECOLOGY

Environment temperate marshes and underground

Organization solitary

Treasure double (mwk bastard sword, mwk longbow with 20 arrows, other treasure)

SPECIAL ABILITIES

Petrifying Gaze (Su) Turn to stone permanently, 30 feet, Fortitude DC 18 negates. The save DC is Charisma-based.

Poison (Ex) Snake bite; *save* Fort DC 18; *frequency* 1/round for 6 rounds; *effect* 1d4 Con; *cure* 2 consecutive saves. The save DC is Constitution-based.

Poison Weapons (Ex) A mythic medusa can spend a standard action to apply her snake poison to her sword or to two arrows, and normally poisons her weapons in advance.

Summon Snake (Sp) As a full-round action, a mythic medusa can summon an emperor cobra (*Bestiary* 2 252) or 1d3 amphisbaenas (*Bestiary* 2 25) as if using a *summon monster* spell. The summoned snakes are immune to the medusa's gaze attack and remain for 8 rounds before disappearing.

Unpetrify (Su) A mythic medusa can expend one use of mythic power to return a petrified creature to

life (as if using *stone to flesh*) for 1 minute. The creature is under the medusa's control (as if using *dominate monster*) and reverts to a statue at the end of this time. If the medusa expends three uses of mythic power, the creature remains unpetrified for 24 hours instead of 1 minute. A typical petrified victim in a mythic medusa's lair is a half-elf fighter 6 (*Pathfinder RPG NPC Codex* 82) or human warrior 6 (*NPC Codex* 268).

A mythic medusa is one of the near-immortal progenitors of the medusa race, who mate with humanoids in order to produce weaker (but still deadly) offspring. With deadly poison, power over snakes, and the ability to animate and command those she has turned to stone, a mythic medusa is a dangerous foe who can't be easily overcome by mirrored shields and blindfolds; she waits, strikes, and retreats, allowing her minions and venom to weaken her foes before she is ready to take their lives.



MINOTAUR

With eyes blazing red and magical runes glowing on its horns, this mighty beast has the body of a man and the head of a bull.

MYTHIC MINOTAUR

CR 6/MR 2



XP 2,400

CE Large monstrous humanoid (mythic)

Init +0; **Senses** darkvision 60 ft.; Perception +12

DEFENSE

AC 17, touch 9, flat-footed 17 (+8 natural, -1 size)

hp 72 (7d10+34)

Fort +6, **Ref** +5, **Will** +5

Defensive Abilities natural cunning; **DR** 5/epic; **SR** 17

OFFENSE

Speed 30 ft.

Melee mwk greataxe +12/+7 (3d6+7/x3), gore +11 (1d6+2)

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

Special Attacks mythic power (2/day, surge +1d6), oubliette, powerful charge (gore, 2d6+7)

STATISTICS

Str 21, **Dex** 10, **Con** 15, **Int** 7, **Wis** 10, **Cha** 8

Base Atk +7; **CMB** +13 (+17 bull rush); **CMD** 23 (25 vs. bull rush)

Feats Great Fortitude, Greater Bull Rush, Improved Bull Rush, Power Attack^M

Skills Intimidate +5, Perception +12, Stealth +2, Survival +10; **Racial Modifiers** +4 Perception, +4 Survival

Languages Giant

SQ maze mastery

ECOLOGY

Environment temperate ruins or underground

Organization solitary, pair, or gang (3–4)

Treasure standard (mwk greataxe, other treasure)

SPECIAL ABILITIES

Maze Mastery (Su) A mythic minotaur can designate an area no greater than 100 feet on a side (typically a maze, underground labyrinth, or other confusing structure) as its personal lair. As a move action, the minotaur can teleport from one point in its lair to any other point in its lair, as if using *greater teleport*. In addition, whenever the minotaur must make a saving throw while inside its lair, it can roll twice and take the higher result. A mythic minotaur can change its lair once per week. A minotaur can share its lair with other creatures (including other minotaurs or mythic minotaurs) without interfering with this ability.

Natural Cunning (Ex) Although a mythic minotaur is not especially intelligent, it possesses innate cunning and logical ability. This gives it immunity to *maze* spells and prevents it from ever becoming lost. Further, it is never caught flat-footed.



Oubliette (Su) Whenever a mythic minotaur hits a creature with its gore attack as part of a powerful charge, the target must succeed at a DC 15 Will save or be sent into an extradimensional prison, as the *maze* spell but lasting for 1d4+1 rounds. The save DC is Wisdom-based and includes a +2 racial modifier.

A mythic minotaur is but one or two generations removed from the original curse-born minotaurs that founded their race. Once created to punish to those who disobey or circumvent the orders of the gods, they use their innate magic to imprison, stalk, and consume humanoids—especially the descendants of the royal line whose blasphemy inspired the creation of this new race. Some mythic minotaurs are worshiped as demigods by primitive or fear-stricken humanoids, and accept sacrifices of young men and women to sate their hunger. They usually have custom armor and weapons appropriate for their large, inhuman frames, offered as gifts by worshipers or made by enslaved blacksmiths.



MUMMY

This regal mummy reeks of preservative spices and wears the clothing and jewelry of a wealthy pharaoh.

MYTHIC MUMMY CR 7/MR 3   

XP 3,200

LE Medium undead (mythic)

Init +0; **Senses** darkvision 60 ft.; Perception +16

Aura despair (30 ft., paralyzed for 1d4 rounds, Will DC 16 negates)

DEFENSE

AC 23, touch 10, flat-footed 23 (+13 natural)

hp 92 (8d8+56); fast healing 5

Fort +4, **Ref** +2, **Will** +8

DR 5/—; **Immune** undead traits

Weaknesses vulnerable to fire

OFFENSE

Speed 20 ft.

Melee slam +15 (1d8+12 plus mummy rot)

Special Attacks create spawn, mythic power (3/day, surge +1d6)

STATISTICS

Str 26, **Dex** 10, **Con** —, **Int** 6, **Wis** 15, **Cha** 15

Base Atk +6; **CMB** +14; **CMD** 24

Feats Power Attack^M, Skill Focus (Perception), Toughness^M, Weapon Focus (slam)

Skills Perception +16, Stealth +11

Languages Common

SQ change shape (any humanoid; *alter self*), desert mastery

ECOLOGY

Environment any

Organization solitary, warden squad (2–6), or guardian detail (7–12)

Treasure standard

SPECIAL ABILITIES

Create Spawn (Su) As a swift action, a mythic mummy can expend one use of mythic power to transform a slain opponent into a non-mythic mummy with the advanced simple template. The new mummy is under the command of the mummy that created it, and remains enslaved until the mythic mummy’s death, at which time it becomes a free-willed creature. The spawn retains none of the abilities it had in life

Desert Mastery (Su) A mythic mummy can command earth and sand within 100 feet to create a variety of spell-like effects. As a standard action, a mummy can reduce rock to sand (as *transmute rock to mud*) or create lifelike shapes made from sand (as *major image*, though these shapes collapse if disbelieved or attacked). The mummy can expend one use of mythic power to summon a giant advanced sandman (*Bestiary* 2 236). The mummy’s caster level equals its Hit Dice for these effects.

Despair (Su) All creatures within a 30-foot radius that see a mummy must succeed at a DC 18 Will save or be paralyzed by fear for 1d4 rounds. A creature only has to attempt this save against a particular mummy’s despair ability once every 24 hours. This is a paralysis and mind-affecting fear effect. The save DC is Charisma-based and includes a +2 racial bonus.

Mummy Rot (Su) Curse and disease—slam; save Fort DC 18; onset 1 minute; frequency 1/day; effect 1d6 Con and 1d6 Cha; cure —. This otherwise functions like standard mummy rot. The DC is Charisma-based and includes a +2 racial bonus.

A mythic mummy is the preserved and animated remains or royalty—the honored dead a common mummy is compelled to protect. Wielding powers over sand and able to create new minions to replace the fallen, a mythic mummy is a formidable opponent. Its used to absolute obedience from living and undead subjects. If awakened from its eternal rest, a mythic mummy uses its magic to appear as it did in life, though if angered or surprised it may reveal its undead form.



OGRE

This immense, muscular giant wears heavy scale mail and wields a club adorned with a giant claw.

MYTHIC OGRE

CR 4/MR 1



XP 1,200

CE Large humanoid (giant, mythic)

Init -1; **Senses** darkvision 60 ft., low-light vision; **Perception** +6

DEFENSE

AC 19, touch 8, flat-footed 19 (+5 armor, -1 Dex, +6 natural, -1 size)

hp 50 (5d8+28)

Fort +7, **Ref** +0, **Will** +3

Defensive Abilities iron resilience; **DR** 5/epic

OFFENSE

Speed 30 ft. (40 ft. base)

Melee mwk greatclub +9 (2d8+7)

Ranged javelin +1 (1d8+5)

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

Special Attacks mythic power (1/day, surge +1d6), rising fury

STATISTICS

Str 21, **Dex** 8, **Con** 17, **Int** 6, **Wis** 10, **Cha** 7

Base Atk +3; **CMB** +9; **CMD** 18

Feats Iron Will^M, Toughness, Weapon Focus (greatclub)

Skills Climb +7, **Perception** +6

Languages Giant

ECOLOGY

Environment temperate or cold hills

Organization solitary, pair, gang (3-4), or family (5-16)

Treasure standard (mwk scale mail, mwk greatclub, 4 javelins, other treasure)

SPECIAL ABILITIES

Iron Resilience (Ex) Once per round, a mythic ogre can ignore an attack that would reduce it to negative hit points or kill it. The ogre takes no damage from the attack. As an immediate action, a mythic ogre can expend one use of mythic power to use this ability to ignore all attacks from one creature for 1 round.

Rising Fury (Ex) Each time a mythic ogre takes damage, it gains a +2 morale bonus on damage rolls until the end of its next turn. This bonus increases by +2 each time the ogre takes damage, up to a maximum of +10. At the end of the ogre's turn, this damage bonus resets to +0.

A mythic ogre is an example of inbreeding going exactly right, the perfect combination of hardiness and fast maturity without any

significant deformities that would hamper its ability to hunt. Able to evade death like a monstrous cockroach and prone to violent outbursts like a berserk child, a mythic ogre has all the qualities common ogres admire, and easily takes over the family unit by browbeating others into submission. Some even manage to dominate hill giant tribes with sheer numbers, making the next generation taller and stronger.

Ogre Dragonslayer

Sometimes the hilly terrain of a mythic ogre's tribe overlaps with that of a red dragon. If the dragon breeds, the ogres respond to the threat of hatchlings by hunting down the dragon and its offspring and fashioning armor and weapons out of their enemies' bloody remnants. Some of these families eventually develop fire resistance, a trait they pass on to their offspring.



OWLBEAR

This bear has the general size and shape of a great bear, yet the head and feathers of an owl.

MYTHIC OWLBEAR CR 5/MR 2 

XP 1,600

N Large magical beast (mythic)

Init +7^M; **Senses** darkvision 60 ft., low-light vision, scent; Perception +12

DEFENSE

AC 17, touch 10, flat-footed 16 (+1 Dex, +7 natural, -1 size)

hp 67 (5d10+40)

Fort +10, **Ref** +5, **Will** +2

DR 5/epic; **SR** 16

OFFENSE

Speed 30 ft.

Melee bite +9 (1d8+5), 2 claws +9 (1d6+5 plus grab)

Space 10 ft.; **Reach** 5 ft.

Special Attacks disorienting pounce, mythic power (2/day, surge +1d6), pounce, rend (2 claws, 1d6+7)

STATISTICS

Str 21, **Dex** 12, **Con** 18, **Int** 2, **Wis** 12, **Cha** 10

Base Atk +5; **CMB** +11 (+15 grapple); **CMD** 22 (26 vs. trip)

Feats Great Fortitude, Improved Initiative^M, Skill Focus (Perception)

Skills Perception +12

ECOLOGY

Environment temperate forests

Organization solitary, pair, or pack (3-8)

Treasure incidental

SPECIAL ABILITIES

Disorienting Pounce


(Ex) A creature that a mythic owlbear hits when using its pounce ability is automatically staggered for 1 round.

A mythic owlbear may have been created by a mythic mage, or adopted as the favored pet of a mythic druid. Though as short-tempered and bloodthirsty as other owlbears, a mythic owlbear has the sense to avoid or flee foes more powerful than itself.



OWLBEAR, THE FIRST

This owlbear seems lean and especially mean, and moves with a spookily silent grace.

THE FIRST OWLBEAR CR 10/MR 4 

XP 9,600

Advanced mythic owlbear

N Large magical beast (mythic)

Init +10^M; **Senses** darkvision 60 ft., low-light vision, scent; Perception +16

DEFENSE

AC 23, touch 11, flat-footed 21 (+2 Dex, +12 natural, -1 size)

hp 165 (10d10+110); fast healing 5

Fort +16, **Ref** +9, **Will** +7

DR 5/epic; **SR** 21

OFFENSE

Speed 30 ft., fly 60 ft. (average)

Melee bite +17 (2d6+8), 2 claws +18 (1d8+8 plus grab)

Space 10 ft.; **Reach** 5 ft.

Special Attacks disorienting pounce, mythic power (4/day, surge +1d8), pounce, rend (2 claws, 1d8+12)

STATISTICS

Str 27, **Dex** 14, **Con** 24, **Int** 2, **Wis** 14, **Cha** 10

Base Atk +10; **CMB** +19 (+23 grapple);

CMD 31 (35 vs. trip)

Feats Great Fortitude, Improved Initiative^M, Iron Will^M, Skill Focus (Perception), Weapon Focus (claws)

Skills Fly +5, Perception +16

SQ immortal (see page 13)

ECOLOGY

Environment temperate forests

Organization solitary, pair, or pack (3-8)

Treasure incidental

Though created long ago, the very first owlbear still lives. Fecund, nomadic and cantankerous, the First Owlbear's offspring are always owlbears, whether the mother is a bear, a giant owl, or an owlbear. He brings his "harem" of mates with him when he hunts, driving them off when he tires of their company or food becomes scarce.

PHOENIX

This flaming bird burns as brightly as the sun.

MYTHIC PHOENIX

CR 18/MR 7



XP 153,600

NG Gargantuan magical beast (fire, mythic)

Init +12; **Senses** darkvision 60 ft., *detect magic*, *detect poison*, low-light vision, *see invisibility*, *true seeing*; Perception +37

Aura shroud of flame (20 ft., 4d6 fire, DC 26)

DEFENSE

AC 37, touch 16, flat-footed 27 (+8 Dex, +2 dodge, +21 natural, -4 size)

hp 280 (20d10+170); regeneration 10 (cold or evil)

Fort +17, **Ref** +20, **Will** +14

Defensive Abilities self-resurrection; **DR** 15/epic and evil;

Immune fire; **SR** 29

Weaknesses vulnerable to cold

OFFENSE

Speed 30 ft., fly 90 ft. (good)

Melee bite +25 (3d6+9 plus burn), 2 talons +25 (2d8+9/19-20 plus burn plus grab)

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

Special Attacks burn (2d6, DC 25), incinerate, mythic power (7/day, surge +1d10)

Spell-Like Abilities (CL 18th; concentration +24)

Constant—*detect magic*, *detect poison*, *see invisibility*, *true seeing*
At will—*continual flame*, *cure critical wounds*, *greater dispel magic*, *remove curse*, *wall of fire*

3/day—*fire storm* (DC 24), *greater restoration*, *heal*, *mass cure critical wounds*, *quicken wall of fire*

STATISTICS

Str 29, **Dex** 27, **Con** 20, **Int** 25, **Wis** 22, **Cha** 22

Base Atk +20; **CMB** +33 (+37 grapple); **CMD** 53

Feats Blinding Critical, Combat ReflexesSM, Critical Focus, DodgeSM, Flyby Attack, Improved Critical (talons), Improved Initiative, Iron WillSM, MobilitySM, Quicken Spell-Like Ability (*wall of fire*)

Skills Acrobatics +31, Diplomacy +26, Fly +29, Intimidate +26, Knowledge (nature) +27, Knowledge (any two others) +27, Perception +37, Sense Motive +26; **Racial Modifiers** +8 Perception

Languages Auran, Celestial, Common, Ignan

SQ death throes, mirror dodge (see page 18), parry spell (see page 30)

ECOLOGY

Environment warm desert and hills

Organization solitary

Treasure standard

SPECIAL ABILITIES

Death Throes (Su) When killed, a mythic phoenix explodes in a blinding flash that deals 75 points of damage (half of this is fire damage, the other half is holy damage) to anything within 50 feet (Reflex DC 25 for half). The save DC is Constitution-based.



Incinerate (Su)

Any creature killed by fire damage from a mythic phoenix is entirely destroyed, leaving behind only a trace of fine ash. The creature's magical equipment is unaffected.

Self-Resurrection (Su)

Unless its body is completely destroyed by an effect such as *disintegrate*, a slain mythic phoenix remains dead for only 1d4 rounds, emerging fully healed from its remains as if brought back to life via *resurrection*. A phoenix can self-resurrect only once per year. If a phoenix dies a second time before that year passes, its death is permanent. A mythic phoenix that dies within the area of a *mythic desecrate* spell cannot self-resurrect until the spell ends, at which point the phoenix immediately resurrects. A phoenix brought back to life by other means never gains negative levels as a result.

Shroud of Flame (Su)

A mythic phoenix can cause its feathers to burst into fire as a free action. As long as its feathers are burning, any creature within reach must succeed at a DC 25 Reflex save each round to avoid taking 4d6 points of fire damage at the start of its turn. A creature that attacks the phoenix with natural or non-reach melee weapons takes 1d6 points of fire damage (no save) with each successful hit. The save DC is Constitution-based.

A mythic phoenix is appointed by the gods to watch over the birth, death, and renewal of significant things—such as heroes, religions, or even entire worlds. It uses its powers to destroy evils that would interfere with the great cycle.

RAKSHASA

Fine jewelry and clothing accentuate this tiger-headed figure's striped fur and formidable fangs.

MYTHIC RAKSHASA

CR 12/MR 5



XP 19,200

LE Medium outsider (mythic, native, shapechanger)

Init +14^M; **Senses** darkvision 60 ft., scent; Perception +14

DEFENSE

AC 35, touch 21, flat-footed 29 (+5 Dex, +1 dodge, +5 insight, +14 natural)

hp 165 (10d10+110)

Fort +9, **Ref** +12, **Will** +8

Defensive Abilities telepathic dodge; **DR** 15/epic and good and piercing; **SR** 27

OFFENSE

Speed 40 ft.

Melee +1 *kukri* +16/+11 (1d4+6/15-20), bite +5 (1d6+3), claw +10 (1d4+5)

Special Attacks *detect thoughts*, *modify memory*, mythic power (5/day, surge +1d8), wild arcana (see page 14)

Spells Known (CL 7th; concentration +12)

 4th (5)—*charm monster* (DC 19), *dimension door*

 3rd (7)—*lightning bolt*^M (DC 18), *suggestion*^M (DC 18), *vampiric touch*

 2nd (7)—*acid arrow*, *invisibility*^M, *minor image* (DC 17), *mirror image*

 1st (8)—*charm person* (DC 16), *mage armor*, *magic missile*^M, *shield*, *silent image*^M (DC 16)

 0 (at will)—*dancing lights*, *detect magic*, *ghost sound* (DC 15), *mage hand*, *mending*, *message*, *prestidigitation*
M Mythic spell

STATISTICS

Str 16, **Dex** 20, **Con** 22, **Int** 13, **Wis** 13, **Cha** 21

Base Atk +10; **CMB** +13; **CMD** 34

Feats Combat Expertise^M, Dodge, Improved Critical (*kukri*), Improved Initiative^M, Weapon Finesse^M
Skills Bluff +22, Diplomacy +18, Disguise +26, Perception +14, Perform (any one) +18, Sense Motive +14, Stealth +18; **Racial Modifiers** +4 Bluff, +8 Disguise

Languages Common, Infernal, Undercommon

SQ change shape (any humanoid; *alter self*), mythic spellcasting (see page 50)

ECOLOGY

Environment any

Organization solitary, pair, or cult (3-12)

Treasure double (+1 *kukri*, other treasure)

SPECIAL ABILITIES

Detect Thoughts (Su) A rakshasa can *detect thoughts* as the spell (CL 18th). It can suppress or resume this ability as a free action. When a rakshasa uses this ability, it always functions as if it had spent 3 rounds concentrating and thus

gains the maximum amount of information possible. A creature can resist this effect with a successful DC 20 Will save. The save DC is Charisma-based.

Modify Memory (Sp) A mythic rakshasa can expend one use of mythic power as a swift action to modify the memory of a creature whose mind it is reading, as the *modify memory* spell (CL 18th). The creature can resist with a successful DC 20 Will save. The save DC is Charisma-based.

Telepathic Dodge (Su) A mythic rakshasa gains an insight bonus to its AC against creatures whose minds it can read. It doesn't need to use its *detect thoughts* ability to gain this bonus. The rakshasa doesn't gain this bonus against creatures that are mindless or whose minds can't be read (such as from a *mind blank* spell).

A mythic rakshasa is a natural mind reader and uses its abilities to tempt great heroes into failure and ruin—all toward to ultimate goal of seeding an entire civilization's destruction.



SKELETON

Its eyes glowing like bluish-white flames amid the shadows of its kingly helm, this skeleton wields two fearsome scimitars.

MYTHIC HUMAN SKELETON CR 1/MR 1



XP 400

NE Medium undead (mythic)

Init +7^M; **Senses** darkvision 60 ft.; Perception +0

DEFENSE

AC 15, touch 12, flat-footed 13 (+2 Dex, +3 natural)

hp 17 (2d8+8)

Fort +0, **Ref** +2, **Will** +3

Defensive Abilities channel resistance +2; **DR** 5/bludgeoning; **Immune** cold, undead traits

OFFENSE

Speed 30 ft.

Melee 2 scimitars +3 (1d6+2/18-20)
or 2 claws +3 (1d4+2)

Special Attacks mythic power (1/day, surge +1d6), relentless, superior two-weapon fighting

STATISTICS

Str 15, **Dex** 14, **Con** —, **Int** —, **Wis** 10, **Cha** 10

Base Atk +1; **CMB** +3; **CMD** 15

Feats Improved Initiative^{B, M}

ECOLOGY

Environment any

Organization any

Treasure standard (2 scimitars, other treasure)

A mythic skeleton is an animated corpse created with mythic magic such as *mythic animate dead*. It has an unnatural cunning that belies its mindless nature and a natural instinct for killing.

Creating a Mythic Skeleton

“Mythic skeleton” is an acquired template that can be added to any creature with the skeleton template (referred to hereafter as the base skeleton).

Mythic Subtype: A mythic skeleton gains the mythic subtype, with a rank equal to half the CR of the base skeleton. Instead of gaining additional abilities according to its CR, it always gains channel resistance +2, relentless, and superior two-weapon fighting. The mythic skeleton gains all other benefits of having the mythic subtype: ability score bonuses, bonus hit points, mythic feats, mythic power, natural armor bonus, and spell resistance increase (if any).

CR: Adjust the base skeleton’s CR according to its mythic rank (this template doesn’t increase the base skeleton’s CR other than from the mythic rank).

Hit Dice: A mythic skeleton’s Hit Dice are determined as though it were a zombie (*Bestiary* 288) instead of a skeleton.

Relentless (Ex): Any melee attack made against a mythic skeleton provokes an attack of opportunity from the skeleton.

Superior Two Weapon Fighting (Ex): A mythic humanoid skeleton usually fights with a scimitar in each hand. It does not take a penalty on attack or damage rolls for attacking with two weapons.

Other Mythic Skeletons

Other types of skeletons have the following additional or altered abilities.

Mythic Bloody Skeleton: Destroying a mythic bloody skeleton in the area of a non-mythic *bless* spell doesn’t prevent it from returning to unlife.

Mythic Burning Skeleton: Add half the burning skeleton’s mythic rank to its fiery aura damage and melee attack fire damage. Add its mythic rank to the DC of its fiery death ability.


Mythic Skeletal Champion

To create a mythic skeletal champion, increase its channel resistance by +2, and add the mythic subtype, additional Hit Dice as if the skeletal champion were a zombie of its size, and mythic abilities according to the base skeletal champion’s Hit Dice.



SPHINX

This woman has the upper body of a human queen, the lower body of a lion, a snake-headed tail, and great eagle wings.

MYTHIC SPHINX CR 10/MR 4 

XP 9,600

N Large magical beast (mythic)

Init +5; **Senses** darkvision 60 ft., *detect magic*, low-light vision, *see invisibility*; Perception +21

DEFENSE

AC 25, touch 10, flat-footed 24 (+1 Dex, +15 natural, -1 size)

hp 142 (12d10+76)

Fort +11, **Ref** +9, **Will** +10

DR 10/epic; **Resist** electricity 30, fire 30; **SR** 21

OFFENSE

Speed 40 ft., fly 60 ft. (poor)

Melee 2 claws +18 (2d8+7/18-20)

Space 10 ft.; **Reach** 5 ft.

Special Attacks mythic power (4/day, surge +1d8), pounce, rake (2 claws +18, 2d8+7/18-20), riddle, sphinx's curse

Spell-Like Abilities (CL 12th; concentration +17)

Constant—*comprehend languages*, *detect magic*, *read magic*, *see invisibility*, *tongues*

At will—*statue* (self only)

3/day—*clairaudience/clairvoyance*, *feblemind* (DC 20)

1/day—*greater dispel magic*, *legend lore*, *locate object*, *remove curse*

1/week—any one of the following: *symbol of fear* (DC 21), *symbol of pain* (DC 20), *symbol of persuasion* (DC 21), *symbol of sleep* (DC 20), *symbol of stunning* (DC 22); all symbols last for 1 week maximum

STATISTICS

Str 24, **Dex** 13, **Con** 16, **Int** 18,

Wis 19, **Cha** 21

Base Atk +12; **CMB** +20; **CMD** 31 (35 vs. trip)

Feats Alertness, Combat Casting, Hover, Improved Critical (claws)^M, Improved Initiative, Iron Will^M

Skills Bluff +15, Diplomacy +15, Fly +7, Intimidate +15, Knowledge (any two) +6, Perception +21, Sense Motive +19, Spellcraft +12

Languages Common, Draconic, Sphinx; *comprehend languages*, *read magic*, *tongues*

ECOLOGY

Environment warm deserts and hills

Organization solitary, pair, or cult (3-6)

Treasure double

SPECIAL ABILITIES

Riddle (Su) A mythic sphinx can expend one

use of mythic power to ask a riddle of up to 12 creatures within 100 feet. Each creature is compelled (Will DC 21 negates) to give an answer within 1 minute (creatures in combat when the sphinx uses this ability gain a +4 bonus on the saving throw). The sphinx gets a +4 bonus on attack rolls, damage rolls, and saving throws against any creature that refuses to answer (via a successful saving throw), can't answer (including if it's in an area of *silence*), answers incorrectly, or flees the sphinx instead of answering. The bonuses from failing to solve the riddle last for 24 hours. The need to answer is a compulsion, mind-affecting, language-dependent enchantment effect. The save DC is Charisma-based.

Sphinx's Curse (Su) A mythic sphinx can expend one use of mythic power when it damages an opponent with a claw attack to curse its opponent with bleeding wounds (Will DC 21 negates). Whenever a cursed target takes piercing or slashing damage, it takes 1d6 points of bleed damage every round for the next 1d6 rounds. This bleed damage stacks with itself and with all other bleed effects. A creature that strikes the killing blow against a mythic sphinx must succeed at a saving throw or become cursed (this requires no uses of mythic power from the sphinx). The save DC is Charisma-based.

A mythic sphinx is often given a task by a deity, such as watching over a city, testing a great mortal hero, or guarding an artifact. She is gifted with magic to compel obedience and curse those who would defy her commands or interfere with her task.



TREANT

Standing upright and powerful, this mighty tree-person channels nature's fury into green energy in its gnarled hands.

MYTHIC TREANT

CR 10/MR 4



XP 9,600

NG Huge plant (mythic)

Init -1; **Senses** low-light vision; Perception +17

DEFENSE

AC 25, touch 7, flat-footed 25 (-1 Dex, +18 natural, -2 size)

hp 146 (12d8+92)

Fort +13, **Ref** +3, **Will** +10

DR 10/epic and slashing; **Immune** plant traits

Weaknesses vulnerable to fire

OFFENSE

Speed 30 ft.

Melee 2 slams +19 (3d6+10/18-20)

Ranged rock +7 (2d6+15)

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

Special Attacks mythic power (4/day, surge +1d8), rock throwing (180 ft.), trample (3d6+15, DC 26), druidic magic

Spell-Like Abilities (CL 10th; concentration +14; save DCs are Wisdom-based)

7/day—*animal messenger*, *calm animals* (DC 15), *create water*, *entangle* (DC 15), *magic fang*, *neutralize poison*, *quench* (DC 17), *sleep* (DC 15), *wind wall*, *wood shape*

3/day—*cure*

serious wounds, *darkness*, *rusting grasp*, *shout*

(DC 18), *summon nature's ally IV*

1/day—*call lightning storm* (DC 19)

STATISTICS

Str 31, **Dex** 8, **Con** 21, **Int** 12, **Wis** 18, **Cha** 13

Base Atk +9; **CMB** +21 (+23 sunder); **CMD** 32 (34 vs. sunder)

Feats Alertness, Improved Critical^M (slam), Improved Sunder, Iron Will, Power Attack, Weapon Focus^M (slam)

Skills Diplomacy +9, Intimidate +9, Knowledge (nature) +9, Perception +17, Sense Motive +10, Stealth -9 (+7 in forests); **Racial Modifiers** +16 Stealth in forests

Languages Common, Sylvan, Treant; treespeech

SQ animate trees, double damage against objects, drink deep, woodland stride

ECOLOGY

Environment any forest

Organization solitary or grove (2-7)

Treasure standard

SPECIAL ABILITIES

Animate Trees (Sp) A mythic treant can animate and control up to two trees within 180 feet at will. It takes 1 full round for a tree to uproot itself, after which it moves at a speed of 10 feet and fights as a non-mythic treant (*Bestiary* 266). It has only one slam attack, lacks the treant's animation and rock-throwing abilities, and has the treant's vulnerability to fire. If the treant terminates the animation, moves out of range, or is incapacitated, the tree immediately takes root wherever it is and returns to its normal state. If the treant expends one use of mythic power when it animates a tree, the tree remains animated and under the treant's control up to a range of 1 mile, and it doesn't count toward the treant's limit of controlling up to two trees at a time.

Double Damage Against Objects

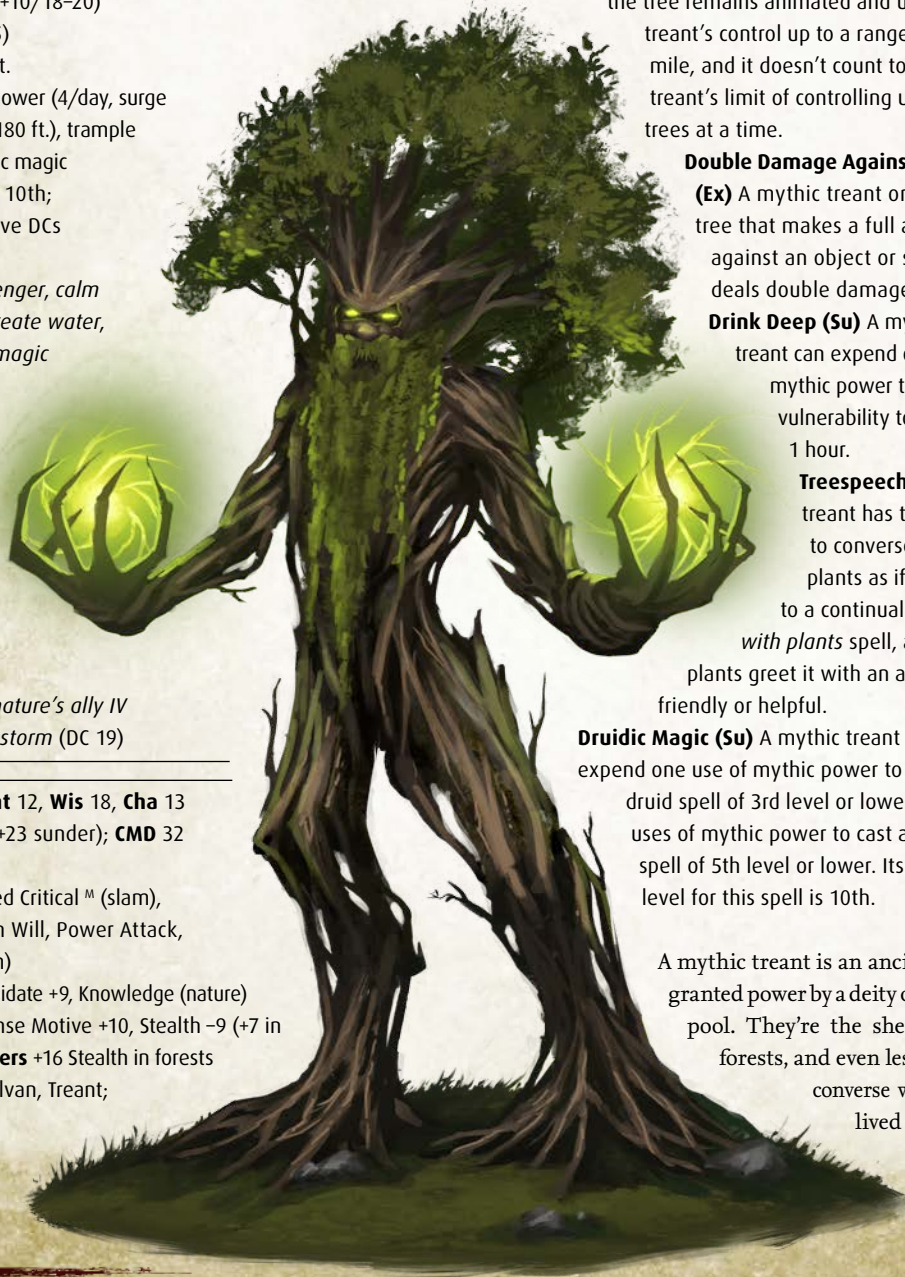
(Ex) A mythic treant or animated tree that makes a full attack against an object or structure deals double damage.

Drink Deep (Su) A mythic treant can expend one use of mythic power to lose its vulnerability to fire for 1 hour.

Treespeech (Ex) A treant has the ability to converse with plants as if subject to a continual *speaking with plants* spell, and most plants greet it with an attitude of friendly or helpful.


Druidic Magic (Su) A mythic treant can expend one use of mythic power to cast any druid spell of 3rd level or lower, or two uses of mythic power to cast any druid spell of 5th level or lower. Its caster level for this spell is 10th.

A mythic treant is an ancient entity granted power by a deity or magical pool. They're the shepherds of forests, and even less likely to converse with short-lived races.



TROLL

This giant humanoid has massive tusks, warty green hide sprouting bone spikes, and forearms thicker than its meaty legs.

MYTHIC TROLL CR 6/MR 2 

XP 2,400

CE Large humanoid (giant, mythic)

Init +2; **Senses** darkvision 60 ft., low-light vision, scent; Perception +8

DEFENSE

AC 18, touch 11, flat-footed 16 (+2 Dex, +7 natural, -1 size)
hp 79 (6d8+52); regeneration 5 (acid or fire, see primal vigor)
Fort +11, **Ref** +4, **Will** +3
Defensive Abilities primal vigor; **DR** 5/epic

OFFENSE

Speed 30 ft.
Melee bite +9 (1d8+6), 2 claws +9 (1d6+6)
Space 10 ft.; **Reach** 10 ft.
Special Attacks feral savagery (rend), mythic power (2/day, surge +1d6), rend (2 claws, 1d6+9 plus bleed 5 plus feral savagery)

STATISTICS

Str 23, **Dex** 14, **Con** 23, **Int** 6, **Wis** 9, **Cha** 6
Base Atk +4; **CMB** +11; **CMD** 23
Feats Intimidating Prowess, Iron Will^M, Skill Focus (Perception)
Skills Intimidate +10, Perception +8
Languages Giant

ECOLOGY

Environment cold mountains
Organization solitary or gang (2-4)
Treasure standard

SPECIAL ABILITIES

Primal Vigor (Su) If a mythic troll takes damage during a round, its regeneration increases by 5 at the start of its next turn, to a maximum of 25. If the troll is at full hit points at the start of its turn, its regeneration decreases by 5, to a minimum of 5. Damaging the troll with acid or fire only partially suppresses its regeneration. On its turn following this damage, the troll regenerates only half the normal number of hit points (for example, a troll with regeneration 15 would heal 7 hit points) and can die normally on that round.

A mythic troll's skin is nearly as hard as stone, with bony growths, ornamental head spikes, and oversized teeth adding to its already grotesque visage.

Ice Troll (CR 5/MR 2)

A mythic ice troll (*Bestiary* 2 271) gains bleed 5 (when it uses rend), feral savagery (rend), and primal vigor as its mythic abilities.

Jotund Troll (CR 18/MR 7)

A mythic jotund troll (*Pathfinder RPG Bestiary* 3 272) gains bleed 5 (with bite), block attacks, feral savagery (full attack), fortification, ferocity, immunity to acid and cold, and primal vigor.

Moss Troll (CR 4/MR 1)

A mythic moss troll (*Bestiary* 3 273) gains ferocity and primal vigor as its mythic abilities.

Rock Troll (CR 7/MR 3)

A mythic rock troll (*Bestiary* 2 272) gains bleed 5 (with rend) and primal vigor. It can expend one use of mythic power as a free action to ignore sunlight petrification for 1 minute.

Scrag (CR 6/MR 2)

A mythic scrag's primal vigor activates even if it is out of water and would not otherwise be able to use its regeneration ability.



DAMPIRE

This aristocratic figure could easily pass for human if not for the grave-pale skin, red eyes, and long fangs.

MYTHIC VAMPIRE

CR 10/MR 4



XP 9,600

Human vampire fighter 7

NE Medium undead (augmented humanoid, human, mythic)

Init +12^M; **Senses** darkvision 60 ft.; Perception +17

DEFENSE

AC 29, touch 16, flat-footed 24 (+3 armor, +1 deflection, +4 Dex, +1 dodge, +10 natural)

hp 117 (7d10+74); fast healing 5

Fort +11, **Ref** +10, **Will** +4 (+2 vs. fear)

Defensive Abilities bravery +2; channel resistance +8; **DR** 10/epic and magic and silver; **Immune** undead traits; **Resist** cold 10, electricity 10

Weaknesses vampire weaknesses

OFFENSE

Speed 30 ft.

Melee +1 *longsword* +19/+14 (1d8+12/19–20 plus energy drain), slam +15 (1d4+4 plus energy drain)

Ranged mwk light crossbow +12 (1d8/19–20)

Special Attacks blood drain, children of the night (ghouls or shadows), create spawn, dominate (DC 17), energy drain (2 levels, DC 17), mythic power (4/day, surge +1d8), negative energy focus, scabrous claws, weapon training (heavy blades +1)

STATISTICS

Str 26, **Dex** 18, **Con** —, **Int** 14, **Wis** 10, **Cha** 19

Base Atk +7; **CMB** +15; **CMD** 31

Feats Alertness^B, Combat Reflexes^B, Deceitful, Disruptive^M, Dodge^B, Greater Weapon Focus (longsword), Improved Initiative^{B, M}, Lightning Reflexes^B, Mobility, Power Attack, Quick Draw, Toughness^B, Vital Strike, Weapon Focus (longsword), Weapon Specialization (longsword)

Skills Bluff +21, Climb +14, Disguise +6, Intimidate +14,

Perception +17, Ride +8, Sense Motive +17, Stealth +15; **Racial**

Modifiers +8 Bluff, +8 Perception, +8 Sense Motive, +8 Stealth

Languages Common, Draconic, Undercommon

SQ armor training 2, change shape (dire bat or wolf, *beast shape II*), gaseous form, overcome weakness (garlic, sunlight), shadowless, *spider climb*

ECOLOGY

Environment any

Organization solitary or family (vampire plus 2–8 spawn)

Treasure NPC gear (*potion of inflict serious wounds*, +1 bolts (10), +1 leather armor, +1 longsword, mwk light crossbow, *cloak of resistance* +2, *ring of protection* +1, other treasure)

A mythic vampire has ties to the earliest of its kind, being either one of the first vampires or the offspring of such ancient creatures.

CREATING A MYTHIC VAMPIRE

“Mythic vampire” is an acquired template that can be added to any creature with the vampire template (referred to hereafter as the base vampire). A mythic vampire uses the base vampire’s stats and abilities except as noted here.

Mythic Subtype: A mythic vampire gains the mythic subtype, with a rank equal to half the CR of the base vampire. A mythic vampire gains additional abilities depending on the base vampire’s CR instead of the mythic abilities it would get for having a rank. The mythic vampire gains all other benefits of having the mythic subtype: ability score bonuses, bonus hit points, mythic feats, mythic power, natural armor bonus, and spell resistance increase (if any).

CR: Adjust the base vampire’s CR according to its mythic rank (this template doesn’t increase the base vampire’s CR other than from the mythic rank). Note that a mythic vampire’s abilities on Table 6–2 depend on the base vampire’s CR, not the final CR of the mythic vampire.

Tier: A vampire with mythic tiers that becomes a mythic vampire loses its tiers (and all abilities from those tiers) and gains abilities from the mythic vampire template, according to the base vampire’s CR.

Negative Energy Focus (Su): A mythic vampire’s energy drain ability triggers once per successful melee attack with melee weapons or natural attacks, up to a maximum of once per round for every 2 mythic ranks the vampire has.

Overcome Weakness: If a mythic vampire begins its turn in an area of direct sunlight, it is nauseated (rather than staggered), takes 10 points of damage, and loses its fast healing ability for that round. The vampire is still destroyed on the second round. At higher ranks, it can overcome or ignore other vampire weaknesses or aversions, as follows: garlic (4th rank), mirrors and holy symbols (6th rank), invitation (8th rank), running water (10th rank).

Scabrous Claws (Su): As an immediate action, a mythic vampire can expend one use of mythic power to grow claws on its hands, allowing it to make claw attacks or slam attacks. The claw attacks deal the same damage as its slams (including energy drain) plus 1d6 points of bleed damage. The claws last for 1 hour or until dismissed by the vampire as a free action.

Channel Resistance (Su): At 3rd rank, a mythic vampire’s channel resistance increases to +8. At 6th rank, it increases to +12. At 9th rank, it increases to +16.

Children of the Eclipse (Su): At 4th rank, a mythic vampire can use its children of the night ability to call forth bat swarms, rat swarms, or wolves once per hour instead of once per day. Once per day, the mythic vampire can use children of the night to call forth 2d6 ghouls or 1d6+1 shadows. At 7th rank, once per day the mythic vampire can use children of the night to call forth 1d6 wraiths or mohrgs.

Mist Shapes (Su): At 5th rank, a mythic vampire can summon and sculpt mist into realistic shapes as the *major*

TABLE 6-2: MYTHIC VAMPIRE ABILITIES

Base Vampire's CR	Mythic Rank	Mythic Abilities
4-5	2nd	Negative energy focus, overcome weakness (sunlight), scabrous claws
6-7	3rd	Channel resistance +8
8-9	4th	Children of the eclipse (ghouls or shadows), overcome weakness (garlic)
10-11	5th	Mist shapes
12-13	6th	Channel resistance +12, mastermind, overcome weakness (mirrors and holy symbols), telekinesis
14-15	7th	Children of the eclipse (wraiths or mohrgs), flight
16-17	8th	Create mythic spawn, overcome weakness (invitation)
18-19	9th	Blood omen, channel resistance +16
20+	10th	Eclipse, overcome weakness (running water)

image spell. A shape created in this way lasts for as long as the mythic vampire can see and concentrate upon it. In areas of particularly dense mist, this ability functions as *mirage arcana* instead of *major image*.

Mastermind (Su): At 6th rank, as a standard action a mythic vampire can see, hear, and speak through the body of a creature it has dominated. The mythic vampire can use this ability indefinitely on one creature at a time, as long as it and the creature under its control remain on the same plane. A mythic vampire using this ability can't move, but is still aware of its surroundings and can end this ability as a free action.

Telekinesis (Sp): At 6th rank, a mythic vampire can expend one use of mythic power to use the spell *telekinesis* with a caster level equal to the mythic vampire's CR.

Flight (Su): At 7th rank, a mythic vampire can expend one use of mythic power as an immediate action to gain a fly speed equal to double its base speed (perfect maneuverability) for 1 hour. When it activates this ability, the vampire chooses whether to manifest bat-like wings or to float unnaturally. If it manifests wings, it gains a bonus on Intimidate checks equal to its rank. If it chooses to float, it gains a bonus on Stealth checks equal to its rank.

Create Mythic Spawn: At 8th rank, a mythic vampire can expend one use of mythic power when using create spawn to cause the victim to rise as undead in 1 hour instead of 1d4 days. The mythic vampire can expend two uses of mythic power when using create spawn to create a mythic vampire instead of a vampire spawn or non-mythic vampire.

Blood Omen (Su): At 9th rank, a mythic vampire can expend two uses of mythic power as a standard action to drain blood from all creatures within 30 feet. Each creature must succeed at a Fortitude saving throw (DC 10 + 1/2 the vampire's HD + the vampire's Cha modifier) or be affected by the vampire's blood drain ability. The mythic vampire gains the normal benefits of all blood drained in this manner.

Eclipse (Su): At 10th rank, a mythic vampire can expend one use of its mythic power to blot out the power of the sun in a 1-mile radius. This entire area is affected by the spell *deeper darkness* for 1 hour. The mythic vampire's can see through this darkness.



WORG

A terrifying darkness surrounds this giant wolf.

MYTHIC WORG

CR 3/MR 1



XP 800

NE Medium magical beast (mythic)

Init +2; **Senses** darkvision 60 ft., low-light vision, scent; Perception +11

Aura darkness (30 ft., 1 step)

DEFENSE

AC 15, touch 12, flat-footed 13 (+2 Dex, +3 natural)

hp 36 (4d10+14)

Fort +5, **Ref** +6, **Will** +3

OFFENSE

Speed 50 ft.

Melee bite +7 (1d8+4 plus trip)

Special Attacks fear cone (30 ft., DC 12), mythic power (1/day, surge +1d6)

STATISTICS

Str 17, **Dex** 15, **Con** 13, **Int** 6, **Wis** 14, **Cha** 10

Base Atk +4; **CMB** +7; **CMD** 19 (23 vs. trip)

Feats Run, Skill Focus (Perception)^M

Skills Perception +11, Stealth +9, Survival +5; **Racial Modifiers** +2 Perception, +2 Stealth, +2 Survival

Languages Common, Goblin

ECOLOGY

Environment temperate forests and plains

Organization solitary, pair, or pack (3-11)

Treasure incidental

SPECIAL ABILITIES

Darkness Aura (Su) As a free action, a mythic worg can activate its darkness aura, which reduces the light level within 30 feet of it by one step. This never reduces the light level to supernatural darkness. Multiple worgs within range can reduce the light level multiple steps. Because a mythic worg has darkvision and low-light vision, this ability never interferes with its own vision. It can end this ability as a free action.

A mythic worg is a creature of fear and foul darkness, usually born under an ominous new moon or by the intervention of a deity of shadows and terror. Many serve vampires, protecting their masters from hunters and hazardous daylight.

WORG, WINTER WOLF

This giant wolf's fur is so white it's almost blinding to behold.

MYTHIC WINTER WOLF

CR 6/MR 2



XP 2,400

NE Large magical beast (cold, mythic)

Init +5; **Senses** darkvision 60 ft., low-light vision, scent; Perception +11

DEFENSE

AC 19, touch 10, flat-footed 18 (+1 Dex, +9 natural, -1 size)

hp 77 (6d10+44)

Fort +9, **Ref** +6, **Will** +3

DR 5/epic; **Immune** cold

Weaknesses vulnerable to fire

OFFENSE

Speed 50 ft.

Melee bite +11 (1d8+9 plus 1d6 bleed and 1d6 cold and trip)

Space 10 ft.; **Reach** 5 ft.

Special Attacks bleed (1d6), breath weapon (15-ft. cone, 6d6 cold and *slow* for 2 rounds, Reflex DC 17 half, usable every 1d4 rounds), lingering breath (2d6 cold, 2 rounds), mythic power (2/day, surge +1d6)

STATISTICS

Str 22, **Dex** 13, **Con** 18, **Int** 9, **Wis** 13, **Cha** 10

Base Atk +6; **CMB** +13; **CMD** 24 (28 vs. trip)

Feats Improved Initiative, Run, Skill Focus (Perception)^M

Skills Perception +11, Stealth +4 (+10 in snow), Survival +5; **Racial Modifiers** +2 Perception, +2 Stealth (+8 in snow), +2 Survival

Languages Common, Giant

ECOLOGY

Environment cold forests and plains

Organization solitary, pair, or pack (6-11)




Treasure standard

A mythic winter wolf is usually a leader among its kind. Many form alliances with frost giants or ice witches for mutual benefit.



WYVERN

This serpentine dragon has huge wings, two taloned legs, and a tail stinger, and its blue scales are mottled with other colors.

MYTHIC WYVERN CR 8/MR 3   

XP 4,800

N Large dragon (mythic)

Init +8^M; **Senses** darkvision 60 ft., low-light vision, scent; Perception +18

DEFENSE

AC 22, touch 10, flat-footed 21 (+1 Dex, +12 natural, -1 size)

hp 103 (7d12+58)

Fort +9, **Ref** +6, **Will** +8

DR 5/epic; **Immune** dragon traits, paralysis, sleep; **Resist** acid 10, cold 10, electricity 10, fire 10

OFFENSE

Speed 20 ft., fly 100 ft. (average)

Melee bite +11 (2d6+5 plus grab), sting +11 (1d8+5 plus poison), 2 wings +6 (1d8+2)

Space 10 ft.; **Reach** 5 ft.

Special Attacks power lift, mythic power (3/day, surge +1d6), rake (2 talons +10, 1d6+5), swallow whole (1d6+5 bludgeoning, AC 14, 10 hp)

STATISTICS

Str 21, **Dex** 12, **Con** 18, **Int** 7, **Wis** 12, **Cha** 9

Base Atk +7; **CMB** +13 (+17 grapple); **CMD** 24

Feats Flyby Attack, Improved Initiative^M, Iron Will^M, Skill Focus (Perception)

Skills Fly +9, Perception +18, Sense Motive +11, Stealth +7;

Racial Modifiers +4 Perception

Languages Draconic

ECOLOGY

Environment temperate or warm hills

Organization solitary, pair, or flight (3–6)

Treasure standard

SPECIAL ABILITIES

Poison (Ex) Sting—injury; *save* DC 17; *frequency* 1/round for 6 rounds; *effect* 1d4 Constitution damage; *cure* 2 consecutive saves. The save DC is Constitution-based.

Power Lift (Ex) A mythic wyvern can expend one use of mythic power to withdraw as a move action (instead of a full-round action), moving up to its speed instead of double. It can even move straight up. If it's grappling a creature, the wyvern can bring the grappled creature with it. Usually a wyvern uses this ability to carry off its prey and drop it from above onto a hard surface. Since this is a move action, the wyvern can damage its target, withdraw, and drop its target all in the same round.

A mythic wyvern has one or more true dragons in its recent ancestry, making it strong and resilient. Despite its greater power and ego, it is more inclined to accept a rider than other wyverns, perhaps because it recognizes the value of an alliance.

Variant Mythic Wyverns

Some mythic wyverns are closely related to one specific type of chromatic dragon. These lose their energy resistances and the power lift ability, but gain the energy immunity and breath weapon of the appropriate chromatic dragon (80 foot line or 40 foot cone, DC 17, 8d6 energy damage, 1d4 rounds).



MYTHIC MONSTER ADVANCEMENT

This section addresses how to turn a non-mythic monster into a mythic monster and how to create an entirely new mythic creature. Just as characters' abilities depend on their mythic tier, monsters' abilities depend on their mythic rank (MR), with a higher rank meaning a creature has additional mythic abilities.

MYTHIC SIMPLE TEMPLATES

The following simple templates can be used to turn any monster into a mythic creature. A creature given one of these templates counts as a mythic creature for the purposes of spells, abilities, and magic items even though it doesn't have the mythic subtype (see page 226). Note that because it doesn't have the mythic subtype, it doesn't gain the many benefits of having the mythic subtype—the creature only gains the benefits described in the simple template.

Agile (MR 1, CR +1)

Creatures with the agile template are quick and deadly, moving faster than their normal counterparts and striking with incredible speed and agility. An agile creature's quick and rebuild rules are the same.

Rebuild Rules: **Init** +20 bonus; **AC** +2 dodge bonus; **hp** mythic bonus hit points (see the sidebar on page 225); **Defensive Abilities** evasion (as the rogue class feature); **Speed** +30 feet for all movement types (up to double the creature's base movement speed); **Special Attacks** dual initiative (see page 227).

Arcane (MR 1 or 2, CR +1)

Creatures with the arcane template are infused with arcane power, capable of casting a limited number of arcane spells. If the creature has 11 or more Hit Dice, this simple template grants a mythic rank of 2 instead of 1. An arcane creature's quick and rebuild rules are the same.

Rebuild Rules: **AC** +2 deflection bonus; **hp** mythic bonus hit points (see sidebar); **SR** gains SR equal to its new CR + 11; **Special Attacks** mythic magic (see page 227), simple arcane spellcasting (see page 228).

Divine (MR 1 or 2, CR +1)

Creatures with the divine template can call upon the power of the gods, allowing them to cast a limited number of divine spells. If the creature has 11 or more Hit Dice, this simple template grants a mythic rank of 2 instead of 1. A divine creature's quick and rebuild rules are the same.

Rebuild Rules: **Aura** aura of grace (creature and all allies within 10 feet receive a +2 sacred bonus on saving throws—or a profane bonus if the templated creature is evil); **AC** +2 deflection bonus; **hp** mythic bonus hit points

(see sidebar); **Special Attacks** mythic magic (see page 227), simple divine spellcasting (see page 228).

Invincible (MR 1 or 2, CR +1)

Creatures with the invincible template are incredibly difficult to harm. They can withstand immense punishment and continue to fight. If the creature has 11 or more Hit Dice, this simple template grants a mythic rank of 2 instead of 1. An invincible creature's quick and rebuild rules are the same.

Rebuild Rules: **AC** increase natural armor bonus by 2 (or 4 if the creature has 11 or more Hit Dice); **hp** mythic bonus hit points (see the sidebar on page 225); **Defensive Abilities** gains DR and resistance to all types of energy as per Table 6–3, as well as block attacks (see page 226) and second save (see page 228).

TABLE 6-3: INVINCIBLE TEMPLATE DEFENSES

Hit Dice	Energy Resistance	DR
1-4	5	—
5-10	10	5/epic
11+	15	10/epic

Savage (MR 1 or 2, CR +1)

Creatures with the savage template are untamed, primordial versions of their non-mythic cousins. Their claws are sharper, their fangs larger, and their hides thicker. If the creature has 11 or more Hit Dice, this simple template grants a mythic rank of 2 instead of 1. A savage creature's quick and rebuild rules are the same.

Rebuild Rules: **AC** increase natural armor bonus by 2; **hp** mythic bonus hit points (see the sidebar on page 225); **Defensive Abilities** gains DR and resistance to all types of energy as per Table 6–4; **Special Attacks** all attacks gain bleed 1 (this stacks with itself), feral savagery (full attack) (see page 227).

TABLE 6-4: SAVAGE TEMPLATE DEFENSES

Hit Dice	Energy Resistance	DR
1-4	5	—
5-10	10	5/epic
11+	15	10/epic

BUILDING A MYTHIC CREATURE

In addition to using a mythic simple template, there are two ways to create a new mythic monster. The first is to take an existing monster, give it the mythic subtype, and add abilities as described in that subtype. The second method is to create an entirely new monster with the mythic subtype and incorporate additional abilities into the final monster. Both methods are described beginning on page 225.

Modify an Existing Monster

Making a mythic monster out of an ordinary monster is fairly straightforward—just follow these steps.

Step 1—Determine its mythic rank (MR). Divide your monster's CR by 2 to get its approximate mythic rank. If the result is not a whole number, it just means you have some flexibility in choosing the MR. For example, if your monster is a CR 7 chimera, half of 7 is 3.5, which means you can try it at MR 3 or MR 4. It's easier to start with a lower MR—you can always increase the MR later if you need the monster to be a little more powerful.

Step 2—Add the mythic subtype. The mythic subtype is described on page 226. The modifications to the creature's ability scores, hit points, and other game statistics depend on your monster's MR.

Step 3—Add additional mythic abilities. As described in the mythic subtype, the monster gains a number of mythic abilities equal to its MR + 1.

Step 4—Evaluate the monster at its final CR. Your monster's final CR is its initial CR + 1/2 its MR (round down; minimum 1). Use Table 6–8: Monster Statistics by CR (see page 229) to evaluate whether the monster's abilities are appropriately challenging for its final CR. If a creature's mythic abilities complement its non-mythic abilities particularly well, that mythic creature may be too powerful for its final CR. If a creature's mythic abilities don't interact with its non-mythic abilities, that creature may be too weak for its final CR. If either of these situations occur, make adjustments to the creature so it better fits the intended CR.

If the creature is too weak and you rounded the creature's MR down in Step 1, you can round up instead (adjusting the modifiers from the mythic subtype). If the creature is too strong and you rounded the creature's MR up in Step 1, you can round down instead (adjusting the modifiers from the mythic subtype).

Once the creature's abilities and statistics fit its CR, you're done.

Create a New Monster

Creating a new mythic monster is especially challenging because you're basically creating a monster with two CRs—an initial CR, which determines its appropriate mythic rank and thus how many mythic abilities it gets, and its final CR, which determines appropriate values for its AC, hit points, damage per round, and so on. Though it's possible to create the monster all at once with a particular CR and MR in mind, it's generally easier to build it in several steps (some of which are very similar to the steps for modifying an existing monster).

Step 1—Estimate its final CR. Knowing the intended CR of your new monster is critical. This target helps determine the starting power level for your monster in the later steps,

MYTHIC BONUS HIT POINTS

A creature with one of the mythic templates listed on page 224 gains additional hit points according to its Hit Die type. A creature with d6 Hit Dice gains 6 hit points per mythic rank, a creature with d8 Hit Dice gains 8 hit points per rank, and a creature with d10 or d12 Hit Dice gains 10 hit points per rank.

and means you won't have to reconfigure your monster if it's too weak or too powerful. For example, you might want a CR 7 mythic monster to challenge a 5th-level mythic party.

Step 2—Determine its mythic rank (MR). Divide your final CR by 2.5 to get the approximate mythic rank of your monster. If the result is not a whole number, it just means you have some flexibility in choosing the MR. For example, if your final CR is 7, dividing that by 2.5 is 2.8, so your monster could be 2nd rank or 3rd rank. It's generally easier to start with a lower MR—you can always increase the MR later if you need the monster to be a little more powerful.

Step 3—Determine its initial CR. Subtract half the MR from the final CR to get the initial CR. If the final CR is 7 and the MR is 2, half of 2 is 1, so the initial CR is $7 - 1 = 6$.

Step 4—Build a new monster for that initial CR. This is identical to the process for creating a non-mythic monster. Follow the guidelines in the *Pathfinder RPG Bestiary*, creating a creature balanced for its CR, or starting with a base creature known to be appropriate for its CR and altering that monster to suit your purposes.

The next three steps make the creature mythic.

Step 5—Add the mythic subtype. The mythic subtype is described on page 226. The modifications to the creature's ability scores, hit points, and so on depend on its MR.

Step 6—Add additional mythic abilities. As described in the mythic subtype, the monster gains a number of mythic abilities equal to its MR + 1.

Step 7—Evaluate the monster at its final CR. Your monster's final CR is its initial CR + 1/2 its MR (which should be close to your estimate from Step 1). If half the MR isn't an even number, round down to get the monster's final CR. Use Table 6–8: Monster Statistics by CR (see page 229) to evaluate whether the monster's abilities are appropriately challenging for its final CR. If a creature's mythic abilities complement its non-mythic abilities particularly well, that mythic creature may be too powerful for its final CR. If a creature's mythic abilities don't interact with its non-mythic abilities, that creature may be too weak for its final CR. If either of these situations occur, make adjustments to the monster so it better fits the intended CR.

If the monster is too weak and the MR from Step 2 isn't a whole number, increase the monster's MR by 1 (adjusting

TABLE 6-5: MYTHIC SUBTYPE ABILITIES

Mythic Rank	Ability Bonus	Mythic Feat	Surge Die Type
1st	—	1st	1d6
2nd	1st	—	1d6
3rd	—	2nd	1d6
4th	2nd	—	1d8
5th	—	3rd	1d8
6th	3rd	—	1d8
7th	—	4th	1d10
8th	4th	—	1d10
9th	—	5th	1d10
10th	5th	—	1d12

the modifiers from the mythic subtype). If the monster is too strong and you have to round down to get its final CR, compare the monster to the statistics for the next highest CR. Once the monster's abilities and statistics fit its CR, you're done.

MYTHIC SUBTYPE

A creature with this subtype is infused with mythic power and is capable of terrible and awe-inspiring feats. Creatures with the mythic subtype gain the following abilities.

Mythic Rank: A creature with the mythic subtype gains 1 to 10 mythic ranks, representing its overall mythic power. Its rank is generally equal to 1/2 its original CR.

Natural Armor Bonus: Add the creature's mythic rank to its natural armor bonus. A creature without natural armor has an effective natural armor bonus of +0.

Bonus Hit Points: A creature with d6 Hit Dice gains 6 hit points per mythic rank, a creature with d8 Hit Dice gains 8 hit points per rank, and a creature with d10 or d12 Hit Dice gains 10 hit points per rank. Note that this is the same number of bonus hit points the creature would gain if it had a mythic simple template (as described in the sidebar on page 225).

Damage Reduction: A creature with 5 to 10 Hit Dice gains DR 5/epic. A creature with 11 or more Hit Dice gains DR 10/epic.

If the creature already has damage reduction, it adds epic to the qualities needed to bypass that reduction. If the damage reduction granted from this subtype has a larger numerical value than the creature's original damage reduction, increase the creature's original damage reduction to the amount of the epic DR. For example, a monster with DR 5/bludgeoning that gains DR 10/epic from the mythic subtype gains DR 10/bludgeoning and epic.

Spell Resistance: If the creature has spell resistance, add its mythic rank to its spell resistance.

Mythic Power: The creature gains the mythic power and surge universal monster abilities (see pages 227 and 228).

The monster's surge die depends on its rank, as summarized in Table 6-5: Mythic Subtype Abilities.

Ability Bonus: At 2nd rank and every 2 ranks thereafter, the monster gains a permanent +2 bonus to an ability score. If it has multiple bonuses, it can apply them to the same ability score or to different ability scores.

Mythic Feats: At 1st rank and every 2 ranks thereafter, the monster gains a mythic feat. It must meet all of the prerequisites for this feat.

Additional Mythic Abilities: The monster gains a number of mythic abilities equal to its MR + 1. Such abilities can be drawn from the mythic path abilities in Chapter 1 or the mythic abilities listed with the monsters in this chapter, or it can be a new ability you create by taking inspiration from those abilities. These abilities should be thematically appropriate for the creature.

Some new monster abilities are especially powerful; at the GM's discretion, they can count as two abilities toward this total. For example, the mythic fire giant's fire vortex ability could count as two mythic abilities (see page 199).

In place of a mythic ability, the monster may gain a universal monster ability, such as rend or pounce, either from an existing Bestiary or from this book.

CR: When you're finished adding abilities to the monster, add 1/2 the monster's mythic rank to its CR to determine its new CR. Evaluate the monster at its new CR using Table 6-8: Monster Statistics by CR to make sure it falls within the expected values for its new CR.

XP: Change the creature's XP award to match its new CR (*Core Rulebook* 398).

NEW UNIVERSAL MONSTER RULES

Like the universal monster rules in the *Bestiary*, the following rules are referenced (but not repeated) in mythic monster stat blocks. Each rule includes a format guide for how it appears in a monster's listing and its location in the stat block.

Block Attacks (Ex): Once per round, when the creature is hit by a melee or ranged attack, it can attempt a melee attack using its highest attack bonus. If this result exceeds the result from the attack against it, the creature is unaffected by the attack (as if the attack had missed).

Format: block attacks; *Location:* Defensive Abilities.

Dragon Blood (Su): The mythic dragon's blood and other fluids are infused with acid, cold, electricity, or fire, matching the dragon's breath weapon energy type. Every time the dragon is damaged by a piercing or slashing weapon, the attacking creature takes energy damage according to Table 6-6: Dragon Blood Damage (or double damage if the attack is a critical hit). Using a reach weapon does not endanger the attacker in this way. If the dragon has the swallow whole ability, it adds this damage to its swallow whole damage.

TABLE 6-6: DRAGON BLOOD DAMAGE

Dragon Size	Points of Energy Damage
Medium or smaller	1d4
Large	1d6
Huge	1d8
Gargantuan	2d6
Colossal	2d8

Format: dragon blood (2d6 fire); *Location:* Defensive Abilities.

Dragon Cantrips (Su): If the mythic dragon is able to cast arcane spells, it automatically knows all cantrips for its equivalent spellcasting class and can cast them at will.

Format: dragon cantrips; *Location:* SQ.

Dragon Fury (Su): If a mythic dragon confirms a critical hit with a natural weapon, it adds its dragon blood damage to the damage dealt by the natural attack.

Format: dragon fury (1d6 fire); *Location:* Special Attacks.

Dual Initiative (Ex): The monster gets two turns each round, one on its initiative count and another on its initiative count – 20. For example, if the monster’s initiative is 23, for its first turn it could make a full attack (and take a 5 foot step) at initiative 23, and for its second turn at initiative 3 it could take a move action and cast a spell. This allows the monster to perform two actions per round that normally take an entire round, such as using a *summon monster* spell. For the purposes of spells and effects that have a duration of a round or longer or trigger at the beginning of the creature’s round or the start of its turn such as saving throws against ongoing effects or taking bleed damage), only the monster’s first turn each round counts toward such durations.

Format: +21/+1; *Location:* Initiative.

Feral Savagery (Su): Under the circumstances listed in the monster’s stat block—such as when it makes a full attack or a rend attack—it can immediately attempt an additional attack against an opponent. This attack is made using the creature’s full base attack bonus, plus any modifiers appropriate to the situation. This additional attack doesn’t stack with similar means of gaining additional attacks, such as the *haste* spell or a *speed* weapon. This ability doesn’t grant an extra action, so you can’t use it to cast a second spell or otherwise take an extra action in the round.

Format: feral savagery (full attack); *Location:* special attacks.

Fortification (Ex): The monster has an 50% chance to treat any critical hit or sneak attack as a normal hit, as if wearing *moderate fortification* armor.

Format: fortification (50%); *Location:* Defensive Abilities.

Greensight (Su): The monster can see through thick plant matter as though it were transparent, usually with a range of 60 feet. Leaves, vines, greenery, and undergrowth offer no concealment to the monster’s sight, though solid wood still blocks its line of sight.

Format: greensight 60 ft.; *Location:* Senses.

Lingering Breath (Su): The creature can expend one use of mythic power as a free action when it uses its breath weapon to make the area radiate energy damage (of the same type as the breath weapon) for 1 round per mythic rank. Any creature in, entering, or passing through the breath weapon’s area during this duration takes damage according to the creature’s size. This ability has no effect on breath weapons that do not deal energy damage.

Format: lingering breath (2d6 fire, 5 rounds); *Location:* Special Attacks.

TABLE 6-7: LINGERING BREATH DAMAGE

Creature Size	Points of Energy Damage
Medium or smaller	2d4
Large	2d6
Huge	2d8
Gargantuan	4d6
Colossal	4d8

Mistsight (Ex): The monster can see through fog, mist, and murky water as if they were perfectly clear, ignoring the miss chance for these obstructions, up to its normal range of vision.

Format: mistsight; *Location:* Senses.

Mythic Magic (Su): Up to three times per day, when the creature casts a spell, it can cast the mythic version instead (as with all mythic spells, the creature must expend mythic power to cast a mythic spell in this way).

Format: mythic magic 3/day; *Location:* Special Attacks.

Mythic Power (Su): The mythic monster can draw upon a wellspring of power to accomplish amazing deeds and cheat fate. Each day, it can expend a number of uses of mythic power equal to its mythic rank. This amount is its maximum amount of mythic power. If an ability allows it to regain mythic power, it can never gain more than this amount. The monster automatically has the surge ability (see page 228), and can use this mythic power to activate it. It may have other abilities that rely on mythic power.

Format: mythic power (3/day, surge +1d6); *Location:* Special Attacks.

Poisonous Blood (Ex): Any creature that confirms a critical hit against the monster with a piercing or slashing melee weapon is sprayed with poison. (Melee weapons with reach don’t endanger their users in this way.) The type of poison depends on the monster. Unless otherwise stated, this poison uses the poison’s normal DC, though some monsters might have a poison DC that’s Constitution-based.

Format: poisonous blood (dragon bile); *Location:* Defensive Abilities.

Powerful Blows (Ex): The specified attack adds 1-1/2 times the creature’s Strength bonus on damage rolls instead of its normal Strength bonus or half its Strength bonus.

Format: powerful blows (slam); *Location:* SQ.

Sand Glide (Ex): This ability functions like the earth elemental's earth glide ability, but works only on sand, dirt, and other fine-grained solid matter. The creature's speed using sand glide as the same as its base speed.

Format: sand glide; *Location:* Speed.

Second Save (Ex): Whenever the creature fails a saving throw against an effect with a duration greater than 1 round, it can keep trying to shake off the effect. At the start of its turn, if it's still affected, it can attempt the save one more time as a free action. If this save succeeds, the effect affects the creature as if it had succeeded at its initial saving throw. If the effect already allows another saving throw on a later turn to break the effect (such as for *hold monster*), this ability is in addition to the extra saving throw from the effect.

Format: second save; *Location:* after saving throws.

Simple Arcane Spellcasting: The creature gains the ability to cast spells from the sorcerer/wizard spell list. Select a number of spells with total spell levels equal to twice the creature's CR. No spell for this ability should have a level higher than $1 + \frac{1}{2}$ the creature's CR. A 0-level spell counts as $\frac{1}{2}$ spell level toward this total. The creature can cast each of these spells once per day. Its caster level is equal to its Hit Dice. It uses the higher of its Intelligence or Charisma modifiers to determine its spell DCs.

Format: simple arcane spellcasting; *Location:* Special Attacks.

Simple Divine Spellcasting: The creature gains the ability to cast spells from the cleric or druid spell list. Select a number of spells with total spell levels equal to twice the creature's CR. No spell for this ability should have a level higher than $1 + \frac{1}{2}$ the creature's CR. A 0-level spell counts as $\frac{1}{2}$ spell level toward this total. The creature can cast each of these spells once per day. Its caster level is equal to its Hit Dice. It uses its Wisdom or Charisma (whichever is higher) to determine its spell DCs.

Format: simple divine spellcasting; *Location:* Special Attacks.

Smother (Ex): If the creature's grappled opponent is holding its breath, the monster can force that opponent to expel or consume some of its breath, or can otherwise reduce the time remaining until the target has to attempt checks to avoid suffocation (*Core Rulebook* 445).

If the monster succeeds at a grapple check against the opponent, the remaining duration for which the opponent can hold its breath decreases by 1d6 rounds. If this reduces the remaining time that the creature can hold its breath to 0 rounds or fewer, the DCs of its suffocation checks increase by 5. For example, if the monster is grappling a creature that has 10 rounds remaining before it has to attempt suffocation checks, a successful grapple check reduces that duration by 1d6 rounds.

If the monster has another ability (such as constrict) that harms the opponent when it succeeds at a grapple

check, it can automatically use the smother ability when it succeeds at the grapple check to use the other ability.

Format: smother; *Location:* Special Attacks.

Steal (Ex): The creature can attempt a steal combat maneuver (*Pathfinder RPG Advanced Player's Guide* 322) against its opponent as a free action without provoking attacks of opportunity if it hits with the specified attack.

Format: steal; *Location:* individual attacks.

Surge (Su): The monster can call upon its mythic power to overcome difficult challenges. It can expend one use of mythic power to increase any d20 roll it just made by rolling 1d6 and adding it to the result. Using this ability is an immediate action taken after the original roll is made and the results are revealed. The bonus die gained by using this ability increases to 1d8 at 4th rank, 1d10 at 7th rank, and 1d12 at 10th rank. The monster can use this ability even if it's mindless or of animal-level intelligence.

Surge doesn't have a separate entry in the monster stat block—the surge die is listed in the mythic power ability.

X-Ray Vision (Su): The monster can see through solid matter as if wearing a *ring of x-ray vision*. This is as exhausting as if the monster were actually using the ring.

Format: x-ray vision; *Location:* Senses.

EVALUATING MONSTER STATISTICS

Table 6–8: Monster Statistics by CR is an expansion of the table of the same name on page 291 of the *Bestiary*, listing approximate statistics for monsters up to CR 30 (the information for CR 1–20 is identical to that presented in the *Bestiary*). These values are rough guidelines. You'll notice that many of the existing monsters in this book don't follow these guidelines exactly. Most monsters excel in one of these areas (usually in the amount of damage dealt), but lag in one or two other areas to balance them out. For example, a monster might have higher damage than what's listed in the table, but have a lower AC and hit points. The entries on the table are as follows.

CR: This is the approximate CR of the monster. This number might change as the design progresses.

Hit Points: This is the approximate hit point total for the monster. A creature with a particularly high AC, especially large saving throw bonuses, or a number of resistances might have a lower number. Outsiders and constructs typically have lower hit point totals.

Armor Class: This is the average AC for a creature of this CR. When it comes time to design the creature's protections, keep this number in mind. Creatures whose hit point totals are above average typically have lower AC to compensate.

High Attack: This is the average total attack bonus for a creature of this CR that is primarily a melee or ranged combatant. Creatures with a higher than normal average damage typically have a lower attack value to compensate.

TABLE 6-8: MONSTER STATISTICS BY CR

CR	Hit	Armor	High	Low	Average Damage		Primary	Secondary	Good	Poor
	Points	Class	Attack	Attack	High	Low	Ability DC	Ability DC	Save	Save
1/2	10	11	1	0	4	3	11	8	3	0
1	15	12	2	1	7	5	12	9	4	1
2	20	14	4	3	10	7	13	9	5	1
3	30	15	6	4	13	9	14	10	6	2
4	40	17	8	6	16	12	15	10	7	3
5	55	18	10	7	20	15	15	11	8	4
6	70	19	12	8	25	18	16	11	9	5
7	85	20	13	10	30	22	17	12	10	6
8	100	21	15	11	35	26	18	12	11	7
9	115	23	17	12	40	30	18	13	12	8
10	130	24	18	13	45	33	19	13	13	9
11	145	25	19	14	50	37	20	14	14	10
12	160	27	21	15	55	41	21	15	15	11
13	180	28	22	16	60	45	21	15	16	12
14	200	29	23	17	65	48	22	16	17	12
15	220	30	24	18	70	52	23	16	18	13
16	240	31	26	19	80	60	24	17	19	14
17	270	32	27	20	90	67	24	18	20	15
18	300	33	28	21	100	75	25	18	20	16
19	330	34	29	22	110	82	26	19	21	16
20	370	36	30	23	120	90	27	20	22	17
21	400	37	31	24	130	98	27	20	23	18
22	440	39	32	25	140	105	28	21	23	18
23	480	40	33	26	150	113	29	22	24	19
24	520	42	35	27	165	124	30	23	25	20
25	560	43	36	28	180	135	30	24	26	21
26	600	44	37	29	195	145	31	25	27	22
27	640	45	38	30	210	155	32	26	28	23
28	680	46	39	31	225	165	33	27	29	24
29	720	47	40	32	240	175	34	28	30	25
30	760	48	41	33	255	185	35	29	31	26

Low Attack: This is the average total attack bonus for a creature of this CR that doesn't rely upon melee or ranged attacks to deal damage. This includes most creatures that mainly use spells and spell-like abilities in combat.

Average Damage: This is the average amount of damage dealt by a creature of this CR if all of its attacks are successful. To determine a creature's average damage, add the average value for all of the damage dice rolled (as determined by Table 1–5: Average Die Results on page 293 of the *Bestiary*) to the damage modifier for each attack.

A creature that relies on melee or ranged weapons in combat should have average damage within the range of high and low damage.

A creature with higher than normal attack bonuses often deals less damage, and a creature with lower than normal attack bonuses often deals more damage.

Primary Ability DC: This is the average difficulty class (DC) for any spells, spell-like abilities, and special abilities (such as breath weapons) possessed by a creature of this CR that relies on such attacks in combat. If an ability is particularly powerful, it might have a lower DC to compensate for that.

Secondary Ability DC: This is the average DC for spells and special abilities for a creature that does not rely on such attacks in combat. Generally, an ability's DC should not be lower than this number.

Good Save: This is the average saving throw bonus for a creature of this CR, if the saving throw is one of the creature's good saving throws.

Poor Save: This is the average saving throw bonus for a creature of this CR, if the saving throw is one of the creature's poor saving throws.



7 FIRE OVER BLACKCRAG



Valeros ducked as a stony claw sliced through the air, grazing his head and carving a burning furrow in his scalp. He growled and returned the favor, sword ringing as it met horned skin. The gargoyle screamed and flapped backward.

“Not so graceful on the ground, are you?” Merisiel threw another dagger.

“Shouldn’t you be squatting on top of a church somewhere?”

The largest of the gargoyles, the one with goatlike horns curving from its forehead, the one that sent a chill down the spine of any who saw it, laughed and stalked forward.

Valeros spat, “When I’m done with them, they’ll wish they really were statues...”

Mythic adventures include all the same elements as non-mythic ones, but as with mythic characters the powers, dangers, and stakes are greater. The following adventure, “Fire Over Blackcrag,” provides both an example of how a mythic adventure might be constructed and a ready-to-play adventure for mythic characters. “Building the Myth” sidebars throughout this chapter provide advice useful to this adventure and future mythic games.

FIRE OVER BLACKCRAG

Smoke belches from the mountain and ash rains down on the streets of Blackcrag Cove. The people say that the gods are angry and demanding payment for their sins. The only hope for redemption lies within the power of ancient heroes. Those who dare to follow this path must harness a legendary legacy if they are to have any chance of saving the people of Blackcrag Cove.

“Fire Over Blackcrag” is designed for four 7th-level PCs. It assumes that the PCs aren’t mythic at the start of the adventure, and that they’re granted 3 tiers in mythic paths shortly after the adventure begins. However, with a few adjustments to the adventure’s start, “Fire Over Blackcrag” can be run for a party of PCs who already have 3 mythic tiers.

ADVENTURE BACKGROUND

The people of Blackcrag Cove harbor a deep-rooted distrust of unfamiliar magic. A year ago, Mayor Kostya’s guard discovered evidence of a clandestine cult dedicated to the Queen of the Inferno, an obscure deity of fire and violence. The mayor enlisted the aid of a band of adventurers to disrupt the cult. This culminated in the public hanging of the cult’s leader, revealed to be the mayor’s own trusted cousin Ledain. Mocking his own execution, Ledain swore that the Queen of the Inferno would claim vengeance on Blackcrag Cove.

As the anniversary of Ledain’s death nears, strange signs and ominous portents have been observed in town. Just yesterday, the people felt the dormant volcano Theana rumble in its sleep, and saw the black smoke spewing from its peak. The mayor is deeply troubled by these signs, worried that her cousin’s curse just might come true.

Adventure Summary

The adventure begins with the eruption of Theana, the volcano that looms over Blackcrag Cove. The PCs defeat some fire elementals born from the flames of a lava rock that lands in town. Mayor Kostya realizes that this is just the beginning, and calls upon the PCs to save Blackcrag Cove from the wrath of the Queen of the Inferno. She insists that the PCs visit a nearby oracle, who imbues them with mythic power and advises them on their quest. The oracle cryptically points the PCs at Kraken’s Maw, an almost forgotten island that was once also the victim of the Queen’s wrath.

After a sea voyage, the PCs reach Kraken’s Maw. Here, a friendly village populated by bird people tells the PCs of magic waters at the island’s center—waters that can’t be contained save by a vessel of primordial earth, known as the *earth chalice*. The PCs do battle with dinosaurs as they seek this mysterious chalice, held in a forest of stone spires by a tribe of mythic gargoyles. With the *earth chalice* in hand, the PCs retrieve the mystic water from the caldera and defeat its tyrannosaurus guardian, then return to Blackcrag Cove.

Scaling Theana, now on the verge of eruption, presents its own challenges. Inside the crater, a powerful efreeti servant of the Queen bars the way. Defeating this servant leaves the PCs free to quench the fire at the volcano’s heart and deny the Queen of the Inferno her vengeance.

INTRODUCTION

The characters are in the town of Blackcrag Cove, either passing through or stopping by after a recent adventure. The townsfolk all seem terribly worried about Theana’s recent stirring, since the volcano just north of town has lain dormant for hundreds of years. Some townsfolk whisper about a curse, but refuse to discuss such matters with strangers. When the group is ready to begin, read or paraphrase the following.

The people of Blackcrag Cove only occasionally stop to look up at the smoking mountain looming in the distance. The calm is shattered, however, when the earth begins to violently shake and the top of the mountain splits open. Great plumes of smoke rise into the air as the ground trembles and ash falls from the sky. Panic grips the town as large rocks rain down upon it, some bursting into flame upon impact.

Theana begins to erupt in earnest at this point, and though there isn’t a great deal of lava flow, the violent shaking and lava bombs cause mayhem in the town. At the start of this event, have each PC attempt a DC 20 Reflex saving throw. Those who fail are knocked prone by the earthquake.

Creatures: As some of the nearby buildings crack and tremble, one large lava bomb lands just 30 feet from the PCs. Its impact alone doesn’t injure anyone, but what it releases is of great danger. Three Large fire elementals emerge from the fire and go on a rampage, heading right toward the PCs. The fire elementals are servants of the Queen of the Inferno, and they fight until slain.

LARGE FIRE ELEMENTALS (3)

CR 5

XP 1,600 each

hp 60 each (*Pathfinder RPG Bestiary* 124)

Development: Once the fight is over, the trembling fades and the mountain seems to calm. The quake didn’t cause



major damage, but a number of small fires must be put out, some roofs now need repair, and a fine ash continues to lightly fall from the sky for an hour. Word quickly spreads of the heroes who defeated the fire elementals. Soon after, a member of the town guard approaches and says that Mayor Kostya would like to speak with them.

Mayor Kostya

The guard escorts the PCs to the mayor's office. The stone building has a newly formed crack running up one side of its stone facade, and guards are coming and going, relaying orders to help get the town under control. When the PCs enter her office, she bids them to sit and then begins to speak, a grave expression on her scarred face. Read or paraphrase the following to the PCs.

"Thank you so very much for defeating the fire creatures that attacked my town. You saved many of my people and for that we are all in your debt. Unfortunately, this event has

confirmed my greatest fear. The town's curse is real and the volcano will claim us all.

"Almost a year ago, we eradicated the last traces of an insidious fire cult threatening our town. Their leader was, sadly, my own cousin, Ledain. As he stood before the gallows, he pronounced a doom upon Blackcrag Cove, swearing that before the dawn rose again on the anniversary of his death, his goddess, known as the Queen of the Inferno, would consume us all. We didn't heed the bluster of a condemned man, but soon after his execution, old Theana stirred from her slumber. An ill omen, but one that we hoped was mere coincidence."

Mayor Kostya pauses to let out a tired sigh. "Today's events prove otherwise. Our time is running out, for in just two weeks it will be one year since Ledain's execution. So we call on you as our town's last hope. We could try to flee this divine retribution, but where would we go? And what of those too infirm to make the journey?"

The mayor shakes her head before continuing. "My advisors tell me that there is only one who could help us, an oracle that

PLACING BLACKCRAG

Blackcrag Cove can be set on any coastline that's near mountains. The details of the town itself are left nebulous, allowing you to incorporate it into your campaign. You can easily replace most of the details about the town (including the name) with an existing community, as long as it fits the overall theme.

On Golarion, the town is located on the northeastern coast of Katapesh, and Kraken's Maw is an uncharted island in the Obari Ocean.

living in the mountains to the west. They say to seek out the Wisdom of the Water, but this makes little sense to me. Can you solve this riddle? Can you save Blackcrag Cove?"

The mayor has little to offer the PCs as a reward, but implores them to help the good people of her town. She can offer horses and a map of the mountains to help them on their journey. Of particular note, the map shows a river winding through the mountains and one large waterfall along its course. The journey should take only a few hours.

PART ONE: WISDOM OF THE WATERS

As the PCs head south from Blackcrag Cove, they see signs of the impending disaster. Gray ash coats everything in sight. On one side of the road, a house has been entirely crushed by a rock fall and a copse of trees was completely consumed by fire. The PCs pass several families heading away from Blackcrag Cove. Some carry their belongings on their backs; others walk beside wagons jammed full with possessions. The last wagon they pass has a broken wheel. A son and daughter work to fix the wheel while the sad-eyed parents choose what keepsakes to jettison to lighten the wagon's load.

The river marked on the PC's map passes within 3 miles of Blackcrag Cove, so finding and following it presents no great difficulty. No hazards present themselves until the PCs reach the headwaters of the river.

The Headwaters (CR 7)

Following the river to its source, the PCs find the waters cascading over a limestone cliff. Two trolls lurk in the rocks 30 feet from the waterfall, waiting to ambush travelers and quite pleased thus far at their good fortune. Noticing their none-too-clever hiding spot requires a Perception check, opposed by the trolls' Stealth check. If not spotted first, they spring their ambush. Whether from fearlessness or dim wits, the trolls fight to the death.

TROLLS (2)

CR 5

XP 1,600 each

hp 63 each (*Pathfinder RPG Bestiary* 268)

Treasure: Stuffed between the rocks of their hiding place are the grisly remains of their last victim, a dwarf. The trolls ruined most of his possessions, but in his belt pouch are a *potion of spider climb*, 100 gp, and a sapphire worth 500 gp. The dwarf's bloodstained *boots of striding and springing* are crammed in next to his body.

Threading Stone and Water (CR 7)

After dealing with the trolls, the PCs can easily spot a cave located behind the waterfall. The cave is about 100 feet up the cliff. Anyone observing this cave feels a strange sensation, a sort of tingle that runs down the spine. To reach the cave, the PCs must climb the 100 feet of cliff beneath the waterfall, or descend 50 feet from the top of the cliff above. In either case, climbing the cliff requires a successful DC 15 Climb check, but no matter how they approach, they must also succeed at two DC 20 Climb checks while passing under the waterfall to avoid falling into the river. Once one PC has made it inside the cave, a rope can be used to reduce both DCs by 5.

Upon successfully scaling the cliff, the PCs find themselves in a large, domed chamber lit by sparkling crystals that encrust the ceiling. The floor is a pool of water, perfectly still aside from an occasional drip from the ceiling. The chamber is frigidly cold, and even with the roaring waterfall outside, it's very quiet inside. On the opposite side of the pool sits a venerable human woman—the oracle the PCs seek.

After living in these mountains for ages, the oracle (N human oracle 13) has long forgotten any name she once had. Though old, stiff, and blind from cataracts, she radiates a confident air. The oracle has an eerie habit of tracking her visitors' movements with her milk-white pupils. She wears a simple gown of rough-spun gray wool, and is barefoot.

As the PCs enter the cavern, the oracle looks up at them, but she doesn't respond to any query or hail. Once all the PCs are in the chamber, she looks up at them and speaks in a raspy voice. She says only, "Which of the four elements holds sovereign over all the others?" If any PC names a single element, she responds with one of the corresponding rebuttals below.

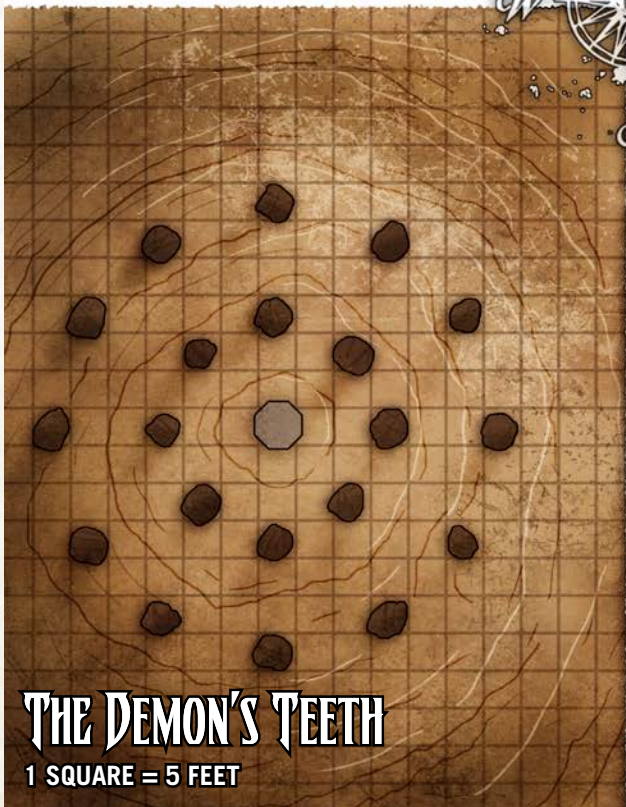
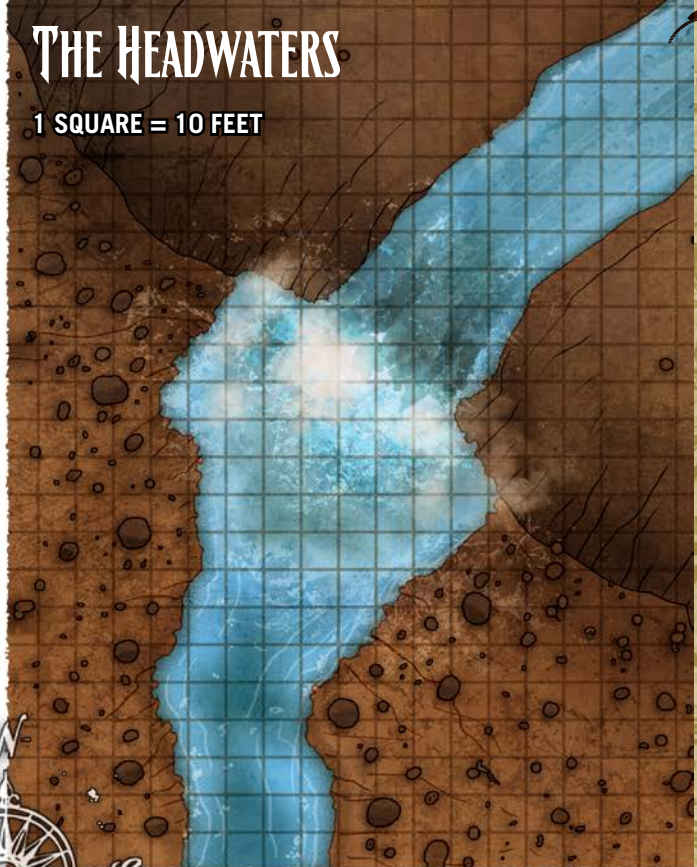
Air: "But the wind does break over stone."

Earth: "In time, does not the wind erode away the stone?"

Fire: "Even a child knows that water can quench the mightiest flame."

Water: "Yet over flame, does not water boil away?"

If a PC answers something along the lines of "Each element holds sway over all others, in its turn", the oracle seems pleased and asks them the purpose of their visit.



BUILDING THE MYTH

The cleansing passage through the mountain waters symbolizes the passing of the PCs from the world of troll slaying and tomb robbing into the realm of myth and legend. Play up the contrast between the mundane world outside and the silent majesty of the oracle's caverns. Avoid presenting the oracle as a figure of overwhelming strength. She sees much that the PCs cannot, but she lacks the power to defy a goddess. The PCs might be accustomed to being pawns in the machinations of mighty forces. In this tale, they're the only ones whose deeds stand between the people of Blackrag Cove and oblivion.

Once she hears the tale of their plight, she spends a few moments looking into the pool before continuing. Read or paraphrase the following.

"What was, will be again. This is the great truth, obscured by our too-short lives." Catching a few drops of water in her outstretched hand, she turns her palm, letting the drops slip slowly to the ground. "So the water passes from my chambers to the sea. Though it takes a thousand thousand years, in the fullness of time, those drops will rain down again within this cave, long after all we know has departed. So too, the Queen of the Inferno's wrath has claimed towns before.

"Yet not all were consumed by fire. In the sea to the southeast is an ancient mountain island—an island where legends dwell. None sail to it. Its waters are perilous, its land is cursed. Once, the fires beneath this island stirred as the fires beneath Theana do now, stoked by the Queen's burning rage.

"The Queen's wrath is a terrible thing. It is known as the unquenchable fire. Yet each element in its place reigns above all others, a wheel ever turning. Unquenchable, perhaps, but will her fire burn if she has to rage to feed and fan it? The tears of last remorse, brought to the heart of the Queen's anger, can quench this immortal rage. So it was done on Arakau in an age long forgotten.

"All the waters of this world are as one. The waters of Arakau speak to me through the waters of my grotto. Their voice whispers that the tears yet linger where the Queen's wrath was stilled. Seek out the island. There, look to wind and sky to find the path that you must travel.

"So the waters have spoken, so I have told. Time is short. The goddess's anger wells up from the world's core, ever closer to breaching Theana and consuming Blackrag Cove. You must go. Take with you these totems of heroes long past—heroes who once stood against the wrath of the Inferno. Take these totems and cross the waves to Arakau. Close the circle, turn the wheel, and cleanse her fury from our land."

With that, the oracle reaches into the water and pulls forth a number of items equal to the number of PCs—items that appear far too tarnished and weathered by time to be of use. Despite the waters being perfectly clear, the items can't be seen before the oracle draws them forth from the water. In fact, they were not there at all, but were produced by the magic of the pool. The GM should select items tied to each character in some way, so that it's obvious which person each item is meant for. For example, the items might be a rusted sword hilt for a fighter, a tarnished silver arrowhead for a ranger, a corroded ring for a wizard, and a broken wooden holy symbol for a cleric.

The items don't radiate magic, but when the PCs pick them up, the chamber fills with a blinding radiance as they gain mythic power from these ancient relics. Each character gains 3 mythic tiers in a path of her choosing, and selects powers before continuing the adventure. These relics are the PCs' ties to mythic power, and they must keep them on their persons at all times; otherwise, their power quickly fades. If the PCs start this adventure with mythic power, the GM should skip this portion of the encounter and revise the text above accordingly.

After their ascension, the oracle has little more to say to the PCs. She doesn't explain her advice any further. A successful DC 25 Knowledge (arcana) or Knowledge (history) check brings up a vague recollection of the *tears of last remorse*—waters said to warp anything they touch. A successful DC 20 Knowledge (geography) check brings to mind tales of a cursed island called Arakau said to lie to the southeast. Exceeding this DC by 10 or more reveals that the island is known as Kraken's Maw by sailors plying the waves today.

Story Award: Reward any PCs that pass the river's test and meet with the oracle 3,200 XP.

Servants of Fire (CR 9)

The actions of the heroes have not gone unnoticed by the Queen of the Inferno. Shortly after the PCs leave the oracle's caverns, she strikes against them. The ground trembles and splits open, spilling magma from the world's molten heart onto the surface. A pair of divine magma elementals emerges from these fissures, intent upon destroying the heroes.

If the PCs fly instead of travel overland, this encounter occurs the moment they land in Blackrag Cove instead.

BURNING MINIONS (2)

CR 6/MR 1

XP 3,200 each

Divine Large magma elementals (*Pathfinder RPG Bestiary* 2 118, and see page 224)

Aura aura of grace (10 ft.; already included in the stat block)

AC 18, touch 10, flat-footed 18

hp 70 each

Fort +10, **Reflex** +7, **Will** +4

Special Attacks mythic magic, simple divine spellcasting

Cleric Spells Prepared (CL 8th; concentration +8)

4th (1/day)—*air walk*, *cure critical wounds*

3rd (1/day)—*dispel magic*

1st (1/day)—*divine favor*

TACTICS

Before Combat The burning minions cast *air walk*.

During Combat The burning minions use mythic magic when casting *cure critical wounds*, *dispel magic*, and *divine favor*.

Return to Blackcrag Cove

Once back in town, the PCs still lack a clear idea of their destination. The mayor assembles sages, scholars, and ship captains in search of an answer. Finally, a clerk staggers in bearing a moth-eaten roll of parchment. It describes a catastrophic eruption on an island southeast of Blackcrag Cove. The tattered manuscript lacks a date or name, but does tell of the miraculous cooling of the volcano's fire.

Amos Valgarave (CG male human expert 5, Profession [sailor] +12), a merchant with a history of smuggling, speaks up to say he's heard of a dead volcano near that area, mainly through warnings to avoid its cursed shores. He knows it as Kraken's Maw, not Arakau. As far as the assemblage can ascertain, Kraken's Maw and Arakau are probably one and the same.

PART TWO: THE NEREID'S KISS

Few ships remain in the harbor of Blackcrag Cove. Most captains have fled for safer waters. The merchant Amos Valgarave, his mother infirm and unlikely to survive a flight to safety, offers his ship and crew for the promise of his mother's life. He's willing to take the PCs to Kraken's Maw in hopes that it is the legendary Arakau, though he doesn't know anyone who has ever set foot on it.

Amos warns that the crew of his 75-foot sailing ship, the *Nereid's Kiss*, won't be much use in a fight. All told, the ship has 18 crew members, plus Amos acting as her captain. As they sail short-handed, Amos politely asks the PCs to assist the ship's crew in her voyage. The winds favor the PCs on the 180-mile journey to Kraken's Maw, and the ship travels 60 miles per day so long

BUILDING THE MYTH

The dragon turtle would be a hard encounter for non-mythic characters. But by drawing on their mythic power, the PCs should make short work of this deadly foe. For their part, the captain and crew of the *Nereid's Kiss* react differently to the PCs after the battle. Once jovial and easy to approach, they now grow silent when the PCs are near, recognizing in them something not altogether mortal.

Other NPCs react in similar fashion to the PCs for the remainder of the adventure. Even respected leaders like Mayor Kostya and Hiyalauai of the birdfolk of Arakau act deferential toward the PCs.

as the PCs help out. Whether the PCs accept or refuse, the sailors treat them with full respect and provide pleasant company.





Trouble at Sea (CR 9)

Creature: Two hours past dawn on the third day of sailing, a dragon turtle hunting beneath the waves spies the *Nereid's Kiss*. The crew fails to spot the dragon turtle, but any PCs explicitly on watch have a chance to see it rising up just before it surfaces (requiring a Perception check opposed by the dragon turtle's Stealth). There's no time to raise the alarm, but PCs passing the check act in the surprise round.

As its first action, the dragon turtle surfaces beneath the ship in an attempt to capsize it. Captain Valgarave narrowly keeps the ship upright, but the shock of impact knocks any PCs on deck prone (unless they succeed at DC 20 Reflex saves), as well as all of her crew other than the captain. 1d4 crew members splash into the sea, each with a 50% chance of being knocked unconscious. While the dragon turtle focuses its attention on the PCs, a few crew members should perish in dramatic fashion to heighten the tension. If the dragon turtle is reduced to fewer than 40 hit points, it dives deep underwater and leaves in search of more cooperative prey.

DRAGON TURTLE CR 9
XP 6,400
hp 126 (*Pathfinder RPG Bestiary* 112)

Landing at Kraken's Maw

The rest of the 3-day voyage goes without incident. As the ship nears the island, Captain Valgarave scouts out a safe approach. In his opinion, the western beach in the island's harbor looks like the safest mooring. After the ship anchors safely in the cove, the captain puts the PCs ashore using a small dinghy. He directs the PCs to signal from shore when they wish to return, promising to wait up to 6 days for them. After that, he must return to Blackcrag Cove to try to save his family.

As the PCs reach the shore, consult the description of the beach on page 239.

Kraken's Maw Features

Named for its striking resemblance to a kraken's beak about to bite, the island of Kraken's Maw lies 180 miles southeast of Blackcrag Cove. Steep cliffs surround the island, except for the stretch of beach lining the natural harbor. Jagged rocks barely visible beneath the surface render other moorings treacherous at best. A volcanic mountain surrounded by lush jungle rises from the island's center, opening into a yawning crater at its peak. In the past, pirates and smugglers established camps on Kraken's Maw, attracted by its safe harbor, plentiful food and water,

and obscure location. Invariably, the island's considerable hazards put an end to those ventures, and now those aware of the island stay far from its shores. Captain Valgarave knows only wild rumors of the island's dangers: tales of dread curses, depraved natives, and brutish beasts.

The dense jungles of the island have a primordial air about them. Massive conifers, ginkgoes, and palms abound, with dense bromeliads, ferns, and vines as ground cover. Gigantic fruit hangs from trees, and sparkling rivers wind down from the volcano's summit. Birds, reptiles, and dinosaurs can be found in abundance, but the island is all but devoid of mammalian life. The flora and fauna of Kraken's Maw sport odd differences from their counterparts. The native hues aren't seen elsewhere, proportions are wildly different from those of their mainland counterparts, and the sounds of animals hit entirely different pitches. Even with these differences, the inhabitants are so close to the familiar that they're all the more upsetting.

Valgarave advises the PCs to eat and drink only from ship's stores, warning that those who partake of the bounty of Kraken's Maw belong to the island forever. Although mostly just superstition, there is a very real risk to those that drink the water from the caldera (see page 244).

Arakau: The volcano at the heart of Kraken's Maw lies quiet, its peak collapsed into a caldera filled by a deep mountain lake. The creatures and residents of Kraken's Maw avoid the lake's waters, fearful of their eldritch properties. For more details, see area **A3**.

Beach: Sailing ships find safe haven in the natural harbor on the eastern side of Kraken's Maw. On first approach to the beach, a flight of brightly plumed parrots breaks from the forest, flying north. A pair of pteranodons swoops after them, snatching several parrots from the sky before wheeling clumsily west and vanishing back into the jungle.

Demon's Teeth: Northwest of the volcano, a forest of rock spires reaches into the sky. A fierce tribe of mythic gargoyles makes its lair in the crevices of these spires. For more details, see encounter area **A2**.

Raptor's Reach: The birdfolk of Kraken's Maw dwell here in nests built among the trees and great stone heads. The stone heads can be seen from the landing point of the ship's boat, and the nests from about half a mile away. Unlike most the island's residents, the birdfolk welcome outsiders. For more details, see area **A1**.

Ruined Villages: Little remains of these two large villages save rubble, scorched ground, and a scattering of the island's unusual stone heads. Though this devastation seems to have happened centuries ago, the jungle has reclaimed only small portions of these ruins, and the beasts of the island give both areas a wide berth. No humanoid remains or even signs of habitation are found at either site. Any creature spending more than 10 minutes in either of these cursed villages risks contracting both

the curse of unluck (Will DC 20 negates) and cackle fever (onset 1 day, Fortitude DC 16 negates). Both can be found on page 557 of the *Core Rulebook*.

Stone Heads: Carved stone heads lie scattered about the island, the smallest 10 feet in height and the largest over 100 feet. The largest stand in and around the village of Raptor's Reach. The longed-haired, full-bearded heads bare their teeth in fierce scowls. It's unclear what race they represent.

PART THREE: INTO THE KRAKEN'S MAW

As the PCs travel between encounter areas, they risk running afoul of the Maw's savage denizens. In addition to the ever-present dinosaurs (many of which are infused with mythic power), mutated plants lurk in the jungle, formerly ordinary vegetation forever altered by the waters of the island's heart.

Through the Jungle

The jungles are trackless. A group with a speed of 30 feet travels 6 miles per day under such conditions. The party can take steps to travel faster, such as using recuperation to travel more hours out of each day. If the PCs are not traveling fast enough to get back to Blackcrag Cove before the eruption, remind them that time grows short.

Check for random encounters twice per day and once each night, with a 25% chance for an encounter. In addition to rolling on the table for random encounters (see page 240), there's a 50% chance that any given encounter takes place in an exotic location (choose one from the list below). The others happen in typical jungle terrain.

Intoxicating Grove: Heavy round fruit weighs down the palmlike trees of this stretch of jungle. Well past ripeness, the fruit ruptures if disturbed and rains down pungent pulp. Besides having high alcohol content, the vapors from the fermented fruit are a potent hallucinogen. Each round of battle, there's a 50% chance a random combatant is struck by a rain of rancid fruit. All creatures within a 10-foot burst take 1d4 points of Wisdom damage and are confused for 1d4 rounds (Fortitude DC 18 negates both effects). The creature struck by the fruit receives a -2 penalty on the save. Violent actions (such as *fireball*) or striking a tree automatically cause a rain of rotten fruit. After the battle, the PCs can harvest 2d4 of the fruits for later use, with a 25% chance that each PC involved in harvesting accidentally breathes in vapors. Each fruit weighs 2 pounds, has a range of 10 feet, and can be hurled as a splash weapon with effects as above. The fruits keep for 1d4 more days before bursting on their own.

Rope Bridge: A miraculously intact, 80-foot-long rope bridge crosses a 50-foot-deep gorge. The PCs can climb down (Climb DC 20) and back up the other side, or take their chances crossing the bridge. If the PCs examine the bridge, it appears sturdy. Depending on the encounter rolled, the PCs might just be close enough to see the bridge

KRAKEN'S MAW RANDOM ENCOUNTERS

d%	Result	Avg. CR	Source
01-10	1d4 pteranodons	5	<i>Bestiary</i> 85
11-20	5d4 compsognathuses	6	<i>Bestiary</i> 2 90
21-25	1d6 dimetrodons	6	<i>Bestiary</i> 3 78
26-35	1 allosaurus	7	<i>Bestiary</i> 2 90
36-40	1 hangman tree	7	<i>Bestiary</i> 2 152
41-50	1 rot grub swarm	7	<i>Bestiary</i> 3 215 and see below
51-55	1d3 ankylosauruses	8	<i>Bestiary</i> 83
56-65	1d6 invincible assassin vines	8	See below
66-75	1d2 invincible stegosauruses	9	See below
76-85	1d3 triceratopses	10	<i>Bestiary</i> 86
86-00	1d3 tyrannosauruses	11	<i>Bestiary</i> 86



or partway across the gorge. Movement on the bridge requires a successful DC 10 Acrobatics check to avoid falling over (DC 15 if moving at full speed). The bridge sways alarmingly if melee breaks out, increasing the DC of the Acrobatics check by 2 for each round the melee continues. A 5-foot section of bridge has hardness 5 and 5 hit points.

Treacherous Bog: This marshy ground counts as a shallow bog. Scattered around the battlefield are 1d4 10-foot-by-10-foot patches of quicksand. The creatures encountered in this area know the location of the quicksand. Rules for shallow bogs and quicksand can be found on page 427 of the *Core Rulebook*.

Volcanic Plain: The jungle thins out into a bed of jagged, volcanic rock. A creature moving at more than half its speed per move action must succeed at a DC 15 Acrobatics check or injure itself on the razor-sharp rocks, taking 1d6 points of damage and 1 point of bleed damage. A creature that fails by 10 or more falls prone and takes double the normal damage and bleed. Creatures native to the island receive a +5 bonus on their checks.

Kraken's Maw Encounters

Check for random encounters twice per day and once each night, with a 25% chance for an encounter.

Invincible Stegosaurus: These dinosaurs are highly territorial and advance menacingly toward anything that could potentially be a threat.

INVINCIBLE STEGOSAURUS

CR 8/MR 2

XP 4,800 each

AC 26, flat-footed 24

hp 106 each (*Pathfinder RPG Bestiary* 85, and see page 224)

Invincible Assassin Vine: Called kraken vines by the island's inhabitants, these creeping, thrashing vines have a rubbery, yellow appearance.

INVINCIBLE ASSASSIN VINE

CR 4/MR 1

XP 1,200 each

AC 17, flat-footed 17

hp 38 each (*Pathfinder RPG Bestiary* 22, and see page 224)

Rot Grub Swarm: The rotting corpse of a decapitated triceratops (carriage left behind by Bloodeye, a fearsome tyrannosaurus the PCs will encounter later) lies across the PCs' path. If the PCs approach too close, the rot grubs burst out of the body and swarm over them. This encounter should happen only once. For repeat encounters, either roll again or have the heroes find the fresh corpse or skeletal remains of an island beast with no encounter.

A1. Raptor's Reach

Just over a mile from the beach lies the peaceful village of Raptor's Reach, home to the birdfolk of Kraken's Maw. Once common osprey native to the island, their distant ancestors were altered by the waters of Mount Arakau. The birdfolk revere the mountain as a deity of earth and water, mother to their race. Dedicated to harmony with others, they present no threat unless attacked. If the PCs come near the village without taking precautions to conceal their approach, two birdfolk scouts spy them and fly toward them. They call out in their own tongue, swirl in broad loops, then turn back toward the village while tipping their wings to and fro.

The birdfolk of Kraken's Maw are humanoids with large, black-feathered wings and dark gray skin. In place of hair, they have plumage. They speak a unique dialect that sounds airy and musical—in their language, they simply refer to themselves as “the people.” Sailors who know of these creatures dub them “fish divers,” in reference to the birdfolk's favorite means of hunting and sport. These creatures are in fact members of an avian race known far to the northwest as the *strix*—though unlike those distant kin, the birdfolk bear no hatred toward humanity. Statistics for the birdfolk shouldn't be necessary for this adventure, but if you need them, *strix* are detailed on page 313 of *Pathfinder Campaign Setting: The Inner Sea World Guide*.

The scouts lead the PCs to their village, a mixture of nests and huts built in and around great stone heads. They motion the PCs toward the nest of their aged leader, **Hiyalauai** (N female *strix* druid 3), one of the few of their kind who speaks Common. If the PCs can't make the 50-foot ascent up the stone head to her nest (Climb DC 15), she flies down to meet them.

Hiyalauai listens to the PCs' tale. When asked about the *tears of last remorse*, she has the following to say.

“The legends of our people say that once we were as the birds that fish the sea. Our ancestors drank of the forbidden waters of Arakau, and its touch made us as we are now. Wrathful indeed was the goddess. She cast us from her mountain, forbidding us to ever again drink of the sacred waters within. Yet even in her anger, she loved us still. She gave unto us this village, a home among the great stone heads of strangers long forgotten. Here, she keeps us safe from others who drank of the waters, others she turned her back on. We call those waters the tears of Arakau, the tears wept by the goddess for her lost children. Perhaps they are the tears you seek.

“Arakau weeps her tears within her mountain heart. But to drink, indeed even to touch the tears, brings her wrath, her curse. Only the most sacred vessel, blessed by the goddess herself, can carry the tears in safety. Once we had such a vessel, the earth chalice, a sacred relic of our kind. Our bravest used this

BUILDING THE MYTH

The island's fiercest denizen is Bloodeye, a battle-scarred tyrannosaurus boasting mythic powers bestowed by the waters of Mount Arakau. He represents the darkest side of the changes the *tears of last remorse* brought to Kraken's Maw, much as the birdfolk of Raptor's Reach represent the best.

During the first half of their journey, the PCs should run into signs of Bloodeye, even though they won't yet directly encounter the thunderous beast. Possibilities include finding a grisly corpse, catching a glimpse of the Gargantuan dinosaur in the distance, or just hearing his mighty roar. This is key to setting the mood for this upcoming battle.

chalice to fetch the sacred waters from her heart, that we might pour forth the tears onto the village soil to honor the goddess.

“Alas, the last of our kind to fetch the sacred tears, my own grand-nephew Okanimak, never returned. The earth-demons tore him from the skies and stole the chalice. They hold it now in their lair, the spires of the Demon's Teeth. Heed me: without the earth chalice, the goddess will surely strike you down if you venture into her heart.”

Hiyalauai draws the PCs a rough map of the island on a piece of cured hide. She marks her village, Mount Arakau, the Demon's Teeth, and the two ruined villages. She warns the PCs that the villages and volcano are taboo. The volcano can be visited by only those who bear the *earth chalice*, and entering either ruined village courts the goddess's anger. Hiyalauai suggests the PCs travel west past the nearer ruined village to avoid the volcano, then turn northeast to reach the Demon's Teeth. Demon's Teeth is 12 miles away by Hiyalauai's suggested path.

Hiyalauai describes the *earth chalice* as a bowl of volcanic rock lined with ever-changing crystals. The earth-demons, horned and winged, sound to experienced adventurers suspiciously like gargoyles. If asked about threats on the island, she warns the PCs to beware not just the beasts in the jungle—many touched by the goddess—but the very jungle itself, which hungers for the blood of trespassers. Lastly, she warns of Bloodeye, the Guardian of Arakau, a foul-tempered beast that walks on two legs and stands taller than many trees.

A2. The Demon's Teeth

The gargoyles of Kraken's Maw make their home in the Demon's Teeth, a maze of needlelike stone spires. Scattered in niches at the base of the spines stand rough-carved statues resembling the stone heads found elsewhere



on the island, only with complete bodies and smaller in scale. The stone statues range from 6 to 18 feet in height, the spires from 50 to 80 feet. The gargoyles live in caves dug out of the spires near the center of the Demon's Teeth, surrounded on each side by several miles of empty spires. Nearly a hundred gargoyles take roost in the Demon's Teeth, but the majority avoid conflict if the PCs defeat their powerful sentries.

Sentries (CR 11)

As the PCs near the center of the Demon's Teeth, they enter gargoyle territory. Six mythic gargoyle sentries are hidden in the pillars 50 feet above the ground. Half of the gargoyles animate Medium statues and harass the PCs, while the other half keep watch in case their brethren come under attack.

MYTHIC GARGOYLES (6)

CR 5/MR 2

XP 1,600 each

hp 62 each (see page 198)

ANIMATED OBJECTS, STATUES (3)

CR —

AC 15, flat-footed 13

hp 36 each (*Pathfinder RPG Bestiary* 14)

Defensive Abilities hardness 8

Melee 2 slams +5 (1d6+2)

SQ Construction Points (additional attack, stone)

The Earth Chalice (CR 12)

The *earth chalice* stands enshrined at the center of a cluster of knife-like spires resembling vicious fangs, the inspiration for the name "Demon's Teeth." The spires stand in two concentric circles. The outer ring is 60 feet in diameter at its outer edge, with 12 spires. The inner ring is 30 feet in diameter, with 8 spires. Each spire ranges from 50 to 60 feet in height and is 5 feet by 5 feet at the base, tapering to about 2 feet by 2 feet at the top.

A finished octagonal pillar of stone stands in the center of the two circles, 5 feet across and 50 feet high. Unlike the other spires, the sides of this column have been polished to a smooth finish. A niche is carved 10 feet

below the pillar's peak, and is open on four sides. Inside this shrine sits a humble cup of rock, slightly larger than two cupped hands.

Climbing and standing on the spires is a tricky business. The rough-surfaced outer ring is the easiest to climb (Climb DC 15). The slightly smoother spires of the inner ring are more challenging (Climb DC 20). Balancing on the irregular tops of the spires requires a DC 10 Acrobatics check. The polished inner spire is too smooth to climb, but trivial to stand on.

Time has not been kind to the outer and inner spires. Each has a 20% chance of breaking from the shock of Medium creature jumping on it. The spires have a hardness of 8, 25 hp, and a break DC of 30. The larger central column shows no discernible wear. It has hardness 8, 540 hp, and a break DC of 50.

The ring of spires acts in conjunction with the *earth chalice* to amplify mythic power, particularly for creatures with the earth subtype. Any creature with both the earth and mythic subtypes gains fast healing 5 and a climb speed equal to its base land speed as long as it stands anywhere within the outer ring. In addition, any creature (with or without the earth subtype) that expends a use of mythic power for any purpose while touching a spire or the central column gains a +2 bonus on attack rolls, saving throws, and weapon damage rolls for 1 round.

The spires also act as anchors on ranged attacks, drawing them down to earth. Ranged weapons launched into or within the ring of spires fall rapidly back to earth. Attack rolls with ranged weapons take a -4 penalty, and the range penalties are doubled. This affects only material objects, not spells or nonphysical special attacks. This effect extends up from the base of the rings to a height of 100 feet.

The guardians of the *earth chalice* hide atop four of the inner spires. Attuned to the power of the chalice, they automatically sense the presence and general location of anyone entering the ring of spires, even those concealed from sight. The guardians wait before engaging intruders, allowing the PCs a chance to spread out or get into exposed positions atop the spires before they attack.

SACRED GUARDIANS (4)

CR 8/MR 2

XP 4,800 each

Mythic gargoyle barbarian 3 (see page 198)

CE Medium monstrous humanoid (earth, mythic)

Init +7; **Senses** darkvision 60 ft.; Perception +9

DEFENSE

AC 17, touch 11, flat-footed 14 (+3 Dex, +6 natural, -2 rage)

hp 131 each (8 HD; 5d10+3d12+79); fast healing 5 (while within the circle of spires)

Fort +11, **Ref** +8, **Will** +10; +1 vs. traps

Defensive Abilities trap sense +1, uncanny dodge; **DR** 10/epic and magic

TELEPORTATION

The artifact-like properties of the waters of Arakau interfere with dimensional travel. Any attempts to pass from another plane to locations within 1 mile of the mountain fail. Teleportation effects rebound, bouncing the would-be traveler 50% of the distance originally teleported in a random direction, though never into a solid object. Extradimensional spaces like *bags of holding* can't be accessed within the area of the caldera, nor can other planes be entered from the caldera.

The *tears of last remorse* interfere with conjuration (teleportation) effects by anyone carrying them, even while inside the *earth chalice*. Such effects miss their destination by 50% of the original distance, with the direction determined randomly. This never results in appearance inside a solid object.

OFFENSE

Speed 50 ft., climb 50 ft. (while within the circle of spires), fly 60 ft. (average)

Melee 2 claws +16 (1d6+8), bite +16 (1d4+8), gore +16 (1d4+8)

Special Attacks breath weapon (60-ft. cone, 6d6 acid damage, Reflex DC 19 half, usable every 1d4 rounds), mythic power (2/day, surge +1d6), rage (13 rounds/day), rage powers (knockback)

TACTICS

During Combat The sacred guardians flit from spire to spire, clinging to the tops and sides—possibly causing some of them to collapse. They use their knockback rage power against foes climbing the spires, hoping to send them plummeting to their deaths. They save their mythic power for taking attacks with opportunistic movement, drawing power from the spires in the process.

Morale The sacred guardians fight to the death.

STATISTICS

Str 25, **Dex** 17, **Con** 24, **Int** 6, **Wis** 12, **Cha** 4

Base Atk +8; **CMB** +15; **CMD** 26

Feats Improved Initiative, Iron Will^M, Power Attack, Skill Focus (Fly)

Skills Climb +15, Fly +14, Perception +9, Stealth +14 (+20 in stony environs)

Languages Common, Terran

SQ fast movement, freeze, opportunistic movement, possess statue

Gear *amulet of mighty fists* +1

Treasure: Inside a niche in the central spire rests a stone bowl almost a foot across—the *earth chalice*. Glimmering, ever-changing crystals line the bowl's interior, their color gradually shifting through the spectrum. The *earth chalice*

can hold up to a quart of liquid, even magma or molten metal, with no risk of harm to its bearer. The *earth chalice* preserves its contents in stasis, allowing liquids that normally lose their potency when removed from their source to be transported safely. The vessel slows the motion of any liquid inside, protecting against accidental spillage, but also making it so that pouring out the contents takes 1 round per pint. The *earth chalice* rejects storage in extradimensional spaces and any attempts to alter its form with magic. As a minor artifact, the *earth chalice* has other properties, though they're beyond the scope of this adventure. The *earth chalice* itself can be safely handled without special precautions.

A3. Mount Arakau

The base of the extinct volcano lies about 4 miles southwest of the Demon's Teeth. Mount Arakau is 3,000 feet tall, with the caldera lake lying 500 feet below the rim. Though the approach to mountain can be hazardous, no encounters happen after the PCs reach the base of Arakau, as most creatures of Kraken's Maw avoid the mountain and its waters. Filling the chalice with the waters of the lake presents no great obstacle. A makeshift cover for the chalice can be constructed from materials at hand.

Lesser containers can hold the *tears of last remorse*, but the waters lose their potency moments after passing beyond the volcano's rim. In addition, there's a 50% chance that the waters warp and ruin the container, spilling the tears.

Creature: Upon retrieving the tears, the PCs must face the most terrifying beast on the entire island. Bloodeye is an ill-tempered tyrannosaurus enhanced by the waters of Arakau. A vicious red scar cuts across Bloodeye's blind right eye, and dozens of other scars crisscross his ancient hide. The beast is a servant of the waters. The moment the PCs enter the caldera, he becomes aware of their intrusion, and races up the mountain to destroy those who would intrude upon the sacred place. Bloodeye attacks without remorse, fighting to the death.

BLOODEYE **CR 11/MR 2**

XP 12,800

Advanced savage tyrannosaurus (*Pathfinder RPG Bestiary* 86, 294, and see page 224)

AC 27, touch 9, flat-footed 24

hp 205

Fort +17, **Ref +14**, **Will +12**

DR 10/epic; **Resist** acid 15, cold 15, electricity 15, fire 15, sonic 15

Melee bite +22 (4d6+26/19–20 plus bleed plus grab)

Special Attack bleed (1), feral savagery (full attack), swallow whole (2d8+13, AC 19, hp 20)

Str 36, **Dex 17**, **Con 23**, **Int 2**, **Wis 19**, **Cha 14**

CMB +30 (+34 grapple); **CMD 43**

Skills Perception +39

Effects of the Tears

Touching or drinking the *tears of last remorse* results in one of the effects listed in the table below. A second dose has no additional effect until the first effects pass. Unless otherwise noted, these effects last for 2d4 days. Prolonged or repeated exposure causes more pronounced and permanent changes, but these are beyond the scope of this adventure. The effects of the tears can't be removed prematurely except by *greater restoration*, *limited wish*, *miracle*, *wish*, and similar effects.

d%	Result
01–05	A massive increase in density triples the creature's mass. The creature gains DR 5/—, but counts as being heavily encumbered.
06–10	The creature becomes incorporeal for 1d4 hours.
11–20	The creature is blinded, but gains blindsense 15 feet.
21–30	Whenever the creature uses its surge ability, it rolls double the dice, but each use of mythic power (whether expended for surges or some other effect) deals 2d6 points of damage to the creature.
31–45	The creature gains a +4 enhancement bonus to a random ability score and a –4 penalty to two others.
46–50	The creature gains a +20 insight bonus on initiative checks.
51–55	Heightened awareness of reality gives the creature blindsight 60 feet and constant <i>true seeing</i> , but processing this information leaves the creature staggered.
56–65	The creature's limbs lengthen abnormally, adding 5 feet of reach but applying a –2 penalty to Dexterity. Attack rolls it makes using the extra reach take a –2 penalty.
66–80	The creature loses access to all mythic abilities, ranks, and tiers for 1d4 hours.
81–90	The creature's mouth closes over, making drinking, eating, and speech impossible.
91–100	GM's choice, or a new effect along these lines.

Return to the Ship

With the *tears of last remorse* safely stowed, the PCs can finish any remaining business they have on Kraken's Maw and return to the *Nereid's Kiss*. Captain Valgarave has the ship ready to sail at short notice, ready to embark toward Blackrag Cove within an hour of the PCs boarding.

PART FOUR: WRATH'S END

During the voyage back to Blackrag Cove, the ship averages 48 miles per day (so the journey lasts almost 4 days). No hazards threaten the ship, but toward the end of the second day an ominous plume of smoke can be seen over the horizon. The next morning, ash falls from the sky and continues to rain down day and night.

When the *Nereid's Kiss* finally reaches Blackcrag Cove (assuming the PCs made it back before the fourteenth day), the town stands mostly intact, though several buildings have burned to the ground. As Captain Valgarave maneuvers the ship into the harbor, a powerful tremor shakes the ground. Moments later, scorching hot rocks rain down over the ship and town, causing 1d6 points of bludgeoning and fire damage to exposed creatures and objects. The Queen's vengeance is near at hand.

Mayor Kostya meets the ship at the dock, a look of grave concern across her face. She tells the PCs that many townsfolk have already fled and others have perished in the fires. About half the townspeople remained, confident their heroes would return. Relieved that the PCs have the *tears of last remorse* in hand, she asks earnestly that they make all possible haste toward Theana, 10 miles northwest of town. If the PCs lack means of travel faster than going on foot, the mayor manages to gather horses for them.

Ascending the Inferno (CR 10)

The Queen of the Inferno's wrath has imparted to the volcano an almost sentient malice. As the PCs reach the edge of the volcano, it senses their intent and the items they bear, and takes steps to defend itself. As they ascend toward its peak, the PCs face escalating threats. Rules for the effects of heat, smoke, and lava can be found on page 444 of the *Core Rulebook*.

General Conditions: The growing volcanic eruption produces conditions of severe heat, and certain areas have more extreme heat. The debris and ash coating the mountain create difficult terrain throughout the ascent.

200 Feet: The mountain rumbles, and a wave of hot ash cascades down its slopes. A DC 10 Perception check allows the PCs to notice the ash 1 round before it surrounds them. For every 5 points above this, the PCs gain an additional round, to a maximum of 5 rounds with a result of 30 or higher. The ash cloud surrounds the PCs for 2 minutes before continuing down the mountain. The ash cloud creates conditions of extreme heat, and any PC foolish or desperate enough to breathe inside the toxic cloud takes 1d6 points of Constitution damage each round (Fortitude DC 15 negates; the DC increases by 1 for each previous attempt). There is not enough ash to bury the PCs.

1,000 Feet: A chunk of solidified lava crashes down within 5 feet of a randomly selected PC. This lava bomb explodes, dealing 6d6 points of bludgeoning and piercing damage in a 30-foot radius (Reflex DC 15 negates). Every 4d4 rounds thereafter, another lava bomb impacts near the party for the same effect. If the PCs are flying, the mountain assails them with bursts of smaller rocks. Each PC is targeted by a rock, a +15 ranged attack that deals 2d6 points of bludgeoning damage.

2,000 Feet: A river of lava flows at the PCs, creating conditions of extreme heat for as long as the PCs are within 100 feet. The river is 200 feet across and advances on the PCs at 50 feet per round. They automatically notice the lava's heat at a distance of 100 feet. Due to the ash and smoke, spying the lava while it's 200 feet away requires a successful DC 10 Perception check. For every 5 points by which the PCs exceed the DC, they spy it 50 feet farther away, to a maximum of 500 feet away. The PCs must get to one side of the lava before it overruns them, and afterward they must either find a way to cross the molten path ahead of them or travel 500 feet laterally to bypass it.

3,000 Feet: The ascent grows more challenging because of the debris and constant shaking. Travel past this point is at one-quarter speed, combining the effects of difficult terrain and obstacles. The constant ash fall acts as thick smoke, and leaves the PCs in darkness. Light sources have their light levels reduced by one step, and they illuminate only half their usual radius.

4,000 Feet: To ascend the final distance, the PCs must tackle several sheer ascents. Progressing past this height requires successful DC 15 Climb checks. Skilled PCs can climb on ahead to set ropes and other aids for the less able. Every 2d6 rounds, the mountain quakes, requiring a successful DC 20 Climb check to cling to the mountainside. If a PC fails either Climb check, she falls 2d6 × 10 feet (taking appropriate falling damage), then can attempt a DC 20 Reflex save to arrest the fall. If the PC fails the save, she falls a similar distance again until she makes her save or lands at the 3,000-foot elevation.

Cathedral of Flame: When the PCs reach about 4,500 feet, the smoke clears enough for them to spot a vast opening in the side of the mountain, with streams of lava pouring down either side of it. These streams are only 15 feet wide, but the PCs must find a way to cross them if they wish to go inside the volcano. Inside, there is a large chamber carved out of the rock. This is the home of one of the Queen's most powerful servants (see *The Queen's Hand* on page 246), and the only safe way inside the mountain.

Continuing up the Mountain: Beyond the entrance to the cathedral, the mountainside becomes almost impassible. Sheer cliffs, constant tremors, rockfalls, and lava make for deadly threats to the PCs the last 1,500 feet of the mountain. Flying to the top is nearly impossible as well. The volcano's mouth is a storm of ash, smoke, lava bombs, and other hazards.

Coping with Magic: Typical PCs probably won't trek overland in face of the volcano's wrath. Resourceful PCs can avoid all or most of the hazards through flight, teleportation, and similar means, though note the effect of the *tears of last remorse* on teleportation. Describe the threats they bypass in dramatic detail to keep the tension high.

Story Award: If the PCs survive the ascent of Theana, award them 9,600 XP.

The Queen's Hand (CR 12)

Inside the cathedral, the heat of the volcano causes 1d6 points of fire damage every round. The chamber itself is over 50 feet across, with a large domed ceiling almost 60 feet overhead and lava pouring freely into a pair of troughs that run down either side of the room. Opposite the entrance is a set of gigantic bronze double doors, glowing with heat. The doors are magically locked, but Sorzan, the Queen's Hand, has the key.

When the PCs enter the chamber, the Queen's Hand is invisible, but she dismisses her *invisibility* and confronts them when they reach the center of the room. Sorzan, the Queen's Hand, demands the PCs bow down and submit to the justice of the Queen. If any mock her or fail to obey, she unleashes a *scorching ray* on the transgressors and the battle begins.

As the PCs battle her Hand, the Queen of the Inferno directs the fires of the volcano against them. At the end of each round of combat, roll 1d6 and consult the following table of effects.

1d6	Result
1	A bubble of toxic gases bursts from one of the magma pools. The gas affects a 20-foot-wide, 40-foot-high burst centered on a random PC. Each PC that breathes in the invisible vapors takes 1d6 points of Constitution damage (Fortitude DC 20 negates). This is considered poison, but has no ongoing effect.
2	Lava sprays from one of the pools in a 30-foot line toward one of the PCs, dealing 10d6 points of fire damage immediately, and 5d6 points of damage at the end of the next round (Reflex DC 20 for half and no ongoing damage).
3	A rock falls from the ceiling, targeting a single PC with a melee attack. It has a +20 attack bonus and deals 5d6 points of bludgeoning damage.
4-6	No event this round.



SORZAN CR 12

XP 19,200

Female efreeti fighter 2/guardian 4 (*Pathfinder RPG Bestiary* 140, and see page 26)

LE Large outsider (extraplanar, fire, mythic)

Init +12; **Senses** darkvision 60 ft.; Perception +19

DEFENSE

AC 28, touch 14, flat-footed 23 (+6 armor, +3 Dex, +2 dodge, +8 natural, -1 size)

hp 160 (12 HD; 12d10+94)

Fort +14, **Ref** +13, **Will** +13; +1 vs. fear

Defensive Abilities bravery +1, fast healing, guardian's call (absorb blow), hard to kill, impervious body, parry spell; **DR** 5/epic; **Immune** fire; **Resist** cold 10

Weaknesses vulnerable to cold

OFFENSE

Speed 15 ft., fly 40 ft. (perfect)

Melee +2 *falchion* +23/+18/+13 (2d6+15/15-20/x3) or

2 slams +20 (1d8+13 plus 1d6 fire)

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

Special Attacks borrow elements, change size, heat, mythic power (11/day, surge +1d8)

Spell-Like Abilities (CL 11th; concentration +13)
Constant—*detect magic*

At will—*plane shift* (willing targets to elemental planes, Astral Plane, or Material Plane only), *produce flame*, *pyrotechnics* (DC 14), *scorching ray*

3/day—*invisibility*, quickened *scorching ray*, *wall of fire* (DC 16)

1/day—grant up to 3 *wishes* (to non-genies only), *gaseous form*, *permanent image* (DC 18)

TACTICS

Before Combat Sorzan renders herself invisible and awaits the PCs' approach.

During Combat Accomplished at aerial combat, Sorzan flies above the lava and engages her foes. If they don't close in to battle her in melee, she darts in to strike at them, and then goes back over the lava using Flyby Attack. Wary of magical attacks, she defends against spells with borrow elements and parry spell.

Morale Trusting her fate to her goddess, Sorzan fights to the death and without mercy.

STATISTICS

Str 29, **Dex** 18, **Con** 23, **Int** 10, **Wis** 18, **Cha** 14

Base Atk +12; **CMB** +22; **CMD** 38

Feats Combat Casting, Combat Reflexes, Dodge^M, Flyby Attack, Improved Critical^M (falchion), Improved Initiative^B, Power Attack^B, Quicken Spell-Like Ability (scorching ray), Weapon Focus (falchion)^B

Skills Bluff +15, Disguise +12, Fly +11, Intimidate +17, Perception +19, Sense Motive +17, Spellcraft +12

Languages Aquan, Auran, Common, Ignan, Terran; telepathy 100 ft.

SQ amazing initiative, change shape (humanoid or giant; *alter self* or *giant form I*), recuperation

Gear mwk breastplate, +2 falchion, cloak of resistance +2, ring of minor cold resistance, brass key

Calming the Volcano

As the efreeti falls, the earth trembles again and the magma pools begin to quickly cool. With her Hand eliminated, the Queen lacks a proper conduit for her powers. If the PCs hurry, they have just enough time to pour the *tears of last remorse* into the heart of the crater before the volcano erupts. The brass key around Sorzan's neck opens the large doors at the far end of the chamber, revealing a narrow corridor that leads to a small ledge of rock jutting out over the crater of the volcano. One hundred feet below, the lava boils and seethes. Rock and ash choke the air. With each step the PCs take, the volcano rumbles with anger, until it grows perfectly still once the PCs reach the edge.

The very moment the *tears of last remorse* touch the magma, they vanish in a cloud of steam. The building eruption instantly stills, and the lava solidifies into black rock in a growing circle radiating outward from the center. A heartbeat passes, and the rock fades into perfect, crystalline clarity. A wave of energy explodes over the crater's surface, blowing apart the walls of the volcano and collapsing the crater floor.

As the PCs recover from the blast, they see that a deep, clear lake now fills in the volcanic caldera—one eerily reminiscent of the caldera of Arakau on Kraken's Maw. They lie miraculously unharmed and safe on the new

BUILDING THE MYTH

With the adventure at its climax, pull out all the stops. Use Sorzan's mythic power freely, since she won't need it once the fight ends. Familiarize yourself with her mythic options before the fight, and use as many different ones as possible during the battle. The PCs fight on terrain firmly controlled by their enemy, and they should feel like the mountain is itself one of their adversaries. Whether triumphant or defeated, the PCs should feel they battled not just a mere emissary, but a goddess's will made manifest.

lake's shore. Outside the volcano, the damage from the eruption remains, but the annihilation of the upper third of the mountain caused no damage to the town. The PCs easily and safely descend the mountain and return to Blackcrag Cove.

CONCLUDING THE ADVENTURE

Though the immediate threat has ended, Blackcrag Cove faces a new peril: The newborn lake shares the dangerous properties of the tears themselves. Creatures altered by the water become a constant threat in the area. Grateful to be saved for now, the town does not begrudge this consequence.

On Kraken's Maw, a massive quake rocks the island at the same moment the tears extinguish the fires of Theana. The ground beneath the caldera cracks, and the waters filling the caldera of Arakau drain away, forever lost. Over the coming centuries, the magic slowly fades from Kraken's Maw, and voyagers once again return to settle the island's shores.

If you desire to run an ongoing mythic campaign, this adventure counts as a trial for purposes of advancing a mythic tier, and the PCs retain their newfound abilities. If you want to return to a non-mythic campaign, the burst of energy from the tears causes the relics the PCs carry to crumble to ash, dissolving the heroes' mythic power with them. Each PC retains three uses of mythic power (even if she had fewer after the final battle) and her surge ability. Once that power is exhausted, only memories and stories remain.

The PCs still possess the *earth chalice*, and thus could still gather more tears. The vessel is a minor artifact, so it no doubt has other uses and powers. It's also a magnet for malign forces from the Plane of Earth, which hound the PCs as long as they retain it. The PCs might return it to Hiyalauai and her people. No matter what they choose to do, the destiny of the artifact is fraught with danger that the PCs must overcome.



CHARACTER NAME _____ PLAYER _____
 MYTHIC PATH _____ MYTHIC TIER _____
 SOURCE OF POWER _____

MOMENT OF ASCENSION

MYTHIC POWER

USES PER DAY	USED
SURGE DIE	

MYTHIC TIER & ADVANCEMENT

TIER	TRIALS COMPLETED	BONUS HIT POINTS	ABILITY SCORE	MYTHIC FEAT	FEAT DESCRIPTION
1 ST					
2 ND			+2		
3 RD					
4 TH			+2		
5 TH					
6 TH			+2		
7 TH					
8 TH			+2		
9 TH					
10 TH			+2		

MYTHIC ABILITIES

TIER	BASE ABILITIES	PATH ABILITIES
1 ST	HARD TO KILL MYTHIC POWER SURGE +1d6	
2 ND	AMAZING INITIATIVE	
3 RD	RECUPERATION	
4 TH	SURGE +1d8	
5 TH	MYTHIC SAVES	
6 TH	FORCE OF WILL	
7 TH	SURGE +1d10	
8 TH	UNSTOPPABLE	
9 TH	IMMORTAL	
10 TH	LEGENDARY HERO SURGE +1d12	

MYTHIC CHARACTER SHEET

MYTHIC SPELLS	
LEVEL	
1 ST	
2 ND	
3 RD	
4 TH	
5 TH	
6 TH	
7 TH	
8 TH	
9 TH	

LEGENDARY ITEM	
NAME	
BASE ITEM	
TIER	ITEM ABILITY
1 ST	
2 ND	
3 RD	
4 TH	
5 TH	
6 TH	
7 TH	
8 TH	
9 TH	
10 TH	

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